

The Mystery of the *Emerald Shield*

Supplemental Material for *A Family Affair*™

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This adventure assumes the PCs are around 15th level, but completing *A Family Affair* first is not necessary.

The mystery surrounding the *Emerald Shield* provides sailors with countless tales to tell at night. Empty of crew and even furniture, yet landing with nary a scratch, this “ghost ship” as it is often referred by superstitious sailors has stumped scholars for decades. While the PCs are aboard *Shark Bait*, the pirates willingly tell tales of the valuable treasure that disappeared from the ship, along with its crew. Everyone speaks of Olarin Held, a storyteller in Martyn’s Nest who knows more about the *Emerald Shield* than anyone.

In *A Family Affair*, the *Emerald Shield* is completely empty, but if you wish for the players to uncover the mystery, allow them to find a leather-bound journal wrapped tightly in an oiled bag hidden within the decking of the cargo hold.

Every sheet of the hundred-page journal has been filled with a flowing Elven script. The dates are in an ancient form, but they are consistent with the dates that Bone Dust ruled the island. Much of the journal is filled with light-hearted descriptions of the daily goings-on aboard the ship, bits of poetry, and the like, but the tone of the writer’s entries changes with the last five.

Ardruil has been strangely quiet lately, and when Kinel asked him for a song, something he’s done hundreds of times, he made an uncalled-for remark about Kinel’s mother. I’m not sure what’s

happening, but it’s affecting the morale of the crew.

The next entry is five days later.

I’ve become quite frightened of Ardruil. He says things, scary things, about hearing voices. He says they’re telling him to do things, but he hasn’t said what. The crew is looking to me for guidance, and I don’t know what to say.

Three days later:

We’re only a few days from the island. I don’t know why we haven’t tossed this thing overboard yet, but Ardruil swears it’s important that we deliver it to the God’s Tear islanders. I can’t wait to get it off the ship; I don’t care how much platinum it’s made of, or what it holds. It’s affecting everyone. Tchimae swears she can hear voices coming out of it, but she can’t tell what they’re saying. I’ve heard nothing, but every time I look at it I feel a sense of dread. The box is warm, almost alive. It’s disconcerting.

The next entry doesn’t come for another eight days, and smears of what appear to be dried blood streak the page.

I don’t have much time. It says they’re after me. It says Ardruil wanted to hurt me. I ran him through, but when he touched the box, he just disappeared. He was just...gone. He’s no wizard, though. It wasn’t mutiny, Tchimae agrees with that. I want the others now. Kerfailin and Thail, they look at me funny. They think I don’t see. But I know. They’ll pay for what they’ve done.

The final entry has no date. The handwriting is jagged and bears little resemblance to the previous script.

We met another ship today. They have no idea what awaits them. Kairthos. It honored me with its name. It's so beautiful. The Elven tongue is harsh and guttural in contrast. The rest of us are going with him, like Ardruil and Tchimae have done. I'm not frightened any more. How could I be? It's already shown me beauty far greater than any I've seen in my nearly two centuries.

There are no reliable accounts from anyone who claims to have been aboard the *Emerald Shield* shortly before its crew's disappearance. Plenty of elves have made the claim, but all were charlatans whose stories proved false under magical scrutiny.

A DC 20 Gather Information check in Martyn's Nest finds Olarin Held, who knows a little more about the *Emerald Shield*. Olarin gladly shares his information with the PCs, so long as they promise to report back to him everything they learn in their quest. He intends to write a book.

Olarin knows that the *Emerald Shield* originated from a tiny island village known as Shil'aryl. The PCs need to travel by ship for ten days north along the coastline and then a day east. He has no clue what the ship was supposed to be carrying, but he suggests they speak to Tatheriel Maplestar, now an elder of the village. Tatheriel is the younger brother of the *Emerald Shield's* captain, Ardruil, and still remembers the day his brother sailed to God's Tear island.

Olarin has spoken with Tatheriel, but the elf claims not to know what his brother's ship was carrying. Olarin has no other information.

If the PCs travel to Shil'aryl, the trip is uneventful since travel along the coastline is relatively safe. They find Shil'aryl easily and discover a small island with approximately three hundred elves living in grass and bamboo huts. Any villager can point to Tatheriel Maplestar's hut, which is no larger or more impressive than any other. The villagers are friendly and helpful unless the PCs mention they are researching the *Emerald Shield*. The change in attitude is immediate and apparent. Shops are suddenly shuttered against them; people are suddenly too busy to talk with the PCs. If they persist in their investigation, they may even find themselves attacked during the night. Shil'aryl villagers are Com1.

The exception to this is Tatheriel Maplestar. He has always wondered what happened to his brother and crew and will help the PCs uncover what knowledge they can, though he tells them they must be circumspect.

Tatheriel Maplestar, Male Elf
Ftr3/Wiz3: CR 6; SZ M; HD 3d10-6 plus 3d4-6; hp 16; Init +5; Spd 30 ft.; AC 12 (+1 Dex, *amulet of natural armor* +1), touch 11, flat-footed 11; BAB +4; Grap +4; Atk +6 melee (1d8+1/19-20, +1 *longsword*) or +5 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d8+1/19-20, +1 *longsword*) or +5 ranged (1d6/x3, shortbow); SA; SQ elf traits, low-light vision, summon familiar; AL CG; SV Fort +2, Ref +3, Will +5; Str 10, Dex 13, Con 7, Int 18, Wis 12, Cha 10.

Skills: Climb +7, Concentration +7, Handle Animal +7, Jump +3, Knowledge (arcana) +12, Knowledge (nature) +7, Knowledge (history) +5, Listen +3, Search +6, Spellcraft +15, Spot +3, Swim +7. **Feats:** Combat Expertise, Dodge, Improved Initiative, Weapon Focus (*longsword*), Scribe Scroll, Still Spell.

Languages: Common, Elven, Draconic,

Sylvan.

Possessions: +1 longsword, shortbow, 20 arrows, *amulet of natural armor* +1, scroll of *fly* (CL 5), scroll of *magic missile* (CL 3), scroll of *invisibility* (CL 3), 20 gp, 32 sp.

Spells Prepared (4/3/2; base DC 14 + spell level): 0—detect magic, light, message [x2]; 1st—feather fall, endure elements, mage armor; 2nd—invisibility, locate object.

Spellbook: 0—all; 1st—alarm, comprehend languages, endure elements, mage armor, magic missile, shield; 2nd—detect thoughts, invisibility, locate object, protection from arrows.

Personality: An impetuous youth, Tatheriel has mellowed in the last two hundred years. His military career ended abruptly when an orc's axe almost severed his left leg, and he still walks with a noticeable limp. He then turned his attention to the art of magic. Tatheriel idolized his older brother, Ardruil, captain of the *Emerald Shield*, and was devastated when he disappeared. He would love to learn what happened to Ardruil and his crew. Note: Tatheriel does not normally have his weapons on him, but he does carry his scrolls and amulet everywhere.

Tatheriel's Tale

Tatheriel tells his story of the last day he saw his brother.

"I woke earlier than usual that morning. I remember the silence of the pre-dawn night and the way the dew coated my bare feet. I was but a boy then, not yet into my seventy-fifth year. The elders of that day, Sunnora Moonleaf and Gann the Everliving (so named because he was almost four centuries old,) were already there. I remember the looks on their faces as they spoke to Ardruil. They were so serious, so intense. I don't know what they spoke about, but every time they looked at the ship, I could see the fear cross their faces.

"The *Emerald Shield's* voyage was supposed to take three months, so no one became worried until the fourth month came and went. Even then, we assumed word would soon reach us of the ship's sinking or attack by pirates. At the time, we never knew the pirates and the God's Tear islanders were one and the same. When a wizard on his way north docked here, we asked him to scry for us, but although we found the ship marooned on the God's Tear island, we could never find any sign of the crew.

"It's been two centuries, and no more information has surfaced. My people are afraid to talk about the ship, some because they fear it was cursed; others because...well, perhaps they more about whatever was aboard the ship than they want to admit."

If they mention it, he asks to see the journal. If the PCs show it to him, he says the most likely author is the ship's first mate, Elberriion Rosecutter. He remembers Elberriion, who was good friends with Ardruil, and had been since childhood. He says the two men never fought, not even when they both wanted to court the same maiden.

The mention of the magic item Elberriion complained about calls forth a memory. Tatheriel vaguely recalls seeing a huge box made of platinum on the island for a time. It caused quite a bit of excitement, because it was so heavy, and no one knew what was in it. He remembers someone commenting that just the platinum on the box was very valuable.

When he sees the entry about Ardruil's disappearance, he becomes very excited. He suggests that Ardruil might not be dead and the box might contain more clues to his disappearance.

The only other people he knows of who might have more information are Fienne

Moonleaf, the daughter of Sunnora Moonleaf and Ellendra, Gann the Everliving's sister. Both women live on the island, but both women become very secretive and angry if asked about the *Emerald Shield*.

He advises that only a very persuasive person speak with the women. He suggests either or both women might have something passed down to them that would give a clue as to what was on that ship the day it set sail, but he won't come right out and advocate anyone break into the women's huts, despite strong hints to the contrary. On the other hand, he is likely to look the other way, so long as the PCs don't take anything of value and don't hurt anyone. He emphasizes that Fienne is Shil'aryl's only healer, and any harm coming to her is especially likely to raise the ire of the entire village.

Ellendra (Com1) lives in a 15 ft. by 30 ft. grass hut about fifty feet from the shore and thirty feet from the other huts. She lives with her husband and adolescent son, though her husband, Deradell, is a sailor and currently off the island.

The building has only two rooms, a large living area and a small bedroom, and only a simple unlocked door bars entrance to the inside. PCs who wish to sneak into the house and search it must either wait until after the occupants are asleep or distract them, because Ellendra and her son rarely stray far from it. A DC 35 Search check inside the bedroom turns up two items concealed inside the bamboo walls: a scroll, and a wooden carving about the length and thickness of a man's thumb. The carving depicts an elderly elven man, his hands clasped together above his head as he looks up, lines of hope delicately carved on his features. The object is non-

magical but of high craftsmanship (20 gp).

The thin parchment is old and fragile, and care must be taken to prevent it from falling apart. Only a single phrase is written inside: "The Order of Velerict must never have this." Ellendra doesn't know what the Order of Velerict is or what the carving means. It was left to her by her brother, but he never explained what it meant.

Charismatic characters might want to try to persuade Ellendra to share what she knows, but she is initially unreceptive to such attempts, fearing they may be from the Order of Velerict. A DC 25 Diplomacy check can convince her to tell them about the parchment and carving, but they must succeed at a DC 40 Diplomacy check to sway her to hand over the items. Ellendra has a +10 to all Sense Motive checks made to oppose any Bluffs the PCs might try to use, and a successful Intimidate check results in the equivalent information as a DC 25 Diplomacy check.

Fienne Moonleaf, Female Elf Clr4: CR 4; HD 4d8; hp 22; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grap +1; Atk +2 melee (1d8-2, masterwork morningstar); Full Atk +2 melee (1d8-2, masterwork morningstar); SA turn undead (5/day, +2 to checks); SQ elf traits, low-light vision; AL N; SV Fort +4, Ref +2, Will +6; Str 7, Dex 11, Con 11, Int 13, Wis 17, Cha 14.

Skills: Concentration +7, Heal +13, Knowledge (religion) +6, Listen +5, Search +3, Spellcraft +3, Spot +5. **Feats:** Brew Potion, Skill Focus (heal).

Languages: Common, Elven, Celestial.

Possessions: Masterwork morningstar, silver holy symbol, *potion of cure light wounds*, pair of platinum rings (50 gp each), healer's kit, 18 gp, 64 sp.

Spells (5/5/4; save DC 13 + spell level): 0—

detect magic, mending [x2], purify food and drink, read magic; 1st—bless, endure elements, obscuring mist, sanctuary*, magic stone; 2nd—make whole, owl's wisdom, shield other*, spiritual weapon. *Domain spell that Fienne cannot channel to a *cure* spell.

Healing Domain: Fienne casts healing spells at +1 caster level. *Protection Domain:* Fienne can generate a *protective ward* as a supernatural ability. It grants someone she touches a resistance bonus equal to her cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Personality: Fienne is a gentle, quiet and polite elf, always concerned about others. She prefers to avoid conflict of all kinds, but if forced into battle, she is not afraid to fight to the death. She is just past middle age and has white hair that brushes her ankles.

Fienne lives with her young daughter in a hut similar in size and layout to Ellendra's. Her hut is near several others, however, so sneaking in is more difficult. Any PCs attempting to sneak in must succeed on a Hide check against a DC 25 (DC 15 at night), though a successful DC 20 Bluff check reduces the DC by 5.

A DC 30 Search check of the living area turns up a small metal box hidden within the stones of the fire pit. The box is locked (Open Lock check DC 35) and the key is nowhere to be found. Fienne has only seen the contents of the box once, when she was a child, and it has never been opened since she took possession of it after her mother's death. Inside the box are four silver blocks about one-inch square and a scrap of parchment with the same message: "The Order of Velerict must never have this." Each block has a bas relief symbol on one side. Fienne does not know what the

blocks are for, but she thinks they are keys of some sort, though she has no idea for what.

Charismatic characters may want to try to persuade Fienne to share what she knows, but she is initially unwilling. A DC 25 Diplomacy check can convince her to tell them about the blocks, but they must succeed at a DC 40 Diplomacy check to sway her to hand over them. Fienne has a +10 to all Sense Motive checks made to oppose any Bluffs the PCs might try to use, and a successful Intimidate check results in the equivalent information as a DC 25 Diplomacy check.



The non-magical blocks are a set of keys for a magical prison called the *Pain of Kairthos*.

Research

No one on Shil'aryl knows about the Order of Velerict or Kairthos, but Tatheriel suggests they visit a nearby city (one with a population greater than 20,000), where he knows a halfling wizard named Candress who may be able to help them.

The Debt

Candress's house is easy to find (Gather Information DC 15), but because she owes a gambling debt to a "businessman" across town, she hasn't been seen much. She lives in fear of him and his people, and she's scared of opening her door to strangers.

Before she can help them, she needs the PCs to convince him to cancel the debt. In exchange, she can give them

information on the Order of Velerict and help them find a chapter.

Candress, Female Halfling Wiz6: CR 6; SZ S; HD 6d4+6; hp 22; Init +2; Spd 20 ft.; AC 13 (+1 size, +2 Dex), touch 13, flat-footed 11; BAB +3; Grap -2; Atk +2 melee (1d6-1, morningstar); Full Atk +2 melee (1d6-1, morningstar); SQ halfling traits, summon familiar; AL CG; SV Fort +4, Ref +5, Will +5; Str 8, Dex 15, Con 12, Int 16, Wis 8, Cha 14.

Skills: Climb +1, Concentration +7, Decipher Script +6, Gather Information +10, Hide +6, Jump +1, Knowledge (arcana) +15, Knowledge (history) +6, Knowledge (local) +15, Knowledge (the planes) +6, Listen +1, Move Silently +4, Spot -1, Spellcraft +5. **Feats:** Brew Potion, Extend Spell, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [local]).

Languages: Halfling, Common, Elven, Draconic, Goblin.

Possessions: Morningstar, *potion of invisibility*, *potion of fly*, 24 gp.

Spells Prepared (4/4/4/3; base DC 13 + spell level): 0—detect magic, flare, read magic [x2]; 1st—alarm, grease, shield [x2]; 2nd—arcane lock, extended mage armor, invisibility, protection from arrows; 3rd—fly, haste, phantom steed.

Spellbook: 0— all; 1st—alarm, comprehend languages, grease, identify, mage armor, shield; 2nd— arcane lock, invisibility, protection from arrows, see invisibility; 3rd—clairaudience/clairvoyance, fly, haste, phantom steed.

Personality: Candress doesn't always think things through, which explains her gambling debt to Tace. She has fallen for several scams, and her house has an assortment of items that she was convinced by fast-talking con men were magical.

Candress owes her gambling debt of 1,000 gp to a gnome rogue named Tace, but because she evaded payment for so

long, he is no longer looking for just the money. Tace runs the thieves' guild, which has its hands in almost every illicit or unsavory business in the city.

Tace's Guild

The guild headquarters is very difficult to find and requires a DC 30 Gather Information check just to find someone who knows the location. Even Candress has no idea. With a successful DC 25 Bluff or Diplomacy check, or a successful Intimidate check, the PCs convince the contact to reveal the hideout. Any attempts to find out the location of the guild comes to the attention of Tace within 1d4+1 hours. If the PCs do not visit the guild headquarters immediately, they are attacked by 2d4 of Tace's guild members that night.

Tace isn't willing to just accept payment for Candress's debt. He wants to cause her great pain as a warning to any other debtors who might reconsider paying up. PCs who just want to pay off her debt will need to use a show of force (such as killing five or six guild members) to convince Tace that it's not a battle worth continuing. Tace has three guild members with him at all times to act as his personal bodyguards. The guild's total membership numbers thirty-two people, including Tace, but only half are in the headquarters at any one time. If the PCs kill Tace and most of the guild members at the headquarters, the rest disappear.

Tace, Male Gnome Rog10: CR 10; SZ S; HD 10d6+20; hp 57; Init +7; Spd 20 ft.; AC 18 (+3 Dex, +1 size, +1 *studded leather*), touch 14, flat-footed 15; BAB +7/+2; Grap +2; Atk +8 melee (1d4/18-20, +1 *rapier*) or +11 ranged (1d3 plus poison/19-20, masterwork hand crossbow); Full Atk +8/+3 melee (1d4/18-20, +1 *rapier*) or +11/+6 ranged (1d3 plus poison/19-20,

masterwork hand crossbow); SA sneak attack +5d6; SQ evasion, gnome traits, improved uncanny dodge, low-light vision, skill mastery (balance, disable device, escape artist, open lock, search) trapfinding, trap sense +3; AL NE; SV Fort +5, Ref +10, Will +2; Str 8, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills: Appraise +11, Balance +10, Bluff +12, Climb +4, Craft (poisonmaking) +12, Diplomacy +13, Disable Device +15, Disguise +6, Escape Artist +8, Forgery +5, Gather Information +12, Hide +11, Listen +8, Move Silently +8, Open Lock +16, Search +11, Sense Motive +4, Sleight of Hand +7, Spot +1, Tumble +4, Use Magic Device +10. **Feats:** Alertness, Improved Initiative, Rapid Reload (hand crossbow), Skill Focus (Use Magic Device).

Languages: Gnome, Common, Elven, Dwarven.

Spell-Like Abilities (CL 1; 1/day; save DC 12 + spell level): *speak with animals* (burrowing mammals only; duration 1 minute); (1/day): *dancing lights*, *ghost sound*, *prestidigitation*.

Possessions: +1 studded leather armor, +1 rapier, masterwork hand crossbow, 20 bolts (5 coated with giant wasp poison (Injury; Fort save DC 18; 1d6 Dex/1d6 Dex)), *potion of cure moderate wounds*, *potion of invisibility*, 50 gp, keys to armory, private quarters, guild's treasure room.

Personality: Tace is a meticulous and orderly person and takes himself very seriously. He takes notes of everything, something he realizes would upset a lot of people if they knew. He has dark brown hair, and pale blue eyes, and he is just shy of three feet tall. He is very sensitive about his size and can become violent at "short jokes."

Guild Member, Human Rog4: CR 4; HD 4d6; hp 16; Init +7; Spd 30 ft.; AC 16 (+3 Dex, studded leather armor), touch 13, flat-footed 13; BAB +3; Grap +4; Atk +5 melee (1d8+1/19–20, masterwork

longsword) or +4 melee (1d4+1/19–20, dagger) or +6 ranged (1d4+1/19–20 plus poison, dagger); Full Atk +5 melee (1d8+1/19–20, masterwork longsword) or +4 melee (1d4+1 plus poison/19–20, dagger) or +6 ranged (1d4+1 plus poison/19–20, dagger); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +1, Ref +7, Will +0; Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 13.

Skills: Appraise +7, Balance +10, Climb +6, Disable Device +11, Gather Information +11, Jump +3, Knowledge (local) +9, Listen +6, Open Lock +12, Search +9, Sleight of Hand +10, Spot +6, Tumble +10. **Feats:** Improved Initiative, Nimble Fingers, Quick Draw.

Languages: Common, Gnome, Halfling.

Possessions: Masterwork studded leather armor, masterwork long sword, 6 poisoned daggers (black adder venom; Injury, Fort save DC 11; 1d6 Con/1d6 Con), *potion of invisibility*, *potion of cure light wounds*, 3d6 gp.

A few of the guild headquarters' rooms of note are listed here. Other than the rooms described here, the headquarters also contains several barrack-style rooms for guild members who have no place of their own, along with a small kitchen.

Tace's Quarters

Living Area

Three rooms make up Tace's private quarters. The entrance to the quarters is locked (Open Lock DC 35) and trapped whenever Tace is not in. The living area consists of a sitting room, dining area, desk, cooking stove and cabinets for supplies.

The locked desk (Open Lock DC 30) holds a variety of paperwork, some mundane. A successful Search check against DC 30 uncovers a tied stack of notes detailing the inner workings of the

guild, including guild members' names, profits, people who owe money to the guild (including Candress), a list of officials amenable to bribes, and more. This information could be very valuable to any number of people, and very dangerous to Tace. Should he feel that the guild's status is threatened, his first action is to burn the papers in his stove.

Treasure: Silvered quill (10 gp).

Fusillade of Deathblade Darts: CR 9; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); Atk +18 ranged (1d4+1 plus poison, dart); poison (deathblade, 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 25; Disable Device DC 25.

Bedroom

Tace's bedroom is filled with an accumulation of wealth. The bedroom suite, knick knacks, and paintings are all of the highest quality, taken from the wealthiest of homes. A DC 40 Search check is needed to find the secret door in this room.

Treasure: The bedroom furniture is expensive but heavy. PCs can collect a bed, two nightstands and armoire worth 1,000 gp but weighing a total of 1,200 pounds. Three paintings on the walls are worth 250 gp, 325 gp, and 600 gp. The PCs can also collect a gold-plated candelabra (50 gp) and a twelve-inch marble statue of a two gnomes in a marriage ceremony (70 gp). A DC 35 Search check uncovers a key inside the fireplace. The key unlocks the door to the secret treasure room.

Secret Treasure Room

The final room is hidden behind a secret door in Tace's bedroom (Search check DC 35). This is where Tace keeps his most treasured possessions. The door is

locked (Open Lock DC 30) and trapped. Anyone not using the key sets off the trap. The 5 ft. by 10 ft. room has plain stone walls, no light sources and contains an assortment of treasures.

Treasure: Set on a lacquered end table (40 gp) are a bright blue *cloak of resistance* +1 and a rack of potions, all neatly labeled in Gnome: *cure light wounds*, *mage armor*, *cat's grace*, *levitate*, and *invisibility*. A green sack on the floor holds a set of silver and gold board game pieces (50 gp for the set), and hanging on the wall is a Small +1 *light steel shield*. A steel chest in the corner holds a *chime of opening* (9 charges), 230 gp, 250 sp, and 724 cp.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Armory

The armory is locked (Open Lock DC 35), and only Tace has the key. Inside the armory are 10 short swords, 10 daggers, 5 morningstars, 3 masterwork rapiers, 5 light crossbows, 100 crossbow bolts, 15 suits of leather armor, 3 chain shirts, and a wand of *magic missile* (CL 5, 24 charges).

Treasure Room

This locked and trapped room holds the treasures the guild members steal until they can be fenced or exchanged. The 10 ft.-by-20 ft. room is made of three-foot thick stone walls painted white. Lead plates cover about 50% of the surface area, to minimize the chances of someone transmuting the walls. The steel door is locked (Open Lock check

DC 35) and trapped if someone tries to open it without the key.

Two guild members stand guard outside the room at all times.

Forcecage and Energy Drain Trap: CR 11; magic device; touch trigger; automatic reset; multiple traps (one *forcecage* trap as a 10 ft. windowless cell and one *energy drain* trap); Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Note: The *energy drain* attack affects only one person (determined randomly), but the *forcecage* can trap multiple people.

Treasure: The sheer quantity and variety of treasures that pass through here is often staggering. Instead of offering a set list of treasures, this encounter provides a set of tables to randomly generate the amount of wealth available. Roll the dice suggested to determine how many items in each table are available, then roll to determine which items in particular are found. Reroll if the treasure is listed as unique.

Minor Treasures (under 50 gp each):
Roll 3d6 for quantity (average is 10).

1d20	Item
1	A small bone statue of a pair of hunters on horseback (50 gp, unique)
2	Green velvet bed linens (45 gp)
3	A silver holy symbol (25 gp)
4	A leather belt made of wyvern skin (30 gp)
5	A silk half-mask covered in red and gold sequins (24 gp)
6	50 square yards of cotton (50 gp)
7	An oak and granite end table (15 gp)
8	A chestnut serving platter with a swan burned into it (10 gp, unique)

9	An ivory hair comb (20 gp)
10	Brass and silver candelabra (10 gp)
11	Green velvet curtains (50 gp)
12	Exotic riding saddle embroidered with an image of a hydra (40 gp, unique)
13	A blue satin shirt (20 gp)
14	Embroidered black leather boots for a Small creature (18 gp)
15	An unlabeled potion (50 gp)
16	A stylized silverware set, slightly tarnished (25 gp)
17	1d2 scrolls from the 1st-level arcane spell list
18	1d2 scrolls from the 1st-level divine spell list
19	A beautiful pearl-handled dagger. Inscribed on the blade is "Love may conquer all, but carry the dagger when you go out anyway." (35 gp, unique)
20	50 gp worth of supplies for scribing scrolls

Medium treasures (under 400 gp);
Roll 2d6 for quantity (average is 7).

1d20	Item
1	An oil painting of a wizard battling a hydra (220 gp, unique)
2	An eight-inch tall crystal statue of a fertility goddess (75 gp, unique)
3	A wool wimple (woman's head covering) edged with rubies and emeralds (300 gp, unique)
4	A mink fur tabard (250 gp)
5	Mithril braided ring (320 gp)
6	Polished oak and maple end table (100 gp)
7	Mithril braided necklace (400 gp)
8	A maple urn painted with religious symbols (100 gp, unique if it still contains someone's ashes)
9	Gold locket with no pictures inside (90 gp)
10	Masterwork flute (100 gp)

11	A one-foot tall teak and glass display case holding eight carved wooden buggies of exquisite craftsmanship (80 gp for the case, 40 gp per carving, unique)
12	Ceramic vase (60 gp)
13	Mahogany and ivory chess board (no pieces, 100 gp)
14	1d2 scrolls from the 3 rd -level divine spell list
15	1d2 scrolls from the 3 rd -level arcane spell list
16	An unlabeled potion (300 gp)
17	Masterwork greatsword
18	Masterwork breastplate
19	<i>Elixir of hiding</i>
20	Coins (2d20 x 10 gp; average is 210 gp)

Major treasures; Roll 2d4 for quantity (average is 5).

1d20	Item
1	Spyglass (1,000 gp)
2	Cloth of gold eye patch studded with diamonds in the shape of an eye (500 gp)
3	Silver oil lamp and perfumed lamp oil (450 gp)
4	Unlabeled potion (750 gp)
5	1d3 scrolls from the 4 th -level arcane spell list
6	1d3 scrolls from the 4 th -level divine spell list
7	An oil painting on a basilisk hide canvas. The painting depicts a floating castle under siege by demons (500 gp, unique)
8	Green leather and chestnut library chair (640 gp)
9	Ruby pendant on a gold chain (725 gp)
10	Three-foot-tall obsidian statue of a female centaur (1,000 gp, unique)

11	+1 <i>warhammer</i> . Carved into the haft in Dwarven is the phrase: "Handle is a little warped. Tends to swing left." (unique)
12	<i>Ring of sustenance</i> (unique)
13	2 fifty-square yard rolls of satin cloth (300 gp each)
14	Set of six gilded ceramic teacups on silver saucers (75 gp per cup; 35 gp per saucer)
15	Polished teak armoire (700 gp, unique)
16	Glass box bound with gold and platinum (800 gp)
17	A sweet-smelling perfume made from a rare plant found only on another plane (600 gp)
18	Stack of 5 rare books on the ecology and mating habits of hydras (500 gp, unique)
19	<i>Amulet of natural armor</i> +1 (unique)
20	Coins (2d10 x 5 pp + 2d20 x 10 gp + 3d20 x 10 sp; average is 55 pp, 210 gp, and 310 sp)

Meeting Room

This is a large open room with a few benches along the walls. The wooden floor is covered in thick mats, and practice weapons rest in stands in the corners.

This room serves as a meeting room and training room. 2d4 guild members are here at any time.

If the PCs take care of Candress's problem, she helps them find a chapter of the Order of Velerict and provides them with background information on them.

Order of Velerict

Bergos Velerict was a powerful wizard who started the Order of Velerict after he nearly died fighting a glabrezu. Realizing he knew very little about demons, he founded his order with the idea that he and others like him would study them, in order to better control or destroy them.

At first, their research was strictly academic. They spoke with other wizards and clerics, contacted angels and other celestials, and wrote books which they eagerly shared amongst themselves. Much of what is known today about demons and devils is because of the large body of work written and collected by the order.

Over the centuries their research turned to studying the creatures themselves. They began to seek them out, either on their own planes, or capturing those summoned by wizards unable to control them (including Kairthos the Eradicator). More and more, members of the order started to use their knowledge to control the demons, even summoning them for the express purpose of controlling them. Rumors that the organization worshipped the demons grew out of this. When accidents happened and innocents were hurt when their control slipped, the people complained to their leaders that the order was too dangerous.

For their parts, the leaders feared that the wizards and clerics of the organization, already powerful people, would start to use the demons to terrorize and control the government. They declared the order illegal and the punishment for summoning a demon or devil was death by disintegration. A hunt soon afterward led to the deaths of five members of the group, and the rest

disappeared, fearing for their lives. The Order of Velerict was officially disbanded.

Pockets of the Order of Velerict still exist, but they remain hidden, even though most people are unaware of their history.

If the PCs help Candress, she helps them find an Order of Velerict. The order doesn't reveal its true mission to the general public, claiming instead to be a simple wizard's academy, and the members do not admit the truth even when asked. If the PCs confront them, they need to speak quickly to avoid being attacked. Whatever story the PCs give to successfully get in the door, they are pointed to the head of the order, Orledos Stee, an elderly human wizard.

Orledos has decreed that his chapter no longer shares information with the outside world, since no one understands the nature of their work. Only members of the order can learn of the information. He is willing to give the PCs the information on one condition: that they pledge their allegiance to the Order of Velerict.

Pledging allegiance requires the character to kneel before Orledos and say the following:

"I have freely chosen to offer my honor in service to the Order of Velerict. Strength of mind and strength of arm, my duty or my life, I give my oath."

Giving this oath under false pretenses could have dire consequences, because this particular chapter has strong ties to a demon god, and pledging allegiance to the organization puts the PCs at the attention of the god, something Orledos is quite unwilling to admit.

Orledos provides them with the information on Kairthos and his prison

if they join. They can also find the information in the building's library if they choose to kill everyone, or if they break in and steal it.

Orledos Stee, Male Human Wiz12 (Conjurer): CR 12; SZ M; HD 12d4-12; hp 19; Init -3; Spd 30 ft.; AC 11 (-3 Dex, *bracers of armor* +4), touch 7, flat-footed 11; BAB +6/+1; Grap -4; Atk +2 melee (1d3-4 nonlethal, unarmed); Full Atk +2/-3 melee (1d3-4 nonlethal, unarmed); SQ summon familiar; AL NE; SV Fort +3, Ref +1, Will +10; Str 3, Dex 4, Con 8, Int 21, Wis 15, Cha 16.

Skills: Concentration +14, Decipher Script +21, Diplomacy +11, Knowledge (arcana) +21, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (nature) +16, Knowledge (nobility and royalty) +16, Knowledge (religion) +14, Knowledge (the planes) +21, Listen +2, Spellcraft +23, Spot +2. **Feats:** Augment Summoning, Brew Potion, Craft Wand, Extend Spell, Greater Spell Penetration, Scribe Scroll, Spell Focus (conjunction), Spell Penetration, Still Spell.

Languages: Common, Elven, Draconic, Abyssal, Infernal.

Possessions: *Bracers of armor* +4, elephant ivory and gem statuette of a bebelith demon (1,530 gp), 250 gp worth of diamond dust (for *stoneskin*), wand of *confusion* (CL 9, 31 charges), 2 scrolls of *identify*, scrolls of *phantom steed*, *sepia snake sigil*, *minor creation*, *screaming*, *contact other plane*, *major creation* (all at minimum caster level), *potion of invisibility*, 42 gp.

Spells Prepared (5/7/6/6/5/5/3; *save DC 16 + spell level* (DC 17 + *spell level* for *conjunction*)): 0—acid splash, detect magic [x2], read magic [x2]; 1st—alarm, burning hands, identify [x2], magic missile [x2], unseen servant; 2nd—acid arrow [x2], arcane lock, extended shield, see invisibility, web; 3rd—dispel magic, fireball, phantom steed, stilled web, summon monster III, wind wall; 4th—dimension door [x2], lesser globe of

invulnerability, stilled fireball, summon monster IV; 5th—cloudkill, hold monster, summon monster V, teleport [x2]; 6th—extended hold monster, greater dispel magic, summon monster VI.

Spellbook: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—alarm, burning hands, cause fear, comprehend languages, identify, mage armor, magic missile, shield, summon monster I, unseen servant; 2nd—acid arrow, arcane lock, darkness, scare, see invisibility, shatter, summon monster II, web; 3rd—deep slumber, dispel magic, fireball, phantom steed, sepia snake sigil, summon monster III, vampiric touch, wind wall; 4th—confusion, detect scrying, dimension door, lesser globe of invulnerability, minor creation, scrying, stoneskin, summon monster IV; 5th—cloudkill, contact other plane, hold monster, lesser planar binding, major creation, summon monster V, teleport; 6th—contingency, globe of invulnerability, greater dispel magic, planar binding, summon monster VI.

Note: Orledos cannot learn spells from the Illusion or Transmutation schools.

Contingency: If Orledos is reduced to fewer than 3 hp, his *contingency* spell casts *lesser globe of invulnerability* on him.

Personality: Orledos is in his late seventies, and the neatly-trimmed beard of pure white is the only hair on his head. He is in poor health and appears to nod off in the middle of a conversation. Despite his physical limitations, no member of his order has ever challenged his power since an incident five years ago. The local guardsman who found the body in an alley swore a pack of rabid dogs must have eaten it, even though no dogs were around. Orledos knows that his physical weaknesses puts him at risks, so his first actions in combat are designed to minimize those risks. Depending on circumstances, he might use *dimension door* or *teleport* to put himself out of range,

or he might summon a demon or cast *shield* on himself.

Order of Velerict Member, Human

Wiz5: CR 5; SZ M; HD 5d4+5; hp 19; Init +4; Spd 30 ft.; AC 11 (*ring of protection* +1), touch 11, flat-footed 11; BAB +2; Grap +3; Atk +3 melee (1d4+1/19–20, dagger) or +4 ranged (1d4+1/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +3 melee (1d4+1/19–20, dagger) or +4 ranged (1d4+1/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); SQ spells, summon familiar; AL N; SV Fort +4, Ref +2, Will +6; Str 13, Dex 10, Con 12, Int 16, Wis 14, Cha 8.

Skills: Concentration +9, Knowledge (arcana) +11, Knowledge (history) +10, Knowledge (religion) +6, Knowledge (the planes) +14, Listen +2, Spellcraft +11, Spot +2. **Feats:** Improved Initiative, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Penetration.

Languages: Common, Abyssal, Infernal.

Possessions: 2 daggers, light crossbow, 20 bolts, *ring of protection* +1, 2 scrolls of *comprehend languages* (CL 5), scroll of *fly* (CL 5), scroll of *magic circle against chaos* (CL 5), scroll of *magic circle against evil* (CL 5), *potion of cure light wounds*.

Spells Prepared (4/4/3/1; base DC 12 + spell level): 0—daze, detect magic, message [x2]; 1st—feather fall, mage armor, magic missile, shield; 2nd—resist energy, scorching ray [x2]; 3rd—fly.

Spellbook: 0—daze, detect magic, ghost sound, message resistance; 1st—alarm, comprehend languages, feather fall, mage armor, magic missile, shield; 2nd—detect thoughts, resist energy, scorching ray, see invisibility; 3rd—fly, magic circle against chaos, magic circle against evil.

Order of Velerict Member, Human

Clr5: CR 5; SZ M; HD 5d8+5; hp 31; Init +3; Spd 20 ft.; AC 16 (-1 Dex, breastplate,

heavy steel shield), touch 9, flat-footed 16; BAB +3; Grap +3; Atk +4 melee (1d8, masterwork morningstar) or +2 ranged (1d8/x3, spear); Full Atk +4 melee (1d8, masterwork morningstar) or +2 ranged (1d8/x3, spear); SA rebuke undead (5/day; +2 to rebuke checks); AL N; SV Fort +5, Ref +0, Will +7; Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14.

Skills: Concentration +9 (+13), Heal +9, Knowledge (religion) +9, Knowledge (the planes) +9, Listen +3, Speak Language (Infernal), Spot +3. **Feats:** Combat Casting, Improved Initiative, Spell Penetration.

Languages: Common, Abyssal, Infernal.

Possessions: Breastplate, heavy steel shield, masterwork morningstar, 3 spears, silver holy symbol, *potion of cure light wounds*, *potion of shield of faith* +2, 3d6 gp, 3d6 sp.

Spells (5/5/4/3; save DC 13 + spell level): 0—cure minor wounds [x3], detect magic [x2]; 1st—bless, cure light wounds [x2], magic aura*, shield of faith; 2nd—bull's strength, cure moderate wounds, shatter*, spiritual weapon; 3rd—dispel magic*, prayer, summon monster III. *Domain spells that cannot be channeled to *inflict* spells.

Magic Domain: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. **Destruction Domain:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

The Velerict clerics serve primarily as guards and healers.

Kairthos the Eradicator

Five centuries ago, Kairthos the Eradicator, a balor demon who escaped from the archwizard who summoned him, ravaged the land, burning entire villages and killing hundreds of innocent peasants. The Order of Velerict, an order of wizards and clerics dedicated to the study and worship of demons and devils, finally trapped him, but only after a long and deadly hunt. They stripped him of many of his powers and entombed him. His prison, a large platinum box bound with cold iron bands imbued with positive energy, caused the balor demon agony and so became known as the *Pain of Kairthos*.

When the Order of Velerict was outlawed three centuries later, an elven wizard named Maerdrie, a member of the order, took the *Pain of Kairthos* and brought to her homeland, Shil'aryl. When the elders, Sunnora Moonleaf and Gann the Everliving, protested the arrival of such a dangerous beast, Maerdrie, already unknowingly under the control of Kairthos, savagely attacked them and forced them to kill her.

Kairthos remained trapped, but when his powers began to affect the Shil'aryl villagers, Sunnora and Gann decided they needed to get rid of the prison. Ardruil volunteered to dispose of the box by dropping it in the ocean. Kairthos, whose patience had long been perfected after three centuries of imprisonment, turned his attention to the ship captain, slowly taking control of him and then his entire crew, turning them against one another. No one who knows of the *Pain of Kairthos* knows the current location of the prison or whether Kairthos still remains within. Some even doubt it ever existed, claiming it to be a

story used to discredit the Order of Velerict.

Kairthos the Eradicator, Balor

Demon: CR 20; Large Outsider (Chaotic, Extraplanar, Evil); HD: 20d8+200 (17d8+170); hp 290 (231); Init: +11; Spd: 40 ft. (8 squares), fly 90 ft. (good); AC: 35 (–1 size, +7 Dex, +19 natural), touch 16, flat-footed 28; BAB +20; Grap +36; Atk +33 melee (2d6+8/19–20, +1 *vorpallongsword*); Full Atk +31/+26/+21/+16 melee (2d6+8/19–20, +1 *vorpallongsword*) and +30/+25 melee (1d4+4 plus 1d6 fire plus entangle, +1 *flaming whip*); or +31 melee (1d10+7, 2 slams); Space/Reach: 10 ft./10 ft. (20 ft. with +1 *flaming whip*); SA death throes, entangle, spell-like abilities, vorpal sword; SQ damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing; AL CE; SV Fort +22, Ref +19, Will +19; Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26.

Skills: Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls). **Feats:** Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword).

Negative levels: Kairthos has 3 negative levels as a result of the *energy drain* attack of the box. All skill checks and ability checks have a –3 penalty, as do all attack rolls and saving throws. Current hit points and hit dice are shown in parentheses in the stat block.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This

explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 *flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Flaming Body (Su): The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 points of fire damage each round.

Spell-Like Abilities: At will— *blasphemy* (DC 25), *dominate monster* (DC 27), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*implosion* (DC 27); 1/week—*binding (minimum containment only)* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Note that Kairthos can no longer summon demons, and no longer has the ability to use *greater dispel magic* or *greater teleport*. In addition, Kairthos can use *dominate monster* and *insanity* on any creature with whom he can telepathically communicate, even if he's never seen the creature.

True Seeing (Su): Balors have a continuous true seeing ability, as the spell (CL 20).

Vorpal Sword (Su): Kairthos carries a +1 *vorpal longsword* that looks like a flame.

Languages: Abyssal, Celestial, Draconic, Common, Elven, Dwarven.

Possessions: When Kairthos uses his *binding* spell-like ability, an obsidian rock (250 gp), appears on a necklace he wears around his neck. The necklace currently holds 5 opals (Ardruil, Tchimaie and Elberion are three of them). Note that Kairthos's death throes may destroy the necklace (Reflex save equal to Kairthos's to avoid it).

Personality: Kairthos is chaos personified

and yet shows a patience uncommon for one of his nature. Even on his home plane, he was one of the most terrifying creatures. The lesser demons were rightfully frightened of him, and mere mention of his name was enough to cause panic among them. Despite his power, a great archwizard succeeded in summoning him one day, forcing him out of his own plane and into servitude. He bided his time until the archwizard dropped his guard momentarily, then slew former master and escaped.

Kairthos ravaged the countryside, killing hundreds of innocents and burning out entire villages. Several groups of adventurers tried to stop him, but they all died. The Order of Velerict finally succeeded, stripping him of many of his abilities and trapping him in a magical prison with the intent of studying him.

Over time, the demon has overcome some of the magics of his prison. He no longer remains in a state of suspended animation and is able to communicate telepathically with creatures he senses. In addition, he has overcome his lessened abilities and can use some of his spell-like abilities in new ways, and he has added new, powerful abilities to his repertoire. Ardruil is one of many victims of his ability to *bind* creatures to him.

The Pain of Kairthos

This platinum box is 15 ft. by 10 ft. and weighs 1,200 pounds empty, 6,000 pounds with Kairthos inside. It has been bound with four cold iron bands imbued with positive energy. A niche at the top of the box has been carved in the shape of what appears to be a humanoid with its hands above its head. Each band contains a one-inch square recessed plate, a rune embossed within. If the proper silver blocks are set into the bands and turned, and the wooden carving is placed in the niche, the bands fall off and Kairthos can exit. Kairthos

can also escape if the magic is temporarily or permanently suppressed, but doing so sets off a trap that affects creatures both inside and outside the box.

Wail of the Banshee Trap: CR 10; magic device; spell trigger (*dispel magic* or *greater dispel magic*, or *mage's disjunction*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

The box can be used to hold any non-good or non-lawful extraplanar creatures, so long as its total hit dice is no more than 18 after the *energy drain* affects them. The *Pain of Kairthos* is only a prison, so getting a creature into the box must be accomplished on its own. Once a creature is inside the box, it is hit with an *energy drain* effect. If the *energy drain* effect reduces the creature's hit dice to 18 or fewer, the door shuts and the iron bands wrap around the box. Otherwise, nothing else happens. Once trapped within the box, the *sequester* spell prevents any divination or scrying on the affected creature, though not on the box itself.

A creature can only be attacked by the *energy drain* once every twenty-four hours, and once it's in the box, the *energy drain* does not attack him again unless he is released and re-trapped. The prisoner does not need to worry about the Fortitude save to avoid permanent level drain until it has been released from the box.

Though not an artifact, this is a unique magic item, and no records exist explaining how it was created. Someone studying the box using *detect magic* followed by *identify* or *analyze*

dweomer, and then *legend lore* or *vision*, can understand what steps are needed to create it.

Creation of this box requires four spellcasters working together (at least one arcane and two divine), because several spells must be cast in conjunction. Only one of the spellcasters needs to have the Craft Wondrous Items feat.

After *sequester* and *energy drain* has been cast onto the box, *dimensional lock*, *greater planar binding*, *dispel evil*, and *dispel chaos* must be simultaneously cast onto it.

Strong abjuration; CL 20; Craft Wondrous Item; *dimensional lock*, *dispel chaos*, *dispel evil*, *energy drain*, *greater planar binding*, *sequester*; Price: 120,000 gp. Even if the magic of the box is destroyed, it still contains 40,000 gp worth of platinum.

Resolution

The location of Kairthos's prison is up to the DM. Perhaps it sits in the basement of a wealthy collector of unusual magic items, or another Order of Velerict holds him captive or a lich king deep in a dungeon uses it as a dining table. Or maybe another group of adventurers a hundred years ago released and killed him, and destroyed the box.

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