

PROGRESS

Suc. **|***|***
Fail ***|

Interrogation of Cultists

The PCs captured 3 cultists from a group that attacked them, separated these cultists, and split into teams to interrogate them. Because the PCs are good-aligned (and because the cultists are specially conditioned), torture is not an option. They must rely on interrogation to gain information of the cultists' activities. The cultists are **Ulee Breac** (19/20, wounded, most innocent), **Taryl Catan** (30, fanatic, spiteful), and **Varn Giobsan** (25, nervous about being discovered stealing from Cult leaders).

This proceeds as 3 parallel interrogations during which a cultist reveals basic information at 3-5 successes and deep information at 6-8 successes. If 3 failures are reached during an interrogation, that cultist sinks into despondency, reciting an alien chant in Deep Speech: *Ph'nglui mglw'nafh Maanzecor Shaboath wgah-nagl fhtagn*. ("In his house at Shaboath, dead Maanzecor waits dreaming")

Basic Information (3-5 successes) 10 XP/piece of info.

- The Cult believes a "culling" will happen of the village and wish to be prepared to survive it.
- The Cult believes mankind's abuse of magic is to blame and they distrust magic-users.
- The Cult has been in operation in Cairngorm's Hollow for at least two generations since the Visitor.
- The Visitor is depicted on their amulets/masks, an illithid none of the cultists have actually met.
- The cultists took the quake as a sign because many started dreaming of the Visitor's voice.
- The cultists despise Lady Nydaridien for stopping the village tradition of magic-user sacrifice.

Deep Information (6-8 successes) 25 XP/piece of info.

- The cultist's name and background (automatic, doesn't count as a piece of info).
- The Cult has 3 cells: the Hollow, bandits at Broken Spire Keep, and HQ at Garlstone Mines.
- The Visitor contacted them telepathically after the quake, instructing them to track mages.
- Several captured mages (e.g. Rhivanon, Jelenneth) were sent to Garlstone Mines.
- The pellar reneged on deal to supply Cult with magic-gifted children; they trapped him in well.
- Their leader Strychnesch(?) descended into the Underdark knowing he was followed by Euldrin.

1.Ulee Breac
(Tirius & Elana)

successes 4
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T speech
T sympathy
E sympathy
T know more

failures 3 >
alien chant

T flumph bluff
disorg.
T/E intimid./fire

2.Taryl Catan
(Lightningpipe, Nim & Ordun)

successes 4
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T speech
L/N/O menace
evidence
L intimidate

failures 3 >
death/suicide

O intimidate
disorg./strange
L dex needle

3.Varn Giob.
(Gregor & Tirius)

successes 6
|*|*

T speech
T/L "feigned" kill
T empathy
T logical flaw
G intimidate
G insight

failures 0

stopped
because PCs
choose to

Role-playing Successes (examples)	Role-playing Failures
<ul style="list-style-type: none">• Appear to have more information about the Cult than they do.• Find logical flaws in a cultist's lie or beliefs.• Catch a cultist off guard and surprise him into revealing the truth.• Adopt a sympathetic OR menacing approach at the right time.• Ask several good clear questions that use interrogatives, require a narrative answer, and require the cultist to think.• Using evidence to blackmail a cultist into cooperating.	<ul style="list-style-type: none">• Interrogation is particularly disorganized or strange.• Belittle the cultists or their beliefs repeatedly.• Ask several leading or confusing questions.• Torture.
Skill Successes (examples)	Skill Failures
<ul style="list-style-type: none">• One social skill check can be made against all captives during the critical period right after capture. Thereafter one check can be made per skill against each captive once they're separated.• DC 13 Deception• DC 13 Insight• DC 15 Intimidation (higher cause of Dark Devotion)• DC 13 Persuasion (disadvantaged if cultists not separated cause of "peer pressure" effect)	<p>If a check fails by 5+, that skill cannot be repeated against the same cultist.</p>
Magic Successes (examples)	Magic Failures
<ul style="list-style-type: none">• Effective use of an illusion spell to deceive a cultist.• Healing a wounded cultist to establish rapport.	<ul style="list-style-type: none">• The cultists resist charm or fear magic due to anti-torture conditioning.