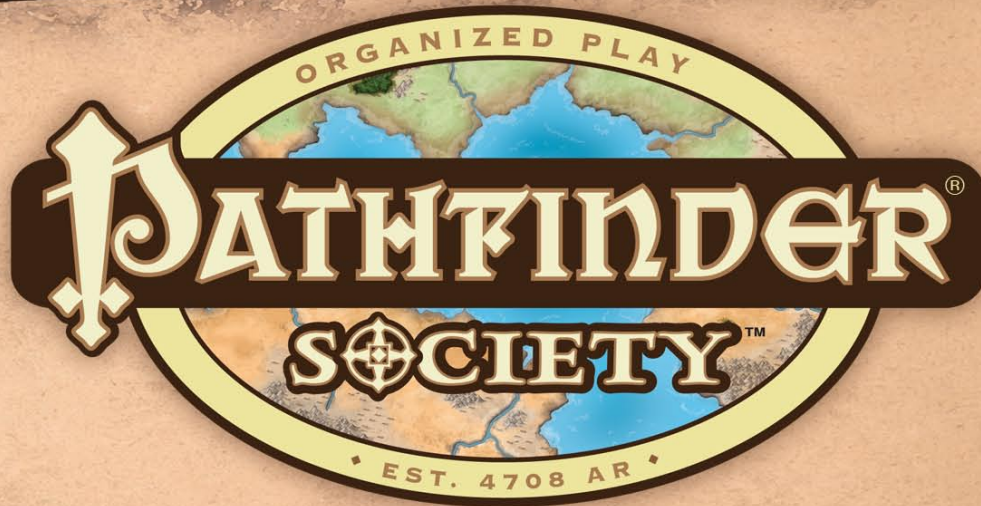


A PATHFINDER SOCIETY SCENARIO



ECHOES OF THE EVERWAR, PART III: TERROR AT WHISTLEDOWN™

By Hank Woon



ECHOES OF THE EVERWAR, PART III: TERROR AT WHISTLEDOWN

PATHFINDER SOCIETY SCENARIO 44

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The OGL can be found on page 14 of this product.

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ECHOES OF THE EVERWAR, PART III: TERROR AT WHISTLEDOWN

BY HANK WOON

In 4305 AR, as Cheliox began the conquest later to be called the Everwar, an enterprising wealthy Osirian man named Khalfani Zuberi, who'd made his money buying and selling everything from slaves to weapons for Osirion's conquerors (the Qadiri), decided that the Everwar presented him with another opportunity for great wealth. He gave his three most trusted concubines rings that fused to their fingers and allowed him to track their status and general direction, and then sent them to three locations across the new Chelish frontier to manipulate markets surrounding the Everwar and bring him even greater wealth. The rings were part of a ritual he'd paid tens of thousands of gold for—he was only willing to send his best and brightest into the world with his wealth if he was able to know at any time where they were and what they were doing.

In 4307 AR, with his plan in full swing and money coming in hard and fast from his Chelish holdings, the 98-year-old Zuberi drank his first *sun orchid elixir*, unnaturally extending his life so that he might continue the growth of his vast and wealthy merchant empire. His three concubines were now spread throughout the Chelish Empire. Akila, his sorcerer concubine, established a foothold in what was then Lastwall (now southern Belkzen) in a hidden motte-and-bailey fortress (#36: *The Prisoner of Skull Hill*). Meskhenet, his wisest concubine and a master of money and markets, built a fortress in Cheliox on the Maistas River called the Halls of Zuberi—today it is a haunted place called the Collapsed Halls (#42: *The Watcher of Ages*). Lastly, Kamilah, his concubine of martial prowess, built an empire of arms-dealing near Whistledown, a small gnomish community in Varisia on the shores of Lake Syrantula.

This setup had continued for nearly 50 years when, in 4350 AR, Zuberi met his living end on the road to Thuvia to drink his second *sun orchid elixir*. A cleric of an Osirian death cult and his hired thugs assaulted Zuberi's caravan and murdered his servants, slaves, and soldiers. They left Zuberi alive and imposed on him a terrible curse. As the curse took hold, Zuberi felt the power of his concubine's rings wink out, his connection to them severed. His limbs grew tired, his bones became brittle, and his muscles went weak. In essence, he was once more feeling his age. The cleric of the death cult

ECHOES OF THE EVERWAR

Terror at Whistledown is the third of a four-part Pathfinder Society series called *Echoes of the Everwar*. All four parts of *Echoes of the Everwar* are for Tier 7–11. Parts I, II, and III can be played in any order and Part IV (#53: *The Faithless Dead*) should be played only once the first three parts have been completed.

declared that Zuberi had been cursed for his obsession with living, a heresy to most Osirians, and since Zuberi wanted life so badly he could have it—forever. But he'd never again be able to drink the *sun orchid elixir*—instead he'd spend eternity as an old man. Severing Zuberi's connection to the rings also caused the immediate and untimely deaths of his concubines, though he did not then know it.

Part of the curse was an overwhelming compulsion for Zuberi to return to Sothis. The curse made it impossible for him to leave the city, and as a result, he collapsed his wealthy empire inward, sold off his holdings, and stored all of his wealth in an underground tomb in the Necropolis of the Faithful in Sothis. He faked his death and retreated to his tomb of treasure, where he's resided ever since.

Fifty years ago, he was suddenly able to sense the rings of his concubines again. He spent his money as fast as he could consulting every shaman, priest, wizard, or cleric who would listen to him whether he could use the connection to the rings to lift his curse. It was an old wizard, a scribe and servant of the Ruby Prince, who provided the answer: if he could bring the three rings together once more, the old scribe could perform an ancient Osirian ritual that would lift the curse. Unfortunately, Zuberi wasn't sure where the rings were, so he asked for a second ritual—he wanted the connection's power increased so he could know exactly where the bodies of his concubines lay. The old scribe said it was possible but warned that increasing the connection could have unforeseen consequences wherever the rings were stored. Zuberi did not care and offered tens of thousands of gold pieces if only the scribe would do it. And so he did.

With the locations of his concubines confirmed, it now fell to Zuberi to concoct a plan to find them and bring them back to him in Sothis so that the old scribe

WHISTLEDOWN

Named for the distinctive wooden charms that hang from house eaves to turn the evening wind off the lake into haunting melodies, Whistledown lies at the western tip of the Fenwall Mountains, where Lake Syrantula becomes the Yondabakari once more. Although the town is home to almost as many humans as gnomes, Whistledown is generally regarded as the primary gnome settlement in Varisia, and most of the quaint white-walled cottages are sized accordingly. Although the town has a reputation as a peaceful, friendly trade stop, most non-gnome visitors find the town's nightly serenade disturbing in ways they can't quite explain.

could lift the curse. It took him years to make the right connections, through blackmail, sabotage, and assassinations, but finally, in 4709 AR, Zuberi found the right person to help him recover his concubines' bodies and their rings: Venture-Captain Norden Balentiir of the Sothis Pathfinder Lodge. Zuberi gave Balentiir the specific locations of his concubines and, unknowingly aiding a man with sinister intent, the Sothis venture-captain sent Pathfinders across Golarion to recover the famous concubines of Osirion.

In Varisia, the magically-preserved corpse of Zuberi's concubine, Kamilah, lay amid the corpses of her minions in a secret stronghold on a small, uninhabited island in Lake Syrantula, not far from the shoreline community of Whistledown. Before the severing of the connection between Zuberi and Kamilah robbed the concubine and her servants of their lives, Kamilah had used the base to store weapons and Shoanti slaves destined for Osirian markets. When Zuberi recently performed the ritual to activate the rings and find his concubines, it unleashed dark and soulless energies that radiated outward, corrupting the long-dead flesh of Kamilah's servants, bringing them back to a terrible undeath. Slavishly devoted to their mistress, the undead horrors performed their last sworn duties: finding fresh slaves. When the undead servants stumbled from the hidden inner ward of their secret stronghold, they surprised a smuggler named Sarian who used the island and its ruined stronghold for his own purposes. With no time to cast off in his small boat, Sarian escaped by leaping into the lake and swimming the 2 miles back to shore. Using Sarian's boat, the undead set out for the nearest town, a small, peaceful community of gnomes called Whistledown. They took many slaves that night and have returned each night since to snatch more, leaving Whistledown in a state of fear and panic.

The dark energies of the ring soon attracted the attention of Vanyth, once the prince of a long-extinct city-state in central Casmaron that was utterly destroyed by its neighbors. Vanyth fled, was found by a vampire

and turned, and has wandered Casmaron and northern Avistan all the years since. When he came across the island and Sarian's smuggling operation, he thought he had an opportunity for wealth and food by dominating the ranger. But when he saw undead climb from the chambers below, sail away, and return with living captives, Vanyth had a new idea: he would convince the intelligent mohrgs to aid him and drain the town of Whistledown dry.

SUMMARY

The PCs are tasked by Venture-Captain Norden Balentiir of the Sothis Lodge to investigate the quaint gnome community of Whistledown in Varisia and find the corpse of a great Osirian concubine thought to be lost there. When the PCs arrive, they are greeted by a frightened and timid populace who beseech their help. Terrors plague the town's night streets, they say, and already many of their townsfolk are missing. After agreeing to guard their marketplace that night, the PCs encounter the undead minions of Kamilah, who arrive searching for more slaves. After the attack, clues lead the PCs to the smuggler Sarian's home along the shores of the lake near town. Sarian, after some negotiating, admits that he first saw the undead on the nearby island but refuses to accompany the PCs there. The PCs instead take his boat, found outside of town after the PCs thwart an undead attack, and make their way out to the source of the evil plaguing the town. Along the way, they are possibly attacked by giant snakes attracted to the area by the ring's power (optional encounter). After dealing with the snakes, the PCs find the smuggler's den in a ruined fort and climb down into its belly, where they find more of the undead plaguing Whistledown (one of whom is the famed Osirian concubine Kamilah) and their ring leader: the vampire Vanyth.

GETTING STARTED

Venture-Captain Norden Balentiir of the Sothis Lodge in Osirion has always been friendly and courteous—especially when he wants something. He greets the PCs with tea and a platter of sweetcakes, so it comes as no surprise that his next words are details of a new mission. Read the following to get the adventure underway.

“Rumors stir in Varisia, rumors of a long-lost Osirian concubine named Kamilah and her fantastic treasure. According to my sources, her tomb lies somewhere near the lakeside community of Whistledown. While mere tomb-raiding is beneath Pathfinders of your experience and skill, my sources claim that this concubine wore a simple silver ring bearing Osirian glyphs, and wielded the famous silver sword, *Desert Raven*. The ring, historians say, commands ancient and forgotten powers and is likely quite

dangerous. Go to Whistledown and find the concubine's body as well as her ring and sword. Return them to me, and you'll likely be remembered in future chronicles as the heroes of Osirion!"

Development: Balentiir is eager for the PCs to begin the journey. He knows nothing beyond what has already been said and claims that this lost concubine Kamilah could have belonged to any one of thousands of Osirian princes. The PCs are able to purchase whatever they need for the long journey before leaving Sothis. It might be good to remind them that Whistledown is a very small town with less than 5,000 residents and that items (such as potions, scrolls, and so on) are in very short supply there, if they can be found at all.



ADAGRE BAGALOM

ACT I: WHISTLEDOWN

A ragged dog picks its way along the outskirts of a small, wooded town that runs along the edge of a vast, still lake stretching far into the gray horizon. Wide, overhanging branches of the tall juniper trees scattered throughout the community shade the simple white cottages that make up the homes. Wooden chimes hang from the eaves of nearly every dwelling, clinking gently in the light afternoon breeze. The townsfolk, a mix of gnomes and humans, go about their business with a scarcely concealed tension, tossing nervous glances over their shoulders and ushering children hurriedly indoors.

The people of Whistledown are on edge. Every night for the past week, several residents have vanished. The night before the PCs arrive, a handful of the town's militia gathered together to put an end to whatever evil plagued them, staking out the market. Their blood curdling screams woke the town in the dead of night, and after the sun came up only the bravest of the townsfolk ventured out to investigate—they found only scattered weapons, dented helmets, and pools of congealed blood.

When the PCs arrive, cautious hope ripples through the community, and hushed, excited whispers greet them. Most of the community is too timid to approach the PCs; if the PCs do not initiate a dialogue, eventually the gnome magistrate Adagre Bagalom approaches them.

"Brave travelers, surely you must be hungry and thirsty after so many hours on the high road! I am Adagre Bagalom, town magistrate. I beseech you to listen to my tale, perhaps over a

pint of ale and a warm meal at our inn? My treat, of course!"

If the PCs agree, Adagre leads them to the local inn called Thagin's Rest and orders them a warm meal and a drink. After the PCs have had a chance to relax, he recounts the following tale.

"Evil has come to our town. A week ago, the first of our neighbors vanished—fishermen who rose before dawn for the morning's catch out on the lake. Then the following night, old Margatha was taken from her cottage, her front door smashed to splinters. Every night since, someone else is taken. Finally, last night, our militia had enough. They decided to guard the market. There were ten of them in all... I can still hear their screams. We don't know what we are going to do. We have no more warriors among us. We are a simple people. Will you help us?"

Adagre does his best to convince the PCs to stay and guard the town's marketplace that night. He at first beseeches their sense of decency and heroism, but if their greed wins out, he says, "You're Pathfinders, right? I know a Pathfinder when I see one. We have several gnome artifacts, relics of a bygone era, in our town hall. I'll give you several to return to the Grand Lodge in Absalom should you aid us. You'll be heroes to the Society!"

Once the PCs accept his offer, the townsfolk in the inn cheer and swarm about them. The PCs are offered everything from free food and blessings to tear-laden pleas to find missing loved ones, though some offer dire warnings, claiming that if the PCs stay, they will meet the same grisly fate as the others. If asked, Adagre knows nothing about the legend of a concubine's tomb, nor does he know anyone who might.

The PCs are free to wander about the town until nightfall, speaking with the townsfolk and searching for clues. Once night falls, however, the townsfolk of Whistledown quickly retreat behind locked doors and shuttered windows, leaving the PCs to a silent darkness pierced only by the eerie serenade of the town's thousands of wind chimes.

Searching for Clues

If the PCs wish to search around Whistledown for clues, they can make Perception or Survival checks (one per character) to discover the following information:

DC15: Splinters and claw marks marring the doorframe of Margatha's home indicate that at least one of the attackers possessed monstrous and inhuman strength.

The Dead Ashore

One square = 5 feet



DC 20: Footprints suggest that at least three (Tier 7–8) or five (Tier 10–11) humanoids are involved in the attacks.

DC 25: The kidnapped victims were dragged to the lake.

DC 30: There is evidence scratched into the sand of a nearby beach that a small rowboat was dragged ashore, high above the water line, multiple times over the past few nights. It appears that the boat was never beached in the same location twice, and each night's victims were dragged to a different location on the beach.

The Dead Ashore (CR 9 or CR 12)

Sometime after nightfall, as the PCs begin their duties in the market (or elsewhere, if they so choose), a rowboat silently drifts ashore somewhere near the town of Whistledown. It carries both the undead servants of Kamilah and Vanyth's vampire spawn, searching for new victims to take back to their master. Where they come ashore is left up to the Game Master, though it should be noted that they rarely come ashore at the same spot twice,

so any PC that stakes out evidence of their last landing will be waiting in the wrong place. Regardless of where the undead minions come ashore, they eventually reach the marketplace—they found good pickings there last night and hope to find more.

Creatures: For Tier 7–8, the slaver party is made up of one mohrg and two of Vanyth's vampire spawn. Since the vampire spawn can't enter a dwelling without first being invited, they let the mohrg smash its way into a house, grab a victim, and bring him out to the waiting vampire spawn, who take the victim back to the boat. For Tier 10–11, there are two mohrgs and two vampire spawn, and they are led by Vanyth's most trusted vampire ally, Ostrog.

Tier 7–8 (CR 9)

MOHRG

CR 8

hp 91 (*Pathfinder RPG Bestiary* 208)

VAMPIRE SPAWN (2)**CR 4**LE Medium undead (*Pathfinder RPG Bestiary* 271)**Init** +1; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 26 (4d8+8); fast healing 2**Fort** +3, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold and energy 10**Weaknesses** resurrection vulnerability, vampire weaknesses**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d4+1 plus energy drain)**Special Attacks** blood drain, dominate (DC 14), energy drain (1 level, DC 14)**TACTICS****During Combat** The vampire spawn let the mohrg do the heavy fighting, preferring to flank weaker opponents and beat them unconscious. If reduced to 12 hit points or fewer, a spawn drinks its *potion of inflict moderate wounds*, which heals its.**Morale** The vampire spawn fight until destroyed.**STATISTICS****Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth**Languages** Common**SQ** gaseous form, shadowless, spider climb**Combat Gear** *potion of inflict moderate wounds***SPECIAL ABILITIES****Resurrection Vulnerability** (Su) A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.**Tier 10–11 (CR 12)****MOHRGS (2)****CR 8****hp** 91 each (*Pathfinder RPG Bestiary* 208)**VAMPIRE SPAWN (2)****CR 4****hp** 26 each (use the stats from Tier 7–8)**OSTROG****CR 9**Male human vampire sorcerer 8 (*Pathfinder RPG Bestiary* 270)**hp** 102

Development: If the PCs manage to capture the vampire or a vampire spawn, the creature can (through Intimidation or Diplomacy checks) reveal that its master is a terrible undead who will feast on their eternal souls for this wretched blasphemy. If a Cheliox faction PC asks about Vanyth, the vampire spawn smiles grimly and says

that Lord Vanyth is eternal. Under no circumstances do they willingly tell the PCs that Vanyth is a vampire.

Treasure: One of the vampire spawn carries a satchel in which he keeps the spoils of his victims. For Tier 7–8, the satchel contains 2 *potions of cure serious wounds*. For Tier 10–11, the satchel also contains a *ring of climbing* and 3,500 gp in loose coins.

Mission Notes: Taldor faction PCs can complete their missions by capturing any of the dozens of stray dogs that plague Whistledown (a DC 20 Handle Animal check is required to get a dog to approach). Qadira faction PCs can complete their missions by stripping some bark from a juniper tree and by breaking into Adagre's home and planting evidence that frames Taldor. A DC 15 Stealth check and a DC 15 Disable Device check are required to enter the magistrate's home—should a Taldor faction PC fail these rolls, it means he was chased off by the magistrate's staff. If a PC who fails did not conceal her identity somehow, it could make things difficult for that PC later on in the scenario. Cheliox faction PCs can complete one of their missions by stealing a set of wind chimes from a home—



getting caught doing this could be awkward. Andoran faction PCs can complete their missions by convincing Adagre to sign a trade agreement with Andoran while dropping Whistledown's agreement with Cheliix. This requires a series of opposed Diplomacy checks. The magistrate has a Charisma modifier of +2; he begins as unfriendly toward the idea of dropping Cheliix as a trade partner and indifferent to adding Andoran as a trade partner.

Rewards: If the PCs defeat the undead attacking Whistledown, reward each tier thusly:

Tier 7–8:

Give each player 175 gp.

Tier 10–11:

Give each player 967 gp.

ACT 2: THE SMUGGLER

After the PCs defeat the undead in Act 1, the residents of Whistledown treat them as heroes. For most of the community the epic fight marks the end of the terror, but those still missing loved ones continue to beg the PCs for help in finding them.

After the battle, perhaps while the PCs are working on their faction missions or just walking around town, have any PCs walking near the lake notice the boat used by the undead, now abandoned and pulled ashore. If an opportunity does not present itself for this to happen, have Adagre discover it and promptly rush to inform the PCs. A quick and easy search around the boat (DC 12 Perception check) yields footprints that a DC 15 Survival check identifies as belonging to the undead the PCs fought in the town square.

If the PCs investigate the boat, a successful DC 20 Perception check or DC 15 Knowledge (local) check reveals that it was designed in the local fashion and is clearly from the area. A DC 20 Diplomacy (gather information) check leads the PCs to a reclusive human named Sarian who lives about a mile north along the lakeshore. If the PCs are unable to obtain this information through Diplomacy checks, Adagre reveals that the boat belongs to Sarian and asks the PCs to investigate the possible link between Sarian and the undead assaults on the town.

Sarian's Cabin (CR 5)

The boat belongs to a human named Sarian who lives in a rustic cabin north of Whistledown along the lake's shore. He works as a smuggler, operating under the noses of the local communities, all of whom believe he is nothing more than a reclusive ranger. He discovered Kamilah's base just over a year ago, and finding it perfectly suited to his illicit needs, he used it as a storehouse. This worked well until one week ago. Sarian had a meeting with a potential buyer and

rowed out to his secret stash to pick up his cargo. His arrival coincided with the activation of the ring, and when undead climbed out of the ruins, Sarian fled. Cut off from his boat, he dove into the lake and swam the two miles to safety.

Sarian has not left the vicinity of his cabin since, fearful that the recent attacks on Whistledown will somehow lead back to him. Unfortunately for Sarian, he is right. When the PCs arrive at his cabin, Sarian is out front chopping wood and possesses an unfriendly and suspicious attitude. If questioned about the boat, Sarian runs through a series of lies. At first he says the boat is not his. If his attitude is brought to indifferent, he admits that the boat is his but claims that it was stolen. If his attitude is changed to friendly, he admits that it was his boat, but that he was driven away from an island by undead when he went ashore to hunt (nothing short of violence gets Sarian to admit the whole truth). At this point, he tells the PCs where the island is if asked, though he does not lead them there himself unless soundly defeated in combat (if he is merely kidnapped, Sarian leads the PCs to various other islands on the lake, never once going near the real island, as he fears the undead more than the PCs). Sarian does not want to fight the PCs, but if forced into combat, he whistles for his wolf and attacks.

Creatures: Sarian has a pet wolf named Tempest. When the PCs first arrive, it is out of sight in the nearby brush. If the encounter escalates to violence, Sarian lets out a sharp whistle, and the wolf bursts out of the trees to defend its master.

SARIAN

CR 5

Male human ranger 6

CN Medium humanoid

Init +7 (+9 forest); **Senses** Perception +10 (+12 forest)

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 Dodge, +1 shield)

hp 57 (6d10+24)

Fort +8, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6/+1 (1d8+1/x3), mwk hand axe +6 (1d6+1/x3)

Spells Prepared (CL 3rd; concentration +4)

1st—*entangle* (DC 12), *pass without trace*

Special Attacks favored enemy (humanoid [elf]) +2, favored enemy (humanoid [human]) +4

TACTICS

During Combat Sarian attacks the nearest target, hoping to flank with Tempest.

Morale If reduced to 15 or fewer hit points, Sarian attempts to flee. If unable to do so, he calls off Tempest and surrenders, begging for his life.

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 24

Feats Combat Reflexes, Dodge, Endurance, Improved Initiative, Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Handle Animal +8, Intimidate +8, Knowledge (nature) +9 (+11 forest), Perception +10 (+12 forests), Stealth +10 (+12 forest), Survival +10

Languages Common

SQ hunter's bond, favored terrain (forest), track +3, wild empathy +5

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 leather armor, masterwork battleaxe, masterwork hand axe, ring of protection +1

TEMPEST, WOLF ANIMAL COMPANION CR —

Male wolf

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+2 plus trip)

TACTICS

Before Combat Tempest occupies himself in the nearby woods.

During Combat Tempest flanks with Sarian whenever possible.

Morale Tempest fights to the death.

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17

Feats Improved Initiative, Toughness

Skills Climb +5, Perception +5, Stealth +6

SQ link, scent, share spells, tricks (attack, come, defend, down, track)

Development: If Sarian is defeated in combat but not killed, he immediately surrenders and tells the PCs everything, even about his smuggling operation. He vows to guide the PCs to the island so long as they don't turn him over to the authorities and further vows to leave Whistledown by the end of the week. The undead attacks have him on edge, and he'd rather leave anyway.

Should the PCs kill Sarian, they can learn about the island from a journal he keeps inside his rundown cabin, including a crudely drawn map of how to get there. The PCs will either need to use Sarian's boat, which the undead had beached just outside of Whistledown, or hire a local fisherman to take them out there.

ACT 3: OPTIONAL ENCOUNTER

The encounter with the giant snakes as the PCs make their way to the island is optional. Should the scenario have more than 2 hours remaining, run Act 3 as normal.

Mission Notes: Osirion faction PCs can complete one of their mission goals by thoroughly destroying Sarian's business. They can sink his boat, destroy the supplies he left on the island, or even (with evidence) turn him over to the authorities. PCs who lack evidence (such as the unstamped crates of supplies on the island) are laughed off by Whistledown's city guard. Should an Osirion faction PC provide evidence, it's only a matter of hours before Sarian is locked away. An Osirion PC can also wait a week and make sure Sarian fulfills his promise to leave town (he does).

Rewards: If the PCs kill Sarian or get his help to find the island, reward each tier thusly:

Both Tiers:

Give each player 340 gp.

ACT 3: ACROSS THE LAKE (CR 9 OR CR 12)

The island lies 2 miles off shore north of Whistledown. Sarian's boat, which may now be in the PCs' possession, is the perfect candidate for transportation as it can hold up to 10 people. Even though they have directions to the island, the PCs must still succeed at a DC 15 Knowledge (geography) check or a DC 10 Profession (sailor) check to find the island (unless Sarian has come with them willingly, as he can lead them directly to the island). Each time the PCs fail one of these rolls to find the island, it adds an hour to the trip as they wander randomly about the lake. Within 20 feet of the shore, the water is waist deep on a Medium creature (chest or shoulders deep for a Small creature). Farther out, however, the lake quickly drops to a depth of 50 feet or more. The lake is incredibly cold this time of the year, hovering around 40 degrees Fahrenheit (see cold dangers, *Pathfinder RPG Core Rulebook* 442).

You might want to give the PCs hints ahead of time about strange sounds heard echoing across the lake, describe the lake as eerie and sinister, or even just keep mentioning how deep and dark the lake appears to be—anything to discourage heavily armored PCs from boarding the boat wearing their cumbersome armor.

Creatures: The power of the ring has attracted all manner of sinister beings to the vicinity, some of which decide to make a meal of the PCs as their boat drifts quietly across the still lake. If you are short on time, this encounter can be skipped completely with no consequences to the rest of the scenario.

Tier 7–8 (CR 9)

GIANT CONSTRICTOR SNAKES (2)

CR 7

N Large animal

Init +7; **Senses** scent; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)**hp** 85 (10d8+40)**Fort** +10, **Ref** +10, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +14 (2d8+10 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d8+10 damage)

TACTICS

Before Combat The giant constrictor snakes race toward the boat from opposite sides. It takes a DC 21 Perception check to see them before they explode from the water in the surprise round.

During Combat Each snake attempts to grab the nearest PC and make a combat maneuver check the next round to move him and drop him in the water. Remember that PCs get a free combat maneuver check with a +4 bonus when grappled and moved into a dangerous situation (such as an icy cold lake).

Morale The snakes fight until reduced to fewer than 20 hit points, at which point they flee back into the depths.

STATISTICS

Str 25, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 28 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Focus (bite)

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

Tier 10–11 (CR 12)

GIANT CONSTRICTOR SNAKES (2)

CR 10

N Huge animal

Init +8; **Senses** scent; Perception +16

DEFENSE

AC 24, touch 12, flat-footed 20 (+4 Dex, +12 natural, –2 size)**hp** 127 (15d8+60)**Fort** +14, **Ref** +13, **Will** +10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +18 (4d8+12 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** constrict (4d8+12 damage)

TACTICS

Before Combat The giant constrictor snakes race toward the boat from opposite sides. It takes a DC 19 Perception check to see them before they explode from the water in the surprise round.

During Combat Each snake attempts to grab the nearest PC and

make a combat maneuver check the next round to move him and drop him in the water. Remember that PCs get a free combat maneuver check with a +4 bonus when grappled and moved into a dangerous situation (such as an icy cold lake).

Morale The snakes fight until reduced to fewer than 20 hit points, at which point they flee back into the depths.

STATISTICS

Str 27, **Dex** 18, **Con** 16, **Int** 1, **Wis** 16, **Cha** 2**Base Atk** +11; **CMB** +21 (+25 grapple); **CMD** 35 (can't be tripped)

Feats Acrobatic, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Focus (bite)

Skills Acrobatics +20 (+16 jump), Climb +22, Fly +0, Perception +16, Stealth +9, Swim +22; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

ACT 4: THE ISLAND

Tall juniper trees line the shore. Huddled together, they fill the interior of this small island with dense, gloomy vegetation. An unsettling silence seems to hang over everything, broken only by the gentle lapping of the water against the side of the boat.

The island is only a quarter mile in diameter and once served as the base of operations for Kamilah and her band. The entrance to the ruined base lies right up against the shore and functions as a dock.

1. The Entrance

This area still contains Sarian's abandoned loot, which lies in several crates in the northwest corner. A 5-foot-wide well near the center leads down to area 2. A rope tied to one of the dock's piles runs down the well, vanishing into the darkness. The rope is tied securely and can hold up to 800 pounds at one time. If more than 800 pounds hangs from the rope, the rot-weakened pile to which it's tied snaps in two and everyone holding on falls 40 feet, suffering 4d6 points of damage. The well itself is only 10 feet deep. After 10 feet of descent, the well opens up into a large, lightless room with 30-foot-high ceilings (see area 2).

Treasure: Sarian's illicit goods include five masterwork longswords, 20 daggers, three heavy crossbows, 100 bolts, and one suit of masterwork full-plate, all packed in unstamped crates. A DC 15 Knowledge (local) check reveals that unstamped crates mean they haven't been subject to local taxes—which makes these goods illegal.

Rewards: If the PCs recover Sarian's goods, reward each tier thusly:

Both Tiers:

Give each player 284 gp.

The Island

One square = 5 Feet



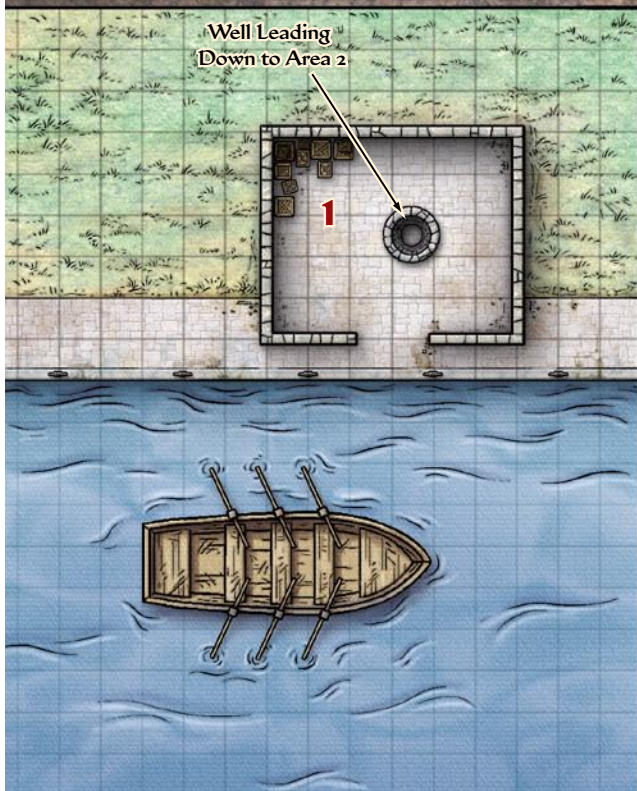
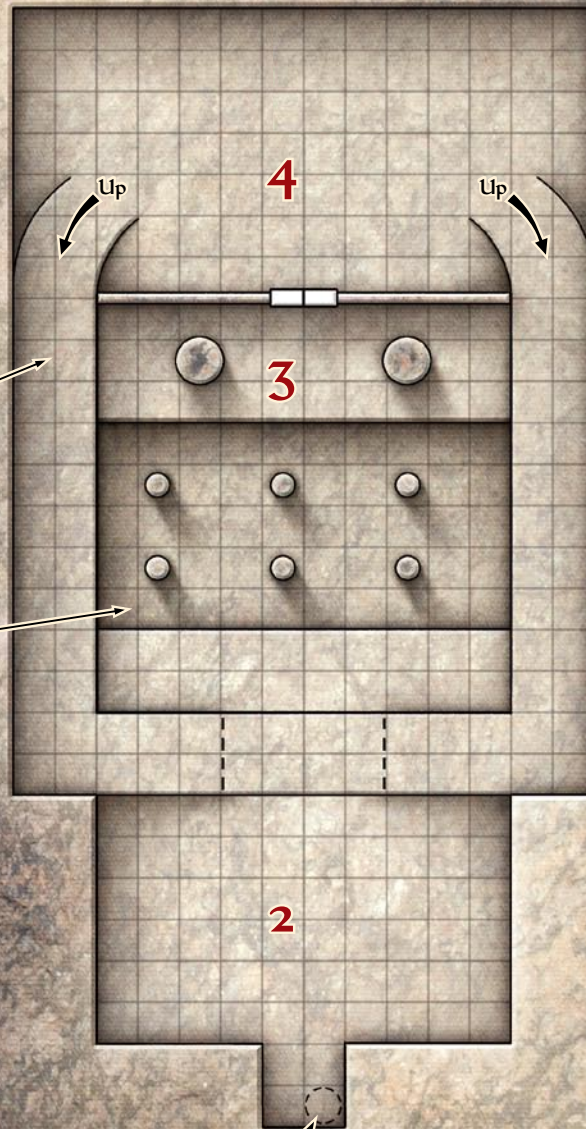
Elevated Walkway
+20 Feet

Pit
-40 Feet

Well Leading
Down to Area 2

1

Bottom of Well
Leading Up to Area 1



2. The Antechamber (CR 8 or CR 10)

This area has 30-foot-tall ceilings and is carved entirely out of the island's volcanic bedrock. The walls, ceiling, and floor are polished black to an almost mirror finish. The room is chilly, around 45 degrees Fahrenheit, and has no source of light. The north wall has a smooth 20-foot-wide tunnel dug through it into area 3 and the wall itself is only 20 feet tall—the remaining 10 feet to the ceiling is a walkway open to areas 2 and 3. Should a PC climb up to the ledge (DC 30 Climb check; the walls are slick, but a skilled climber could make it), she can see area 3 (assuming she has a light source) and can see that the walkway leads down into area 4.

Creatures: Waiting in this chamber is a mohrg standing guard for Vanyth (2 mohrgs for Tier 10–11). The mohrg wears a simple silver band on its left ring finger. It also wears remnants of ancient clothing (DC 10 Knowledge [local] check to identify the clothing as Osirion), and patches of long black hair are still stuck to the skull. A DC 15 Knowledge (history) check determines that this mohrg is none other than Kamilah, one of the lost concubines of Osirion. Her famous silver sword, *Desert Raven*, is nowhere to be seen.

Tier 7–8 (CR 8)

MOHRG

CR 8

hp 91 (*Pathfinder RPG Bestiary* 208)

Tier 10–11 (CR 10)

MOHRGS (2)

CR 8

hp 91 (*Pathfinder RPG Bestiary* 208)

Mission Notes: Osirion faction members can complete one of their missions by taking an item of clothing from Kamilah's corpse and returning it to Amenopheus.

3. The Outer Ward (CR 6 or CR 8)

This room was originally the main storage area for Kamilah's smuggling operation. The 40-foot-deep pit at the center of the room still holds the remnants of the wood floor, beams, and stairs that covered a once large storage basement, now collapsed into ruin. The stone pillars that once held the basement ceiling up remain, however, and are sturdy enough to jump to, should the PCs wish to attempt that (there's a +5 penalty to jump to the pillars because they're so narrow). On the north side of the room are two enormous stone pillars, a full 5 feet across, that stretch to the ceiling and are covered in ancient Osirian hieroglyphs. The north wall holds a set of polished wooden doors that

are closed but unlocked. The walkway along the east and west walls is open to this area and is raised 20 feet above the floor.

Creatures: More of Vanyth's vampire spawn are hidden here behind the pillars. Should the PCs attempt to bypass area 3 by using the walkway to access area 4, the vampire spawn open fire with their poisoned crossbows, hoping their darkvision and hiding spots keep them well-protected from the PCs. Should the PCs run by and enter area 4 without dealing with the vampire spawn, the vampire spawn immediately run into area 4 shouting warnings to Vanyth—this effectively combines both encounters.

Tier 7–8 (CR 6)

VAMPIRE SPAWN (2)

CR 4

LE Medium undead (*Pathfinder RPG Bestiary* 271)

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

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8); fast healing 2

Fort +3, Ref +2, Will +5

Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold and energy 10

Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Ranged mwk light crossbow +5 (1d8/19–20 plus poison)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14), poison (medium spider venom, *Pathfinder RPG Core Rulebook* 560)

TACTICS

Before Combat The vampire spawn hide behind the north pillars.**During Combat** The vampire spawn shoot at the PCs from cover, but if any PCs enter the north side of the room, the vampire spawn toss their crossbows aside and leap at them.**Morale** The vampire spawn fight until destroyed.

STATISTICS

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

Base Atk +3; CMB +4; CMD 15

Feats Blind-Fight, Skill Focus (Perception)

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

Languages Common

SQ gaseous form, shadowless, spider climb

Combat Gear *potion of inflict moderate wounds*; Other Gear masterwork light crossbow with 10 bolts, 1 dose of medium spider venom

SPECIAL ABILITIES

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Tier 10–11 (CR 8)

VAMPIRE SPAWN (4)

CR 4

hp 26 (use the stats from Tier 7–8)

Rewards: If the PCs defeat the vampire spawn, reward each tier thusly:

Tier 7–8:

Give each player 131 gp.

Tier 10–11:

Give each player 262 gp.

4. The Inner Ward

The inner ward is home to the vampire Vanyth. When the PCs enter, he is seated on a dusty, worn throne and holds a brightly polished silver sword across his lap. He doesn't attack them immediately and will parlay for a time—but, in the end, as both a vampire and worshipper of Rovagug, the slightest of insults (perceived or real) provokes him to attack.

Creatures: In addition to the vampire, four townsfolk are here, alive and chained to the south wall by the southwest ramp leading up to the walkway. They are Davish (male human), Jethka (female gnome), Aathordigar (male gnome), and Beppinstrop (male gnome). For Tier 10–11, Vanyth is aided by six vampire spawn who keep the PCs away from their master for as long as they can. Regardless of whether or not any of the vampire spawn from area 3 escaped the PCs, the PCs will only ever find six spawn here.

Tier 7–8 (CR 9)

VANYTH

CR 9

Male human vampire sorcerer 8 (*Pathfinder RPG Bestiary* 270)

hp 102

TACTICS

During Combat Vanyth drops the sword and casts *web* on as many of the PCs as he can. In the following rounds, he targets anyone not in the *web* with his dominate ability, ordering them into the *web*. If he has time, he uses children of the night to summon 1d6+1 rat swarms, which arrive in 2d6 rounds, and hits the PCs with *scorching rays* and additional *webs* (if necessary).

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

Tier 10–11 (CR 12)

VANYTH

CR 9

Male human vampire sorcerer 8 (*Pathfinder RPG Bestiary* 270)

hp 102

VAMPIRE SPAWN (6)

CR 4

hp 26 (use the stats from area 3, Tier 7–8)

Treasure: For Tier 7–8, Kamilah's silver sword, *Desert Raven*, is a +1 *keen falchion* (it is polished to a high sheen and is not actually silver). Its wide blade is polished to a mirror finish, its hilt is constructed of blackened steel in the shape of a raven with its wings open as if in flight, and golden silk—still unsoiled after all these years—wraps its polished ivory hilt. For Tier 10–11, Kamilah's sword is a +1 *flaming burst keen falchion*. In addition to the *Desert Raven*, Vanyth possesses all of the treasure in the vampire entry on page 270 of the *Pathfinder RPG Bestiary*.

Mission Notes: Cheliox faction members can complete one of their missions by taking the canine teeth of Vanyth.

Rewards: If the PCs defeat Vanyth and recover the sword, reward each tier thusly:

Tier 5–6:

Give each player 3,448 gp.

Tier 7–9:

Give each player 5,841 gp.

CONCLUSION

If the PCs defeat Vanyth and save the townsfolk, the community of Whistledown hails them as heroes (though the fact that they are carting around a 400-year-old corpse of an Osirian concubine is a tad unsettling for most of them). Regardless, Adagre insists on throwing a festival for the PCs in their honor, during which he proclaims them Protectors of Whistledown.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who convince Adagre to open a trade agreement with Andoran earn 1 Prestige Award. PCs from the Andoran faction who convince Adagre to close Whistledown's trade agreement with Cheliox earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who steal or somehow obtain wind chimes earn 1 Prestige Award. PCs from the Cheliox faction who obtain the canine teeth of Vanyth earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who ensure Sarian is put out of business earn 1 Prestige Award. PCs from the Osirion faction who cut off a pinky finger from Kamilah's corpse earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who retrieve bark from a juniper tree on the island earn 1 Prestige Award. PCs from the Qadira faction who plant evidence in Adagre's home earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who deliver the sealed message to Adagre earn 1 Prestige Award. PCs from the Taldor faction who catch a stray dog earn 1 Prestige Award.

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Andoran Faction Handout

Fellow Free Citizen,

It is the interest of our great nation to always expand our foreign allies and partners. Part of your duty as a Pathfinder is to ensure the spread of Andoran's good image. In this regard, I heard that your latest mission is taking you to the gnome settlement of Whistledown in faraway Varisia. If you could secure a trade agreement with the town magistrate, it would benefit both his town and our nation greatly. Likewise, if you can convince him to drop his current trade agreement with Cheliah, I would be most pleased.

Capt. Colson Maldris

For Freedom,

Captain Colson Maldris



Cheliah Faction Handout

Her Majestrix's Most Loyal Servant,

Fate once again sends my loyal vassal into realms where Cheliah has urgent business. Mistress Valega's birthday is fast approaching, and I have not a thing for her. She has wealth beyond reason but values stolen crafts from foreign lands. Most of us have heard of Whistledown's famed wind chimes—be a dear and fetch me a set, would you?

There is another small matter, a trifle inconvenience. My agents have tried on numerous occasions to convert a vampire prince named Vanyth to our cause, yet three times now he has drained the messenger dry. I'm tired of asking—I want you to destroy him, remove his canine teeth as proof, and return them to me. Let this be an example of what I do when someone resists me.

Awaiting Your Success,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

There is a wretch by the name of Sarian who lives somewhere near Whistledown. He is a human smuggler and is responsible for supplying us with tariff-free goods from time to time. Recently, we sent this scoundrel a payment for weapons which we never received. Though a small sum, this insult cannot go unpunished. I want you to find him and see to it that his smuggling operation is closed for good—sink his ships, destroy his goods, report him to the local authorities—I care not how you do it, but get it done.

Also, (and this is a delicate matter) bring me any item of clothing worn by the corpse of the Osirian concubine you have been sent to find. Do not desecrate her corpse! Simply return to me, and not to Venture-Captain Balentiir, an item of the clothing she wears now. I need something of hers for divinations, and her clothing will suit my endeavor just fine.



Honor Your Ancestors,

Amenophus

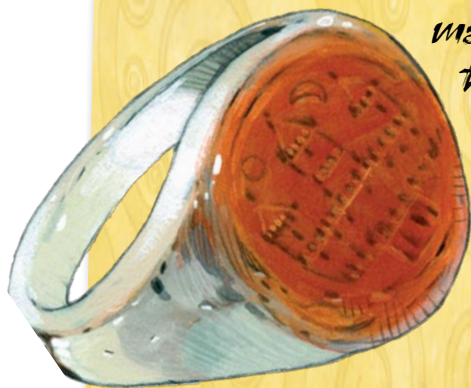
Amenophus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

Varisia is far too green for my tastes. Regardless, there are items that grow there that cannot be found in our native land. I have an associate, a bizarre yet useful alchemist, who claims he requires one pound of bark from a juniper tree. As you will be in a region where juniper trees are plentiful, I want you to obtain this ingredient for me.

As you will be in a unique position to accomplish this task, I also want you to break into the home of Whistledown's magistrate and plant evidence framing Taldor for the break-in. I have enclosed an official Taldan wax-seal stamp, which should work perfectly. Try not to get yourself arrested.



Sincerely, *Muhliah Al-Jakri*
Pasha Muhliah Al-Jakri

Taldor Faction Handout

Glorious Agent,

Taldor requires your outstanding services once again. When you arrive at Whistledown, I need you to deliver the sealed letter enclosed with this missive to the magistrate. Watch his response as he reads it and report that to me on your return.

Now for a dalliance: my niece loves animals but insists on rare breeds. This time she insists on a Varisian dog with some unpronounceable breed name. I don't care what you bring back—a mutt, a stray, the magistrate's prized hunting dog—just bring a dog back from Varisia so that I might see my niece smile on her birthday. Her happiness is my happiness is your happiness.

Awaiting Your Return,

Baron Jacquo Dalsine



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SCENARIO 44: ECHOES OF THE EVERWAR, PART III: TERROR AT WHISTLEDOWN

This Chronicle Certifies That

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Completed This Scenario.

Items Found During This Scenario

TIER
7-8

Protector of Whistledown: You have saved the gnome community of Whistledown in distant Varisia. News of your great deed travels far in the gnome community, and you gain a +1 bonus on all Charisma-based checks with gnomes.

Pariah of Whistledown: You have left the gnome community of Whistledown in distant Varisia to be destroyed by evil undead. News of your great failure travels far in the gnome community, and you suffer a -2 bonus on all Charisma-based checks with gnomes.

- 1 dose of medium spider venom (limit 2, 150 gp)
- Cloak of resistance +3 (9,000 gp)
- Headband of alluring charisma +4 (16,000 gp)
- +1 keen falchion (8,375 gp)
- Potion of cure serious wounds (750 gp)
- Potion of inflict moderate wounds (300 gp)
- Ring of protection +2 (8,000 gp)

TIER
10-11

- 1 dose of medium spider venom (limit 10, 150 gp)
- +1 flaming burst keen falchion (32,375 gp)
- Ring of climbing (2,000 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	7-8	4,378
TIER	10-11	7,694
TIER		

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #