



Haunted By The Past

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

When people begin to go missing in the Services District, stories abound that the many gargoyles that adorn the buildings throughout this historic district have become something more than mere decoration. For heroes of levels 1-9.

(Updated May 2006)

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so

everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party

has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

Adventure Background

During the undead invasion three years ago, the residents of the Services District were desperate for anything that would turn away the horrible invaders.

After only a short while, it became clear that the Jade Palace was not being molested by the hordes of undead. The townsfolk quickly leaped to the assumption that the restaurant’s ancient gargoyles were warding off the evil creatures. A couple of stonemasons crafted gargoyles for their shops. Sure enough, the undead hordes ceased their attacks. Almost overnight, and all across the Services District, gargoyle after gargoyle began popping up on rooftop after rooftop. To this day the creatures sit, silently warding the Services District from the evils of the night.

While the gargoyles did indeed ward off the attacks of the undead in the Services District, most residents would never be sure why. Unbeknownst to most, one of the many undead lords that assaulted the city was a gargoyle vampire named Seraphet. The self-proclaimed Gargoyle King admired the plain stone gargoyles, and it intended to take the Jade Palace for its home once the invasion was over. As such, it ordered its minions to avoid the restaurant during their attacks.

Across the remainder of the Services District things were not so pleasant. Two stonemasons were brought before the Seraphet to be his next meal. Begging for their lives, they agreed to craft idols to this dark master, if only he would allow them to live. So a deal was struck. The

stonemasons would craft gargoyles and their master would use these decoys to cover the arrival of more of his kind into the city. To drive home the point, Seraphet kidnapped Brega’s husband to keep as insurance for their good behavior; Mortimer had no family to lose but was cowed by the Gargoyle King sufficiently to go along with the plan at the time.

As the undead attacks decreased, the people of the Services District began erecting gargoyles throughout the District. Seraphet mistook this as a sign of worship rather than superstition and made a fateful mistake.

Abandoning its minions, Seraphet came to the Jade Palace to claim its throne and rule over the District. By now, the Palace was full of very well armed adventurers, and the Gargoyle’s ascension was rapidly cut short. Seraphet fled the battle in gaseous form, leaving some question as to his final fate.

Unfortunately, with Seraphet’s fall, his restrictions on attacks collapsed, and soon the district was as overrun with undead as any other. It was almost impossible to track the fleeing vampire to its lair.

Now, three years later, Seraphet has awakened and seeks revenge. It started by gaining a small amount of revenge on the heroes that so abruptly terminated its delusions of grandeur in the past. Then it set about restoring itself to a position of authority by making contact again with the two stonemasons that swore upon their souls to serve it. When he found that Mortimer had given up on his work for Seraphet, the result was predictably bloody.

Fearing for her life, as well as the life of her husband Grimsby, the second stonemason, Master Brega, continued the work that had never been finished - bringing the gargoyles of the Services District to Life!

Introduction: The PCs are at the Jade Palace enjoying a free dinner as part of a promotion to draw business from the city’s burgeoning adventurer class. It doesn’t hurt that several prominent citizens have begun to disappear throughout the district either. As the dinner draws to a close, the PCs receive some very special fortune cookies.

Encounter 1 – Feeding Time: As dinner draws to a close, the PCs hear shouts from the street outside. Racing out (good thing they don't have to wait for the bill) the PCs may catch sight of a winged creature fleeing into the night sky.

The shouting is coming from a stonemason's across the street. The mason has been murdered in a manner most foul. Looking through the place reveals that a clawed beast was responsible, leaving bloody tracks inexplicably ending in the middle of the street and a gaggle of very confused 'witnesses.'

Encounter 2 (optional) – A Request for Help: If the PCs don't take it upon themselves, the next morning the Diamond Legion arrives to request some help from the PCs. With the rash of recent disappearances, the Diamond Legion is hard pressed to investigate this murder as well and asks for a little help from our Heroes.

This makes things much more difficult for the PCs, if they don't get started until the morning, as the trail will be significantly colder and disaster that much closer at hand.

Encounter 3 (optional) – An Offer of Help: Of course, the PCs may take it upon themselves to contact the Diamond Legion right away. With the rash of recent disappearances, the Diamond Legion is hard pressed to investigate this murder as well and will be thrilled to have a little help from our heroes.

This may make things easier for the PCs as the Diamond Legion can provide quite a bit of information about the current situation in the Services District, and a writ of investigation doesn't hurt either...

Encounter 4 – The Competition - Clues may lead the PCs to investigate another stonemason in the Services District.

Depending on when they arrive here, observant PCs may take note of several similarities between this shop and the shop in Encounter 1. The mason will begin cleaning up the tell-tale signs once the gargoyle leaves, so the sooner the PCs arrive the more likely they are to 'get the dirt.'

This is the stonemason that is being coerced into assisting Seraphet to complete its devious plan to

bring the gargoyles throughout the district to life. While the stonemason will do everything she can to hide this fact, the gargoyle has taken her husband hostage, and if she does not complete the task assigned to her...

Encounter 5 – The Talk of the Town: When the PCs begin gathering information around the Services District they are led to the home of Davi (pronounced DAH-vee), a venerable elven rogue and the last surviving member of the adventuring company responsible for "slaying" Seraphet.

They arrive just in time as Seraphet's minions make their move against the poor old elf. Fortunately (or not) the gargoyles mistake one of the PCs for the elf.

If the PCs manage to fight off the minions, they'll be able to continue on to Davi's. Otherwise, the minions will flee with at least one PC in tow, and the other PCs will need to chase after the gargoyles...

Encounter 6 – The Lights Are On...: The PCs visit the home of Davi a venerable (and apparently deceased) elven rogue.

Unfortunately for the PCs, Davi is a rogue of some skill, and left a number of traps throughout his house. Presuming the PCs manage to make their way through the house, they'll find quite a large amount of frightening material about their opponent – Seraphet. They may also wake up Davi himself...

Encounter 7 – The House: Building on information from Encounter 6, or trailing the gargoyle from Encounter 5, the PCs make their way to an abandoned house in a forgotten section of the Services District. This is the lair of Seraphet the Gargoyle King. Trapped within, the stonemason's husband has gone mad and welcomes the PCs with a haunting lilt. Also trapped within the lair is the spirit of one of the original stonemasons, now a ghost.

If he can be won over, the ghost may provide the PCs with some very important assistance and information before the PCs confront Seraphet.

The PCs face off against Seraphet, trying to prevent its horrible plan from coming to fruition.

Epilogue: Ideally, the PCs will fight the vampire and use the information from the ghost of a former victim to finish this threat once and for all.

Less ideally, the PCs will be able to banish Seraphet for a time, but will be unable to finish the task.

Even less ideally, the PCs will simply terminate the stonemason, leaving the vampire very much alive, but unable to consummate its plan...for now.

Worst of all, the PCs may fail on all accounts, allowing Seraphet to bring a new host of minions to life!

Introduction

GM NOTE: Prior to play, be sure to ask each PC for a card or scrap paper with the following information: Character Name; Race; Class; Fortitude, Reflex, and Will saving throws; Spot and Listen bonuses. You will need to use some of this information at various times throughout the module.

Once you have this information, proceed with the following:

So, who says there's no such thing as a free meal?

The flier in your hand reads "Heroes welcome! The Jade Palace invites you for a free dinner this evening. Appropriate attire requested, but not required."

The Jade Palace restaurant in the Services District is well known for its exquisite Daigoun cuisine, as well as its rather extravagant prices. This is not your usual 'buy one get one free' sort of establishment.

At the very least, it seems you're not the only one that has decided to find out what tricks old Fan Ye Wu, the proprietor of the Jade Palace, has up his silken sleeves. Standing in the entryway to the Jade Palace are several others also waiting to be seated for their promised "Heroes' Feast."

Pause for the expected groans, and then ask the PCs to describe themselves for each other.

Be sure to note how the PCs present themselves, how they are attired, and also make a note of profession, race, and class. You will need this

information when it comes time to hand out the fortune cookies, but the players will most likely think they're in for a fight or something and begin wishing they hadn't left that suit of armor at home...

Once introductions are over proceed with the following, feel free to adjust the seating based on the composition of the party. If they are heavily armed and armored, or dressed very inappropriately, or just plain scary-looking, they'll receive a seat in the back, near the kitchen (and out of the way). If they are dressed superbly, they'll receive some of the best seats in the house, near a bubbling fountain full of exotic fish.

Before long, the proprietor of the Jade Palace, Master Wu, arrives to seat you. Bowing low, he leads you to your table. A pair of dainty serving ladies proceeds to pour tea for each of you in a practiced manner. That sets the stage for the entire evening.

Course after course is brought to your table: flavorful soups, fresh fruits, bowls of noodles that seem to refill themselves as you eat, rice, exotic vegetables, spiced meats, fish, and more rice. Each dish is like a slice of heaven!

For those who have never before had the opportunity to enjoy such a meal, the experience is unforgettable. Even those who are accustomed to a life of luxury are hard pressed to remember a better meal anytime in the recent past.

Allow the PCs some time for role-play here as well. Let them make their own fun, tell some stories, fiddle around with the chop-sticks, (the fly buzzing about has an AC of 20 against the ranged touch attack of the chopsticks; don't forget the -4 penalty for non-proficiency).

If anyone asks for details about this special promotional dinner, their server will explain that it began as a tradition three years ago, at the end of the undead invasion. A group of heroes fought off undead attacking the restaurant, and each year Fan Ye Wu celebrates the occasion by offering free dinner to any adventurers who come to eat. (Note that this is an IMPORTANT plot point, but it should not be revealed unless the PCs specifically ask about it!)

PCs trying to Gather Information can start getting detail available in **Appendix B: Talk of the Town**. Allow just one roll per PC, assuming it to be made during the dinner. Since there are so many people in one place, no gold needs to be spent on this one roll, but once the PCs leave the building to start the adventure, use the time and spending guidelines found in Appendix B.

While the PCs are goofing around, make a secret Will Save (DC 20) for each PC. This will be used to determine the effects of the fortune cookies. Once you've rolled the saves and things have proceeded for awhile...

Just when you think you can't eat another bite, your smiling host finally returns bearing a silver tray with one final course, the traditional fortune cookie.

The cookies do not detect as magical (or anything else except tasty!), even after the fortunes are read and visions received. Who knows? Perhaps Destine herself was waiting for just the right moment to leave a mysterious vision for these heroes, perhaps not. Either way...

PCs may choose to partake or not, but Master Wu has only enough for one cookie per PC, and will not allow anyone to have two. ("Only the foolish man tries to walk in two directions at the same time," he'll say.) If one or more PCs insist on taking any leftover cookies, Wu will not fight with them over it, but they have just made things very difficult for themselves and earned themselves the *Disfavor of Fan Ye Wu* to boot.

When the first PC reads his fortune, hand out his fortune (from *Player Handouts 1-5*). Do the same for each PC in turn.

PCs who succeeded at the Will save should receive *Player Handout 1*.

PCs failing by five or less should receive *Player Handout 3*.

PCs failing by ten or less should receive *Player Handout 4*.

PCs failing by more than ten should receive *Player Handout 2*.

PCs that insist on taking more than one fortune cookie should receive *Player Handout 5* and, once

the adventure is complete, the *Walking Two Paths* certificate.

Troubleshooting: If ALL the PCs make the secret Will saves, then reroll for all of them until you get results that allow for at least one of them to have a vision.

Once the PCs have had a chance to digest the information (and their meals), give them just enough time to share the basics of their visions, and continue with:

You suddenly hear a loud crash of stone on stone, and several screams, from the street just outside the Jade Palace!

Of course the heroic thing to do would be to rush outside and see what's causing the commotion. Before they do, inform the PCs that they are, in fact, under the effects of a maximized *heroes' feast* spell (caster level 12) for the next twelve hours.

Every creature partaking of the feast is cured of all diseases, sickness, and nausea, becomes immune to poison for 12 hours, and gains 14 temporary hit points. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves, and immunity to fear effects, for 12 hours.

Some PCs may prefer to examine, or even question Wu about, the fortune cookies. He will (truthfully) deny any knowledge of any foul play. The cookies do not radiate any residual magic, nor do the fortunes, each of which now clearly reads: **"The future is always haunted by the past."** Wu will (again truthfully) admit that it is very strange that so many cookies would have the same fortune, but the writing on the cookies is not his.

If the PCs get rough with Wu, a couple of Diamond Legion Officers trying to enjoy their dinner will break things up, tossing the PCs out on the street. The PCs may need to expend a favor with the Diamond Legion to avoid spending the night in jail; at the very least they will have earned the *Disfavor of Fan Ye Wu*.

Once the PCs have made the appropriate adjustments to their character sheets for the *heroes' feast*, proceed to Encounter One.

Encounter One – Feeding Time

Outside the Jade Palace the streets are in chaos. People seem to be rushing in every direction at once!

Have each PC make a Spot check (add +5 for anyone with low-light or darkvision) proceeding from lowest to highest as follows. Results are cumulative:

- **5 or less:** *You see people screaming and pointing in every direction.*
- **5 to 9:** *It looks like someone has broken into the building across the street and broken is the right word. The enormous, oversized doors of the shop have been sundered and are dangling from their hinges!*
- **DC 10 to 14:** *In the middle of the street, a teamster is struggling to regain control of his draft horses. The horses look like they are dangerously close to breaking loose and rampaging through the crowd.*

It will take a Handle Animal check (DC 23, the teamster assists) or wild empathy check (DC 25, because of the -10 for less than a minute of interaction) to calm the draft horses down. Spells that do not cause permanent damage such as *sleep* or *color spray* might also be useful. Horse statistics are not provided here because it should not take that long to find a proper course of action; unless the PCs are very foolish, do not push them into a combat. If that is the case, horse statistics are found in *Core Rulebook III*; use those stats or improvise, feeling free to give the horses maximum hit points. ☺

- **DC 15 to 19:** *A telltale flicker of light catches your eye from an upstairs window of the stonemason's across the street. For a moment you're not sure what it is, and then you notice small wisps of smoke puffing out of the shutters...*

The fire in the stonemason's is from a lamp that Master Mortimer hurled at Seraphet and can be put out quite easily with a create water spell, some dirt, or whatever else the PCs come up with. Of course, if they dawdle, ignore it, or just don't notice – it could do some damage,

but it's really just there to get the PCs moving into the adventure.

- **DC 20 to 29:** *You notice that a few of the people are paying no attention to the teamster or the growing fire, but are instead pointing up into the dark night sky. Looking in that direction you are just able to make out the forms of a few gargoyle statues that ward the corners of many of this District's buildings. None of them seem to be doing anything remarkable or unusual.*
- **DC 30 or more:** *Wait! There, just against that cloud, you catch a glimpse of a winged creature of some sort. It quickly dives and is gone.*

A PC succeeding at this last Spot check (they must actually see the creature) can make a Knowledge (nature) check (DC 14) to recognize the creature as a gargoyle. There is no way at this time to determine that this is also an UNDEAD gargoyle, so do not drop any hints to that effect.

Once the PCs proceed to the shop across the street give the following description and see *Appendix C*.

A sign hanging over the battered doors of the stone building across the street proclaims this shop as Mortimer's Stoneworks. The two enormous wooden doors, easily ten feet in height, creak eerily as you approach. The doors have obviously been battered open, almost torn from their hinges. Perhaps Master Mortimer should have considered crafting his doors of stone as well?

There are a number of windows on both the upper and lower floors of the shop. All appear to be shuttered and dark, save one. A flickering light pulses from the rightmost window on the second floor, and you can make out thin wisps of smoke snaking through the shutters!

Outside the shop, the signs of forced entry are blatantly obvious. A Knowledge (architecture & engineering) check (DC 15) will reveal that the entire shop is built much more like a small fortress than a mason's shop. The most obvious feature, being the double doors, would be sufficient for most keeps, and is definitely out of place for a

storefront. It would require an act of superhuman strength to sunder these doors.

There are also tracks, at least until the party runs them over, just outside the door. A Track check (DC 20 + 2 per PC that has already entered the shop) will reveal bloody footprints that make their way out of the shop and abruptly end just outside the doors.

Once inside, the PCs can notice these same tracks, and/or trace the prints up the stairs, and to the carnage in the bedroom, with a Track check (DC 15 + 2 per PC that has already moved through the area). A Knowledge (nature) check (DC 19 + 2 per PC that has already entered the shop), will be able to identify the prints as gargoyle tracks.

Finally, a Search check (DC 10) reveals that the door is scarred with large claw marks and broken wood scattered on the ground indicates it was forced open from the outside.

When the PCs enter the shop:

Room A

The lower floor of the shop is given over entirely to huge slabs of rock and mason's tools, lending the place the appearance of a dust covered and disorganized quarry rather than a store. A stairway in the back of the shop leads up to the second floor.

The first floor is (or more appropriately was) Master Mortimer's workshop. After the incident with Seraphet, Mortimer gave up entirely on the sculpting business. Instead he turned his tools to more mundane stonework. A Knowledge (architecture & engineering) check (DC 15) or an appropriate Craft and/or Profession check (DC 10) will recognize the various "boulders" in the shop as millstones, decorative cornerstones, and keystones for arch construction. There are no decorative statues in the shop, nor are there any gargoyle statuary in the shop or on the shop's exterior.

Once the PCs proceed up the stairs to the second floor, proceed with the following description:

Room B

The second floor of the shop appears to be the mason's living quarters. A table to one side of the

room is still set for the evening meal, but it appears that whomever it was set for didn't care much for the fare as it has been tossed onto the floor. One of the table's two chairs has likewise been thrown to the floor and a cloth napkin lies crumpled on the ground as well.

Looking in the direction of the flickering light you saw from outside, you see there is a doorway across the room. The telltale light still flickers brightly, and smoke has begun to pour out from under the door as well.

The meal is fresh (and still warm), but there is nothing else of interest in this room.

Room C

The door to the bedroom is closed, but is neither locked nor trapped.

When the PCs open the door, read the following description:

The door swings open about halfway before bumping up against something and refusing to budge any further.

The flickering light of the fire reveals that there was clearly a struggle in this room as the furniture is overturned and broken shards of glass and pottery are strewn across the floor. The source of the fire is traceable to the remains of an oil lamp broken against one wall. The bed sheets are slowly, but surely, beginning to catch fire. A small trail of fire licks up the wall as well, threatening to spread to the room's ceiling.

The door opens into the room and has bumped up against the corpse of Master Mortimer. When the PCs first see the body, it will be face down and may appear only unconscious. Anyone taking the time to check on the body will find that the truth is far more gruesome. Seraphet has ripped Master Mortimer's throat out (to hide the vampire's bite marks and prevent the use of *Speak with Dead* spells...yes, this **will** prevent the body from speaking beyond incoherent gurgling), leaving him to drown in a pool of his own blood. This is the source of the bloody tracks that lead from this room out to the front of the shop where the gargoyle took flight.

If (and only if) a PC thinks to look for it, a Heal check (DC 20) reveals that there is not nearly as much blood here as one would expect from such a wound. This indicates the possible presence of a vampire, but again, ONLY mention this if a PC checks specifically to see how much blood was spilled.

Unfortunately for Master Mortimer, but fortunately for the PCs the mason's death was neither painless nor swift. He was able to scrawl a partial message on the wall in his own blood before he finally expired. Give the PCs *Player Handout 8*.

A very thorough Search check (DC 25) of the body, or anyone thinking to check for guild markings, will reveal that Mortimer's guild ring is missing.

A check of the door will reveal that someone with great strength forced it open, breaking the latch, much like the doors at the front of the shop.

A quick search around the room will reveal the shopkeeper's accounting books, as well as several treatises on stone crafting, and a book of recent orders. It is obvious that Master Mortimer was a fairly successful businessman, as the names of several of the city's prominent citizens appear in his client roster.

At this point the PCs may want to begin calling for the guard or asking questions on their own. The Diamond Legion will arrive at the scene as soon as the PCs are done with their own investigation.

A Gather Information check out on the streets is an excellent place to start finding out what happened. Refer to *Appendix B* for the results of various lines of questioning. PCs receive a +5 circumstance bonus if they think to ask the people that were pointing up in the sky for information on what happened. PCs also receive a +5 circumstance bonus if they helped the teamster get his horses under control and think to ask him about Master Mortimer.

Once the Diamond Legion arrives, Captain Ardent Vestra (whom some PCs will recognize from previous adventures) will order her men to quickly cordon off the area and begin their own investigation. She'll want to speak to any PCs that

have been inside the shop, as well as anyone with any information on the attack.

If the PCs decide to leave at this point and sack out for the night, proceed to Encounter Two.

If the PCs decide to volunteer their services to the Diamond Legion, proceed to Encounter Three.

If the PCs decide to set off on their own investigation, that's fine too; allow them to gather information, using the information in *Appendix B* as appropriate. They're most likely going to end up headed to Master Brega's (Encounter Four) or to Davi's (Encounter Five). Otherwise, when they give up for the night, proceed to Encounter Two.

Encounter Two – Help Wanted

The next morning the streets are filled with the news of the attack on Master Mortimer's shop. Criers in the street announce that the Diamond Legion is looking for adventurers willing to investigate.

Ironically, not more than a block away, you see an attractive woman dressed in the uniform of the Diamond Legion discussing the matter with a few concerned looking citizens.

Indeed the Diamond Legion could use the PCs help. The PCs may recognize Captain Ardent Vestra from previous adventures. She'll be happy to explain the situation to them, but seems rather in a hurry.

"I'm sorry I don't have time for the usual pleasantries, but here's the situation. We've got a slew of disappearances down in the Services District and now it looks like someone or something has murdered a Guildmaster from the Mason's Guild.

We're stretched to the breaking point with these disappearances. If you'd be willing to look into Master Mortimer's murder, it would be immensely helpful."

Captain Vestra will offer the PCs a reward equal to (100 x ATL) gp each if they can find and capture the person responsible for murdering Master Mortimer. This reward is not applicable for Diamond Legion members, who are expected to perform this duty as a matter of course. She will

also agree to provide the PCs a Writ of Investigation that will give them permission to question individuals with regard to the matter.

Aside from what she's already told the PCs, she doesn't have a great deal of information. If the PCs want to return to the scene of the crime, they'll find the building marked with a notice declaring the building closed by the Diamond Legion. Refer to Encounter 1, but bear in mind Mortimer's body has been removed and the descriptions of the rooms (and DCs) should be modified to take into account that a large number of people have been in and out of the place.

If the PCs go to Master Mortimer's to investigate, run Encounter One.

If the PCs decide to set off on their own investigation that's fine too, allow them to gather information, using the information in *Appendix B* as appropriate, they're most likely going to end up headed to Master Brega's (Encounter Four) or to Davi's (Encounter Five).

Encounter Three – Want Help?

A brief moment of watching the Diamond Legionnaires that are arriving makes it clear that the attractive, if harried-looking, woman shouting out orders over the crowd is in charge. With practiced efficiency the Diamond Legion quickly cordons off the area and begins rounding up witnesses. There are certainly plenty of potential witnesses; the street is filled with gawkers and onlookers!

As if she senses your gaze, she turns in your direction after ordering a corporal into the building to search the place. "I'm Captain Vestra of the Diamond Legion, unless you have some idea of what happened here, I'm going to have to ask you to step back."

The PCs may recognize Captain Ardent Vestra from previous adventures. She'll be happy to explain the situation to them, but seems rather in a hurry.

"I'm sorry I don't have time for the usual pleasantries, but here's the situation. We're stretched to the breaking point with a slew of disappearances lately, here in the Services

District. If you'd be willing to look into this case for us, it would be immensely helpful."

Captain Vestra will offer the PCs a reward equal to (100 x ATL) gp each if they can find and capture the person responsible for murdering Master Mortimer. This reward is not applicable for Diamond Legion members, who are expected to perform this duty as a matter of course. She will also agree to provide the PCs a Writ of Investigation that will give them permission to question individuals with regard to the matter.

Aside from what she's already told the PCs, she doesn't have a great deal of information. If the PCs want to return to the scene of the crime, they'll find the building marked with a notice declaring the building closed by the Diamond Legion. Refer to Encounter 1, but bear in mind Mortimer's body has been removed and the descriptions of the rooms (and DCs) should be modified to take into account that a large number of people have been in and out of the place.

If the PCs go to Master Mortimer's to investigate, run Encounter One.

If the PCs decide to set off on their own investigation that's fine too, allow them to gather information, using the information in *Appendix B*. They're most likely going to end up headed to Master Brega's (Encounter Four) or to Davi's (Encounter Five).

Encounter Four – The Competition

From a distance, Master Brega's shop looks very similar to Mortimer's Stoneworks in design, the most noticeable difference between the two shops is that where Mortimer's was devoid of gargoyles, Master Brega's is littered with the things. Gargoyles peer down from the rooftop, sit on the windowsills, and adorn the windows and doors. Even the enormous wooden doors of this shop are held open by eight-foot tall, grinning gargoyle statuary set in place to keep the doors from swinging shut.

Within the shop, flickering torch light reveals even more gargoyles perched among a virtual forest of other statues. The steady "tap-tap-ting" sound of metal on stone ringing out from within

the shop suggests that Master Brega is hard at work.

At this point ask for each of the player's Spot check bonuses (they'll probably remind you that you already have them). Then be obvious about making a number of die-rolls behind your GM screen or otherwise in secret. There's nothing to see here, but it's always good to keep the PCs on their toes.

Master Brega is, in fact, a female dwarf. She's been up all night (like you could sleep if a vampire gargoyle paid you a late night visit) and is hard at work on another large, eight-foot tall, gargoyle statue when the PCs arrive. She'll speak to the PCs from up on the scaffolding only bothering to come down if the PCs have a Writ of Investigation from the Diamond Legion.

All ATLS:

⚔ **Master Brega:** hp 60; see *Appendix A*.

PCs looking around the shop may find some interesting clues depending on how long it's been since the attack at Mortimer's. Apply a -10 circumstance penalty to each of the following skill checks if the PCs have waited until the morning to begin their investigation.

- Search (DC 10 + ATL) – Claw marks, similar to those on Mortimer's doors, adorn Brega's doors as well. By the morning Master Brega has had time to mend away the majority of the marks.
- Search (DC 15 + ATL) – A large number of the non-gargoyle statues seem to have been recently knocked over and damaged. Several statues are now missing arms or hands, and a few are even missing heads. The pieces will still be strewn about if the PCs arrive at night. They'll be cleaned up and piled in a waste bin by the morning.
- Search (DC 20 + ATL) – A gold ring (Mortimer's guild ring) still bloody, is wedged in a gap under the statue that Master Brega is currently working on. Seraphet threw it at Brega and it rolled under the statue. By the morning, Brega's work has thoroughly covered it in dust, making it almost impossible to detect

(DC 30 + ATL). Any appropriate DC 15 skill check will recognize the ring as a Mason's Guild Ring.

- Search (DC 25 + ATL) – The latest statue has a number (one thousand) engraved on the bottom of one foot and a fist-sized hollow spot concealed in its chest. A DC 14 Knowledge (nature) check would reveal that the hole would be precisely where a real gargoyle's heart might be located. All of the other gargoyles in the shop have similar hidden compartments and numbers, imperceptible unless you know where to look.
- Survival, DC 20 – a single pair of bloody footprints is pressed into the stone walk not far from Master Brega's shop and fades out (like most wet footprints do) headed toward Master Brega's. The prints will be even more faded by morning.

Of course, 'nosing around' is going to get Master Brega's already uncooperative hackles up and provide an additional -10 circumstance penalty to anyone trying to get information from her. Reduce this to -5 if the PCs have the Writ of Investigation.

Trying to get information from Master Brega requires a Diplomacy Check. Because of the current situation with her husband (Grimsby), she starts out as Unfriendly. The Diplomacy DC to change her attitude towards the PCs is as follows:

| <u>To make Brega's attitude:</u> | <u>Requires DC:</u> |
|---|----------------------------|
| Hostile | Less than 5 |
| Indifferent | 15 |
| Friendly | 25 |
| Helpful | 40 |

The following other modifiers apply:

- -5 for each PC that is a giant, goblin, orc, or half-breed of the above.
- +5 for each PC that is a dwarf and/or is openly displaying a holy symbol of a non-evil deity.

The information Master Brega will provide depends on her final attitude towards the PCs:

Hostile – the PCs will get nowhere. In fact, Ms. Brega will call the guards herself and insist that these interlopers be removed from her shop.

Unfriendly – Ms. Brega will berate the PCs constantly about the obvious amount of work she has to do, claiming (truthfully) that this statue has to be done before nightfall. A Sense Motive check (DC 25) reveals that besides being upset at the interruption, she also seems worried about something, and frequently rubs a ring on her left hand (Guild Rings go on the right hand; Knowledge (local) DC 15 to know that).

- **Regarding Mortimer's ring:** *"Obviously another stonemason dropped it during a previous visit."* She will show no interest in identifying it.
- **Regarding her ring or her husband:** *(Stuffing her hand in a pocket) "Mind your own beeswax."* She will not discuss it further.
- **Regarding the scratches on the door:** *"I must have banged one of the statues up against it some time ago. It ain't easy moving those things around you know."* She will show no interest in looking at them.
- **Regarding the broken statuary:** *"Those darn street kids were playing hide and seek in here and knocked a bunch of the statues over before I could chase them back out onto the street."* She will show no interest in identifying the children or filing charges.
- **Regarding the tracks, Mortimer, or the other missing folks:** *"Do I look like a sage? I've got work to do, ask the Diamond Legion."*

Indifferent – Ms. Brega will stop working to answer the PC's questions, but is clearly not happy about the delay. At any break in questions, she will remind the PCs (truthfully) that this statue has to be done before nightfall. A Sense Motive check (DC 20) reveals that besides being upset at being interrupted, she also seems worried about something, and frequently rubs a ring on her left hand (Guild Rings go on the right hand; Knowledge (local) DC 15 to know that).

➤ **Regarding Mortimer's ring:** *"Obviously another stonemason dropped it during a previous visit. The other stonemasons often stop by to ask advice on tools and which stone they should use for a particular statue."* She will show no interest in identifying it.

➤ **Regarding her ring or her husband:** *"It reminds me of Grimsby."* She will not discuss it further.

➤ **Regarding the scratches on the door:** *"I must have banged one of the statues up against it some time ago. It ain't easy moving those things around you know."* She will show no interest in looking at them.

➤ **Regarding the broken statuary:** *"Those darn street kids were playing hide and seek in here and knocked a bunch of the statues over before I could chase them back out onto the street."* She will show no interest in identifying the children or filing charges.

➤ **Regarding the tracks, Mortimer, or the other missing folks:** *"Do I look like a sage? I've got work to do; maybe you should ask the Diamond Legion."*

Friendly – Ms. Brega will stop working to answer the PC's questions, even setting her tools down. At any break, she will respectfully remind the PCs (truthfully) that this statue has to be done before nightfall. A Sense Motive check (DC 15) reveals that besides being upset at being interrupted, she also seems worried about something, and frequently rubs a ring on her left hand (Guild Rings go on the right hand; Knowledge (local) DC 15 to know that).

➤ **Regarding Mortimer's ring:** *"Obviously another stonemason dropped it during a previous visit. The other stonemasons often stop by to ask advice on tools and which stone they should use for a particular statue."* She will ask to see the ring, but obviously knows whose it is before she looks at it. *"This is Master Mortimer's ring. It must have been under there for quite a while."*

➤ **Regarding her ring or her husband:** *"I rub my wedding ring to remind me of my husband, Grimsby. He's...gone on a journey"*

and I hope he comes back okay.” She will not discuss it further and is obviously hiding more information.

- **Regarding the scratches on the door:** *“I must have banged one of the statues up against it some time ago. It ain’t easy moving those things around you know.”* She will go take a look at the scratches and shrug, but as before obviously knows what they’re from.
- **Regarding the broken statuary:** *“Those darn street kids were playing hide and seek in here and knocked a bunch of the statues over before I could chase them back out onto the street.”* She will shrug off any observations that only non-gargoyle statues were broken, but obviously hadn’t made that observation herself.
- **Regarding the tracks, Mortimer, or the other missing folks:** *“I try to keep out of other people’s troubles. I’d recommend that you do the same.”* This is not said in any sort of threatening manner, but more in the manner of a wise old matron warning her children not to play with a hot stove.

Helpful – Ms. Brega will not only stop working to answer the PC’s questions, but will actually break down into tears. A Spot check (DC 10) reveals that besides being upset she constantly rubs a ring on her left hand (Guild Rings go on the right hand; Knowledge (local) DC 15 to know that).

- **Regarding Mortimer’s ring:** *“That’s Master Mortimer’s ring. The creature came tonight and demanded I make this statue for him before the sun sets again. He threw Master Mortimer’s ring at me warning me that if I tried to back out of the deal that I would meet the same fate.”*
- **Regarding the creature:** *“It’s one of those things (pointing to the statue) only one that’s actually alive. Not just made of stone.”*
- **Regarding the deal:** *“Back during the undead invasion, Mortimer, along with my husband and I, made a deal with a creature that called itself Seraphet, the Gargoyle King. We promised to provide him with an army of gargoyles (she points to the gargoyle again) if*

he would just let us live in peace. When the invasion ended, Mortimer stopped making gargoyles altogether and swore he would never make another. My husband and I tried to warn them, but they wouldn’t listen. I guess you know where that got him. Now Seraphet has returned to collect on the deal.”

- **Regarding the hidden compartment:** *“They’ve all got ‘em. I don’t know what they’re for, maybe my ancestor’s did, but Seraphet insisted that each one have that compartment and so they do.”*
- **Regarding her work (like how many of these statues did you make?):** *“This one would be number one thousand. They each have a number under the base.”*
- **Regarding her ring or her husband:** *“He took Grimsby! Seraphet took my husband and said that if I don’t finish these statues, he’ll...”* Her voice trails off and she stares at her hands.
- **Regarding the scratches on the door:** *“Those are from him as well. He shoved those doors open and said I’d better never try and close them again. Crammed those two huge statues in the way, too. I couldn’t close the doors now if I wanted to.”*
- **Regarding the broken statuary:** *“Seraphet was furious that I had wasted time on anything besides crafting his army. Smashed years of my best work. He didn’t get ‘em all though. I’ve a few good pieces left.”*
- **Regarding the ‘few good pieces’:** *“Look, I’m not in the mood to discuss business right now. You lot seem like the adventurous sort. Get my husband back and I’ll let you take your pick.”*
- **Regarding the tracks, Mortimer, or the other missing folks:** *“Yep. All his work. I don’t know who all those folks that have gone missing are, but I bet you’d find tracks just like those around where they disappeared. Maybe if you checked with the Diamond Legion you could find out about the missing folks?”*

- **Where to find Seraphet:** *“If I knew that I wouldn’t still be working on this accursed statue...He said he’d come back again tomorrow night.”* Note: Actually Seraphet will come back sooner, but Brega doesn’t know that and thinks he is returning tomorrow. It will be at some point after the PCs leave; if they refuse to leave, he will just skip the visit and try to quietly fly away, figuring 999 is enough to do the deed.

At this point the PCs are at a bit of a break in the investigation, there are a number of ways they may be able to go. Any number of previous contacts may come into play as the PCs determine their next step. Reward creative role-playing and use of contacts within the city.

A Gather Information check out on the streets is an excellent place to start looking for information on what’s happening. Refer to *Appendix B* for the results of various lines of questioning.

PCs receive a +5 circumstance bonus if they have (and use) their Writ of Investigation.

If the PCs decide to leave at this point and sack out for the night, proceed to Encounter Two (if the PCs are not already working for the Diamond Legion) or let them rest and recover and then decide how they wish to proceed.

If the PCs decide to volunteer their services to the Diamond Legion, proceed to Encounter Three, but adjust the box text accordingly.

Once the PCs gather their clues they’re most likely to end up headed to Davi’s (Encounter Five).

Troubleshooting: If the PCs camp out here waiting for Seraphet, try to remind them of other clues they can follow up on (like the heroes from their fortune cookie visions) with some information gathering. If this fails, just skip to the next day and let them resume investigations. If they think to come back at sunset, they’ll just find that Seraphet’s gargoyles came for Brega (and the 1000th gargoyle) during the day.

Encounter Five – Talk of the Town

Davi is pronounced (DAH-vee)

Your investigations around the Service District have led you to the home of Davi, a venerable elf

rumored to have once dealt with a similar problem back in the dark days of the undead invasion.

His home sits nestled at the end of a dark alley lined with the gargoyle statuary so common throughout the Service District. Small glowing crystals light several of the house’s windows and you can hear the faint sound of a wind instrument coming from within.

A Spot Check (DC 23) is needed for a PC to notice that some of these gargoyles are actually alive. If any of the PCs succeed, read the following:

Your eyes are drawn upward to the foreboding statues that the residents of this district so often take for granted. You can’t help but feeling that they’re watching you. Then you see movement!

If none of the PCs succeed, the Gargoyles will get a surprise round, read the following:

A piercing shriek draws your gaze upward to the foreboding statues that the residents of this district so often take for granted. Your eyes widen as you realize that [Number] of them is/are streaking down toward you, claws stretched out to strike!

ATL 1

⚔ **Gargoyle:** hp 38; see *Appendix A*.

ATL 3

⚔ **2 Gargoyles:** hp 38 each; see *Appendix A*.

ATL 5

⚔ **3 Advanced (6 HD) Gargoyles:** hp 56 each; see *Appendix A*.

ATL 7

⚔ **3 Advanced (10 HD) Gargoyles:** hp 107 each; see *Appendix A*.

ATL 9

⚔ **3 Advanced (10 HD) Gargoyles Ftr 2:** hp 134 each; see *Appendix A*.

Encounter Details: The alley is 10 feet wide and stretches 150 feet in either direction to the nearest intersection. The gargoyles begin 30 feet up and possibly a number of feet further down the alleyway (10 feet per point by which the PCs

exceeded the DC of the Spot check; a minimum of 0' away if the check is failed, a maximum of 50' with a Spot of DC 28 or higher).

Tactics: The gargoyle(s) have been sent to beat down and capture Davi and will mistake one of the PCs for Davi. The lead gargoyle (and the only one at ATL 1) concentrates its attacks on the character they think is Davi until the target is unconscious. The gargoyle then attempts to flee the scene with its victim in tow. If there is more than one gargoyle, the others will attempt to position themselves to keep the rest of the party away from "Davi" striking at whoever is causing them the most damage. Large gargoyles will cling to the walls of nearby buildings to swing at the PCs (giving up one of their claw attacks to hold onto the wall).

Use the following criteria to determine who the lead gargoyle mistakes for Davi: high elf male, high elf female, elf male, elf female, half-elf male, half-elf female, shortest medium-sized male PC, shortest medium-sized female PC, tallest small-sized male PC, tallest small-sized female PC.

If the lead gargoyle manages to render its target unconscious, the next round it scoops up (grapples) the target, and flies up 30 feet to the rooftop of a nearby building. On the next round, it stops there to stabilize the target by feeding it a *goodberry* (as the spell). At this point the gargoyle is 30 feet away and has cover from the other gargoyle statues around it (+4 to AC), but does not count as being in combat.

The next round it takes off and leisurely flies toward Seraphet's manor. Provided the PCs are not still fighting, they should be able to follow the gargoyle, perhaps even shooting it down, though this could prove fatal for its prisoner. Assume the PCs can stay within 300 feet of the gargoyle, it is a hundred feet in the air, and that the gargoyle has cover from its victim (+4 to AC). Secretly "roll" Spot checks and call for other applicable die rolls as the PCs attempt to catch the gargoyle to keep up the suspense.

Development: From this point on, if the PCs return to Master Brega's shop it will be dark, empty, and disturbingly devoid of any gargoyle statues.

If the PCs fight off the gargoyle(s), they may proceed to Davi's residence (Encounter Six) without further incident.

If they manage to capture one of the gargoyles, they can examine it, or even squeeze it for information with a Diplomacy or Intimidate check (DC 35). Each has a number imprinted on the bottom of its foot and a scar on its chest in exactly the same place as the statues in Master Brega's Shop. They will admit that they were sent by their king to retrieve an elf called Davi and bring him back to "the King's Castle" as below. They will not under any circumstances reveal where this place is. Should a wily PC release one of the gargoyles, it returns to the King's Castle, probably unwittingly guiding the PCs there as well. Add any gargoyles so released to the encounter at Seraphet's Castle. The gargoyles have no information on why the King wanted Davi, what the deal is with all the gargoyles, or anything else to do with the city. They were, after all, just born yesterday.

If the PCs are chasing after the gargoyle, it will lead them to the King's Castle (Encounter Seven). The gargoyle drops the unconscious PC on the porch and flies up on the roof to join the host of gargoyles there.

Encounter Six – The Lights Are On...

See *Appendix C* for detail on Davi.

Davi is pronounced (DAH-vee)

Having beaten back the attack of the gargoyles, you once again return your attention to Davi's house ahead of you. Despite the clamor of your recent battle the lilting music still continues to flow from within the house.

When the PCs approach:

Making your way towards the front door, you notice a small sign in flowing script. It reads, "Friends welcome, Bill collectors and relatives by appointment only."

Rattling the door handle will reveal that the door appears locked, but does not appear to be trapped. It does radiate abjuration magic to a *detect magic* spell however (courtesy of a permanent *magic aura* spell meant to mimic a *glyph of warding*).

The door can be simply pushed open, as the locking mechanism has been disabled. Anyone attempting to force the door is in for a bit of a surprise as the door will give way unexpectedly, but otherwise there are no ill effects.

The windows of the house are all lit with a single continual flame crystal set into the head of a candle. If the PCs look through the windows, refer to the appropriate room's description. The windows themselves do not open, but can be broken (Hardness: 1, HP: 1) to provide entrance.

When the PCs decide to enter the house refer to the descriptions below.

Room A - Entryway

Glowing candles placed strategically about the hall dimly light the entryway. Doorways to either side stand open and the hall continues on deeper into the house, eventually ending at a third, closed door. A thin layer of dust has settled over a beautiful sable cloak hanging from a peg just inside the hall.

Detect magic: Faint evocation (candles), moderate illusion (room, a permanent *ghost sound*), and faint conjuration and transmutation (cloak).

The cloak is a *cloak of arachnida* (the tell-tale web-like pattern is hidden by the dust). It is protected by a rather nasty trap (Davi isn't fond of folks running off with his belongings – a fact well known throughout the area and the reason he doesn't need to actually lock his door).

The trap has a hidden switch (you twist one of the candles) that can be found with a Search check (DC 25 + ATL) specifically made while examining the candles or as a Search check (DC 30 +ATL) on the hallway in general. Turning the candle clockwise will render the trap disarmed. The trap will be triggered if someone lifts the cloak off the peg and the switch is still armed. The cloak peg will snap to an upright position as darts are released from the opposite wall with an ominous cough affecting everyone in the entryway (shaded area).

ATL 1

☠ **Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged

(1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

ATL 3

☠ **Fusillade of Greenblood Oil Darts:** CR 6; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d4 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

ATL 5

☠ **Fusillade of Medium Spider Venom Darts:** CR 8; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (medium spider venom, DC 14 Fortitude save resists, 1d4 Str/ 1d4 Str); multiple targets (1d4 darts per target in a 10-ft.-by-10-ft. area); Search DC 27; Disable Device DC 27.

ATL 7

☠ **Fusillade of Large Scorpion Venom Darts:** CR 10; mechanical; touch trigger; manual reset; Atk +23 ranged (1d4+1 plus poison, dart); poison (large scorpion venom, DC 18 Fortitude save resists, 1d6 Str/ 1d6 Str); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 29; Disable Device DC 29.

ATL 9

☠ **Fusillade of Deathblade Darts:** CR 12; mechanical; touch trigger; manual reset; Atk +23 ranged (1d4+1 plus poison, dart); poison (deathblade poison, DC 20 Fortitude save resists, 1d6 Con/ 2d6 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 29; Disable Device DC 29.

Room B – Sitting Room

This room appears to be a sitting room, obviously in need of a good cleaning. Dust covers half a dozen beautiful padded chairs set around a low wooden table. Sparkling in the light of the candles, a silver tea-service sits disused upon the fireplace mantle. Over the fireplace hangs a

portrait of a pale-skinned elf with shimmering silver hair and dressed in regal finery. As your gaze passes over the portrait you meet the elf's steely gaze and find that his eyes are staring right at you.

This is a simple trick of perspective, there is nothing overly sinister about the painting, but PCs don't need to know that.

Detect magic: Faint Evocation (Candles) and Faint Illusion (Painting).

A couple of rounds after the PCs enter the room (like when they start to search around) a *magic mouth* spell will be triggered on the painting. It will announce in a calm, almost feminine voice:

"I was not expecting guests. That makes you either relatives or thieves. Either way you are not welcome here. Leave immediately or face the consequences!"

Nothing more will happen in this room.

The chairs are very comfortable, but have obviously not seen use for months. Everything in the room is coated with a thin layer of dust. The tea setting is fine silver and once cleaned could easily fetch 100 gp on the market.

Room C – Office

This room is dominated by a large oak desk and an oversized, leather-back chair. In front of the desk sit a pair of uncomfortable looking wooden chairs. Cobwebs stretch across the surface of the desk, over a pair of open ledgers, and cover a variety of knick-knacks. Rich, darkly colored curtains line the windows that appear frosted with dust in the flickering candle-light. Behind the desk, an enormous bookcase is filled with a variety of tomes, scrolls, and statuettes.

Detect Magic: Faint evocation (candles) and faint abjuration (the gargoyle statuette).

This room is mostly empty. The ledgers on the desk can be determined to reveal Davi's failing business dealings (including, but not limited to an ill-advised decision to sell his interest in a nearby mine to a gnome named Snebli).

The books on the shelves are outdated (and dreadfully boring) tomes on trade law, building a partnership, and other assorted business concerns.

If the PCs wish to search the bookcase, the person with the highest Search check will find the only two items of interest in the room are a small onyx gargoyle statue (actually a *stone of alarm*) and the book the statue is currently attached to entitled "Seraphet the Gargoyle King and Other Lost Stories of the Invasion". The gargoyle statuette will shriek constantly for the next hour if the book (or the statue) is picked up without first uttering the phrase "The King is Dead." If the PCs examine the book, give them *Player Handout 6*.

Room D – Kitchen

Through the dust and cobwebs, this room is still clearly the kitchen. A large wooden table sits in the center of the room beneath a variety of pots and pans hanging from hooks in the ceiling. Against the far wall there are a number of barrels and racks for both spices and wine. A silver tray bearing a rose-colored crystal goblet rests on the edge of the table. There is a gilded doorway on the right hand wall.

Detect Magic: Faint evocation (candles) and faint abjuration (door to Room 5).

This room is pretty devoid of interesting tidbits. Davi enjoyed a final glass of wine before "heading off on his adventure". The wine goblet, like the rest of the room, is covered in a thin layer of dust. The various wines and spices are still in excellent condition. The wine and the serving tray might fetch a fair price on the market.

The door to Davi's room is locked with an *arcane lock* spell (caster level 9, Hardness 5, HP 15, Break DC 28).

Room E – Davi's Room

This room, unlike the rest of the house, is dark. Also unlike the rest of the house, this room seems to be rather devoid of dust and cobwebs. The light from the kitchen reveals an elaborate bedchamber. A thick crimson colored rug covers the majority of the floor, drawing your eye to an enormous four-poster bed set against the far wall. Dark velvet curtains are drawn closed around the bed making it impossible to determine what might lurk within.

Elsewhere around the room you are able to make out a small writing desk and chair, a wardrobe,

and a large plush chair set before the empty fireplace.

Detect magic: Moderate conjuration (from behind the bed curtains).

Despite the fact that Davi told everyone he was going off on an adventure, he has instead tried something a little more radical. Davi has been attempting to cheat the aging process (more or less) by means of the *sepia snake sigil* spell. He is currently encased in an *extended* version of this spell for the next 12 days (having already been through thirty days of self-imposed imprisonment).

In short, Davi is scared witless (and apparently rightly so) that Seraphet will one day return for him. As such he spreads rumors of his many adventures outside of town. With little interest in actually risking his neck, Davi instead leaves town, teleports home, and imprisons himself until his “adventure is over”. Then it’s teleport out of town, stroll back in, and voila...

If the PCs pull aside the bed-curtains or otherwise look in on the bed:

Opening the bed curtains you see a terribly odd sight. Comfortably laid out upon the bed is an elven man with pale white skin and silvery hair. His entire body glows with a strange amber light. Next to him on the bed is a single piece of parchment.

All ATLS

⚔ **Davi, male high elf Rog3/Wiz9:** hp 49; see Appendix A.

Give *Player Handout 7* to the player that picks up the note.

If the word “Davi” is spoken aloud the *sigil* will be broken and Davi will be released. He will be a little put off at first that there are people in his room, but a simple Diplomacy check (DC 10 + ATL) will convince him to help out the PCs. Apply penalties as you see fit should the PCs be obviously carting around Davi’s belongings like a bunch of thieves.

Once Davi becomes aware that Seraphet is back, he’ll gladly fill the PCs in on the history (see Adventure background) and let them know where Seraphet’s hide-out is located.

Davi will offer to reward the PCs handsomely if they’re willing to get rid of Seraphet once and for all. He’s pretty convincing (Bluff +13) and will even give the PCs his personal weapon (see cert) if they are willing to do so.

Of course as soon as the PCs leave, Davi will be *teleporting* out of town and not returning for quite awhile...

The PCs may choose to rest at Davi’s house.

They may also want to gather more information (See Appendix B).

Or they may head to Seraphet’s Castle. Encounter 7.

Encounter Seven – King’s Castle

Heading into the Poor District your target becomes clear. An enormous run down manor-house garishly decorated with a veritable plethora of gargoyle statuary. Gargoyles perch over the creaking wrought-iron gate. They leer down from every inch of rooftop. They flank the doorway of the house like brooding sentinels. You catch a hint of movement here and there, but one can only guess how many of those...things...are actually alive.

As if sensing your concern, one of the large gargoyles flanking the gateway creaks into motion...

(Pause)

...and opens the gate before you. It speaks to you with the hissing sound of air rushing through stone. “His Majesty awaits your arrival. You have been granted safe passage into the throne room. I wouldn’t tarry if I were you.” And with that the enormous creature freezes still once again.

Ahead the gargoyles flanking the doorway rumble into motion as well, swinging open the great double doors into the manor house.

If the PCs hesitate for more than a minute (10 rounds) or attempt to leave, the gate guardian will speak again:

The enormous gargoyle by the gate groans to life again and hisses at you. “It is not wise to keep his Majesty waiting. You may enter of your own accord or we can bring you to him.” As if to emphasize the meaning of its words, it stretches to its full 10 feet in height and unfurls its mighty wings. A horrible screeching starts up from the rooftop as the collected gargoyles there (perhaps a dozen or more) hurl insults in your direction.

If the PCs continue to hesitate for another minute, attempt to leave, or (foolishly) decide to fight, the gargoyles will attack. This is probably an impossible fight for the PCs, regardless of their levels.

ALL ATLs

✂ **3 Large Advanced (10 HD) Gargoyles:** hp 107 each; see *Appendix A*.

✂ **12 Gargoyles:** hp 38 each; see *Appendix A*.

Setup: One of the large gargoyles begins 10 feet from the lead PC(s), while the other gargoyles begin 50' away.

Tactics: The gargoyles will attempt to capture the PCs, not kill them. They have their orders. This means striking for non-lethal damage unless they are obviously losing.

Development: If the PCs fight and win, they will not be hassled further and may proceed into the house or retreat as they desire.

If the PCs enter the House, proceed to Room A.

If the PCs retreat and rest to recover spells, heal, etcetera, proceed to Conclusion X, it will be too late by the time they return.

Room A - Entryway

Sputtering torches cast an unhealthy greenish light on the ramshackle hallway before you. Along each wall there are claw marks and telltale bloodstains. From ahead in the shadows comes a hoarse, haunting melody...

“Someone opened the door. Someone opened the door. Never sleep. Never sleep. Never sleep anymore...”

The voice is that of Brega’s husband Grimsby. The stress of three years as Seraphet’s prisoner has been simply too much for him and he has gone stark-raving mad. He sits at the end of the hallway, rocking back and forth, repeating his poor little catechism over and over until someone closes the front doors at which point he will immediately fall into a near comatose state and become completely unresponsive. Until he is removed from his current situation he cannot be healed of his mental scars.

Room B – Ruined Sitting Room

This room is a cluttered mess as the rambunctious rough-housing of the gargoyles has caused the ceiling to collapse and exposed the room to the ravages of time and nature.

What little remains of the room’s furnishings suggest that perhaps long ago, this would have been a beautiful room. Now little is left but rubble and debris.

There is nothing of interest in this room.

Room C – Trophy Room

A foul odor assaults your senses as you approach this room.

If someone continues:

The cause of the stench is immediately evident as you discover the location of the many missing persons that have disappeared over the past several weeks. Dozens of corpses are hung like trophies around the room; it is literally filled with them. Blood lies congealed in puddles on the floor and flies buzz noisily from one gruesome scene to the next.

Should anyone actually gather up the nerve to try and enter this abattoir, they should make a Fort save (DC 18) or be sickened for 1 minute. A sickened person that tries to press on will need to make a second save at the same DC or become nauseated for an additional minute and will be unable to continue into the room.

If the PC manages to search around, they will emerge from the room coated with blood and bile, but aware of three things.

1) Master Brega is not among the dead.

2) Each of the corpses was tortured and had its heart ripped out. A Heal check (DC 20) reveals that it was ripped out while the victim was still alive.

3) The corpses were stripped of all valuables.

Room D – Collapsed Kitchen and Dining Room

The ceiling of this area, once two separate rooms, has collapsed exposing the room to the ravages of time and weather. The cause of the ceiling's collapse is fairly obvious as an enormous tree has crashed down onto the house and punched a hole right through to the basement.

Dried leaves blow through the ruined rooms, tumbling over a broken table, past weather-beaten chairs, and through a hole into the darkness below. A door along the right-hand wall might once have lead to a stairway, but now it is thoroughly barricaded by the dead mass of the fallen tree.

The tree is, for all intents and purposes, immovable. The hole in the floor opens to a fifteen-foot drop down to the muck covered floor of Room 5 below.

The tree can be climbed down to the lower level with three Climb checks (DC 10). Most PCs could do this just by taking 10, but don't remind them unless they think of it themselves!

There are a great many tracks of creatures having entered and exited through this hole, though it is equally obvious that none of them had need of a rope to do so.

Room E – Basement Barracks

Keep careful track of the amount of time the PCs spend between arriving here and making it to Seraphet's Lair (Encounter 8). Two rounds after the PCs enter the barracks, the rats will have informed their master that intruders have arrived and Seraphet will begin casting buff spells.

Heading below, you enter a dimly lit room, awash in the pale green glow of the foul torchlight common throughout this place. The floor is coated with a layer of slime that makes keeping your footing difficult.

Scanning the room, you make out a number of bunk beds and trunks. Everything is ruined with

mold growing on the beds and many of the chests having been smashed open. Rats scurry in every direction fleeing your arrival.

Searching for an exit, a shimmering form catches your eye as a translucent male figure appears out of nowhere. Beyond him you can make out a doorway in the distance.

This is Liam, a long dead victim of Seraphet. His soul has been trapped here in seeking revenge on Seraphet. He wants to destroy Seraphet once and for all, but he'll need the PCs help.

Initially, Liam will be unfriendly to the PCs (Hostile at ATL 5 and 7), presuming them to be lackeys of Seraphet. He'll be harsh and on the edge of attacking. However, with some convincing Diplomacy, he can be moved to a more helpful mood (the penalty for not taking a minute to use Diplomacy is already figured in below:

- A DC 25 (35 at ATL 5 & 7) Diplomacy check will convince him not to attack the party.
- A DC 35 (45 at ATL 5 & 7) will convince him to actively assist the party.

PCs can retry the check each round, so long as none of the PCs have attacked. Once the PCs attack, attempt to intimidate, or threaten Liam; increase the DCs by 10 and Liam will begin fighting the PCs.

Fortunately (or unfortunately) Liam has no weapons which he can wield to destroy Seraphet. As a result he will attempt to possess one of the PCs and use their body/weapons to engage Seraphet in battle. If the PCs are willing to allow this or unable to stop him, give the possessed PC *Player Handout 9*. If Liam is still Unfriendly or Hostile, he'll immediately head for Seraphet's Lair (Room F) and the PCs will need to physically restrain him from rushing in.

If the PCs manage to convince Liam not to attack and/or possess one of them, he can inform them of all the details of Seraphet and his Lair (including the presence of the hidden crypt, but not the secret door.)

ALL ATLS

Liam: hp 63; see *Appendix A*.

Room F – Seraphet’s Lair

The corridor out of the barracks leads you past several dark and dirty rooms populated by nothing more threatening than an occasional pack of rats that flee your approach.

A sturdy, ironbound door marks the end of the passage. Arcane sigils and warnings in every tongue imaginable declare this door as the final resting place of Seraphet the Gargoyle King. Though the sigils, glyphs, and writings are cracked and faded, the message remains clear. “Let Peliron’s Judgment fall upon any who break this seal and release Seraphet the Gargoyle King.”

Slowly your gaze searches for the aforementioned seal; only to find the remains of said seal lying shattered on the corridor’s floor.

From the other side of the door comes the unmistakable sound of incantations...

A Spellcraft check can determine which spells that Seraphet is casting, assuming he is casting standard *Core Rulebook I* spells. If he is casting the gargoyle activation ritual, the Spellcraft check to recognize it is DC 25.

If the PCs do not enter the room, Seraphet will continue to pre-cast spells and/or incant his ritual. It takes 10 minutes for him to complete the final incantation, so the PCs should arrive with plenty of time to interrupt him.

If Liam is possessing one of the PCs he will insist on the “Get Him!” plan, rushing headlong into combat.

Once the PCs enter, read the following:

The door creaks open to reveal an enormous chamber filled with a legion of gargoyle statues. Across the room you can see the creature that must be Seraphet the Gargoyle King standing before a throne and holding the limp body of Master Brega over his head.

“It is fitting,” the creature calls out across the chamber, “that you have come to witness this monumental occasion.” An evil grin cracks the creature’s stony visage as it chuckles at its own pun. “You shall be the first to witness THE RETURN OF THE GARGOYLE KING!!!”

With that he hurls Master Brega’s body to the floor and springs to attack!

ATL 1

✂ **Seraphet the Gargoyle King, male gargoyle vampire:** hp 36; see *Appendix A*.

ATL 3

✂ **Seraphet the Gargoyle King, male gargoyle vampire Clr 2:** hp 54; see *Appendix A*.

ATL 5

✂ **Seraphet the Gargoyle King, male gargoyle vampire Clr 4:** hp 72; see *Appendix A*.

✂ **2 Advanced (6 HD) Gargoyles:** hp 56 each; see *Appendix A*. They are posing as statues in the room between Seraphet and the PCs (DC 20 to Spot).

ATL 7

✂ **Seraphet the Gargoyle King, male gargoyle vampire Clr 6:** hp 90; see *Appendix A*.

✂ **2 Advanced (10 HD) Gargoyles:** hp 107; see *Appendix A*. They are posing as statues in the room between Seraphet and the PCs (DC 20 to Spot).

ATL 9

✂ **Seraphet the Gargoyle King, male gargoyle vampire Clr 6:** hp 126; see *Appendix A*.

✂ **2 Advanced (10 HD) Gargoyles Ftr 2:** hp 134 each; see *Appendix A*. They are posing as statues in the room between Seraphet and the PCs (DC 20 to Spot).

Tactics: This should be a tough fight, so be sure to make use of the GM’s empowerment clause to make sure that you run it at a level that will push the PCs to their limits, but not at a level that will immediately overwhelm them.

Seraphet should target the biggest threats first (a.k.a. the higher level PCs). This should minimize the threat of PCs dying due to level drain.

IMPORTANT: A vampire’s *energy drain* can work only *once* per attack round. So a successful claw and bite from the gargoyle king bestows two negative levels, *not* two per hit.

At ATL 3 and higher Seraphet will have cast some preparatory spells in the following order, 1 spell for every round after the second round that the PCs were in the barracks. The following suggestions are made for casting order, but the final selection is up to the GM and will vary by the spell selection of each ATL.

- *Bull's strength*
- *Divine favor*
- *Desecrate* (domain spell)
- *Magic circle against good* or *protection from good* (domain spell)
- *Protection from energy* (fire)
- *Owl's wisdom*
- *Shield of faith*

If Seraphet is unable to make a full attack, he should make use of his spells and abilities rather than moving into a disadvantageous position, targeting the most martial appearing characters with his *dominate* special ability or clerical spells as appropriate.

Seraphet will not pursue the PCs outside of the lair, instead returning to his ritual.

Master Brega is at -1 hp at the start of the fight and will not stabilize on her own.

If Seraphet is defeated, his body will turn gaseous, move to the throne, and seep down through the floor. It will require Master Brega's help to determine the means of opening the passage to Seraphet's Lair. Liam (if he's still with the PCs) will be able to confirm that Seraphet is returning to his crypt, but doesn't know how the PCs can get there (unless they can turn gaseous themselves).

Development: If the PCs manage to defeat Seraphet and rescue Master Brega, then they may be able to put an end to Seraphet once and for all. Master Brega knows of a secret entrance (she crafted it) and can get the PCs into Seraphet's Lair if she is returned to consciousness. Otherwise the PCs may be able to come up with some sort of plan of their own to get to Seraphet's Lair. If it seems reasonable, by all means let them do so, but it should by no means be a "gimme."

Once the PCs have reached Seraphet's coffin, it's a small matter to put an end to his threat once and for all. Proceed to **Conclusion A**.

If the PCs manage to defeat Seraphet, but can't finish him off, proceed to **Conclusion B**.

If the PCs flee, proceed to **Conclusion C**.

If all of the PCs were killed, proceed to **Conclusion D**.

Conclusion A – The Past is Passed!

With a sharp crack of shattering stone, the body of Seraphet the Gargoyle King disintegrates into powder. From above comes a rattling howl as the Master's control over its minions breaks. There is a rumble and a crash as more of the house caves in under the weight of the gargoyles fleeing the scene.

With an audible sigh, Liam appears in the crypt. "Is it truly over? So long have I regretted that decision years ago. So long has my family suffered for the sins of the past. You have done what no others could do. You have my thanks." He begins to fade away. "But the thanks of a dead man is a passing thing. Perhaps you should look below the sarcophagus." And with a final smile he is gone.

Pushing the sarcophagus aside reveals a pair of cloth wrapped objects, but perhaps it would be better to determine their contents elsewhere?

Conclusion B – But For How Long?

The gargoyles that line the rooftop of the manor-house glare menacingly down at you as you make your way out, but they do not attack. Clearly your victory has earned you a begrudging level of respect.

Yet still, in the back of your mind there is the nagging suspicion that you have not seen the last of Seraphet the Gargoyle King...

Conclusion C – Flee!

The gargoyles that line the rooftop of the manor-house glare menacingly and rain jeers and insults down upon you as you run out of the house. Clearly news of your failure is traveling fast, but thankfully they don't attack.

As you reach the gate, there is an eruption behind you as a cloud of winged creatures bursts out of the behind you. Then again, perhaps it would be wise to keep moving...

Conclusion D – Dead

As the final moments of your life pass before you, you watch Seraphet once again raise the body of Master Brega over his head. A cloud of blood explodes over the collected statues...then they begin to move...

Conclusion X – Those Who Hesitate...

Adapt as appropriate based on the location of the PCs...

Your rest is interrupted by howls and cries of pain and anguish. Gargoyles of every size and form are rampaging through the city!

Your head swims as you take in the scene of utter destruction around you and you are reminded of the Ancient Daigon Proverb - "He who hesitates is lost." Clearly the Gargoyle King has taken advantage of your hesitation and now all of Amthydor will pay a horrible price.

If any character has been energy drained, prior to determining whether those losses are permanent, they may all be, or partly be, restored in the following manner:

- Pay for the needed spell at *Core Rulebook I* prices.
- Voiding an otherwise unused favor cert that allows for *raise dead* in certain circumstances. Voiding this otherwise valid cert will remove all negative levels on the PC who owns the cert.
- By agreement with any PC in the current party that has access to *restoration* **plus** 100 gp per level lost by whatever source.
- Use of a favor cert that grants access to 4th level divine spells by NPCs (no matter how many times per day or adventure) **plus** 100 gp per level lost by the PC.
- Payment of 350 gp per level lost at an official Amthydoran temple for which the PC has a favor or has levels in cleric or paladin.

- Payment of 380 gp per level lost at any Amthydoran temple.

Otherwise, for each negative level remaining have the PC roll a Fortitude save (DC 13 + 1/2 Seraphet's ATL - appropriate hit dice + Seraphet's Charisma modifier). Each failure reduces the level of the PC by one. The experience point total of level drained characters is set exactly midway through their new level. Make sure such changes are reflected on the character's adventure record.

THUS ENDS "HAUNTED BY THE PAST"

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 1

| | |
|--|-------|
| Calming the draft horses | 25 XP |
| Discovering the tracks..... | 25 XP |
| Getting information that leads to Brega's shop without help from the Diamond Legion..... | 25 XP |

Encounter 4

| | |
|--|-------|
| Finding Mortimer's ring | 50 XP |
| Locating the hidden compartments | 50 XP |
| Getting Brega to be Helpful/Friendly | 50 XP |

Encounter 5

| | |
|-------------------------------|--------|
| Defeating the gargoyles | 100 XP |
|-------------------------------|--------|

Encounter 6

| | |
|---------------------------------------|-------|
| Disarming or surviving the trap | 75 XP |
|---------------------------------------|-------|

Encounter 7

| | |
|---------------------------------------|--------|
| Defeating the gargoyles outside..... | 150 XP |
| Defeating Seraphet..... | 150 XP |
| Saving Brega (alive) | 50 XP |
| Destroying Seraphet in his crypt..... | 100 XP |

Discretionary Roleplaying Award 0-100 XP

Total Possible..... 800 XP

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Introduction

- **Disfavor of Fan Ye Wu** (Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal). This PC has earned the Disfavor of Fan Ye Wu proprietor of the Jade Palace. Unless required by other circumstances, Fan Ye Wu not voluntarily allow this PC entrance to the Jade Palace for one year from the date this cert is issued.
- **Walking Two Paths** (Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal). This PC has brought a horrible curse

upon himself. Until such time as he can receive either a miracle or wish spell, this PC effectively has no favored class. This may result in an experience penalty from this adventure forward.

Encounter 2 or 3

- ATL x 100 gp per PC.

Encounter 4

- **Mortimer's Ring** (*ring of protection* +2) (Value: 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal). This ring once belonged to Master Mortimer the Stonemason and bears the markings of a Guild Master in the Stonemason's Guild. The guild doesn't want anything to do with it and, even more sadly, he doesn't seem to have any surviving family to claim it.

Encounter 6

- **Davi's Cloak of Arachnida** (Value: 14,000 gp, Size: Medium/Small, Tradable: Yes, Rarity: Rare, Legality: Legal). This cloak was stolen from a legendary hero of Amthydor. Boy, I hope he doesn't come looking for it or reports the loss to the Diamond Legion...

This garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

- **Davi's Stone of Alarm** (Value: 2,700 gp, Size: Tiny, Tradable: No, Rarity: Rare, Legality: Legal). This onyx gargoyle statuette's activation phrase is 'The King is Dead.' It was stolen from a legendary hero of Amthydor. Boy, I hope he doesn't come looking for it or report the loss to the Diamond Legion...

This statuette, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone

emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

- **Stinger** (Value: as appropriate, Size: Medium, Tradable: Yes, Rarity: Rare, Legality: Legal). This silver rapier has a tiny spider formed of Onyx that can be seen crawling from the blade onto a silvery web that forms the basket hilt of this exquisite weapon. This weapon's value varies by ATL:

ATL 1: +1 silver rapier

ATL 3: +1 defending silver rapier

ATL 5: +2 defending silver rapier

ATL 7: +3 defending silver rapier

Encounter 7

- **Seraphet's Crown** (Value: 5,200 gp, Size: Medium/Small, Tradable: Yes, Rarity: Rare, Legality: Legal). This gaudy gold is speckled with a mish-mash of semi-precious stones. It's hard to believe it was once worn by the mighty Gargoyle King of Amthydor.

It functions in all ways as per a *helm of comprehend languages and read magic*.

A *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks. Note that understanding a magical text does not necessarily imply spell use.

- **Seraphet's Sceptre** (Value: 25,000 gp, Size: Medium/Small, Tradable: Yes, Rarity: Rare, Legality: Legal). This scepter is carved with miniature gargoyles all bowing to a larger gargoyle formed in gold at the head of the sceptre. It was once wielded by the mighty Gargoyle King of Amthydor. Its powers and value vary by ATL.

❑ ATL 1: *rod of metamagic, extend, lesser* (3,000 gp)

❑ ATL 3: *rod of metamagic, empower, lesser* (9,000 gp)

❑ ATL 5: *rod of metamagic, extend* (11,000 gp)

❑ ATL 7 & 9: *rod of splendor*, with the addition that the tent which can be created is festooned with gargoyle imagery and statuary. (25,000 gp)

Appendix A: Monsters & NPCs

Encounter 4

All ATLS

✂ **Master Brega, female dwarf Exp9:** CR 8; Medium humanoid (dwarf); HD 10d6+20; hp 60; Init +2; Spd 20 ft. (4 squares); AC 12 (+2 Dex); touch 12, flatfooted 10; BAB/Grp +3/+6; Atk club +10 melee (1d6+3); Full Atk club +10/+5 melee (1d6+3); SQ dwarf racial abilities, darkvision; AL LN; SV Fort +5, Ref +5, Will +8; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +9, Craft (stonemasonry) +18, Diplomacy +12, Knowledge (architecture and engineering) +15, Knowledge (local) +15, Knowledge (nobility) +15, Knowledge (religion) +8. Profession (stonemason) +17, Sense Motive +10, Spot +14; Endurance, Negotiator, Skill Focus (Craft [stonemason]), Skill Focus (Profession [stonemason]).

Possessions: Club, guild ring, masterwork stonemason's tools.

Encounter 5 and/or 7

All ATLS

✂ **Gargoyle:** CR 4; monstrous humanoid (earth); HD 4d8+19; hp 38; Init +2; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 16 (+2 Dex, +4 natural); touch 10, flat-footed 16; BAB/Grp +4/+6; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6/+6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1); SQ damage reduction 10/magic, darkvision, freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +4, Spot +4. Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observe must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

✂ **Advanced (6 HD) Gargoyles:** CR 5; monstrous humanoid (earth); HD 6d8+27; hp 56; Init +2; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 16 (+2 Dex, +4 natural); touch 10, flat-footed 16; BAB/Grp +6/+8; Atk claw +8 melee (1d6+2); Full Atk 2 claws +8/+8 melee (1d6+2) and bite +6 melee (1d6+1) and gore +6 melee (1d6+1); SQ damage reduction 10/magic, darkvision, freeze; AL CE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +5, Spot +5. Improved Natural Attack (claws), Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observe must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

✂ **Advanced (10 HD) Gargoyle:** CR 7; Large monstrous humanoid; HD 10d8+63; hp 107; Init +2; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 16 (+1 Dex, +6 natural, -1 size); touch 10, flat-footed 15; BAB/Grp +10/+21; Atk claw +16 melee (1d8+7, 19-20/x2); Full Atk 2 claws +16/+16 melee (1d8+7, 19-20/x2) and bite +14 melee (1d8+3) and gore +14 melee (1d8+3); SQ damage reduction 10/magic, darkvision, freeze; AL CE; SV Fort +9, Ref +8, Will +7; Str 24, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +7, Spot +7. Improved Critical (claws), Improved Natural Attack (claws), Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observe must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

✂ **Advanced (10 HD) Gargoyle Ftr2:** CR 9; Large monstrous humanoid; HD 10d8+2d10+75; hp 134; Init +6; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 16 (+1 Dex, +6 natural, -1 size); touch 10, flat-footed 15; BAB/Grp +12/+23; Atk claw +19 melee (1d8+7, 19-20/x2); Full Atk 2 claws +19/+19 melee (1d8+7, 19-20/x2) and

bite +16 melee (1d8+3) and gore +16 melee (1d8+3); SQ damage reduction 10/magic, darkvision, freeze; AL CE; SV Fort +12, Ref +8, Will +8; Str 24, Dex 12, Con 22, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +7, Listen +7, Spot +8. Hover, Improved Critical (claws), Improved Initiative, Improved Natural Attack (claws), Multiattack, Toughness, Weapon Focus (claws).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Encounter 6

All ATLS

⚔ **Davi, male elf (High) Rog3/Wiz9:** CR 12; Medium humanoid (elf); HD 3d6+9d4+12; hp 49; Init +8; Spd 30 ft. (6 squares); AC 14 (+4 Dex); touch 14, flatfooted 10; BAB/Grp +6/+6; Atk +1 *silver rapier* +11 melee (1d6, 18-20/x2); Full Atk +1 *silver rapier* +11/+6 melee (1d6, 18-20/x2); SA sneak attack +2d6; SQ elf racial abilities, evasion, low-light vision; AL CN; SV Fort +5, Ref +10, Will +7; Str 10, Dex 18, Con 12, Int 20, Wis 10, Cha 16.

Skills and Feats: Appraise +14, Bluff +14, Concentration +17, Disable Device +11, Hide +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (history) +10, Knowledge (local) +6, Knowledge (nobility) +10, Listen +10, Move Silently +10, Open Lock +10, Search +13, Sleight of Hand +12, Spellcraft +24, Spot +10, Tumble +10, Use Magic Device +9. Extend Spell, Improved Initiative, Persuasive, Quicken Spell, Skill Focus (bluff), Weapon Finesse.

Possessions: *Stinger* (*silver rapier*; power varies by ATL), spell component pouches.

Spells Prepared (DC 15 + spell level): 0 – *detect magic, detect poison, message, resistance*; 1st – *color spray, ~~disguise self, mage armor, magic missile, protection from evil, shield~~*; 2nd – *alter self, blur, cat's grace, glitterdust x2*; 3rd – *dispel magic, displacement, fireball, lightning bolt*; 4th

– *charm monster, dimension door, ~~sepia snake sigil (extended)~~*; 5th – *teleport, ~~teleport.~~*

Encounter 7

All ATLS

✂ **Liam, male human (ghost) Exp 3/Ftr 4:** CR 8; medium undead (augmented humanoid); HD 7d12; hp 63; Init +7; Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 13 (+3 Dex); touch 13, flat-footed 10; BAB/Grp +6/+9; Atk draining touch +9 melee (special); Full Atk draining touch +9/+4 melee (special); SQ see below; AL N; SV Fort +5, Ref +5, Will +3; Str 16, Dex 16, Con --, Int 12, Wis 8, Cha 18.

Skills and Feats: Bluff +10, Climb +10, Craft (stonemason) +7, Diplomacy +7, Intimidate +13, Jump +10, Knowledge (architecture and engineering) +2, Knowledge (nobility) +2, Profession (stonemason) +5, Sense Motive +2, Swim +10. Blind Fight, Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapons Specialization (longsword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an

ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material or Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

ATL 1

✠ **Seraphet the Gargoyle King**: CR 6; medium undead (augmented monstrous humanoid, earth); HD 4d12; hp 36; Init +9; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 25 (+5 Dex, +10 natural); touch 15, flatfooted 20; BAB/Grp +4/+10; Atk claw +10 melee (1d4+6 plus energy drain); Full Atk 2 claws +10/+10 melee (1d4+6 plus energy drain) and bite +8 melee (1d6 +3 plus energy drain) plus gore +8 melee (1d6+3 plus energy drain); SA blood drain, dominate, energy drain; SQ alternate form, children of the night, create spawn, damage reduction 10/magic and silver, darkvision, fast healing 5, freeze, gaseous form, resistance to cold and electricity 10, spider climb, turn resistance +4; AL CE; SV Fort +1, Ref +11 Will +7; Str 22, Dex 21, Con --, Int 8, Wis 16, Cha 16.

Skills and Feats: Hide +13, Listen +13, Spot +20. Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Toughness.

Save DC vs. supernatural powers: 15.

ATL 3

✠ **Seraphet the Gargoyle King, Clr2**: CR 8; medium undead (augmented monstrous humanoid, earth); HD 6d12; hp 54; Init +9; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 25 (+5 Dex, +10 natural); touch 15, flatfooted 20; BAB/Grp +5/+11; Atk claw +11 melee (1d4+6 plus energy drain); Full Atk 2 claws +11/+11 melee (1d4+6 plus energy drain) and bite +9 melee (1d6 +3 plus energy drain) and gore +9 melee (1d6+3 plus energy drain); SA blood drain, dominate, energy drain; SQ alternate form, children of the night, create spawn, damage reduction 10/magic and silver, darkvision, fast healing 5, freeze, gaseous form, resistance to cold and electricity 10, spider climb, spontaneous casting (*inflict* spells), turn resistance +4; AL CE; SV Fort +4, Ref +11 Will +10; Str 22, Dex 21, Con --, Int 8, Wis 16, Cha 16.

Skills and Feats: Concentration +5, Hide +13, Listen +13, Spot +20. Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning

Reflexes, Multiattack, Power Attack, Toughness.

Spells Prepared (DC 13 + spell level): 0 – *detect magic*, *guidance* x2, *read magic*; 1st – *comprehend languages*, *divine favor*, *protection v. good**, *shield of faith*.

* Domain spell. *Domains*: Destruction (smite 1/day for +4 to hit, +2 to damage), Evil (cast all spells with evil descriptor at +1 caster level)

Save DC vs. supernatural powers: 16.

ATL 5

✠ **Seraphet the Gargoyle King, Clr4**: CR 10; medium undead (augmented monstrous humanoid, earth); HD 8d12; hp 72; Init +10; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 26 (+6 Dex, +10 natural); touch 15, flat-footed 20; BAB/Grp +7/+13; Atk claw +13 melee (1d4+6 plus energy drain); Full Atk 2 claws +13/+13 melee (1d4+6 plus energy drain) and bite +11 melee (1d6 +3 plus energy drain) and gore +11 melee (1d6+3 plus energy drain); SA blood drain, dominate, energy drain; SQ alternate form, children of the night, create spawn, damage reduction 10/magic and silver, darkvision, fast healing 5, freeze, gaseous form, resistance to cold and electricity 10, spider climb, spontaneous casting (*inflict* spells), turn resistance +4; AL CE; SV Fort +5, Ref +13 Will +12; Str 22, Dex 22, Con --, Int 8, Wis 18, Cha 18.

Skills and Feats: Concentration +7, Hide +13, Listen +14, Spot +21. Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness.

Spells Prepared (DC 14 + spell level): 0 – *detect magic* x2, *guidance* x2, *read magic*; 1st – *comprehend languages*, *divine favor* x2, *protection v. good**, *shield of faith*; 2nd – *bull's strength*, *desecrate**, *owl's wisdom*, *resist energy*.

* Domain spell. *Domains*: Destruction (smite 1/day for +4 to hit, +2 to damage), Evil (cast all spells with evil descriptor at +1 caster level)

Save DC vs. supernatural powers: 18.

ATL 7

✂ **Seraphet the Gargoyle King, Clr 6:** CR 12; medium undead (augmented monstrous humanoid, earth); HD 10d12; hp 90; Init +10; Spd 40 ft.(8 squares), fly 60 ft. (avg); AC 26 (+6 Dex, +10 natural); touch 15, flatfooted 20; BAB/Grp +8/+14; Atk claw +14 melee (1d4+6 plus energy drain); Full Atk 2 claws +14/+14 melee (1d4+6 plus energy drain) plus bite +12 (1d6+3 plus energy drain) plus gore +12 (1d6+3 plus energy drain); SA blood drain, dominate, energy drain; SQ alternate form, children of the night, create spawn, damage reduction 10/magic and silver, darkvision, fast healing 5, freeze, gaseous form, resistance to cold and electricity 10, spider climb, spontaneous casting (*inflict* spells), turn resistance +4; AL CE; SV Fort +6, Ref +15 Will +12; Str 22, Dex 22, Con --, Int 8, Wis 18, Cha 18.

Skills and Feats: Concentration +9, Hide +13, Listen +13, Spot +20. Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness.

Spells Prepared (DC 14 + spell level): 0 – *detect magic* x2, *guidance* x2, *read magic*; 1st – *comprehend languages*, *divine favor* x2, *protection v. good**, *shield of faith*; 2nd – *bull's strength*, *desecrate**, *hold person*, *owl's wisdom*, *resist energy*; 3rd – *blindness/deafness*, *invisibility purge*, *magic circle against good**, *wind wall*.

* Domain spell. *Domains:* Destruction (smite 1/day for +4 to hit, +2 to damage), Evil (cast all spells with evil descriptor at +1 caster level)

Save DC vs. supernatural powers: 19.

ATL 9

✂ **Seraphet the Gargoyle King, Clr 6:** CR 14; large undead (augmented monstrous humanoid, earth); HD 14d12; hp 126; Init +9; Spd 40 ft.(8 squares), fly 60 ft. (avg); AC 26 (+5 Dex, +12 natural, -1 size); touch 13, flatfooted 21; BAB/Grp: +14/+28; Atk claw +23 melee (1d8+10 plus energy drain); Full Atk 2 claws +23/+23 melee (1d8+10 plus energy drain) plus bite +21 (1d8 +5 plus energy drain) plus gore

+21 (1d8+5 plus energy drain); SA blood drain, dominate, energy drain; SQ alternate form, children of the night, create spawn, damage reduction 10/magic and silver, darkvision, fast healing 5, freeze, gaseous form, resistance to cold and electricity 10, spider climb, spontaneous casting (*inflict* spells), turn resistance +4; AL CE; SV Fort +7, Ref +13 Will +14; Str 30, Dex 20, Con --, Int 8, Wis 20, Cha 18.

Skills and Feats: Concentration +9, Hide +13, Listen +15, Spot +24. Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Claw), Lightning Reflexes, Multiattack, Power Attack, Toughness.

Spells Prepared (DC 15 + spell level): 0 – *detect magic* x2, *guidance* x2, *read magic*; 1st – *comprehend languages*, *divine favor* x2, *protection v. good**, *shield of faith*; 2nd – *bull's strength*, *desecrate**, *hold person*, *owl's wisdom*, *resist energy*; 3rd – *blindness/deafness*, *invisibility purge*, *magic circle against good**, *wind wall*.

* Domain spell. *Domains:* Destruction (smite 1/day for +4 to hit, +2 to damage), Evil (cast all spells with evil descriptor at +1 caster level)

Save DC vs. supernatural powers: 21.

Vampiric Powers Summary (for all ATLS)

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it

drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and

those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (varies by ATL) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. **A vampire can use its energy drain ability once per round.**

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observe must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Appendix B: Talk of the Town

The PCs may ask about any number of things. We've attempted to capture the most likely below. Please feel free to use the information in the Adventure Background and the rest of the module to adjudicate as necessary.

Note: Bear in mind the consequences of the passage of time; a typical Gather Information check takes 1d4+1 hours.

The Attack on the Jade Palace (-10 circumstance penalty if asked anywhere except at the Palace)

DC Information

- 15+ Master Wu celebrates that day every year by offering Adventurers a free feast. He considers it good luck to remember the day.
- 20+ The gargoyle that attacked was quickly driven off, but the adventurers never found its body. Almost immediately afterwards the Undead started attacking the Services District.
- 25+ Of the three adventurers primarily responsible for defeating the Gargoyle, only one is still in the city. The old Elven Sage, Davi. To this day, Master Wu refuses to accept payment from the elf.
- 30+ Davi lives not far from the Jade Palace, in a small home in the Service District.

Davi

DC Information

- 20+ There's an Elven Sage in the Service District by that name. He's pretty famous for helping in the undead invasion. He's also famous for continuing to adventure at an age when most elves would have long since set their walking stick aside.
- 25+ Rumor has it that he's out on one of his famous adventures now and isn't due back for another week, after which time he'll stop in for his celebratory dinner at the Jade Palace to regale the customers with his latest tale of adventure.

Gargoyles (+5 circumstance bonus if at the Jade Palace)

DC Information

- 5+ There are gargoyles all over the Services District. Must be hundreds of 'em, maybe thousands.
- 10+ Most of the gargoyles were built prior to the undead invasion, but every now and then a superstitious resident or shop keeper will put another one up.
- 20+ Master Brega is renowned for crafting gargoyles. In fact she has crafted most of the gargoyles that festoon the rooftops and arches of the Service District. Her only real competition was a mason named Master Mortimer, but he stopped working on statues after the undead invasion.

- 25+ During the invasion there was a night when a gargoyle, I think he called himself Seraphet, attacked the Jade Palace, but compared to the undead it was nothing. A party of adventurers quickly killed it.
- 30+ One of those adventurers, an Elven Sage named Davi, still lives in the Services District not far from the Jade Palace.

Master Brega (-5 circumstance penalty if just using the name/word “Brega”)

DC Information

- 15+ Master Brega is very gifted craftsman though not very well liked. She tends to be gruff and clearly favors her dwarven customers.
- 20+ Master Brega is renowned for crafting gargoyles. In fact she has crafted most of the gargoyles that festoon the rooftops and arches of the Service District. Her only real competition was a mason named Master Mortimer, but he stopped working on statues after the undead invasion.
- 30+ Master Brega’s husband left her a few years ago at the height of the undead invasion. She has never discussed the matter or what happened to him; like most dwarves, she considers it a private matter.

Master Mortimer

DC Information

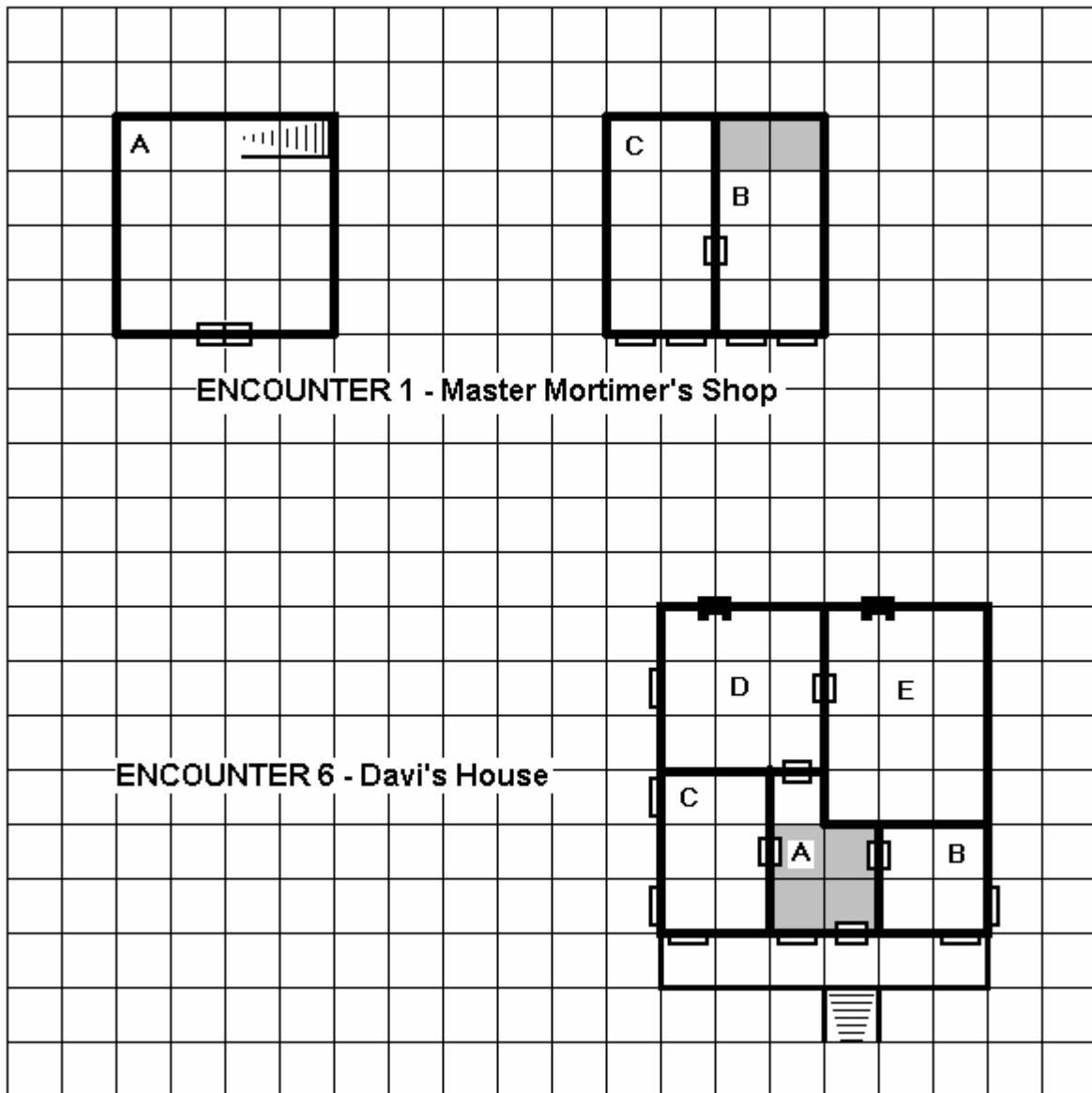
- 15+ Master Mortimer was a well-liked and very gifted craftsman. At one time his shop produced some of the most exquisite statues ever crafted in Amthydor.
- 20+ Mortimer lost his wife in the undead invasion and, apparently, his muse as well. When his shop re-opened after the invasion, he refused to make anything “without a practical purpose”.
- 25+ Master Mortimer was good friends with another stonemason, Master Brega, on the other side of the district. Prior to the invasion, the two often had competitions to see who could craft the more beautiful creation. Several of the pieces from these contests are still on display throughout the city.
- 30+ Master Mortimer crafted the gargoyles that adorn the Jade Palace.

Missing Persons

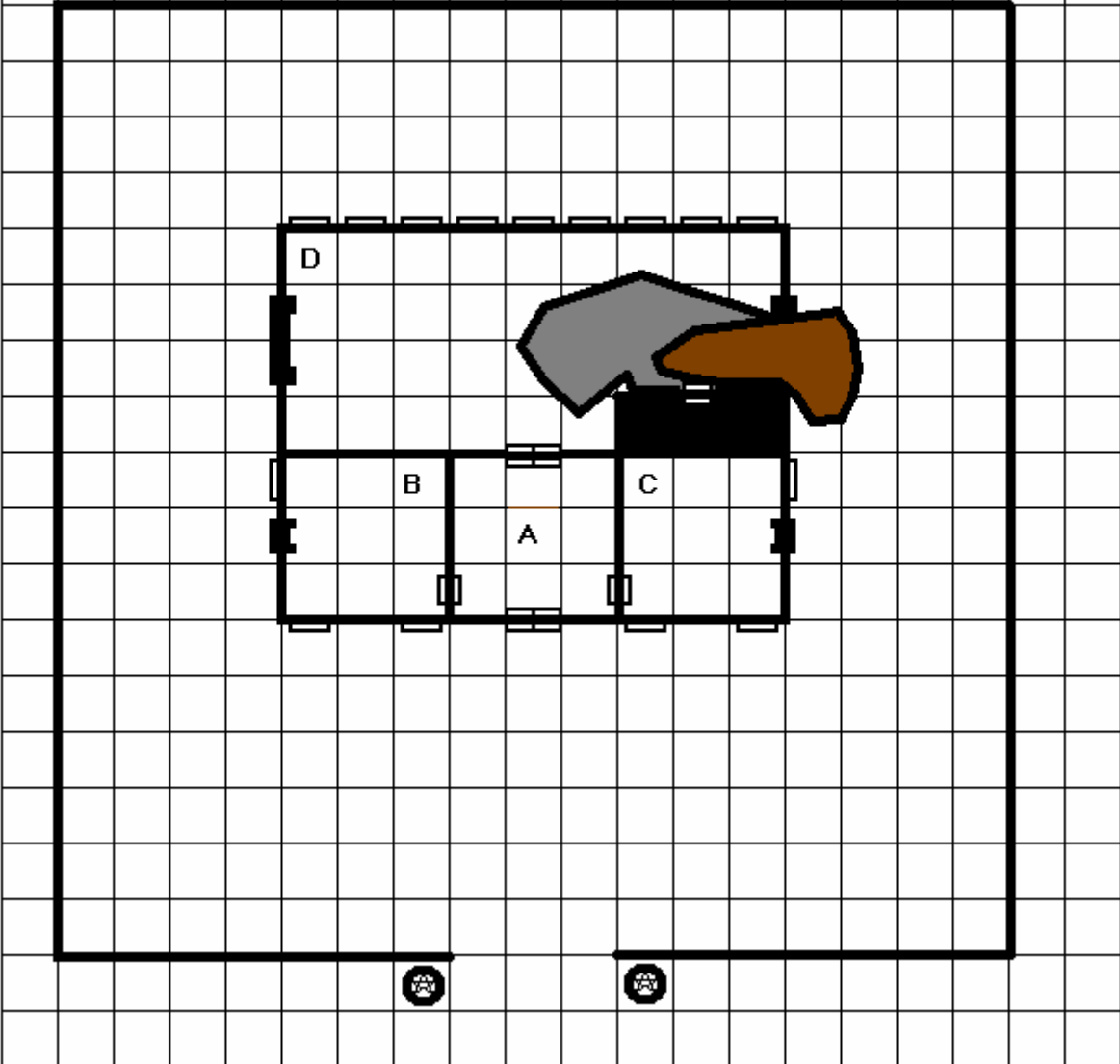
DC Information

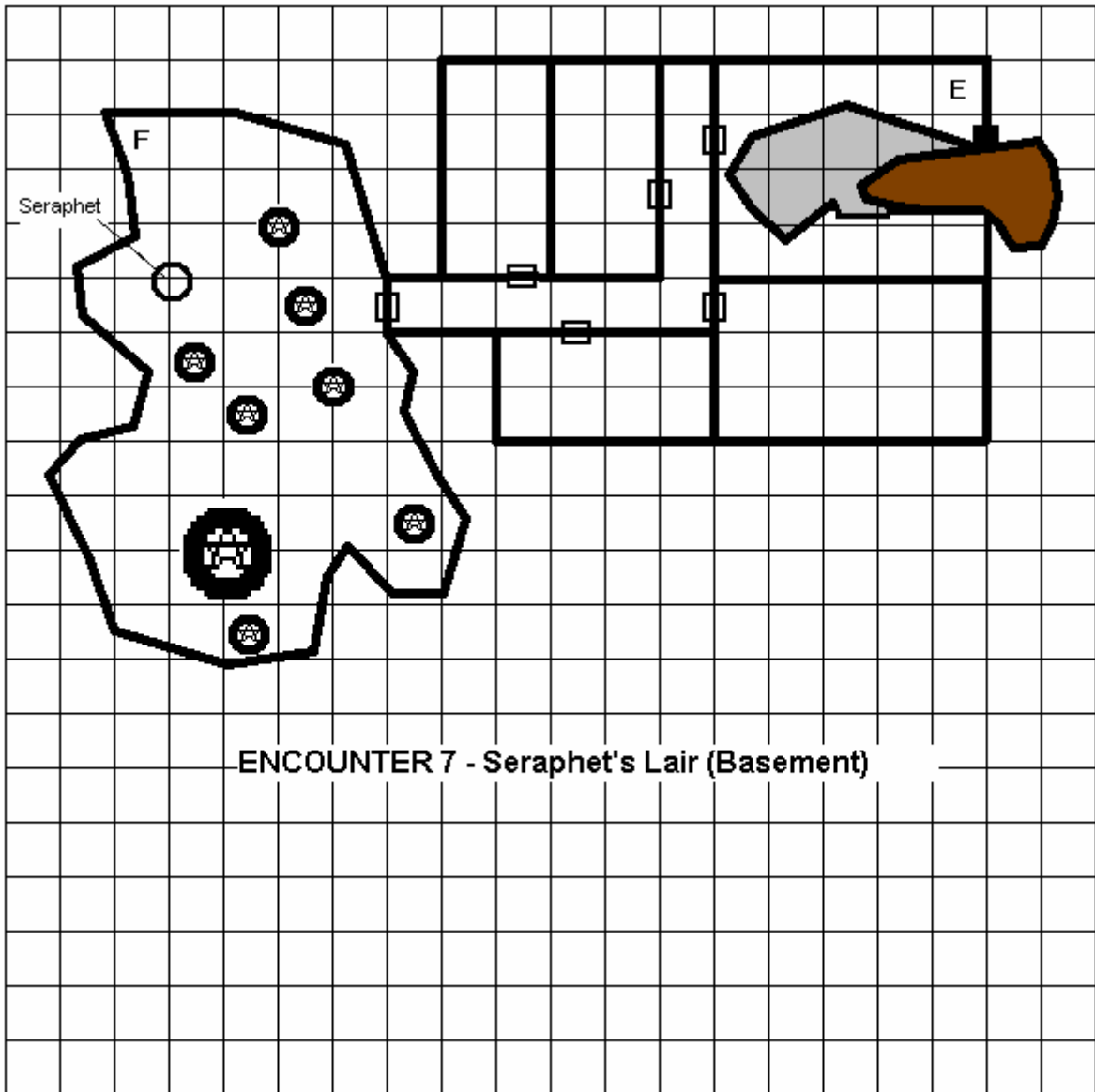
- 15+ People go missing every now and then, but over the past several weeks, the situation has started to get out of control in the Services District. The Diamond Legion is trying to keep it quiet, but the fact of the matter is no one seems to know who’s doing it.
- 25+ On a couple of occasions there have been reports of screams disappearing into the night sky at the scenes of these attacks. More than a few folks report seeing dark-winged creatures flying over the Service District after sunset.

Appendix C: DM Maps



ENCOUNTER 7 - Seraphet's Lair (First Floor)





Appendix D: Player Handouts

Player Handout 1

As you open the fortune cookie, you feel a strange tingling sensation pass over your body. Your vision blurs for a second and the feeling quickly passes.

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Player Handout 2

As you open the fortune cookie, you feel a strange tingling sensation pass over your body, your vision blurs, and as you shake your head to clear your mind you suddenly hear a loud crash from the front of the restaurant. You look to your companions around the table, but they are all gone. In their place you see a different gathering. An elf with pale skin and silver hair, a gnome with a red pointy hat, and a human dressed in shining plate mail with the holy symbol of Peliron emblazoned across her breastplate.

Looking toward the sound you see that some sort of winged beast has burst through the doors of the restaurant. You hear it bellow, "I have come. Now, bow down before your Gargoyle King!"

The elf starts choking on his dinner, but the gnome and the human spring into action. In a flash of light, fire, and sound the creature is blown back out of the Jade Palace's doors with a host of patrons (now all brandishing weapons) following after him.

As your vision starts to clear you look over to the elf and see that he's still choking. One of the waitresses has started slapping him on the back and asking him "Are you okay? Are you okay?"

Then you realize it's your back being slapped and you who are choking. Fortunately, a final slap on the back clears your throat and you're back in the Jade Palace looking across the table at your companions who all have an odd look on their face.

Player Handout 2

As you open the fortune cookie, you feel a strange tingling sensation pass over your body, your vision blurs, and as you shake your head to clear your mind you suddenly hear a loud crash from the front of the restaurant. You look to your companions around the table, but they are all gone. In their place you see a different gathering. An elf with pale skin and silver hair, a gnome with a red pointy hat, and a human dressed in shining plate mail with the holy symbol of Peliron emblazoned across her breastplate.

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Player Handout 3

As you open the fortune cookie, you feel a strange tingling sensation pass over your body, your vision blurs, and as you shake your head to clear your mind you suddenly hear a loud crash from the front of the restaurant. You look to your companions around the table, but they are all gone. In their place you see a different gathering. An elf with pale skin and silver hair, a gnome with a red pointy hat, and a human dressed in shining plate mail with the holy symbol of Peliron emblazoned across her breastplate.

As you look toward the noise at the front of the restaurant, your head spins and you're back in the Jade Palace looking across the table at your companions who all have an odd look on their face.

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Looking toward the sound you see that some sort of winged beast has burst through the doors of the restaurant. You hear it bellow, "I have come. Now, bow down before your Gargoyle King!"

Your head spins and with a blink your vision clears and you're back in the Jade Palace looking across the table at your companions who all have an odd look on their face.

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Your head spins and with a blink your vision clears and you're back in the Jade Palace looking across the table at your companions who all have an odd look on their face.

Player Handout 5

As you open the fortune cookie, you feel your stomach lurch, your vision blurs, and as you shake your head to clear your mind you suddenly hear a loud crash from the front of the restaurant. You look to your companions around the table, but can only see multiple variations of your own face, but on different bodies. You see yourself as an elf with pale skin and silver hair, a gnome with a red pointy hat, and a human dressed in shining plate mail with the holy symbol of Peliron emblazoned across her breastplate.

You start choking, but no one seems to care as they stare at the front-door.

You hear a voice calling to you “Are you okay? Are you okay?” Finally you manage to get the cookie down and you’re back in the Jade Palace looking across the table at your companions who all have an odd look on their face.

Still you can’t quite focus on what’s going on around you correctly...

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Player Handout 6

Excerpts from “*Seraphet the Gargoyle King and Other Lost Stories of the Invasion*”

This handwritten book contains the memoirs of the author’s days as an adventurer during the dark days of the undead invasion of Amthydor. A red, silk bookmark is set in a page near the front of the book detailing an encounter with a creature known as Seraphet the Gargoyle King.

“... even with all the adventurers pouring into the city to fight back the invasion, things were going poorly. The Service District remained a safe haven and the gods only knew how long that would last. The locals believed the stone gargoyles the local masons were churning out were warding off the hordes of walking dead. As it turns out, they weren’t entirely wrong – or entirely right, either.

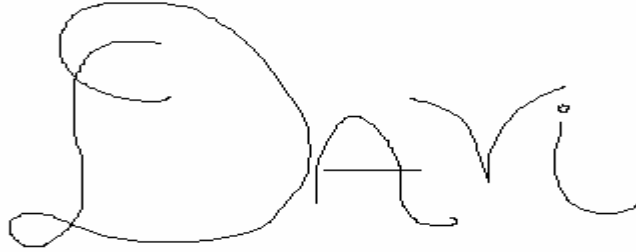
At the height of the invasion, the Jade Palace was one of the few places still under control of and large enough to host a decent size group of people. I made a call for a general assembly and with the help of Snebli, a gnomish illusionist, and Alliandra, a Paladin of Peliron, we managed to gather a fairly large group of adventurers for a council.

Lo and behold, no sooner had we finished our Hero’s Feast when the door burst open and one of the chief lieutenants of the Undead Horde decided we were ready to surrender! Seraphet, the self-proclaimed Gargoyle King of Amthydor was standing there silhouetted in the doorway. He had even managed to drudge himself up a crown and a sceptre! All told it was rather a comic sight.

Needless to say, I had a large hand in what transpired that night, for better or worse. It would later be revealed (after conversations with the stonemasons) that Seraphet had mistaken all of the statues being displayed throughout the district as a symbol of our subservience to him. Needless to say, when he arrived without any sort of bodyguard he was quickly dispatched by the assembled heroes. Unfortunately, the details of his demise are somewhat sketchy as it is rumored that his body turned to a gaseous mist and floated away.

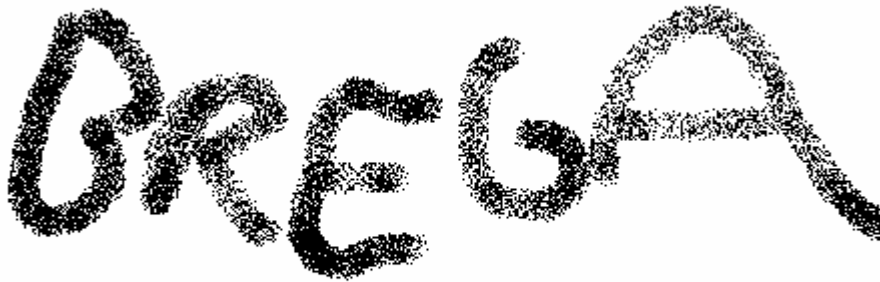
Alliandra, Snebli, and I pursued the mist as far as we could that night, but with Seraphet’s demise, the protection for the Services District also seemed to collapse. It was soon all we could do to fight back the rising tide of undead. Alliandra swore to pursue the matter, but there seemed little profit in pursuing a dead gargoyle’s lair, so Snebli and I moved on to other matters. Last I heard Alliandra has sealed the creature’s crypt over in the old Mannersby manor, still engulfed by the chaos of the Poor District. I’ve thought about visiting the place, but every time I do something else comes up...”

Player Handout 7



DAM

Player Handout 8



GREGA

Player Handout 9

You feel a force strike you as though you had punched in the stomach. Whatever you were feeling before is rapidly overwhelmed by an all-consuming rage and an uncontrollable desire to kill the creature known as Seraphet the Gargoyle King.

The source of your rage is down the hall and behind the great iron door. You will do everything in your power to make certain that Seraphet is killed and further that he is permanently destroyed. While these fools won't believe you anymore than those others who have come before them, Seraphet is a Vampire and you know how to get to his coffin!

In game terms, you have been possessed by a ghost.

You keep your Strength, Dexterity, and Constitution, hit points, natural abilities, and automatic abilities.

Your new Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities are as listed below.

You can no longer activate any extraordinary or supernatural abilities nor can you use your previous spells and/or spell-like abilities.

| | |
|--------------------------|--|
| Base Saves: | Fort +5, Ref +2, Will +3; |
| Stats: | Int 12, Wis 8, Cha 18. |
| Align: | Neutral. |
| Skills and Feats: | Bluff +10, Climb +10, Craft (Stonemason) +7, Diplomacy +7, Intimidate +13, Jump +10, Knowledge (architecture & engineering) +2, Knowledge (nobility) +2, Profession (stonemason) +5, Sense Motive +2, Swim +10. Blind Fight, Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapons Specialization (longsword). |

Critical Event Summary: Haunted By The Past

1. List on the back of this sheet the real names and PC names of anyone who earned either the Disfavor of Fan Ye Wu or the Walking Two Paths cert.

2. What was Master Mortimer's status at the end of the module? (Circle all that apply)

Raised Dead

2. How did the heroes treat Davi? (Circle whichever applies)

Never met him Hostile Attacked him Killed him

Questioned him Befriended him Left him alone

3. Did the heroes steal Davi's Cloak? Yes No

4. (If Yes, list below the real name and PC name of the player with the Cert)

5. How did the heroes find the Gargoyle King's Lair?

Followed a fleeing gargoyle Talked to Davi Gather Information

6. What was Seraphet's status at the end of the module?

Alive Driven Off Destroyed

7. What was Master Brega's status at the end of the module (circle all that apply)?

Captured and sacrificed Freed by the PCs Dead

8. What was Grimsby's status at the end of the module (circle all that apply)?

Left to die Rescued by the PCs
Reunited with Master Brega by the PCs Healed by PCs

9. Did the PCs set Liam's spirit to rest? Yes No

10. Note any other important information on the back of this form (PC arrests, Conclusion X etc.).

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY, 11230, or e-mail to wyvern.silverwane@verizon.net.

Please send completed form to:
 Joanne Clarke-Stein, 15 Manor
 Crescent, Bldg. 20, New
 Brunswick, NJ 08901-1680, or
 email to
 lsj-roster@theshiningjewel.com.



Roster of Heroes: Haunted By The Past

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

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