

Godsmouth Heresy PFS Intro Text

Opening

Read the following to get the adventure underway:

It was in the open grounds of the Grand Lodge in Absalom where you were approached by venture-captain Shevala Iorae. The stern woman had taken great pains to conceal her intentions as she bid you to sit on a secluded bench to speak with her.

"With this renegade Shadow Lodge business mostly behind us, the Society now has the grim task of rebuilding our reputation across the world. Perhaps there is no worse a place for the Society than Kaer Maga, a city in my own homeland of Varisia. It was from this city that the seeds of the Shadow Lodge were sewn, and many noble Pathfinders made inroads against the traitors there. Now the Society's reputation within the city is at an all-time low, and we need allies to help us in the region.

Through my contacts, it has been brought to my attention that the local church of Pharasma has been struggling with a mysterious problem that even their highest ranked members refuse to speak of. One of my close allies in the region, a Pharasmin priestess by the name of Valanthe Nerissia has spoken with her superiors, and they agree that assistance is needed with whatever the church is dealing with.

In exchange for the services of a group of Pathfinders, the Church of Pharasma is willing to assist us in future endeavors in Kaer Maga. This could be the first step towards establishing a proper lodge within the city, and I don't need to tell you the importance of that!

I ask that you travel to the Kaer Maga and assist Valanthe and her church as best you are able. I have arranged all the travel documentation..."

This conversation rings in your ears, though it was well-over a month ago. Now you find yourselves wandering the bustling streets of Kaer Maga, waiting for your evening meeting with priestess Nerissia.

Interlude

At this point allow the party some time to 'acquaint' them with the city as appropriate. GMs may include some specific Kaer-Maga related encounters to set the tone of the city. Inform the PCs that they have several hours before their meeting with Nerissia, which is scheduled to take place within the Godsmouth Cathedral in the Bottoms district. The meeting will be in a side-chapel dedicated to a martyred saint as marked on a map provided to them.

The Mission

Once the PCs have finished experiencing Kaer Maga and go to their meeting, read the following:

Standing in front of a human sized stone statue mounted on a pedestal of bronze, a lone meek woman in gray robes takes the hands of ratty-clothed individuals. The woman notices you and your group and begins to send the hovering citizens away to other parts of the Cathedral. Soon the small makeshift chapel is empty save for the woman and the eerie statue.

"I see... you lot must be the Pathfinders sent by Shevala." The woman speaks plainly, assessing each of you with her eyes awaiting a nod or indication of an affirmative.

Allows the PCs to give their introductions

"I shall be blunt; the Church has had something stolen from us... bodies to be precise. As you should know, the Church of Pharasma has the honor of handling the remains of those with prestige that perish within the city

walls. When a powerful or well-respected citizen of Kaer Maga passes on, their mortal shell is interred within the Godsmouth Ossuary – a series of ancient catacombs located under the city.

Over the past two months, we have begun to notice corpses have gone missing from the upper levels of the Ossuary, and since our church is the only group with access to the site, we can only assume something from the lower levels has been responsible for the thefts. Our church respectfully asks for the Society's assistance in scouring the lower levels of the Ossuary.

I know you may have questions, so please feel free to ask, and I shall do my best to answer. Once you are ready, I can take you to the Ossuary."

The PCs are likely to have questions. Below are answers to questions they may ask:

What can you tell us about the Ossuary? "It is a series of ancient catacombs under the city, that the church uses to store the bodies of the deceased. The lower levels have been sealed off and priests are forbidden from entering them. In recent years the upper levels have been filling up, and there is little space left."

What do you know about the lower levels? "Our doctrine teaches us that the lower levels are to be left undisturbed for fear of waking up some greater evil slumbering beneath the city. In this case, we have no choice but to make an exception and let others investigate."

What assistance can we expect? "No members of the church will venture below, for our own sect has long held that place in fear. We will provide you with some potions of healing and holy water to repel anything... unnatural you may find below."

Entering the Ossuary

Following this conversation, Valanthe leads the PCs through the Ossuary to the entrance of the lower levels as per the 'Into the Godsmouth' portion of the module.