

**PRIMARY SUCCESS: Recover body, ring and sword of Kamilah**

**SECONDARY SUCCESS: Destroy Vanyth**

**WHISTLEDOWN CITIZENS:**

Adagre Bagalom, Mayor of Whistledown, Gnome

Naja the weaver – frightened, timid, middle aged, family to protect

Daynor the Blacksmith – stolid, calm, worried, desperate

Iliona the seamstress – bold, challenging, vociferously critical of Adagre

Zale the fisherman – scheming, thankful Garridan is gone, vampire bait

Aminita the fortune teller, genuine small amount of talent, predictions of doom!

Mother Bagalom – matriarch of the local gnomes, in mourning, veiled

Sarian the Loner, statted NPC

**Missing:**

Margatha the Apothecary, roller of the finest snapleaf

Gimble and Galna – local tearaways, gnome, rogues

Garridan – patriarch of the local fishing families and his children Theron and Philana

Durriken the Sherriff and his militia

**Perception or Survival:**

DC15: Splinters and claw marks suggest something of inhuman strength was involved

DC20: Footprints suggest 3 (7-8) or 5(10-11) attackers were involved

DC25: Victims were dragged to the lake

DC30: A rowboat was dragged to shore on multiple recent nights although never to the same spot

## **ENCOUNTER 1: THE NIGHT MARKET**

**Tier 7-8: 1 Mohrg (16), 2 Vampire Spawn (20, 5)**

**Tier 10-11: 2 mohrgs (15, 11), 2 vampire spawn (16, 18), vampire sorcerer (12), 5 rat swarms (18, 13, 11, 21, 10)**

**Treasure: 2 potions of cure serious, cash, ring of climbing (10-11)**

**2 potions of inflict moderate, +2 ring of protection, +3 cloak of resistance, +4 headband of charisma**

Post battle the group either find the boat or are notified it is there by the Mayor

DC12 finds the footprints

DC15 Survival identifies them as the undead

DC20 Perception or DC15 Knowledge Local identifies the boat as a local one

DC20 Gather Information leads the PC's to Sarian the boat builder

Sarian: Unfriendly, DC19 indifferent, DC24 friendly

Indifferent: Admits boat was his but claims was stolen

Friendly: Admits was chased away from island by undead but never divulges own role

DC15 Knowledge Geography or DC10 Profession Sailor to get to the island, +1 hour per fail

**Vampire Spawn CR 4**, LE Medium undead (Pathfinder RPG Bestiary 271)

**Init +1**; Senses darkvision 60 ft.; Perception +11

**AC 15 (19 in tier 10-11 from mage armour), touch 11, flat-footed 14 (+1 Dex, +4 natural)**

**hp 26 fast healing 2, DR 5/silver**

**Fort +3, Ref +2, Will +5**

**Defensive Abilities channel resistance +2**; Immune: **mind**, death, paralysis, poison, bleed, **sleep**, **stun**, non lethal, ability damage or drain, fort effects which don't affect objects

**Resist cold and electricity 10**

**Weaknesses: Stays 5' away from garlic, mirrors or holy symbols presented as a standard action, DC25 will to overcome, cant enter a home unless invited, sunlight, stakes, running water**

**Feats Blind-Fight**

Speed 30 ft.

Melee slam +4 (1d4+1 **plus energy drain, 1 level, DC14 after 1 day**)

**Special Attacks Dominate (DC 14 will, 30')**

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; CMB +4; CMD 15

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth

Languages Common

**SQ gaseous form (standard action, fly 20), spider climb**

**Combat Gear potion of inflict moderate wounds**

**Mohrg CR 8, CE Medium [undead](#)**

**Init +8;** Senses darkvision 60 ft.; [Perception](#) +20

**AC 23 (27 in 10-11 from mage armour), touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**

**hp 91**

**Fort +6, Ref +10, Will +9**

**Immune:** mind, death, paralysis, poison, bleed, **sleep, stun**, non lethal, ability damage or drain, fort effects which don't affect objects

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (**paralysis DC21 fort, 1d4 minutes**)

**Feats: Spring Attack, Mobility**

Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 14

Base Atk +10; CMB +15 (+19 grapple); CMD 30

Skills [Climb](#) +22, [Perception](#) +23, [Stealth](#) +21, [Swim](#) +19

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

**Ostrog Vampire Sorcerer 8 CR 9**, once court magi to Vanyth, Prince of lost Casmaron in ancient Kelish, CE Medium undead

**Init +8**; Senses darkvision 60 ft.; [Perception](#) +13, **Speed 30**

**AC 27, touch 17, flat-footed 18 (+4 armour +2 deflection, +4 Dex, +1 dodge, +6 natural)**

**hp 119 (17 temporary); fast healing 5, DR 10/Magic AND Silver**

**Fort +13, Ref +11, Will +12**

**Defensive Abilities channel resistance +4; Resist cold 10, electricity 10**

**Immune:** mind, death, paralysis, poison, bleed, **sleep, stun**, non lethal, ability damage or drain, fort effects which don't affect objects

Melee slam +8 (1d4+4 plus energy drain, 2 levels, DC22)

**Feats: Blind-Fight, Combat Reflexes, Extend Spell, Silent Spell, Still Spell**

Special Attacks blood drain, children of the night, create spawn, **Dominate (DC 22, 30')**

Bloodline Spell-Like Ability (CL 8th, +7 touch); 11/day—grave touch (**SP** shaken, 4 rounds)

Sorcerer Spells Known (CL 8th, +8 ranged touch, **Concentration +20**)

4th (4/day)—greater invisibility

3rd (5/day)—dispel magic, fireball (DC 21), vampiric touch

2nd (3/day)—false life, invisibility, scorching ray, web (DC 20)

1st (3/day)—burning hands (DC 19), chill touch (DC 19), disguise self, expeditious retreat, mage armour, magic missile

Str 16, Dex 18, Con —, Int 14, Wis 16, Cha 26

Base Atk +4; CMB +7; CMD 24

Skills [Bluff](#) +27, [Knowledge](#) (arcana) +13, [Knowledge](#) (religion) +10, [Perception](#) +21, [Sense Motive](#) +13, [Spellcraft](#) +13, [Stealth](#) +12, [Use Magic Device](#) +19

Languages Abyssal, Common, Draconic

SQ [change shape](#) (dire bat or wolf, [beast shape II](#)), gaseous form, shadowless, spider climb

**Treasure:(cloak of resistance +3 (9), headband of alluring charisma +4 (8), ring of protection +2 (6)**

**Rat Swarm CR 2 N Tiny [animal](#) ([swarm](#))**

**Init +6**; Senses low-light vision, **scent**; [Perception](#) +8

**AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**

**hp 16**

**Fort +4, Ref +5, Will +2**

**Defensive Abilities [swarm traits](#)**

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus [disease](#))

Space 10 ft.; Reach 0 ft.

Special Attacks [disease](#), [distraction](#) (DC 12 nauseated)

Disease (Ex) Filth fever: Swarm—injury; save **Fort DC 12**; onset 1d3 days; frequency 1/day; effect 1d3 Dex [damage](#) and 1d3 Con [damage](#); cure 2 consecutive saves. The save DC is Constitution-based.

Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

Base Atk +2; CMB —; CMD —

Skills [Acrobatics](#) +6, [Climb](#) +10, [Perception](#) +8, [Stealth](#) +14, [Swim](#) +10

## **ENCOUNTER 2: WHY DID IT HAVE TO BE SNAKES?**

### **SWIMMING:**

DC15 rough, slightly blustery autumnal day

Move action to move one quarter speed, full round to move half, fail by **4 or less** make no progress, fail by **5 or more** then sink

**Hold your breath** for rounds equal to your twice Con score but only if taking move or free actions. Standard or full round action reduces that amount by a round. DC10 con check every round thereafter, +1 per round. Failure means you start to drown.

Round 1: Unconscious

Round 2: Dying

Round 3: Dead

### **UNDERWATER**

Visibility: 4d8x10' if clear, 1d8x10' if murky

Slashing or bludgeoning weapons attack at -2 and deal half damage if you make a swim check or have a swim speed. Thrown weapons cannot be used and ranged weapons take a -2 penalty to hit per 5' of water they pass through.

Fire spells require a caster level check of 20+spell level

### **FIGHTING THINGS IN THE WATER**

Swimming characters have **IMPROVED COVER** from attacks by land based characters

+8AC, +4 reflex

### **EXTREME COLD**

Dc15 Fortitude save +1 per previous check every hour, 1d6 non lethal damage

### **ENEMIES**

DC21 Perception to detect the approach of the snakes and be able to act in the surprise round, DC19 at Tier 10-11

## ENCOUNTER 2: TIER 7-8

**TWO Giant Constrictor Snakes: N Large animal**

**Morale** The snakes fight until reduced to fewer than 20 hit points, at which point they flee

**Init +7 (25, 17);** Senses **scent**; Perception +13, Speed 20 ft., **climb 20 ft., swim 20 ft.**

**AC 28, touch 20, flat-footed 25 (+3 Dex, +8 natural, -1 size, +8 COVER)**

**hp 85 (10d8+40)**

**Fort +10, Ref +14, Will +4 (+4 reflex due to COVER)**

Melee bite +14 (2d8+10 plus grab) **CMB+19 plus 2d8+10 constrict damage**

Space 10 ft.; **Reach 10 ft.**

**Special Attacks constrict (2d8+10 damage) on any successful grapple check**

Str 25, Dex 17, Con 16, Int 1, Wis 12, Cha 2

Base Atk +7; CMB +15 (+19 grapple); CMD 28 (can't be tripped)

Skills Acrobatics +16 (+12 jump), Climb +20, Perception +13, Stealth, +11, Swim +20; Racial Modifiers +8 Acrobatics, +4 Perception



**ENCOUNTER 2: TIER 10-11**

**TWO Giant Constrictor Snakes, N Huge animal**

**Init +8 (24, 14); Senses scent; Perception +16**

**AC 32, touch 20, flat-footed 20 (+4 Dex, +12 natural, -2 size, +8 COVER)**

**hp 127 (15d8+60)**

**Fort +14, Ref +17, Will +10 (+4 reflex from COVER)**

Speed 20 ft., **climb 20 ft., swim 20 ft.**

Melee bite +18 (4d8+12 plus grab) CMB+25, constrict damage

Space 15 ft.; **Reach 15 ft.**

**Special Attacks constrict (4d8+12 damage)**

Str 27, Dex 18, Con 16, Int 1, Wis 16, Cha 2

Base Atk +11; CMB +21 (+25 grapple); CMD 35 (can't be tripped)

Skills Acrobatics +20 (+16 jump), Climb +22, Fly +0, Perception+16, Stealth +9, Swim +22

### **ENCOUNTER 3: THE ISLAND**

Jetty with a 5' wide opening into a 40' deep well. A rope is tied to the top which can hold 800lbs. If more weight than that is added then it snaps and everyone climbing falls. The shaft opens up after 10' to the room below.

**TREASURE: Various masterwork weapons and armour stashed here by Sarian. DC15 Knowledge Local identifies them as smuggled goods.**

#### **Area 2:**

Mirror polished black volcanic rock. Cold and lightless. The exit is a 20' wide tunnel but there is a walkway above that into area 3. The walkway is 20' up and the walls require a DC30 climb check to scale (quarter or half speed)

**Tier 7-8: 1 Mohrg (no mage armour) (15)**

**Tier 10-11: 2 Mohrgs (no mage armour) (26, 27)**

DC10 Knowledge Local to identify Ossirian Clothing, DC20 Knowledge History to identify Kamilah, she wears her ring but the sword is nowhere to be seen

#### **Area 3:**

Central pit is 20' deep. Vampire spawn lurk out of sight behind the pillars. Floor here has rotted away leaving support beams. +5 to acrobatics to jump onto them due to narrowness. Pillars covered in Osiriani glyphs and large double doors. Normal vampire spawn but add:

Masterwork Crossbow: +5, 1-8, 19-20/x2 plus poison

DC14, 1/round, 4 rounds, 1d2 strength, 1 save to cure

**Tier 7-8: 2 vampire spawn (7, 3)**

**Tier 10-11: 4 vampire spawn (no mage armour) (15, 10, 19, 9)**

#### **Area 4:**

Four militia members are chained to the south wall, Davish (human), Jethka, Aathordigar, Bepinstropp (gnomes)

**Tier 7-8: Vanyth (18)**

**Tier 10-11: Vanyth (25) plus 6 spawn (no mage armour) (6, 15, 14, 12, 18, 9)**

**If it's daylight outside, Vanyth fights to the death. If it's night time, he fights until reduced to 20 hit points or fewer and uses his gaseous form ability to flee from the island.**

**Prince Vanyth Vampire Sorcerer 8 CR 9**, Prince of lost Casmaron in ancient Kelish, **CE Medium**

**Init +8**; Senses darkvision 60 ft.; [Perception](#) +13, **Speed 30**

**AC 27, touch 17, flat-footed 18 (+4 armour +2 deflection, +4 Dex, +1 dodge, +6 natural)**

**hp 119 (17 temporary); fast healing 5, DR 10/Magic AND Silver**

**Fort +13, Ref +11, Will +12**

**Defensive Abilities channel resistance +4; Resist cold 10, electricity 10**

**Immune:** mind, death, paralysis, poison, bleed, **sleep, stun**, non lethal, ability damage or drain, fort effects which don't affect objects

Melee slam +8 (1d4+4 plus energy drain, 2 levels, DC22)

**Feats: Blind-Fight, Combat Reflexes, Extend Spell, Silent Spell, Still Spell**

Special Attacks blood drain, children of the night, create spawn, **Dominate (DC 22, 30')**

Bloodline Spell-Like Ability (CL 8th, +7 touch); 11/day—grave touch (**SP** shaken, 4 rounds)

Sorcerer Spells Known (CL 8th, +8 ranged touch, **Concentration +20**)

4th (4/day)—greater invisibility

3rd (5/day)—dispel magic, fireball (DC 21), vampiric touch

2nd (7/day)—false life, invisibility, scorching ray, web (DC 20)

1st (7/day)—burning hands (DC 19), chill touch (DC 19), disguise self, expeditious retreat, mage armour, magic missile

Str 16, Dex 18, Con —, Int 14, Wis 16, Cha 26

Base Atk +4; CMB +7; CMD 24

Skills [Bluff](#) +27, [Knowledge](#) (arcana) +13, [Knowledge](#) (religion) +10, [Perception](#) +21, [Sense Motive](#) +13, [Spellcraft](#) +13, [Stealth](#) +12, [Use Magic Device](#) +19

Languages Abyssal, Common, Draconic

SQ [change shape](#) (dire bat or wolf, [beast shape II](#)), gaseous form, shadowless, spider climb

**Treasure:(cloak of resistance +3 (9), headband of alluring charisma +4 (8), ring of protection +2 (6)**

**If he has time he summons 6 rat swarms which arrive in 5 rounds**