

NYR4-07

And All the King's Men

A Two-Round D&D LIVING GREYHAWK[®]

Nyrond Regional Adventure

Version 1.0

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(This module also contains information taken from earlier Nyrond Regionals by Loren Dean, Stephanie and J. Eddy Roberts, and Robert Moon)

Surely the King must know. Not even the maze of crime and treachery known as Oldred could hide a secret of this magnitude. Why then hasn't he acted? Perhaps he doesn't know then. But should we tell him? Conceivably this information might even hold value in other markets. How much does an audience with the Duke cost these days anyway? An investigation module full of danger and political intrigue. Set in the Kingdom of Nyrond. Are you ready to take the risk? For APLs 6-16.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of

even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard continuous two-round Regional adventure, set in Nyrond. Characters native to Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches

and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The following is a summary of the political forces at work in the city of Oldred, the setting for this scenario. This section is an updated version of the information presented in NYR4-02 In the Streets of Oldred, which was a compilation of common knowledge taken from the Nyrond website and the *Living Greyhawk Gazetteer* and plays a notable role in the adventure.

Duchy of Korenflask

Governed by Duke Regurd Korenflask, the Duchy of Korenflask is geographically split into two regions: the Coast and the Northern Hills. The Coastal region composes the remainder of the original Duchy of Korenflask. The soil is chalky, brittle and stony, and is not easily farmed, being used mostly for grazing and animal

husbandry. The King added the Northern Hills region during the Provincial reorganization, giving Korenfluss both the Anodan Hills and arable farmland beyond the hills.

The Coastal region is notorious for its criminal element, with the capital Oldred being a haven of organized criminal elements delicately balanced through the manipulations of the Duke. The size of the illegal economy in the Duchy of Korenfluss is largely guesswork, but smuggling is a way of life and definitely large. Reports of piracy and slavery are common too, and definitely happen, though the actual number of incidents varies widely depending on whom you talk to. Those honest able-bodied men who neither shepherd nor fish are generally either members of Nyrond's navy, work in the Oldred shipyards, or are in some way involved with supporting the various naval stations. At least until recently as the Navy has been pulled from Oldred by order of the king. See below for more detail.

Along the coast, the locals are moderately friendly, at least by the standards of the hard-pressed. Most are also smugglers, have been smugglers in the past, or have friends or kin who are smugglers. Because of this, questions are often answered indirectly. Deception and dishonesty are ways of life. The criminal element of course prefers to prey on outsiders. In the coastal regions the storm god Procan is widely worshiped, to the point where those worshipping others are sometimes put under some pressure.

King Lynwerd keeps Duke Regurd Korenfluss under careful watch. During the reign of Lynwerd's Father, King Archbold, the Duke was openly critical of the crown's failings, and frustrated by the problems these caused him. In one of the more notable instances, the Duke was forced to pay the Royal Navy stationed in Oldred, and subsequently refused to pay taxes to the Crown because of the costs he incurred. This was the start of a number of minor disputes between the Duke and Archbold, and in the end the Duke paid very little to no taxes. The King was furious and threatened military action to collect taxes, while the Duke insinuated similar threats in kind.

On top of all this, the Duke was also a friend and supporter of the younger Prince Sewarndt, who later attempted and failed to seize the throne from his father.

The Duke is quite politically adept however, and upon learning the full situation of Sewarndt's coup he immediately set forth to Rel Mord where he presented the new King, Lynwerd, with a respectable down-payment on back taxes, and his sworn word of fealty. While the new King was critical of the Duke, this act was sufficient to allow him to retain the central portion of his lands. In the end he lost most of the coastline, which was placed into the Eventide County and the northern portions of his land beyond the point of Mithat bay, but was given additional arable land to the north and

northwest of his original province. Since then, the Duke has been striving to regain control where he can.

With the two leaders posturing and distracted, there was an increase in criminal activities. All sorts of smugglers and criminal elements have gained a foothold throughout the Coastal Region, mostly centered in Oldred where they play a careful game of cat and mouse to avoid the Duke and to increase their own power. The Duke does his best to balance the various power groups, but sometimes fears he has lost complete control of Oldred. Unfounded rumors off the street claim this has caused him to seek other sources to bolster his power.

Soon after Lynwerd took the crown, he married the Princess Lehiidi Coriner from the Duchy of Urnst. Unfortunately, in the years since the marriage no heirs have been forthcoming, although there have been a few miscarriages. Much to the dismay of his wife, the Duke has also not stopped his carousing ways. When one of his children by other women is found, the Duke usually has it sent outside his lands for fostering.

What is not known, although it has been speculated on by some, is that the now Duchess Lehiidi Korenfluss is actually a spy for the Scarlet Brotherhood. Her miscarriages have been no accident, as she was not allowed to bear children until the loyalty of the Duke could be assured to the Brotherhood. Alternatively, a secondary plan has been for her to produce an "heir" that was actually sired by an appropriately pureblooded Suel father. This would need to be made to look like it was the Duke's child however, and that is no easy task. For the past few years, she has been a source of information about the goings on in the Duke's palace, and as much outside of the palace to which she was privy, to the Scarlet Brotherhood. And through her they have been subtly manipulating the course of actions the Duke has been taking. The Duke has not been unaware of this manipulation and has done his best to finely balance the many powerful forces attempting to pull at him. After all, he brokered the marriage with the Brotherhood. It was his way of arranging a potential ally for the future. One small way in which he has managed to strike back has been to plant his seed outside the palace in an attempt to have heirs should the need arise. In the meantime, he is careful to control the information that he allows his "wife" access to as he knows it will quickly find its way to the Brotherhood.

Approximately five months ago, in what seemed to all as a fit of pique, the King finally declared that Oldred was "a den of crime and treachery" and that until such a time as Duke Korenfluss regained control over the city, the Royal Navy was being pulled from Oldred. Most of the fleet was reassigned to Mithat, while a handful of ships were sent to take up station in Shantadern. Additionally, it is rumored that the King is considering sending troops into Oldred to deal with the issue himself. However, other pressing issues would make that seem unlikely at this time.

The most important new piece of information about the Duke and Duchess has yet to surface though. In a rather surprising turn of events, the two have actually fallen in love over the course of the last seven months. The many machinations around him and his ability to deal with them have impressed Lehiidi. At the same time, she has felt some guilt for her own role in the troubles and has been sympathetic to the stressful situation he has found himself in. Her sudden show of "affection" for the Duke, while suspicious, was enough for him to let his guard down to her. The gamble paid off and the two have finally formed a true bond. However, they are both still pulled by many responsibilities and many loyalties.

The main point of this module is to help the Duchess decide by which party the Duke's best interests can be served. She is truly walking a razor's edge of uncertainty and will be swayed in whichever direction the PCs wish to move her. Additionally, the PCs and the Duchess will then be able to help influence which direction the Duke decides to go. How he will actually act on that decision is for the future.

Oldred Crime Families

Few cities in the civilized Flanaess are as corrupt as Oldred. It is without a doubt a den of iniquity of the highest order. Dominating the political landscape of this port city are three crime families: the Vardushis, Caerizars, and Bayfields. Together, they run nearly all the major "businesses" of the city.

Additionally, a fourth family, the Torbaas family, has sprung up in the last two years. While it has become more and more apparent that they are simply a front for the Scarlet Brotherhood, hard proof of such has been hard to come by. All of these organizations are described in more detail below.

Vardushi Family

The Vardushi Family is one of the most respected families in Oldred, bearing a lesser noble title and a knighthood for its head, Sir Elmain. The family fortune officially comes from shipping and receiving, and they will ship almost anything. Their interests now include ownership of several gaming establishments, an extensive bookmaking operation, management of several 'recreational' houses, and of course, 'street operations.' The Vardushis are the largest of "the Three Families" and by far the most benign; for the last two generations the family has been moving towards total legitimacy, and toward that end, have cut back street operations, shutdown or sold many of their more extreme gambling and pleasure houses, and have become far more selective of their cargo. Sir Elmain spent time in the Military early in the war and later was tapped for service in the Royal Intelligence Services, and his son, Margus, has followed suit. Both father and son are absolutely loyal to King Lynwerd. This loyalty has not endeared the family to

Duke Korenfluss, but has helped immensely in their move toward legitimacy.

The family is still involved in smuggling and will ship cargos to just about any location with very few questions. However the primary 'illegal' cargos being shipped by the family recently are weapons to the rebels in Onnwal. King Lynwerd is aware of, and even involved in these efforts to arm the rebels, and due to their aid with Onnwal, he and his tax collectors look the other way in relation to their other shipments.

The heir apparent of the Vardushi family is carousing first-born son, Margus. The twenty-six year-old is starting to receive pressure from both his parents and his uncles to end his dalliances with employees and to find a wife. Thus he is now looking for a respectable woman who would be an appropriate mistress of a great house.

This need has become even greater due to the death of Sir Elmain's youngest son, Josen, about six months past. His son was kidnapped by junior operatives of the Scarlet Brotherhood as part of their attempts to disrupt the shipping of weapons to Onnwal. While they had become aware of the shipments, they had not yet identified a specific source of the weapons and so sought to disrupt the balance of power in general in Oldred. This plan had begun by inserting the new upstart family, the Torbaas', and continued by attempting set the other families upon each other. One of the earlier and clumsier attempts was the kidnapping, and subsequent death, of Josen. Unfortunately for the brotherhood, a group of young adventurers became involved and captured the operatives behind the kidnapping, although not before the death of Josen. While, the Vardushis were not able to gain much information from the captured monks, they were able to confirm that they were operatives of the Scarlet Brotherhood.

Caerizar Family

Led by Kolir Caerizar, the Caerizar family is the most malicious of "the Three". Almost completely Suloise, they claim to be descended from an ancient noble house, but there is little evidence of the truth of such a claim. The Caerizars have avoided political entanglements to this point in an effort to avoid making enemies. The Caerizar family controls several land-based shipping companies that have regular commerce with the Duchy and County of Urnst. They prefer to deal with Suel families, but are willing to sell and trade with anyone. Despite the profitable nature of their shipping business, most of their money comes from their activities in and around Oldred. The Caerizar family makes most of its money from the protection rackets run by Ardrin Uhase, a young man who walked away from the Scarlet Brotherhood.

The Caerizars own several small and discrete 'houses' that specialize in unconventional carnal requests. One of

the women of the family manages these houses and personally takes care of several of the more important customers.

The Caerizar family is most likely to deal with opposition by means of quiet assassination rather than by direct confrontation. Opponents of the family have been known to either have a night-time meeting with A'mic Tael, the family's head of security, or to be invited to a dinner meeting that has been carefully catered by Lady Athary. Don Kolir Caerizar has fallen into public disfavor, and has started to allow his son, Ivor, to assume much control of the family's affairs and public relations. Iana, who is Ivor's twin sister, became disenchanted with the family and left Oldred at an early age to train at a temple to Lydia in the Duchy. She has recently returned to Oldred as the manager of a small theater and a member of the staff at the temple to Lydia. The youngest child, a daughter, Salia, has taken to the family business and is being trained by their mother, Lady Athary.

The Manilae Shipping Company is a partially owned subsidiary of the Caerizar family, and Obo Toradan, a cousin to the late Lady Amalthea Manilae, the current manager of Manilae Shipping has recently taken over the management of all of the Caerizar's shipping business.

Most recently, the Caerizars have come to realize that the Torbaas family and the Scarlet Brotherhood operations in Oldred, if they are not on and the same, have been growing in power by leaps and bounds. They fully realize that they are at risk of being destroyed if they cannot broker some form of deal with at least one of the powers that be. Lady Athary is leaning heavily towards joining forces with the Scarlet Brotherhood even if it means giving up some power. Ardrin Uhase is understandably against this plan and seems to have the ear of Ivor on the issue. He believes it would be wiser to ally with the Vardushis and through them the King, even if it means having to curtail some of their operations. Kolir has yet to weigh in on either side and the opinions of the rest of the family matter little. Salia of course sides with her mother though and Iana refuses to be drawn in.

Bayfield Family

Led by Natania Bayfield and her husband, Arton (he took the Bayfield name when he married into the family), the Bayfields oversee almost all of the street crime in Oldred and manage most of the general-purpose brothels. They also exclusively market some special gnomish liquors, which have a very loyal customer base (until recently at least).

For several generations, the Bayfields have held control in several legitimate trades traditionally overseen by guilds. This guild mentality has also extended to how the family is perceived and structured. Natania and Arton took over from her parents several years ago.

Despite the large membership and diverse operations of the family, the Bayfields are by far the most

vulnerable of the families. Most of their 'family members' are not much more than children or entry-level thieves. They have relatively few political ties and no real muscle to defend their turf. The Vardushi family has in the past protected them, but that support has been drying up as they have been dealing with their own problems. Because of the quality of their entertainment establishments, the Royal Navy has also protected them from time-to-time. The Bayfields maintain clean brothels and girls, a fact that is appreciated by senior navy officers. But, of course, the Navy has been pulled from Oldred and now that source of both income and protection has also vanished.

Additionally, the family has numerous important and influential contacts that frequently can be relied upon to provide notice of impending danger. This network of contacts and informants has helped them to avoid direct confrontation with any of the major power factions and has allowed them to survive and even flourish. But even that network is now being hard pressed to provide the Bayfields enough information to stay one step ahead of their enemies. And that step seems to be quickly faltering.

The Bayfields have a better knowledge of the City of Oldred than anyone else around. They continue to be on the move, with only the Bayfield Manor as a permanent base of operations (which they keep absolutely free of incriminating evidence.) Their offices and safe houses move frequently. When official raids occur, the materials are moved hours—even minutes—before authorities arrive, with no evidence of how or to where they moved.

But the Bayfields are on the verge of collapse. They realize fully that they are in a very precarious position and in addition to their normal shell game of moving operations around Oldred, they have begun to move some of their goods outside of Oldred to other cities along the coast. One of the worst blows came about five months ago when operatives within the Scarlet Brotherhood managed to poison their shipments of gnomish liquor. Having to refund money for the shipment in addition to covering damages combined with the Navy leaving has left them reeling. The Bayfields are in desperate need of help.

Torbaas Family

Only recently coming to be fully recognized by the big three crime families, the Torbaas family is the new kid in town, and the power structure in Oldred is quickly changing. The Scarlet Brotherhood has arrived, and they have brought with them a new family to take over the entire city. This is the Torbaas family, and as malicious as the Caerizars are, they pale in comparison to this house of brutality. The Brotherhood helped to put the "family" in place quietly. While they settled into Oldred, a plan was put in place to pit the existing families against each other. Now that the others have all been weakened, oddly enough with help from the King when he pulled the

navy, the Torbaases are on the verge of making a decisive strike to outright seize all power and eliminate the Bayfields, Caerizars, and Vardushis completely.

The Scarlet Brotherhood, using the Torbaas family as a front, used a number of operations to help weaken the other families. First, they spread rumors throughout the city that the Vardushis had decided to oust the weaker Bayfields in order to take over their businesses and gain enough power to then take out the Caerizars. Second, to give credence to these rumors, they poisoned batches of the gnomish liquors the Bayfields sell in order to make it appear the Vardushis are trying to destroy consumer confidence in Bayfield products.

Third, the Torbaases brought in an assassin of the Scarlet Brotherhood, a doppelganger known as Nar, who is posed as Vaccor, a former mercenary of the Vardushis. This creature began killing prostitutes and some of their johns, using Vaccor's signature weapon: a punch dagger. Again, it was done with the intent of driving customers away from the Bayfields, as well as striking terror into the hearts of the residents.

Additionally, they kidnapped the Vardushi's youngest son and had him killed. They then attempted to place the blame on both the Caerizars and the Bayfields. This particular plan backfired as a group of adventurers captured the real perpetrators and turned them over to the Vardushis for questioning.

Still, all of this activity did cause enough confusion to allow the Torbaas family to get settled in. It also succeeded in causing the Caerizars to withdraw somewhat for protection and greatly injured the Bayfields.

An unexpected benefit came when the King pulled the Navy out of Oldred. This allowed the Scarlet Brotherhood, who were also taking over much of the pirate activity in the area, to also take over control of seagoing shipping into and out of Oldred. This drastically swung the balance of power in the Torbaases direction as they were suddenly the only family who could reliably get goods into and out of Oldred reliably by water.

Scarlet Brotherhood

The Scarlet Brotherhood was, until recently, a secret, apparently isolated power in the Flanaess. It came into its own during the Greyhawk Wars, toppling governments in a campaign of espionage, blackmail, and assassination. Prior to revealing itself, the Brotherhood had planted agents in the courts of rulers throughout the Flanaess. The revelation of the order has caused much paranoia and (often undeserved) exiles and assassinations within circles of rulership.

It is believed the Scarlet Brotherhood controls the whole of the vast Tilvanot Peninsula, from the confluence of the Vast Swamp and Spine Ridge to the

immense tropical island of Lof Bosok, off the northeast coast of the mainland.

The nation's capital, Hesuel Ilshar, is said to be a marvelous, walled city seldom seen by foreign eyes. It is hidden somewhere on the massive Okalasna Plateau and ruled by one known only as His Peerless Serenity, the Father of Obedience.

Prior to the last decade, few paid much attention to the inhabitants of the Tilvanot Peninsula, save the folk of Sunndi. In 573 CY, however, red-robed ambassadors from the south appeared in the courts of the Iron League. Speaking in whispers, they offered their services to the merchant lords, announcing themselves as peaceful envoys of the Scarlet Brotherhood, representatives of the kingdom of Shar, an Ancient Suloise word meaning "purity." At the time, few connected the appearance of these sagely, monastic advisers to the disappearance of Prince Thrommel of Furyondy, or to any number of political developments throughout the Flanaess.

As the Greyhawk Wars erupted in the north, the agents of the Scarlet Brotherhood sent aid, advisers, and weapons to the states of the Iron League, disguised as succor from friendly nations. After buttressing Irongate and Sunndi from the attacks of South Province, the Brotherhood struck in the Lordship of the Isles, replacing the reigning sovereign with his cousin, the corrupted Frolmar Ingerskatti, who declared for the Brotherhood, ceding the nation and its powerful navy to the Scarlet Sign. After assassinating twenty-seven of the thirty Sea Princes in a single night, the Brotherhood ensured its hold on the southern seaways.

Having gained enormous wealth, destroyed and destabilized many of its enemies, and conquered Scant, the capital of Onnwal, the Brotherhood as a political entity is now much, much more powerful than at any time during its long history.

It is currently an enemy of Nyrond, as well as nearly every other country in the Flanaess.

Followers of a philosophy established before the Twin Cataclysms, the goal of the Brotherhood is clear: espouse the cause of the Suloise race as rightful rulers of the Flanaess. Their philosophy is such: The Suel are the chosen people of Oerth, as predestined by the gods – pure, virtuous, and the rightful rulers of the Flanaess. Their superiority is evident in their physical perfection, the early birth of their ancient empire, and their mastery of magic. Other races will serve as little more than slaves on whose broken backs will be built an empire to rival that of the ancient Suel.

The organization of the Brotherhood is divided into three tiers, with monks at the pinnacle of the order, followed in rank by assassins and thieves. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle." Lesser members of each order are, respectively, cousins and nephews. Conquered lands are administered by a singular "shepherd," usually a

monk, who enjoys nearly unassailable sovereignty but is ultimately subservient to the Father of Obedience.

The leader of the Scarlet Brotherhood movement in Nyrond is Brother Renpak, who reports directly to the Father of Obedience. He can most typically be found in Rel Mord, but has just passed through Oldred a week ago on his way to treat with the Black Prince Sewardnt in Onyngate.

Brother Renpak: Male human Suel Mnk18.

The Brotherhood has brokered a deal with Sewardnt wherein they will assist in his coup attempt in return for control over the southern cities of Nyrond including Oldred and the other coastal cities west of Oldred. In an effort to make the exchange of power more flow more smoothly, Duke Korenfluss has recently (three weeks ago) been presented with an offer to throw in with his “friend” Sewardnt and the Scarlet Brotherhood in return for being able to remain nominal ruler of Korenfluss. Exactly how nominal that rulership will be is completely unknown to Duke Regurd, but he is not a stupid man and has his suspicions. He has been given until this week to make his decision.

Temples

For the Most part, the temples of Oldred do not play a significant role in this adventure. However, they are listed below for reference. It is possible that the PCs may seek NPC spell casting at one or more of the temples, so the highest-level PC available at each temple is also listed. Also, feel free to use the temples to disseminate information that might be more commonly known to the PCs. Use your best judgment. If the PCs are closely tied to a given church, a priest or a meta-org worshipper, they should be able to get more information than would an average person off the street.

Procan (Oeridian god of the seas) – The temple of Procan is the prominent faith of Oldred. A chaotic neutral faith, they have found themselves quite at home in Oldred. In addition to a main temple, there are a number of shrines and signs of Procan worship can be found throughout the city, especially near the docks. The highest-level cleric is 14th.

Zilchus (Oeridian god of power, money, and business) – As Oldred is a major port city and avenue of commerce, the temple of Zilchus also has a significant presence here. They have one temple building, which also doubles as a local bank and repository. The highest-level cleric is 12th.

Wee Jas (Suel goddess of death, vanity, and magic) – Oldred boasts the only publicly known temple of Wee Jas in Nyrond. As a lawful temple, they are often at odds with much of the goings on in the city and are actually known to be helpful to those who feel they have been wronged in an unlawful manner. The temple is also known for sending patrols into the undercity. The patrols

both help to keep the undead problems in check and have also been known to provide aid to folks who have lost their way or gotten into more serious trouble in the undercity. The highest-level cleric is 12th.

Pelor (Flan god of the sun) & **Beory** (Flan god of the Oerth) – While these are the two most populous faiths in Nyrond, neither has a strong following in the city of Oldred. There is a small shrine to both gods and the priests and priestesses do their best to take care of the poor and orphans of the city. The highest-level cleric is 5th.

Norebo (Suel god of luck and gambling) – Norebo is a popular god in Oldred. In addition to running a number of gambling dens, the priests are often called upon to bless the other gambling establishments throughout Oldred. The highest-level cleric is 7th.

Ralishaz (Commonly worshipped god of ill luck, misfortune, and insanity) – This strange faith has also found something of a home in Oldred. However, the temple itself seems to shift about (changing locations, not physically moving) and can often be hard to find (Gather Information DC 15). Likewise the high priests tend to rotate through on a random basis. Even from day to day, it is hard to say who is in charge of the temple. The highest-level cleric is 1d6+4 levels.

Xerbo & Osprem (Suel gods of the sea, shipping, money, business, ships, and sailors) – A small temple to Xerbo and Osprem also has a home in Oldred. They dealt quite a bit with the navy and have found their coffers dwindling with the withdrawal of the navy. The highest-level cleric is 6th.

Thieves' Guild

The Thieves' Guild of Oldred is not one group, but is instead made up of the three traditional “crime families” of Oldred: The Vardushi's, the Caerizars, and the Bayfields. As a group, they are most interested in status quo. They were and are quite happy working alongside each other and very much liked the flexible rulership of Duke Regurd. They know fully well that if the Scarlet Brotherhood gains control of Oldred, that they will at best be assimilated and put under the control of an “Elder Cousin” or more likely be totally destroyed and replaced by the Brotherhoods own network (i.e. the Torbaas family).

Any PC that is a member of the Oldred Thieves' Guild via the meta-org is actually a member of one of the three families. Most likely, they are simply an operative and not an actual member of the family. In any case, they would be under strict orders not to reveal that they are part of the crime network and such would never reveal their status in front of the other PCs. If they wished to make check in with their contact, they will need to do so alone (see Encounter Three G).

While this is the one thieves' guild in Nyrond that does not have a true Guild Master, owing to the split control of the three families, there is an individual who works outside all three of the families as something of an arbitrator and go-between for all of them. This individual is Madrav Drugerd.

🔱 **Madrav Drugerd:** Male human Rog12/Asn6.

He runs a fully legitimate business as a cooper during the day, but he has a group of his own operatives that handle most of the day-to-day work of keeping the families happy. Only his lieutenants know who he is. Even the Brotherhood has been unsuccessful in unearthing this information to date.

Needless to say, his job has been quite overwhelming for the last year as each family was making claim after claim that the others were breaking deals and attempting to gain power. The last few months have gotten a bit better as it became apparent to all that the troubles were external and via the intervention of the Scarlet Brotherhood. Still, his hands are currently full with attempts to keep all three families afloat. After all, he does take his job personally.

Adventure Summary

Intro: A "neutral" third party with speculation that more is happening within the city of Oldred than even prior events may have portended contacts the adventurers. If her rumors are true, a plot to overthrow the King may be brewing from within Nyrond and even the Duke of Korenflask might be involved.

Encounter One: Assuming the PCs are intrigued, their first encounter will be at the gates of Oldred. PCs with meta-org affiliations will be allowed to enter with weapons other than small simple weapons. Others will need to check their weapons at the gate. Of course, as has been established, there are those happy to sell weapons directly inside the gate.

Encounter Two: Where to start? This psuedo encounter attempts to give the judge a roadmap of the possible and likely locations where the PCs might go and a list of associated encounters. The first part of the module is very freeform, but information can be collected by the PCs if they choose to look into the right places. Some instructions will also be given on how to handle the PCs should they wandering aimlessly.

Encounters Three A to Three G: These will each cover a different location and describe the location, the key NPCs, and the information that the PCs can reasonably hope to gain there. These are meant to represent the PCs first visit to these locations, but some directions will be given for how to handle subsequent returns that are not specifically detailed in later encounters.

A: The Vardushi Villa – Despite being the most powerful crime family in Oldred, the Vardushis are also very loyal

to the king and in fact even work with him secretly. Depending on how the PCs approach the family, they could very well learn a lot of truthful and pertinent information from the Vardushis. They may also be given a sealed note leading them to Encounter Four A. The purpose of the sealed note is to test the PCs trustworthiness.

B: The Caerizar Estate – The Caerizars have recently discovered that the Scarlet Brotherhood is behind the recent troubles in Oldred and are considering how to deal with it. There is a strong faction within the family that is pushing to join forces with Scarlet Brotherhood so as to gain power. Others wisely question whether they would gain anything more than a façade of power while setting themselves up for retribution from the King. The PCs will initially have a very hard time gaining any information here. They will have to find an "in."

C: The Bayfield Manor – The Bayfields are reeling as a crime family in Oldred. They are in desperate trouble and they know it. Right now they are looking for any means in which to hold onto the little power they have left and could easily be convinced by wise PCs to cooperate with them. If such is the case, they can be a wealth of information and speculation. However, they do not have all of their facts straight and could also lead the PCs astray.

D: The Torbaas Estate – It is possible that the PCs may know of the Torbaas family from other mods. Any attempts to see them at this point will be rebuffed.

E: The Duke's Palace – The PCs should have little reason to go here yet and an even smaller chance of seeing the Duke or his family. If they can come up with a good enough reason, they may get into see the Duke's Chancellor and could even parlay some information from him if they have something of value to trade.

F: The Local Taverns – Gather Information checks will garner the PCs a few clues that might be worth following up on. However, a role-play encounter with some pirates at the Sea Wench may very well give them their best clue.

G: The Thieves' Guild – It is possible that some of the PCs are members of the local Thieves' Guild. Such PCs, and only such PCs, can contact their informants for up to date information. This encounter can short cut some of the information gathering process, but there will be a cost as even the Guild is not immune to infiltration.

Encounter Four: Following Clues – After gathering information from a number of sources, the PCs should start to follow up on some of the clues they have been given. It's quite possible that they will bounce back and forth between Encounter Three and Encounter Four as they get and follow individual clues.

A: Smugglers – The Vardushi family has sent the PCs this way in an attempt to show that they have a good side. These smugglers mainly smuggle weapons and food to

the rebel forces in Onnwal. The Vardushi name will get them in, but little information will be gained without a pretty good diplomacy check. However, some fortuitous timing may present the PCs with the chance to gain more information through expertise in combat. While the PCs are at the smuggler's warehouse, a group of thugs sponsored by the Scarlet Brotherhood, arrives on the scene to terminate this particular operation. If the PCs help the smugglers in the encounter, the smugglers will become very forthcoming with information.

B: The Temple of Lydia – A good Gather Information check may very well have led the PCs to the Temple of Lydia where one of the priestesses is a daughter of the Caerizar family. Iana will not be particularly interested in helping the PCs or talking about her family. There are a couple of exceptions though. A fellow priest or priestess of Lydia can get her to tell them about her family and why she wants nothing to do with them. It's also possible that the PCs may be able to barter a valuable book for the same information.

C: First trip to the Undercity – The PCs will have reached here via a tip from The Bayfields about a hidden base of the Scarlet Brotherhood. Unfortunately, the Bayfield's information is out of date and the base has already been abandoned. The Brotherhood did leave behind a surprise in the form of a magical trap however. Assuming the PCs survive the trap and search, they can find another clue and a broken medallion that may come in handy later.

D: Obligatory Thug Attack – Quite literally what it sounds like. Any attempt to directly contact the Torbaas family will result in the PCs being followed and eventually jumped by a group of Torbaas thugs.

E: A Lady in Waiting – The PCs attempt to contact the Duke have drawn the attention of Duchess who sends one of her ladies in waiting to question them and find out their intentions. Depending on how they answer, the Duchess may ask them to do one of two jobs. One will make her seem loyal to the King and to her husband, the other will make her seem sympathetic to the Scarlet Brotherhood.

F: Disgruntled Pirates – While most of the local pirates have come under the influence of the Scarlet Brotherhood, there are those that are more loyalist bent to them. After all, "it may be a broken kingdom with a fool for a king, but it's our broken kingdom and our fool of a king!" If the PCs played their cards right at the Sea Wench, they will have been invited to a meeting with these pirates. At this meeting, the pirates (including some friends of Black Shayna) will give the PCs the full scoop on the Scarlet Brotherhood's pirate activities and some strong suspicions of their other activities. They will also give them the location of current hideout for the Scarlet Brotherhood forces in Oldred.

G: Stalked – When contacting the Thieves' Guild, a Scarlet Brotherhood informant in the guild made the PCs. Her subsequent report to the Brotherhood has

resulted in assassins being sent after them. The same encounter can be triggered by talking with Lum Keleb.

Encounter Five: Another clue! – The PCs visit the home of Lum Keleb and are eventually sent on a quest by Lum's butler.

Encounter Six: Breaking and Entering – The PCs find themselves fighting blood golems of Hextor while unknowingly "breaking and entering" into a lawful temple of Hextor.

Encounter Seven: A Law Abiding Citizen – Having defeated the Blood Golems, a law-abiding priest of Hextor, Lum Keleb, helps move the party along if they deal with him accordingly. If they attempt to fight him, or simply fail to impress him, they will likely end up arrested, as he does legally own the temple property and has a writ from the Duke to operate it.

Encounter Eight: It's a Trap! – Things begin to heat up as the party heads back to talk with the Duchess again. The party wanders into an ambush by "allies" of the Scarlet Brotherhood.

Encounter Nine: Never Keep a Lady Waiting – In which the party pays the Duchess a visit and helps her to make a decision about how she and the Duke should proceed.

Encounter Ten: "The Brotherhood Strikes Back" or "The Royal Guard" - Based on their discussion with the Duchess, the party is either set upon by a Scarlet Brotherhood elite enforcer group or a group of Royal Guardsmen attempting to arrest them.

Encounter Eleven: An Interview with a Duke – In which our party finally meets face to face with the Duke and has the opportunity to sway him.

Preparation for Play

You need to read the background information thoroughly and then read through all the encounters and understand what triggers them. This is not a linear module and the PCs could easily take off in directions that were unanticipated, or even if they were anticipated, not at the time that they do it. It is your job as the judge to react appropriately given the knowledge of what all the NPCs' motivations are and given the knowledge of which actions will trigger which reactions.

You will also be presented with clever questions and clever ideas throughout the course of the module. It is your job as the judge to be able to react quickly and reasonably to these situations. The more you understand the background of the module, the better you will be prepared to do so. You as the judge have a lot of flexibility when running this module. Change the timing of encounters around as you see fit to deal with the actions of the PCs. Withhold or present information as you see fit to help move the PCs along. Don't make things too

easy for them, but don't allow them to bog down and get frustrated either.

One thing to keep in mind if you are running in a restricted time slot, such as at a convention or a gameday, is that the module can very easily run long. If you allow the PCs to wander too far during the investigation portion of the module, you will run over your allotted time. A good rule of thumb for completing the mod on time is to try to conclude the investigation along with Encounters Four A or D, the thugs, and Four C, the trap within three hours. By that time, the PCs should be moving on to dealing with Lum Keleb's butler if the module is to end on time.

There is also another important note. Throughout the module, once the PCs have openly contacted any party involved in the goings on (good, bad, or otherwise), the Scarlet Brotherhood will be keeping tabs on them. People working for them on the streets will be given the word to report back any activities. There are so many folks in Oldred who will be watching the PCs that it will be impossible to pick out any particular individuals as specifically observing them. You can tell the PCs that they constantly feel as though they are being watched no matter what they do and where they go. If they took some particular precautions before visiting any of the parties, they can put this off for a while, but it will eventually happen as they become involved.

Also, any encounters with operatives of the Brotherhood will also include two (separate) spies hanging back and reporting the outcome of all operations. The PCs might be able to pick up these spies with a DC 45 Spot check, but if they are spotted, they will bolt in separate directions. Even if the PCs manage to catch them, other operative or "innocent" bystanders will be happy to report what happened to people willing to pay enough.

The net result is that as the module goes along, the Scarlet Brotherhood should become more and more aware of the parties capabilities and should use their buff spells accordingly in the final combat, should it come to that.

Finally, the encounters in the module can be very deadly. Especially if too many of them occur in the same day. There are guidelines and triggers in the modules for when combat encounters will occur. Use them as guidelines, but adjust as you see fit. And don't be afraid to suggest to the PCs that they rest before pushing on if they have already taken two encounters and are about to trip a third in the same day. They have seven days to complete their investigation. At that time, or whenever they finally talk to the Duke, Rel Mord will fall and the module will end. Even with extra rest, that should be plenty of time in game to complete the investigation.

Introduction

Individually or separately, a young woman named Yvren Young approaches the PCs. She will find them wherever they may be.

☛ **Yvren Young:** Female half-elf Exp2/Brd1.

She will introduce herself as a "neutral third party" that has been sent to hire the PCs to investigate the current situation in Oldred.

Things she knows:

- The PCs are being hired to find out what is really going on in Oldred and to return to her with the information.
- They are not prohibited from telling others what they learn as long as they report the full story to her.
- She will be waiting in Wragby to hear from them. They should meet her there in seven days.
- Assuming she doesn't find them all together, she will indicate that they should meet up outside the gates of Oldred with a number of other adventurers who have been hired for the same job.
- The person she was hired by declined to give her a name, but she recognized her as a local thief from Wragby. She does not know the name of the woman who hired her nor does she know her to have any particular affiliations.
- She knows that Navy was pulled out Oldred five months ago.
- She knows that Pirate activity has been at an all time high ever since.
- She also knows that kidnappings (probably for slavery) have also been sharply on the rise in the last five months.
- She has heard that the King is rumored to be mounting a force to come "deal" with the "Oldred problem." (Currently false)
- She has also heard that the Duke seems to not be doing anything to stem the tide of piracy. (Mostly true)
- She is authorized to offer 50 gp x APL per person. She has not been authorized to barter for more.
- She will pay the PCs up front as a sign of trust.

Treasure:

APL 6: Loot – 0 gp, Coin – 300 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 400 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 500 gp, Magic – 0 gp.

APL 12: Loot – 0 gp, Coin – 600 gp, Magic – 0 gp.

APL 14: Loot – 0 gp, Coin – 700 gp, Magic – 0 gp.

APL 16: Loot – 0 gp, Coin – 800 gp, Magic – 0 gp.

Development: If the PCs choose to investigate who is actually hiring them instead of accepting the mission, they will spend a week's time and will eventually be able to trace the job back through three parties to Lady Farenne of Shining White. However, if they do this, the week will have expired on the Duke who will have made his decision to throw in with Sewarndt and the Scarlet Brotherhood and the adventure will be over for the PCs.

Encounter One: The Gates of Oldred

Adapted from the same encounter in a High Price to Pay.

Your group reaches the northeast gates of Oldred just before noon. At the gates there is a group of city watch guards, they are carefully watching the various people entering the gates, and are stopping nearly everyone who is carrying weapons. When you reach the gate a guard explains that all weapons of longsword size or longer must be checked, and locked in a nearby heavily guarded shed.

Characters who are allowed to freely carry weapons in Nyrond do not need to check their weapons, but they must have appropriate campaign documentation. Otherwise all weapons larger than a light weapon will be required to be checked.

However, the PCs will need their weapons inside the city and they should be allowed to get around the gate, in one manner or another, even if they are not members of an appropriate meta-org. It is up to the PCs though to come up with a good plan. And bribery, if done subtly will work. Guards don't exactly get paid a lot, so even as little as 20 GP per character should work as a bribe. Of course, they'll try to get more, but will eventually settle for that little if played out well.

In the rare event that the PCs should enter the city without their weapons and choose not to buy new weapons inside the city, then you should do your best to guide them towards Encounters Three A and Four A, where they can possibly get some loaner weapons.

Encounter Two: Where to Start?

First off, if the players haven't done so already, you should encourage them to discuss with each other the modules they have played that might relate to Oldred. Unless they have a reason not to do so, they would be wise to fill each other in on what they know about the city. Additionally, you should encourage them to look through the favors that their characters might have. They

might very well come in handy later in addition to helping them get started.

These actions will generally point at least one of the players toward the Vardushi Villa (Encounter Three A) or the Bayfield Manor (Encounter Three C) based on previous dealings with one or both.

Alternately, some players may want to head directly to the Sea Wench having played in Run Up the Colors or may just wish to start out by gathering information. In either case, this will lead them to Encounter Three F: The Local Taverns.

While those are the three most likely starting places, you never know what the players might think of and you should give them free reign. It's possible they will head off toward one of the other locations listed as a subsection of Encounter Three. It's possible they might head toward the temples. It's also possible they will head off in an entirely uncharted direction. In which case, play along, give them any information you think might be pertinent and ask them "what next?"

By the way, it is quite possible the PCs will attempt to visit Drusilia's Darlings if they are familiar with it. Sadly, they will find it has been closed down and now just a dead end.

In any event, you should eventually try to steer them back onto the more scripted path if they stray too far. While it can be fun to make things up on the fly, the slot probably has a time limit and there are encounters that they PCs will need to face if they wish to complete the adventure.

Encounter Three A: The Vardushi Villa

Notable Personalities:

🔱 Elmain Vardushi, Knight of the Realm: Male Human Rog8/Spy4.

🔱 Lady Celstinesa Vardushi, Elmain's Wife: Female human Ari6/Clr4 of Rudd.

🔱 Margus Vardushi, Heir: Male Human Rog6/Spy1.

🔱 Annia Vardushi, Daughter: Female human Clr5 of Norebo.

🔱 Rolondo Vardushi, 2nd Son: Male human Rog2/Ftr1.

🔱 Caterina Vardushi, 2nd Daughter: Female human Rog1/Clr1 of Rudd.

🔱 Ryn Lynchly, Enforcer: Male half-elf Mnk8.

🔱 Nalef Vandice, Shipping and Receiving Management: Male human Exp4/Ftr2.

🔱 Lyylian Ferrau, Bookmaking: Male human Exp6.

🦄 Rocco Vardushi, Elmain's Brother and Consigliore: Male human Ftr4/Brb2/Rog2/Exp2.

🦄 Valtont Vardushi, Elmain's Brother: Male human Rog3/Rgr4.

🦄 Asham Longfingers, Director of Street Operations: Male halfling Rog 7.

🦄 Anwyn Voleiir, House Manager: Male elf Brd6.

After using either a Diplomacy check (DC 10 + APL) or by one of the PCs having helped the Vardushi's in the past (NMR3-01 Xerbo's Fury, NYR4-So1 A High Price to Pay, etc.), they will get in to see Rocco Vardushi (escorted by Anwyn).

This is truly a role-play encounter. If the PCs deal nicely with Rocco and indicate that they are working against the SB/Torbaas', then he will offer to give them information about what is going on. Here are some things he can share.

- The Torbaas Family has moved in over the past two years.
- Someone, most likely the Torbaases but definitely the Scarlet Brotherhood, has been behind attempts to get the other families to in fight. This disruption made it easier for the Torbaases, and likely the Brotherhood, to make headway.
- The Scarlet Brotherhood was definitely behind the death of Rocco's youngest nephew (at which point he will get very upset for a while).
- After a period of frantic meetings when the Navy was pulled from Oldred, the Duke has since shut down all visitations and has not made a public appearance in the last three weeks (this should make the PCs suspicious that something has happened to the Duke).
- Pirate activity, definitely backed by the SB, has increased dramatically since the Navy pulled out. In attempting to punish the Duke for his lack of actions, the King may very well have made matters worse.
- The SB backed pirates have made it very difficult to get even smuggled goods out of Oldred, but they have not managed to completely shut down the Vardushi's operations. They have some very well armed and fast ships, plus some friends among the privateers.

Also, as gesture to win the PCs trust, he will send them to see the weapon smuggling operation (Encounter Four A). If the PCs already have the note from Encounter Four C and show it to him, he will ask for it so that his family may use it for evidence. In this case, he will try to trade information about the smuggling operation for the note, but will ultimately desire the PCs trust more. He

feels that they could be the wildcard that help tip the balance.

If they indicate in anyway that they are on the side of the SB, he will not deal with them and will ask them to leave.

Encounter Three B: The Caerizar Estate

Notable Personalities:

🦄 **Kolir Caerizar:** Male human Suel Ftr5/Clr2/Blackguard3 of Pyremius.

🦄 **Athary Caerizar, Kolir's wife:** Female human Suel Ari1/Exp5/Asn1.

🦄 **Iana Caerizar, Disenchanted Daughter:** Female human Suel Brd3/Clr3 of Lydia.

🦄 **Ivor Caerizar, Heir and Consigliore:** Male human Suel Ari4/Rog2.

🦄 **Saila Caerizar, 2nd Daughter:** Female human Suel Ari1/Rog4.

🦄 **A'Mic Tael, Head of Security:** Male Drow elf Rog5/Bbn1/Asn3.

🦄 **Admor Taedgamed, financial operations:** Male human Suel Exp7.

🦄 **Obo Toradan, shipping operations:** Male human Ftr2/Exp4.

🦄 **Ardrin Uhase, "protection":** Male human Suel Mnk5/Ftr2.

🦄 **Rabbit, matron of the houses:** Female human Clr1 /Exp7/Lash1 of Pyremius.

The front gates will be guarded by warriors who will ask the PCs their business and then turn them away unless they have a note from a family member. PCs will not be able to get into see the Caerizars on the first trip. To get in, they will have to find a family member to sponsor them.

A Knowledge (local) DC 30, will let them know that one of the priestesses of Lydia in town is a family member (Iana) who might be approachable. This can also be garnered through a Gather Information roll that is specifically targeted at finding information about the Caerizars (DC 12 + APL). If they pursue this lead, see Encounter Four B.

If the PCs manage to get Iana to give them an in, they will discover quickly that the Caerizars are only interested in seeing how the PCs can help them.

Kolir and Athary will both speak with the PCs. They will not be forthcoming with information. However, if the PCs indicate that they are working against the

Brotherhood, the Caerizars will suddenly feed them a bunch of bogus information (Sense Motive DC 30) about the Brotherhoods operations and locations. They will then attempt to make contact with the Brotherhood and will use this information to help barter a deal.

If the PCs actually indicate that they are working to help the Brotherhood, then the Caerizars will become somewhat chummy and will indicate that they cannot really help, but that if there were any way they could put in a good word for them, it would not go without being repaid.

Encounter Three C: The Bayfield Manor

Notable Personalities:

- ☞ **Natania Bayfield:** Female human Brd2/Rog7.
- ☞ **Arton Narwel-Bayfield, Natania's husband:** Male human Rog6.
- ☞ **Reld Judsen, Chief of accounting:** Male human Exp7.
- ☞ **Lyle Lightfingers, street operations:** Male halfling Rog8.
- ☞ **Seraphina Laddertopper, second story operations:** Female halfling Rog5.
- ☞ **Drusilia Nailo, mistress of the house:** Female half-elf Brd6.
- ☞ **Zook "spigot" Turen, chief of brewing:** Male gnome Exp5.

Getting into the Bayfield Manor is similar to the Vardushi's. A good Diplomacy check (DC 10 + APL) or the PCs having helped them before (NYR4-02 In the Streets of Oldred) will get them inside.

The Bayfield estate is in something of a state of chaos. There is a lot of activity as the Bayfields are packing and moving much of their assets. Many of their physical assets are being moved out of the city for safekeeping. Other assets are being more widely distributed within the city to help keep them from being hit in one easy strike. While the latter is typical of the Bayfields, the estate has usually escaped such movements.

The Bayfields are reeling and the Vardushi's have too much on their own hands to really help. They are very happy to work with the PCs and will let them know everything they do know about what is really going on in Oldred.

- The Torbaas Family has moved in over the past two years.

- Someone, most likely the Torbaases but definitely the Scarlet Brotherhood, has been behind attempts to get the other families to in fight. This disruption made it easier for the Torbaases, and likely the Brotherhood, to make headway into the city.
- The Scarlet Brotherhood was definitely behind the poisoning of their gnomish liquors.
- The Torbaas family is VERY well funded.
- All indications are that they are a front for the SB.
- However, real proof has been hard to come by.
- The Vardushis are paying well for any real proof.
- After a period of frantic meetings when the Navy was pulled from Oldred, the Duke has since shut down all visitations and has not made a public appearance in the last three weeks (this should make the PCs suspicious that something has happened to the Duke).
- Pirate activity, most likely backed by the SB, has increased dramatically since the Navy pulled out. In attempting to punish the Duke for his lack of actions, the King may very well have made matters worse.
- Real trade in and out of the city by water has become increasingly risky and troublesome. Although it doesn't seem to be bothering the Torbaas family who have been prospering.
- Whether or not the SB is behind the Torbaases, and at this point it is little more than an open secret, the SB has definitely been active in Oldred.
- They constantly rotate their base of operations (almost monthly) so as not to be easily pinned down.
- The Bayfields know where the most recent base is and will tell the PCs if they agree to help in the situation (see Encounter Four C).
- If they choose not to help, the Bayfields will send a note to the Royal Guard indicating that the PCs may be working with the SB.
- Drusilia's Darlings has been shut down due to the backlash from the poisoning and the generally weak state of the family.

Encounter Three D: The Torbaas Estate

Gate guards at the front of the estate will meet the PCs. The PCs will not be able to get in to see the Torbaas family, no matter what story they give. Any attempts to sneak in will be thwarted by DM caveat. However, even

approaching them will result in a group of SB enforcers being sent to deal with them (Encounter Four D).

Encounter Three E: The Duke's Palace

If the PCs can make a diplomacy check (DC 16 + APL) they will be able to get into see the Chancellor. The PCs can make a petition once per day and up to four times during the course of the adventure before they are simply turned away on sight. Alternately, if they can show that they have any proof of danger to the Duke (i.e. the note from Encounter Four C), they can lower the DC of the Diplomacy check to 10.

In the event that they should fail all diplomacy attempts and never get in to see the Chancellor, have Elwyn seek them out wherever they are staying and run Encounter Four E there instead.

 **Chancellor Rennast Carnivern:** Male human Oeridian Ftr5/Exp3/Rog10.

Chancellor Carnivern is a good ten years older than the Duke and has been serving him since his teens. He is a very trusted and loyal servant to the Duke and asking around would uncover this information easily. Of course, rumors always abound, so feel free to play on the PCs paranoia.

The PCs will first be asked to wait in a comfortably appointed room with food and drinks provided upon request. They will be told that no magical items, no weapons, and no spell component pouches will be allowed in the audience chamber. All equipment will be guarded and kept in the waiting room. This may cause some players to refuse to go forward. Again, feel free to play on their paranoia by asking if they really want to split the party.

After about an hour's wait, they will be lead into a meeting room with the chancellor. A shady looking character (Jaenard, the head the Duke's intelligence staff) along with a half dozen well-armed guards attend the chancellor. The room is warded against all forms of scrying and is dimensionally anchored. Additionally, there is a greater dispelling screen (caster level 18) in the doorway to the room that PCs must pass through to enter. Jaenard is a wizard and will have *detect magic* up when the PCs enter. He will scan them as they approach and inform the Chancellor if any of the PCs radiate magic.

Also, any spells, spell-like abilities, or supernatural abilities that are triggered in the room will cause the person doing so to glow blue. Any spell casting by the PCs without permission will immediately result in more guards being called and the audience being ended. In this event, the Duchesses Lady in Waiting will have to think on her feat and act fast to be able to meet with the PCs who will be being escorted out of the palace.

The chancellor will listen to their information and will ask to see (and keep) any proof they might have (which should be very little). He will then inform them that the Duke is doing quite well, but that he is not seeing anyone currently.

He is willing to chat with the PCs for a short while and answer some general questions, but he will not give away any detail about the Duke's current situation. He knows quite a bit about most things that are currently going on in Oldred. Of course he doesn't know everything, but he is probably the best-informed person in Oldred outside the Duke himself. Below are a few specific pieces of information he has. He will not part with anything other than that the Duke is alive and healthy, but it's important to know what he knows when dealing with the PCs.

Information he will share readily with the PCs:

- The Duke is fine and healthy.
- The Duke is extremely busy and is simply refusing to see anyone.

Information he will not share with the PCs, but is here to help the judge understand what the Chancellor knows:

- The SB has approached him with an offer to work with them against the King.
- This offer has been confirmed and extended by Prince Sewarndt, his childhood friend, who intends to take Nyronnd and would like the Duke on his side.
- They have offered to allow him to "rule" Oldred and the surrounding lands for his assistance.
- The Duke is in a quandary about what to do. Both from a moral position and from a position of power. If the coup attempt succeeds, he would be in a great position. Assuming he can trust the SB and they don't then turn on him. If it fails and he helped, his life would be forfeit.
- No amount of cajoling, threatening, or diplomacy will get the PCs into see the Duke at this time.
- If truly pushed, he will promise the PCs that he will ask the Duke if he is willing to see them, but he warns that he knows the Duke will say no.

When you believe that the PCs have asked enough questions, have the Chancellor end the meeting and send them on their way.

The PCs ultimate mission is to help the Duke decide how he should act, but they should not know this at this time. However, the PCs' visit has caught the attention of the Duchess and as they leave, proceed to Encounter Four E: A Lady in Waiting.

Encounter Three F: The Local Taverns

After making a number of Gather Information checks, the PCs will find themselves at the Sea Wench. The actual scores of the Gather Information checks are somewhat irrelevant. Despite the roles, the PCs will get some general information about Oldred (fill the PCs in as necessary about the background information on Oldred). Eventually, they will end up at the Sea Wench.

The Sea Wench is a lively drinking establishment near the docks that tends to cater to a fairly rough crowd. Although of late, they have become more a haven for privateers and disdain to allow any pirates known to be working for the SB into the establishment. To the PCs though, unless they have reason to know otherwise, it simply looks like a room full of pirates.

This is meant to be a role-play encounter with Pirates “loyal” to Nyrond. That is to say, the SB is causing them more problems than the King. Play up the fact that it seems to be a dangerous place and that asking too many questions in this place could get the PCs killed. Have whoever is taking the lead on talking at the table make some diplomacy checks (others can assist, but not role separately, if they so choose). No matter what the result, have a particularly large half-orc pirate, Ungrock, get “insulted” and draw his falchion. The rest of the establishment should also stand and draw weapons at this point, looking like they are going to back the half-orc. The PC who insulted Ungrock should be allowed a Sense Motive check (DC 18) to see a twinkle of humor in the half-orc’s eye. Ask the party what they do.

♣ **Ungrock:** Male half-orc Brb18; Str 28; Height: 7’ 2”; Weight: 380 lbs; *ring of mind blank*.

If the party doesn’t immediately attack, have the half-orc start laughing loudly and slap the focal PC on the shoulder. He’ll say he was just having some fun and will buy them a round. And then he’ll tell them that they ought to be careful about asking the wrong sorts of questions in town. At this point Alek, the first mate of the Renegade (Black Shayna’s ship) will come forward. If he recognizes any of the PCs from NYR3-08 Run up the Colors and they don’t have “Black Shayna’s Grudge,” he will immediately offer to take them elsewhere to discuss “things.” If he doesn’t recognize any of them, he will “take their measure” and will then offer to them elsewhere to discuss “things.”

If the PCs react violently, Alek will leap onto a table (going second in the round no matter what) and will yell for all to stop. The pirates will stop immediately and the half-orc will say “I was only funnin’ them!” If the PCs persist in attacking, have the pirates attack back in ever increasing numbers until the PCs are forced to run with their tail between their legs or get killed outright. Use the NPC stats for 4th-16th level fighters and barbarians

from the DMG (pages 113-116). If the PCs back down, then run Alek the same as above.

In any event, assuming the PCs didn’t continue the fight, this should lead them to Encounter Four F.

Encounter Three G: The Thieves’ Guild

This particular avenue of information is only available to members of the Oldred Thieves’ Guild. While the Thieves’ Guild is really just another name for the three families of Oldred, only those PCs that actively belong to the Oldred Thieves’ Guild meta-org are permitted in this encounter - and no other PCs will be allowed to come along.

Assuming that the PCs present themselves as being against the Brotherhood, the Guild, who are better informed than anyone in Oldred and who would like very much to see the SB stopped, will happily inform the PC of all the SB activity in the city and how it is cutting into their business. If the PCs in anyway indicate that they might be pro SB, then they will get no information, will be kicked out of the Guild, and will be asked to leave immediately. Additionally, they will be reported to the Royal Guard Watch-Captain as pro-Brotherhood sympathizers.

The Guild as a whole is not happy at all and wishes to cause the Scarlet Brotherhood harm. Feel free to answer any questions the PCs might have about the Scarlet Brotherhood or any of families (this is another way to find out about Iana). They do not know much about the Duke though, nor do they know anything about the deals that are being brokered. Unfortunately, other than background info, they don’t have much else to offer.

Worse yet, there is indeed at least one spy in the Guild, and the PCs have now been marked by the SB. This is one of the ways to trigger an assassination attempt by the Brotherhood (see Encounter Four G: Stalked).

Encounter Four A: Smugglers

In this encounter, the PCs will visit a warehouse where the Vardushis are working with an agent of the King to smuggle arms into Onnwal in order to help the liberation army.

The PCs will have been given a sealed note by Rocco indicating that they should be shown around, but that it is ultimately at the discretion of the King’s man, Vern Keil, how much he wants to reveal. The note is only sealed as a test of the PCs honesty. If the seal has been broken, Vern will reveal nothing and will send the PCs on their way. If the seal has not been broken, he will let the PCs know that he is an agent of the king and that the Vardushis are working with him on a mission of foreign aid.

☛ **Vern Keil:** Male human Ftr3/Rog3/Vig10.

Otherwise, if the PCs can succeed at a Diplomacy check (DC 15 + APL) or if the PCs possess any royal favors (including things like the Hero of the Realm), then Vern will describe the entire operation and show them the goods. This conversation takes place in the upstairs office (there is no office on the ground floor).

Just as the first PC sets foot off the bottom step coming back down from the office, the back door will burst open and a group of SB enforcers will attack. They are here to shut down this “illegal” operation.

There is no surprise round, but if any PC says they were specifically watching out the office window, which is difficult as Vern is sitting in front of it, then they should be given a DC 20 + APL spot check to notice the thugs coming two rounds before they burst open the door. Otherwise, simply roll for initiative when the door bursts inward. Vern will not take place in the combat. He will move toward the other door and should things go bad for the PCs, he will slip out the door and disappear.

APL 6 (EL 8)

☛ **Scarlet Brotherhood Thug (4):** hp 35; see Appendix One.

APL 8 (EL 10)

☛ **Scarlet Brotherhood Thug (4):** hp 57; see Appendix Two.

APL 10 (EL 12)

☛ **Scarlet Brotherhood Thug (4):** hp 85; see Appendix Three.

APL 12 (EL 14)

☛ **Scarlet Brotherhood Thug (4):** hp 107; see Appendix Four.

APL 14 (EL 16)

☛ **Scarlet Brotherhood Thug (4):** hp 141; see Appendix Five.

APL 16 (EL 18)

☛ **Scarlet Brotherhood Thug (4):** hp 165; see Appendix Six.

NOTE: These are the same thugs from Encounter Four D. They can only be encountered once. Whichever encounter happens first, the other will not. If they have already encountered them here, the King's man will simply show them around and then send them on their way. In this event, the invisible stalkers from Encounter Four G will set upon the PCs assuming they have not already encountered them as well.

Treasure:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- *bracers of armor* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- *bracers of armor* +1 x4 (83 gp each), *cloak of resistance* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +1 x4 (83 gp each), *cloak of resistance* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +2 x4 (333 gp each), *cloak of resistance* +1 x4 (83 gp each), *gloves of dexterity* +2 x4 (333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +3 x4 (750 gp each), *cloak of resistance* +1 x4 (83 gp each), *gloves of dexterity* +2 x4 (333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +2 x4 (667 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +3 x4 (750 gp each), *cloak of resistance* +2 x4 (333 gp each), *gloves of dexterity* +4 x4 (1333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +2 x4 (667 gp each).

Assuming the PCs beat the thugs, Vern will continue with the tour before informing the PCs that it's time for him to move the operation again. The crates are all full of normal and masterwork weapons. If for some reason, the PCs manage to not bring all of their weapons into town with them, Vern will offer to loan them a masterwork version of any weapon they had on their character sheet. Otherwise, he is willing to loan any PC a masterwork weapon that is listed in the Player's Handbook. All weapons will be returned at the end of the adventure.

Encounter Four B: The Temple of Lydia

A good knowledge (local) or Gather Information check may have led the PCs here. However, Iana is not particularly interested in helping the PCs or talking about her family. In fact, unless they have temple business or business with the theater she manages, then she will simply ask them to leave and to leave her be.

There are a couple of exceptions though. A fellow priest or priestess of Lydia can make a Diplomacy check (DC 10 + APL) to get her to tell them about her family and why she wants nothing to do with them (basically they aren't nice people). It's also possible that the PCs may be able to barter a valuable book (temple business) for the

same information. Donating the book will get her to write them a letter of introduction to the family that will allow them to get into the estate to talk to Athary or Ivor.

Encounter Four C: First Trip to the Undercity

The PCs will have been sent here to only find an abandoned base. The front door is locked with a very nice lock (DC 25 + APL), but other than that, the rest of the doors are unlocked and they may search the building thoroughly (see map). Only the office has anything left at all; a nasty little surprise and a couple of clues.

The office has a broken desk (one leg broken and leaning) shoved into a corner with a similarly broken chair on top of it. The chair is positioned such that it has to be moved to open the drawers. The trap itself is on the chair.

NOTE: If the PCs attempt to remove the chair from the office (disabled or not), the chair (and the trap) will simply fall apart as it passes the doorway (mechanics to come, but it should not be allowed to be used by the PCs as and will not be counted as treasure).

APL 6 (EL 7)

✦ **Inflict Critical Wounds Trap:** CR 7; magic device, touch trigger; automatic reset; Atk +8 touch; Spell effect (empowered *inflict critical wounds*, 11th-level cleric, $4d8+11$ * 1.5 damage, DC 16 will save half damage); Search DC 31; Disable Device DC 31; Cost: 60,000 gp, 4,800 XP.

APL 8 (EL 9)

✦ **Inflict Critical Wounds Trap:** CR 9; magic device, proximity trigger 15 ft. (*alarm*); automatic reset; Atk +8 ranged touch; multiple targets (two closest targets within 30 ft.); Spell effect (*inflict critical wounds* (reach), 11th-level cleric, $4d8+11$ damage, DC 16 will save half damage); Search DC 31; Disable Device DC 31; Cost: 33,000 gp, 2,640 XP.

APL 10 (EL 11)

✦ **Harm Trap:** CR 11; magic device, touch trigger; automatic reset; Atk +10 touch; Spell effect (*harm*, 11th-level cleric, 110 damage (will not drop a character below 1 hp), DC 19 will save half damage); Search DC 31; Disable Device DC 31; Cost: 33,000 gp, 2,640 XP.

APL 12 (EL 13)

✦ **Harm Trap:** CR 13; magic device, touch trigger; automatic reset; Atk +10 touch; Spell effect (*harm*, 13th-level cleric, 130 damage (will not drop a character below 1 hp), DC 19 will save half damage); Search DC 31; Disable Device DC 31; Cost: 39,000 gp, 3,120 XP.

APL 14 (EL 15)

✦ **Harm Trap:** CR 15; magic device, proximity trigger 15 ft. (*alarm*); automatic reset; Atk +12 ranged touch; Single target (closest target within 30 ft.); Spell effect (*harm* (reach), 15th-level cleric, 150 damage (will not drop a character below 1 hp), DC 19 will save half damage); Search DC 33; Disable Device DC 33; Cost: 60,000 gp, 4,800 XP.

APL 16 (EL 17)

✦ **Harm Trap:** CR 17; magic device, proximity trigger 15 ft. (*alarm*); automatic reset; Atk +12 ranged touch; Single target (closest target within 30 ft.); Spell effect (*harm* (reach), 17th-level cleric, 170 damage (will not drop a character below 1 hp), DC 19 will save half damage); Search DC 33; Disable Device DC 33; Cost: 68,000 gp, 5,440 XP.

The Clues:

- The first is a note (Player Handout #1). It is shoved way back at the back of the drawer (Search DC 12) where it got caught and crumpled. And hence the reason it got left behind. It says, "Agent inside the palace indicates progress being made with the Duke." The agent inside the palace is none other than the Duchess. This note is about four weeks old and penned by her contact. The Duchess has been sending other notes since indicating things are going well, but the Scarlet Brotherhood has actually seen no progress. This has caused them to become suspicious. This is one reason why they have been stopping all of the "Duke's" envoys going to Lum.
- The will also find a broken medallion. It is broken as if snapped in half. Only half of it is here. It has arcane symbols and a Spellcraft check (DC 12 + APL) will indicate that it is a keyed teleportation disk. You snap it in half to activate it. They recovered this for informational purposes only. They are trying to court Lum, a local priest of Hextor (see Encounters Five, Six, and Seven), and wanted as much information as possible. This particular piece led them nowhere. However, the medallion can still be useful as it can be presented to the Blood Golems to cause them to allow the PCs passage. It can be doubly useful if the PCs present it to Lum and tell them where they found it. He will be very interested to know that they are trying to get information about him.

Encounter Four D: Obligatory Thug Attack

If the PCs attempted to contact the Torbaas family.

APL 6 (EL 8)

✦ **Scarlet Brotherhood Thug (4):** hp 35; see Appendix One.

APL 8 (EL 10)

🗡️ **Scarlet Brotherhood Thug (4):** hp 57; see Appendix Two.

APL 10 (EL 12)

🗡️ **Scarlet Brotherhood Thug (4):** hp 85; see Appendix Three.

APL 12 (EL 14)

🗡️ **Scarlet Brotherhood Thug (4):** hp 107; see Appendix Four.

APL 14 (EL 16)

🗡️ **Scarlet Brotherhood Thug (4):** hp 141; see Appendix Five.

APL 16 (EL 18)

🗡️ **Scarlet Brotherhood Thug (4):** hp 165; see Appendix Six.

NOTE: These are the same thugs from Encounter Four A (use the Encounter Eight map). They can only be encountered once. Whichever encounter happens first, the other will not. In this event, the invisible stalkers from Encounter Four G will set upon the PCs assuming they have not already encountered them as well.

Treasure:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- *bracers of armor* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- *bracers of armor* +1 x4 (83 gp each), *cloak of resistance* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +1 x4 (83 gp each), *cloak of resistance* +1 x4 (83 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +2 x4 (333 gp each), *cloak of resistance* +1 x4 (83 gp each), *gloves of dexterity* +2 x4 (333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +1 x4 (167 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +3 x4 (750 gp each), *cloak of resistance* +1 x4 (83 gp each), *gloves of dexterity* +2 x4 (333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +2 x4 (667 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 x4 (333 gp each), *bracers of armor* +3 x4 (750 gp each), *cloak of resistance* +2 x4 (333 gp each), *gloves of dexterity* +4 x4 (1333 gp each), *potion of bull's strength* x4 (25 gp each), *ring of protection* +2 x4 (667 gp each).

Encounter Four E: A Lady in Waiting

The Duchess has sent her lady in waiting to address the PCs as they leave the palace. She will intercept them in the hallways of the palace and invite them into a dining room (with food) to discuss a matter with her.

🗡️ **Elwyn, Duchess Lehiidi's Lady in Waiting:** Female human Suel Mnk6/Exp2.

After introducing herself, she will explain that the Duchess has sent her to speak with them. She indicates that the Duchess would like to know where there loyalties lie in matters involving Nyronnd.

In either case, she will ask them to do the Duchess a favor. And also in either case, she will indicate that the Duchess' loyalties are in line with the PCs and that the favor is intended to help.

The Duchess wants the PCs to help bring the Priest of Hextor, Lum Keleb, onto her side. **She will not tell the PCs that Lum is a Hextorite**, but will indicate that he is powerful and dangerous. She will tell them that he is not a "nice" person and that she knows that they are being asked to help broker a deal with the devil. However, the Duchess feels that in such a place and in such a time, help must be garnered from wherever it is available.

Previous attempts to contact him have resulted in dead emissaries. The emissaries were actually killed in by the SB, in gruesome manners, but the Duchess does not know it was her fellow Brotherhood members who stopped them. The Duchess is hoping that a group of outside adventurers can succeed where known members of the palace failed.

Assuming the PCs question her, she knows quite a bit about everything the Duchess knows. However, she will only tell them as much as she has to in order to get them to help. For most things of any real secrecy, she will simply state that she is not allowed to say (which is the truth).

This should send them to Encounter Five, where they will deal with Lum's butler.

Encounter Four F: Disgruntled Pirates

Ultimately, this is the same false lead as provided by the Bayfields, but is here to give the PCs a second way to find the used medallion and the note. It is meant to be redundant. It also could confirm the location given by the Bayfields (or vice versa) if the PCs have talked to both groups without going to the site. Of course, if they have already visited the hide out, they will already no it's a dead end.

Alek leads the PCs to another bar (actually an old warehouse that has been converted into a makeshift bar with no name) where they will meet with a small group of disgruntled pirates and privateers. Alek this group will give the PCs concrete information about the SB and how they are “recruiting” pirates to work for them. The fact that most of the pirates who have refused the SB have been killed will definitely come up. Those who have managed to escape or who have not been approached yet are considering going privateer, more for the safety than for any loyalty to the throne. They will also share any information they know that the PCs might ask about.

- The Torbaas Family has moved in over the past two years.
- Someone, most likely the Torbaases but definitely the Scarlet Brotherhood, has been behind attempts to get the other families to in fight. This disruption made it easier for the Torbaases, and likely the Brotherhood, to make headway.
- The Torbaas family is VERY well funded.
- All indications are that they are a front for the SB.
- The Vardushis are paying well for any real proof about the Torbaas family.
- After a period of frantic meetings when the Navy was pulled from Oldred, the Duke has since shut down all visitations and has not made a public appearance in the last three weeks.
- Pirate activity backed by the SB, has increased dramatically since the Navy pulled out. In attempting to punish the Duke for his lack of actions, the King may very well have made matters worse.
- Real trade in and out of the city by water has become increasingly risky and troublesome. Although the Torbaas family seems to be immune to the problem and have been prospering.
- Whether or not the SB is behind the Torbaases, and at this point it is little more than an open secret, the SB has definitely been active in Oldred.
- They constantly rotate their base of operations (almost monthly) so as not to be easily pinned down.
- Alek will tell the PCs about the most recent hideout of the SB. He does not know that they have moved yet. This tip will lead the PCs to Encounter Four C if they have not already been there.

Encounter Four G: Stalked

If the PCs have not triggered this attack directly by their actions above, then this encounter should be run when the PCs are returning from talking with the Priest of

Hextor. They will not encounter the stalkers twice unless they flee from them the first time. In which case, the stalkers will attempt to track them down again. Bring them back whenever it seems appropriate.

As this event can be triggered in a number of locations, there is no particular need for a map. Any generic street map can be used (however, keep in mind that they would not choose a location with small alleys where the PCs could hide). Similarly, if the PCs are tracked down by the stalkers while inside a building, you may ad-lib the dimensions of the room or rooms when the encounter finally occurs.

By their nature Invisible Stalkers almost always attack with the element of surprise. However, characters with high spot checks and/or listen checks may very well notice them as they approach and should be allowed to go in the surprise round, likewise characters or familiars with the ability to see invisible creatures. The stalkers still approach by skimming over the rooftops, so they will not be seen until just about to attack.

The DCs for both spot and listen should be 20 + the stalkers Hide or Move Silently score (as appropriate). Assume that they are taking ten on both skills. The extra 20 comes from being invisible and from flying respectively. The stalkers are intelligent and should act as such. They will likely focus attacks on characters that they see as a threat first. But the tactics are left up to the judge.

APL 6 (EL 8)

➤ **Advanced Invisible Stalker:** hp 78; see *Appendix One*.

APL 8 (EL 10)

➤ **Advanced Invisible Stalker (2):** hp 78 each; see *Appendix Two*.

APL 10 (EL 12)

➤ **Advanced Invisible Stalker (2):** hp 136 each; see *Appendix Three*.

APL 12 (EL 14)

➤ **Advanced Invisible Stalker (4):** hp 136 each; see *Appendix Four*.

APL 14 (EL 16)

➤ **Advanced Invisible Stalker (4):** hp 252 each; see *Appendix Five*.

APL 16 (EL 18)

➤ **Advanced Invisible Stalker (8):** hp 252 each; see *Appendix Six*.

Encounter Five:

The PCs will visit the home of the Priest of Hextor, Lum Keleb. It is in a nice neighborhood, but not to ostentatious (as that only invites thieves in Oldred). However, the Priest is not at home. In fact, he is in his temple in undercity. But his butler will meet with the PCs.

☛ **Doric Grain, Lum's butler:** Male human Rog8/Exp8 (Bluff 25).

Note: it is important that the PCs not know he is a Priest of Hextor until meeting him unless they make a very high Gather Information, Knowledge (religion), or Bardic Knowledge check (see below).

Lum has left instructions with the butler to contact him if approached by anyone on the Duke's, Duchess', or Brotherhood's business if they are polite. The butler will indicate that the "master" is out, but that he will attempt to arrange a meeting if they will come back later.

This is an opportunity for the PCs to attempt to Gather Information if they have not done so already. The DC to find someone who recognizes the name is 10 + APL. The individual they find will simply be terrified by the name and will only tell them that Lum is a very evil man. The DC to find someone who can actually identify Lum is DC 25 + APL. This individual will inform them that Lum is a powerful cleric of Hextor and that he should be avoided at all costs.

Alternately, if the PCs can make a DC 30 + APL Knowledge (religion) or Bardic Knowledge check (give Heironeans a +5), they may have actually heard of him and will know who he is. Otherwise, let them do as they will for the next three hours.

Assuming they come back later, Doric will then inform them that his master has gone missing. This is a lie (Bluff DC 45, take 10 and a +10 circumstance modifier for planning and practice). His master actually wants to test and trap them so has set the entire situation up. The butler will inform them that his sendings to his master have not been responded to and that he is concerned for his safety. His master was on a mission in the undercity and has not returned. He will tell them that the mission was to investigate a recently uncovered Flan temple. Doric will ask them to seek him out and will give them a medallion with which to indicate to his master that he has sent them.

PCs should recognize that the medallion is the same as the other one they found and may know that it is a teleportation disk. In which case, the butler will let them know that it is keyed to return the holder (only) to this house, which actually happens to be true. But more importantly, if the medallion is presented to the blood golems, it will allow the PCs to pass freely. The odds of them making this guess or assumption should be pretty slim though unless they managed to find out that Lum is

a Hextorite priest and then make the knowledge checks on the golems to know they are associated with the church of Hextor. Still, it could happen.

Note: If the PCs attempt to ask Doric for payment for seeking Lum, he will respond with the utmost of disdain and will inform them "an audience with Master Keleb is more than enough payment for this *favor!*" If they push, he will ask them to leave and module is effectively over unless someone can succeed at a Diplomacy check (DC 20 + APL) to get Doric to give them a second chance.

Doric will then give them directions to the "recently uncovered Flan temple" (the blood golem room, Encounter Six).

Encounter Six: Breaking and Entering

The room with the blood golems is completely covered in fresh, sticky, blood. There is no game affect as it is just meant to be creepy.

There is also a *permanent image* of a one-way illusionary wall separating the room. The wall also has a *programmed image* on it that reacts to things being thrown at it to make them look like they bounce to the floor at the foot of the wall or stick in the wall as appropriate. PCs do not get a Will save for interacting with the wall unless they approach it and touch it. The DC on the Will save is 23.

The golems are behind the illusionary wall and will attack as soon as someone approaches within ten feet of the wall (unless they are presenting one of the medallions). A Knowledge (arcana) check of DC 10 + HD can be made to recognize the golems as Blood Golems of Hextor. Likewise, a Knowledge (religion) check of DC 15 + HD can be made to recall that they are somehow associated to Hextor (although no additional information should be given).

At any point during the combat, the golems will cease attacking if a medallion is presented. They will not attack again unless the holder of the medallion leaves the room and someone subsequently reenters the room.

The wall that the door entering the room is in is also rigged to fall down, opening the entire hallway, with a break DC of 10. The golems will only break down the wall if everyone is attempting to hide in the hallway and fire at them. Otherwise they will stay in the room and attack anyone attempting to go past them. They will always attack the person farthest into the room. They are programmed not to let anyone through and are also programmed to attempt to focus damage. They will not follow PCs out of the room unless the PCs are actively attacking them. They will not sit still and be targets.

APL 6 (EL 8)

🔥 **Blood Golem of Hextor:** hp 130; see *Appendix One*.

APL 8 (EL 10)

🔥 **Blood Golem of Hextor (2):** hp 130; see *Appendix Two*.

APL 10 (EL 12)

🔥 **Blood Golem of Hextor (2):** hp 210; see *Appendix Three*.

APL 12 (EL 14)

🔥 **Blood Golem of Hextor (2):** hp 250; see *Appendix Four*.

APL 14 (EL 16)

🔥 **Blood Golem of Hextor (2):** hp 330; see *Appendix Five*.

APL 16 (EL 18)

🔥 **Blood Golem of Hextor (4):** hp 330; see *Appendix Six*.

The Blood Golem hit points are based on a full reservoir. Do not give them additional hit points (fast healing) during the combat. If the PCs manage to disrupt the reservoir, simply cut the remaining hit points in half.

Encounter Seven: A Law Abiding Citizen

Upon defeating the golems, the PCs will continue on and enter a fully decorated (make it up) temple of Hextor. Lum, the Priest of Hextor (Clr 20), will be sitting on a dais behind the sacrificial altar. This is a role-play encounter. If the PCs attack Lum, he simply teleports away (he has an item that will counter a dimensional anchor) and has the PCs arrested for Breaking and Entering and Assault.

Lum will point out that they have unlawfully broken into his temple and destroyed his property. If questioned, he will point out that he has a legal writ from the Duke to operate the temple (under strict guidelines of course) and that he legally owns the land where the temple is. All of this is true. He will suggest that he intends to press charges if the PCs cannot give him a good reason not to.

If the PCs insist that his butler sent them and that they had permission to enter, he will simply say it must have been a terrible misunderstanding, but that they still had no right to destroy his property. Especially when simply showing the guards his medallion would have allowed peaceful passage. He will never actually admit that he set the entire situation up, but will not go out of his way to truly hide it either; plausible deniability.

If the PCs role-play well though, they can bargain with him to drop the charges and to meet with the Duchess. The DCs are:

- 10 + APL to get him to drop the charges (he set them up after all).
- 16 + APL to get them to treat with the Duchess.

The DC increases by 5 if they destroyed the Golems. And it increases by 10 more if there are any Heironeans in the party. Drop the DC by 5 if the PCs present Lum with the used medallion and inform him truthfully of where they found it.

If they succeed at only the former, he will simply ask them to leave. If they succeed at both, he will tell them to inform the Duchess that he will be in contact with her.

If they completely fail the Diplomacy checks or refuse to treat with him, he will ask them to leave in a non-forgiving tone and will report them to the authorities and have them arrested. See the conclusion for information on how to handle this.

Encounter Eight: It's a Trap!

This encounter will be triggered whenever the PCs decide it is time to go back to see the Duchess. If they have already fought the blood golems and the invisible stalkers in the same day, you may want to suggest they rest before proceeding to the palace. Note that these devils have been called by the appropriate *planar ally* spell and are not summoned.

APL 6 (EL 8)

🔥 **Bearded Devil (Barbazus) (3):** hp 45 each; see *Monster Manual* page 52.

APL 8 (EL 10)

🔥 **Hellcat (Bezekira) (3):** hp 60 each; see *Monster Manual* page 54.

APL 10 (EL 12)

🔥 **Bone Devil (Osyluth) (3):** hp 95 each; see *Monster Manual* page 52.

APL 12 (EL 14)

🔥 **Barbed Devil (Hamatula) (3):** hp 126 each; see *Monster Manual* page 51.

APL 14 (EL 16)

🔥 **Ice Devil (Gelugon) (3):** hp 147 each; see *Monster Manual* page 56.

APL 16 (EL 18)

🔥 **Horned Devil (Cornugon) (2):** hp 172 each; see *Monster Manual* page 55.

Note: If the PCs handle this encounter too easily, judges discretion, have the final encounter occur immediately without going out of rounds. The Brotherhood's elite enforcers will arrive fully buffed and simply roll into the initiative order of the combat. Depending on the APL, the sorcerer will *dimension door* them in, or they will come around a nearby corner.

Encounter Nine: Never Keep a Lady Waiting

Duchess Lehiidi Coriner: Female human Suel Ari4/Mnk8, (Ring of counterspells (dimensional anchor), Freedom of movement (18th level caster), Ring of Teleportation (use activate twist the ring, which can be achieved in a grapple without a grapple check, although not if she is pinned), *death ward*, and *globe of invulnerability*).

Bodyguard: Male human (Suel) Mnk6/Ftr12.

The point of this encounter is to tell the PCs what is really going on. The Duchess will let the PCs know that she is the SB spy in the Palace. However, in the past year she has truly fallen in love with the Duke and only wants to do what is best for him.

The PCs job is to convince the Duchess that the outcome they would like to see (siding with the SB or the King) is in the best interest of the Duke. If the PCs want to support the SB, then she will help them convince the Duke of such. If they want to resist the SB and have the Duke be loyal, then she will assist them with that. They should role-play their position and then make a diplomacy check. However, The DC of the Diplomacy check is only 10 as she has mostly decided to do as they ask already, although you should have the PCs add up everything they have and ask if that's the best they can get even after they have beaten a DC 10.

Unless they somehow manage to fail at the DC 10 Diplomacy check, in which case, the mod is over, she will then tell them that she will arrange an audience with the Duke where they will both present their cases to him. However, they will have to return on the next day as it takes time to arrange a meeting with him. The PCs will probably get paranoid at this point and be concerned that something will happen to her, but she will insist that everything will be fine and she will be correct. A Sense Motive check of DC 15 will allow the PCs to see that she believes this to be true. The PCs will not be allowed to stay at the palace over night or escort her in any way.

Encounter Ten A: The Brotherhood Strikes Back

If the PCs are working against the SB, and the PCs have not already been assaulted by the elite enforcers after dealing with the devils that were sent, then they will be assaulted one last time by the forces of the Scarlet

Brotherhood in an attempt to keep them from talking to the Duke.

This encounter should occur on the way to the see the Duke at the palace (the day following the meeting with the Duchess). The Brotherhood enforcers will be fully buffed at the beginning of the combat. The buff spells should be based off what the PCs have been seen casting throughout the mod.

At higher APLs, the sorcerer will dimension door them right next to the PCs. Or at lower APLs, they will simply step out from around a corner. In either event, simply roll for initiative with no surprise round.

APL 6 (EL 9)

☛ **Suel Cleric:** hp 52; see Appendix One.

☛ **Suel Monk:** hp 43; see Appendix One.

☛ **Suel Sorcerer:** hp 31; see Appendix One.

APL 8 (EL 11)

☛ **Suel Cleric:** hp 66; see Appendix Two.

☛ **Suel Monk:** hp 73; see Appendix Two.

☛ **Suel Sorcerer:** hp 43; see Appendix Two.

APL 10 (EL 13)

☛ **Suel Cleric:** hp 80; see Appendix Three.

☛ **Suel Monk:** hp 93; see Appendix Three.

☛ **Suel Sorcerer:** hp 55; see Appendix Three.

APL 12 (EL 15)

☛ **Suel Cleric:** hp 94; see Appendix Four.

☛ **Suel Monk:** hp 113; see Appendix Four.

☛ **Suel Sorcerer:** hp 67; see Appendix Four.

APL 14 (EL 17)

☛ **Suel Cleric:** hp 108; see Appendix Five.

☛ **Suel Monk:** hp 146; see Appendix Five.

☛ **Suel Sorcerer:** hp 79; see Appendix Five.

APL 16 (EL 19)

☛ **Suel Cleric:** hp 122; see Appendix Six.

☛ **Suel Monk:** hp 168; see Appendix Six.

☛ **Suel Sorcerer:** hp 106; see Appendix Six.

Treasure:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- *amulet of health* +2 (333 gp each), *periapt of wisdom* +2 (333 gp each), *ring of protection* +1 x2 (167 gp each), *vest of resistance* +1 (83 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), bracers of armor +1 (83 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), periapt of wisdom +2 (333 gp each), ring of counterspells (333 gp each), ring of protection +1 x2 (167 gp each), vest of resistance +1 x2 (83 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), bracers of armor +1 x2 (83 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +1 (83 gp each), gloves of dexterity +2 (333 gp each), monk's belt (1083 gp each), periapt of wisdom +2 (333 gp each), ring of counterspells x2 (333 gp each), ring of protection +1 x2 (167 gp each), vest of resistance +1 x2 (83 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), amulet of natural armor +1 (167 gp each), bracers of armor +1 (83 gp each), bracers of armor +2 (333 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +1 (83 gp each), gloves of dexterity +2 x2 (333 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), lesser rod of empower (750 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +1 (167 gp each), ring of protection +2 (667 gp each), vest of resistance +1 x2 (83 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 (333 gp each), amulet of natural armor +1 (167 gp each), amulet of natural armor +2 (667 gp each), bracers of armor +2 (333 gp each), bracers of armor +3 (750 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +2 (333 gp each), gloves of dexterity +2 x2 (333 gp each), gloves of dexterity +4 (1333 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), ioun stone (pink; +2 Constitution) (667 gp each), lesser rod of empower (750 gp each), lesser rod of enlarge (250 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +2 x2 (667 gp each), vest of resistance +2 x2 (333 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +4 (1333 gp each), amulet of natural armor +2 x2 (667 gp each), boots of big stepping (933 gp each), bracers of armor +3 (750 gp each), bracers of armor +4 (1333 gp each), cloak of charisma +4 (1333 gp), cloak of elemental protection (83 gp each), cloak of resistance +2 (333 gp each), gloves of dexterity +2 (333 gp each), gloves of dexterity +4 x2 (1333 gp each), ioun stone of resistance (burnt orange; resistance +2) (667 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), ioun stone (pink; +2 Constitution) (667 gp each), lesser rod of empower (750 gp each), lesser rod of enlarge (250 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +2 (667 gp each), ring of protection +3 (1500 gp each), vest of resistance +2 (333 gp each).

Encounter Ten B: The Royal Guard

If the PCs have decided to side with the SB, the Royal Guard will have been tipped off and they will have to fight them. Assuming they can defeat them or otherwise get away, continue to the meeting with the Duke. If not, they are imprisoned as traitors. In either event, there will be repercussions, as even the Duke cannot shield them from the Royal Guard Watch-Captain. See the conclusion for how to deal with PCs that have broken the law.

If PCs choose this path, use generic NPC stats from the DMG as listed below. In any event, the PCs are not meant to win this combat, only to escape. Should they somehow manage to win, they will not be allowed to loot the bodies. More Royal Guardsmen (8) will arrive before they can loot and a third set (also 8) will then show up if they beat the second set.

All APLs (EL 19)

 **Watch-Captain Wendian Paradarn:** Male human Oeridian Ftr17; hp 157; see *Dungeon Master's Guide* page 117.

 **Guardsmen (5):** Male human Ftr12; hp 96; see *Dungeon Master's Guide* page 117.

Encounter Eleven: An Interview with a Duke

Once again, this is simply meant to be a role-play encounter. Do not let it turn into a combat of any sort, as the PCs will be quickly swarmed.

The intent of this encounter is for the PCs to present their case to the Duke on how they think he should handle the situation. Ultimately, it comes down to whether he should accept the offer he has been given and side with Prince Sewardt and the Brotherhood, or remain loyal to the King and fight with him against the Dark Prince and the insurgent Scarlet Brotherhood. He will discuss both options with the PCs, but with the assistance of the Duchess will appear to be about to agree with them when the doors will burst open. See the Conclusion.

The Duke finally sighs and nods, "Yes, I see your point. Your wisdom coincides with what I have known to be the right decision all along."

However, before he says more, the doors to his great hall fly open.

Conclusion

As the doors slam into the walls on either side, a royal messenger enters the room.

"Your Grace, I have news!"

With a cautious look the Duke responds, "What is it then?"

"Your Grace, Rel Mord has fallen! Prince Sewarndt has claimed the throne and King Lynwerd has gone missing."

Without batting an eye, the Duke then turns to all of you, "Well then, that changes everything. Ladies and Gentlemen (as appropriate), please leave now. I must see to the business of the Kingdom."

At this point the PCs will be escorted from the palace with the Duchess shooting them a worried look. The Duke will speak with them no more.

The module is essentially over and the PCs may do or go where they will. Unless they have broken the law, in which case the Royal Guard will be waiting to take them in (will be prepared to block all inter-dimensional travel). The PCs will be outnumbered, outgunned, and arrested. Attempting to fight could actually increase the charges if they were not already being charged with assault and/or murder.

Assaults on the person of the Duke or the Duchess will also result in the assault arrest. Calling either of them liars or otherwise verbally assaulting the Duke as they are being escorted out is fine. The Duke is expecting this, and doesn't mind a bit of verbal abuse – so long as it stays verbal. Assume that any attempt to influence the Duke's mind (such as with a silent, stilled charm person) is met with a successful saving throw.

Arrested:

You have committed a crime and on the word of the Hextorian church (or other witnesses) were arrested by the Royal Guard Watch-Captain in Oldred. Your crime was one of the following and resulted in the listed punishment:

- Breaking and Entering – fine of 100 Gold Nobles (100 gp)
- Assault – fine of 100 Gold Nobles, the loss of 4 TUs (must be recorded on this AR or on the first one of the next year if the character is out of TUs in this year), and a prison record.
- Murder – you were either sent to prison for life (contact the Nyronnd triad for details – character unplayable until then), or hanged by the neck until dead (the character can be raised, but only by other PCs – no church of Nyronnd will raise this character) – your choice. In the event of death by hanging without subsequent raising, the character is removed from play permanently.

Note: The PCs can get out of the lesser charges by succeeding at a DC 15 + APL Bluff check or by burning a royal favor, a favor with one of the crime families, or a favor with the Church of Hextor (should any of these exist). They cannot get out of a murder charge.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Four A or D

Defeat the Brotherhood thugs:

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Four C

Encounter and disable or survive the trap:

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

Encounter Four G

Defeat the Invisible Stalkers:

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Six

Defeat the Blood Golems or disable the threat by presenting a medallion to them:

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Eight

Defeat the Devils:

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter 10 A or B

Defeat the Scarlet Brotherhood strike team or escape the Royal Guardsmen:

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 510 xp

APL16 570 xp

Story Award

Convince Lum Keleb to meet with the Duchess:

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

APL14 360 xp

APL16 405 xp

Discretionary roleplaying award

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

APL14 360 xp

APL16 405 xp

Total possible experience:

APL6 1,800 xp

APL8 2,250 xp

APL10 2,700 xp

APL12 3,150 xp

APL14 3,600 xp

APL16 4,050 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Introduction

APL 6: Loot – 0 gp, Coin – 300 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 400 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 500 gp, Magic – 0 gp.

APL 12: Loot – 0 gp, Coin – 600 gp, Magic – 0 gp.

APL 14: Loot – 0 gp, Coin – 700 gp, Magic – 0 gp.

APL 16: Loot – 0 gp, Coin – 800 gp, Magic – 0 gp.

Encounter Four A or D:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- bracers of armor +1 x4 (83 gp each), potion of bull's strength x4 (25 gp each), ring of protection +1 x4 (167 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- bracers of armor +1 x4 (83 gp each), cloak of resistance +1 x4 (83 gp each), potion of bull's strength x4 (25 gp each), ring of protection +1 x4 (167 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x4 (333 gp each), bracers of armor +1 x4 (83 gp each), cloak of resistance +1 x4 (83 gp each), potion of bull's strength x4 (25 gp each), ring of protection +1 x4 (167 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x4 (333 gp each), bracers of armor +2 x4 (333 gp each), cloak of resistance +1 x4 (83 gp each), gloves of dexterity +2 x4 (333 gp each), potion of bull's strength x4 (25 gp each), ring of protection +1 x4 (167 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x4 (333 gp each), bracers of armor +3 x4 (750 gp each), cloak of resistance +1 x4 (83 gp each), gloves of dexterity +2 x4 (333 gp each), potion of bull's strength x4 (25 gp each), ring of protection +2 x4 (667 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x4 (333 gp each), bracers of armor +3 x4 (750 gp each), cloak of resistance +2 x4 (333 gp each), gloves of dexterity +4 x4 (1333 gp each), potion of bull's strength x4 (25 gp each), ring of protection +2 x4 (667 gp each).

Encounter Ten A:

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 (333 gp each), periapt of wisdom +2 (333 gp each), ring of protection +1 x2 (167 gp each), vest of resistance +1 (83 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), bracers of armor +1 (83 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), periapt of wisdom +2 (333 gp each), ring of counterspells (333 gp each), ring of protection +1 x2 (167 gp each), vest of resistance +1 x2 (83 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), bracers of armor +1 x2 (83 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +1 (83 gp each), gloves of dexterity +2 (333 gp each), monk's belt (1083 gp each), periapt of wisdom +2 (333 gp each), ring of counterspells x2 (333 gp each), ring of protection +1 x2 (167 gp each), vest of resistance +1 x2 (83 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 x2 (333 gp each), amulet of natural armor +1 (167

gp each), bracers of armor +1 (83 gp each), bracers of armor +2 (333 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +1 (83 gp each), gloves of dexterity +2 x2 (333 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), lesser rod of empower (750 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +1 (167 gp each), ring of protection +2 (667 gp each), vest of resistance +1 x2 (83 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +2 (333 gp each), amulet of natural armor +1 (167 gp each), amulet of natural armor +2 (667 gp each), bracers of armor +2 (333 gp each), bracers of armor +3 (750 gp each), cloak of charisma +2 (333 gp), cloak of elemental protection (83 gp each), cloak of resistance +2 (333 gp each), gloves of dexterity +2 x2 (333 gp each), gloves of dexterity +4 (1333 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), ioun stone (pink; +2 Constitution) (667 gp each), lesser rod of empower (750 gp each), lesser rod of enlarge (250 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +2 x2 (667 gp each), vest of resistance +2 x2 (333 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- amulet of health +4 (1333 gp each), amulet of natural armor +2 x2 (667 gp each), boots of big stepping (933 gp each), bracers of armor +3 (750 gp each), bracers of armor +4 (1333 gp each), cloak of charisma +4 (1333 gp), cloak of elemental protection (83 gp each), cloak of resistance +2 (333 gp each), gloves of dexterity +2 (333 gp each), gloves of dexterity +4 x2 (1333 gp each), ioun stone of resistance (burnt orange; resistance +2) (667 gp each), ioun stone (incandescent blue; +2 Wisdom) (667 gp each), ioun stone (pink; +2 Constitution) (667 gp each), lesser rod of empower (750 gp each), lesser rod of enlarge (250 gp each), monk's belt (1083 gp each), ring of counterspells x3 (333 gp each), ring of protection +2 (667 gp each), ring of protection +3 (1500 gp each), vest of resistance +2 (333 gp each).

Total Possible Treasure

APL 6: Loot – 0, Coin – 300 gp, Magic – 2,183 gp – Total: 2,483 gp.

APL 8: Loot – 0, Coin – 400 gp, Magic – 3,429 gp – Total: 3,829 gp.

APL 10: Loot – 0, Coin – 500 gp, Magic – 7,010 gp – Total: 7,510 gp.

APL 12: Loot – 0, Coin – 600 gp, Magic – 12,009 gp – Total: 12,609 gp.

APL 14: Loot – 0, Coin – 700 gp, Magic – 20,178 gp – Total: 20,878 gp.

APL 16: Loot – 0, Coin – 800 gp, Magic – 31,778 gp – Total: 32,578 gp.

Special

Impressed Lady Farrenne: Unbeknownst to you, your recent mission into Oldred was at the will of Lady

Farrenne of Shining White, a Paladin of Pholtus. She was impressed with your actions. While no favors are owed, she thinks of you highly. This may be of use in future scenarios, which involve Lady Farrenne.

Boots of Big Stepping: The spirit of the blink dog has been harnessed within these wolf hide boots. Once per day, as a standard action, the wearer can use dimension door. The boots can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours. Moderate conjuration; CL 7th; Craft Wondrous Item, dimension door; Market Price 11,200.

Cloak of Elemental Protection: This cloak protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire, or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours. Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Market Price 1,000 gp.

- Cloak of Resistance, +2 (Adventure; 4,000gp; DMG)
- Gloves of Dexterity, +4 (Adventure; 16,000gp; DMG)
- Ioun Stone (pink rhomboid; +2 CON) (Adventure; 8,000gp; DMG)
- Ring of Protection, +2 (Adventure; 8,000gp; DMG)
- Vest of Resistance, +2 (Adventure; 4,000gp; CA)

APL 16 (all of APLs 6-14 plus the following)

- Amulet of Health, +4 (Adventure; 16,000gp; DMG)
- Boots of Big Stepping (Adventure; 11,200gp; MH)
- Cloak of Charisma, +4 (Adventure; 16,000gp; DMG)
- Ioun Stone (burnt orange; +2 Resistance) (Adventure; 8,000gp; A&E)
- Lesser Rod of Enlarge (Adventure; 3,000gp; DMG)
- Ring of Protection, +3 (Adventure; 18,000gp; DMG)

Items for the Adventure Record

Item Access

APL 6

- Potion of Greater Magic Fang, +3 (Adventure; 1,800 gp; DMG)
- Vest of Resistance, +1 (Adventure; 1,000 gp; CA)

APL 8 (all of APL6 plus the following)

- Cloak of Elemental Protection (Adventure; 1,000gp; MH)
- Ring of Counterspells (Adventure; 4,000 gp; DMG)

APL 12 (all of APLs 6-8 plus the following)

- Bracers of Armor, +2 (Adventure; 4,000 gp; DMG)
- Ioun Stone (incandescent blue sphere; +2 WIS) (Adventure; 8,000gp; DMG)
- Lesser Rod of Empower (Adventure; 9,000gp; DMG)
- Monk's Belt (Adventure; 13,000gp; DMG)

APL 14 (all of APLs 6-12 plus the following)

- Amulet of Natural Armor, +2 (Adventure; 8,000gp; DMG)
- Bracers of Armor, +3 (Adventure; 9,000gp; DMG)

Appendix One – APL 6

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 4; CR 4; Medium humanoid (human); HD 4d8+12; hp 35; Init +2; Spd 40 ft.; AC 16, touch 15, flat-footed 14; Base Atk/Grp +3/+9; Atk +6 melee (1d8+2, unarmed strike); Full Atk +6 melee or +4/+4 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, *ki* strike (magic); SQ Evasion, slow fall 20 ft., still mind; AL LE; SV Fort +7, Ref +6, Will +6; Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills: Balance +9, Diplomacy +1, Escape Artist +9, Jump +9, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +7, Spot +9, Tumble +9.

Feats: Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (4/day; DC 14), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, bracers of armor +1, *potion of greater magic fang* +3, *potion of bull's strength*, ring of protection +1.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 8; Large elemental (air, extraplanar); HD 12d8+24; hp 78; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk/Grp +9/+17; Atk +13 melee (2d6+4, slam), Full Atk +13/+13 melee (2d6+4, 2 slams); Space/Reach 10ft/10ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +6, Ref +12, Will +9; Str 18, Dex 19, Con 14, Int 14, Wis 16, Cha 11.

Skills: Listen +18, Move Silently +19, Search +17, Spot +18, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Fly by Attack, Improved Initiative, Iron Will, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Encounter Six

Blood Golem of Hextor: CR 8; Large Construct; HD 10d10+30; hp 130; Init -1; Spd 20 ft. (can't run); AC 26, touch 8, flat-footed 26; Base Atk/Grp: +7/+17; Atk +13 melee (2d8+6, 19-20/x2, masterwork large heavy flail);

Full Atk +13 melee (2d8+6, 19-20/x2, 2 masterwork large heavy flails); Space/Reach: 10 ft./10 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/1/2 (Pyremius); CR 7; Medium-sized Humanoid (human); HD 7d8+14; hp 52; Init +2; Spd 40 ft.; AC 18, touch 18, flat-footed 16; Base Atk/Grp +5/+11; Atk +8 melee (1d8+2, unarmed strike); Full Atk +8 melee (1d8+2, unarmed strike) or +6/+6 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, smite, spells (CL 3rd), turn water creatures 3/day; SQ Evasion, slow fall 20 ft., still mind; AL LE; SV Fort +11, Ref +9, Will +10; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 10.

Skills: Balance +8, Concentration +12, Jump +9, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +8, Spellcraft +3, Spot +11, Tumble +12.

Feats: Combat Casting, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (4/day; DC 17), Weapon Focus (unarmed strike).

Spells Prepared (4/4/3, save DC 14 + spell level): 0 — [create water, cure minor, light, resistance]; 1st — [burning hands*, cure light wounds, divine favor, shield of faith]; 2nd — [bear's endurance, cure moderate wounds, produce flame*].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, *periapt of wisdom* +2, *potion of greater magic fang* +3, *ring of protection* +1.

Languages: Ancient Suel, common.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 5 (Pyremius); CR 5; Medium-sized Humanoid (human); HD 5d8+15; hp

43; Init +3; Spd 40 ft.; AC 16, touch 16, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d8+2, unarmed strike); Full Atk +5/+5 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic); SQ Evasion, fast movement, purity of body, slow fall 20', still mind; AL LE; SV Fort +7, Ref +6, Will +6.

Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills: Balance +10, Escape Artist +10, Jump +9, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +8, Spot +10, Tumble +10.

Feats: Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (7/day; DC 15), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, *potion of barkskin* +2, *potion of greater magic fang* +3, *potion of bull's strength*, *ring of protection* +1.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 5 (Pyremius); CR 5; Medium-sized Humanoid (human); HD 5d4+15; hp 31; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +2/+1; Atk +4 ranged (varies by spell, energy missile); Full Atk +4 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +5, Ref +6, Will +6; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 17.

Skills: Concentration +11, Knowledge (arcana) +8, Spellcraft +10.

Feats: Point Blank Shot, Precise Shot, Silent Spell.

Spells Known (6/7/5; base DC = 13 + spell level): 0 — *acid splash*, *daze*, *detect magic*, *light*, *prestidigitation*, *read magic*; 1st — *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of sound*, *magic missile*; 2nd — *fireburst*, *glitterdust*.

Possessions: Red monk's robe, *amulet of health* +2, *scroll of eagle's splendor*, *scroll of fly*, *vest of resistance* +1.

Languages: Ancient Suel, common, draconic.

Appendix One – APL 8

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 6; CR 6; Medium humanoid (human); HD 6d8+18 plus 6; hp 57; Init +2; Spd 50 ft.; AC 17, touch 16, flat-footed 15; Base Atk/Grp +4/+10; Atk +7 melee (1d8+2, unarmed strike); Full Atk +7 melee or +6/+6 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, *ki* strike (magic); SQ Evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +9, Ref +8, Will +8; Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills: Balance +11, Diplomacy +1, Escape Artist +11, Jump +13, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +9, Spot +11, Tumble +11.

Feats: Combat Reflexes, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist (6/day; DC 15), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, bracers of armor +1, cloak of resistance +1, potion of greater magic fang +3, potion of bull's strength, ring of protection +1.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 8; Large elemental (air, extraplanar); HD 12d8+24; hp 78; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk/Grp +9/+17; Atk +13 melee (2d6+4, slam), Full Atk +13/+13 melee (2d6+4, 2 slams); Space/Reach 10ft/10ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +6, Ref +12, Will +9; Str 18, Dex 19, Con 14, Int 14, Wis 16, Cha 11.

Skills: Listen +18, Move Silently +19, Search +17, Spot +18, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Fly by Attack, Improved Initiative, Iron Will, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Encounter Six

Blood Golem of Hextor: CR 8; Large Construct; HD 10d10+30; hp 130; Init -1; Spd 20 ft. (can't run); AC 26, touch 8, flat-footed 26; Base Atk/Grp: +7/+17; Atk +13 melee (2d8+6, 19-20/x2, masterwork large heavy flail);

Full Atk +13 melee (2d8+6, 19-20/x2, 2 masterwork large heavy flails); Space/Reach: 10 ft./10 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/1/4 (Pyremius); CR 9; Medium-sized Humanoid (human); HD 9d8+18; hp 66; Init +2; Spd 50 ft.; AC 19, touch 18, flat-footed 17; Base Atk/Grp +7/+13; Atk +10 melee (1d10+2, unarmed strike); Full Atk +10/+5 melee (1d10+2, unarmed strike) or +8/+8/+3 melee (1d10+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, sacred flames, smite, spells (CL 4th), turn water creatures 3/day; SQ Evasion, slow fall 20 ft., still mind; AL LE; SV Fort +13, Ref +11, Will +12; Str 14, Dex 14, Con 14, Int 10, Wis 19, Cha 10.

Skills: Balance +12, Concentration +14, Jump +13, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +8, Spellcraft +5, Spot +11, Tumble +14.

Feats: Combat Casting, Combat Reflexes, Divine Vigor, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (5/day; DC 18), Weapon Focus (unarmed strike).

Spells Prepared (5/5/4, save DC 14 + spell level): 0 — [*create water*, *cure minor*, *guidance*, *light*, *resistance*]; 1st — [*burning hands**, *cure light wounds*, *divine favor*, *shield of faith*, *lesser vigor*]; 2nd — [*bear's endurance*, *cure moderate wounds*, *produce flame**, *silence*].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, bracers of armor +1, cloak of elemental protection, periapt of wisdom +2, potion of greater magic fang +3, ring of counterspells (*dispel magic*), ring of protection +1, vest of resistance +1.

Languages: Ancient Suel, common.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and

the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 7 (Pyremius); CR 7; Medium-sized Humanoid (human); HD 7d8+35; hp 73; Init +3; Spd 50 ft.; AC 16, touch 16, flat-footed 14; Base Atk/Grp +5/+7; Atk +8 melee (1d8+2, unarmed strike); Full Atk +7/+7 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic); SQ Evasion, fast movement, purity of body, slow fall 30', still mind, wholeness of body; AL LE; SV Fort +9, Ref +7, Will +7.

Str 14, Dex 14, Con 18, Int 10, Wis 14, Cha 8.

Skills: Balance +12, Escape Artist +12, Jump +13, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +10, Spot +12, Tumble +12.

Feats: Combat Reflexes, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist (7/day; DC 15), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, *amulet of health* +2, *potion of barkskin* +2, *potion of greater magic fang* +3, *potion of bull's strength*, *ring of protection* +1.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 7 (Pyremius); CR 7; Medium-sized Humanoid (human); HD 7d4+21; hp 43; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +3/+2; Atk +5 ranged (varies by spell, energy missile); Full Atk +5 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +6, Ref +7, Will +7; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 19.

Skills: Concentration +13, Diplomacy +4, Knowledge (arcana) +8, Spellcraft +12.

Feats: Energy Substitution (fire), Point Blank Shot, Precise Shot, Silent Spell.

Spells Known (6/7/7/5; base DC = 14 + spell level): 0 — *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*; 1st — *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of sound*, *mage armor*, *magic missile*; 2nd — *fireburst*, *glitterdust*, *see invisibility*; 3rd — *fireball*, *haste*.

Possessions: Red monk's robe, *amulet of health* +2, *cloak of charisma* +2, *scroll of eagle's splendor*, *scroll of fly*, *vest of resistance* +1.

Languages: Ancient Suel, common, draconic.

Appendix One – APL 10

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 6/Ftr 2; CR 8; Medium humanoid (human); HD 6d8+2d10+32 plus 8; hp 85; Init +2; Spd 50 ft.; AC 17, touch 16, flat-footed 15; Base Atk/Grp +6/+12; Atk +9 melee (1d8+2, unarmed strike); Full Atk +9/+4 melee or +8/+8/+3 melee (1d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, *ki* strike (magic); SQ Evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +13, Ref +8, Will +8; Str 14, Dex 14, Con 19, Int 10, Wis 14, Cha 8.

Skills: Balance +11, Climb +3, Diplomacy +1, Escape Artist +11, Intimidate +1, Jump +14, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +9, Spot +11, Swim +4, Tumble +11.

Feats: Combat Reflexes, Dodge, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist (6/day; DC 16), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, *amulet of health* +2, *bracers of armor* +1, *cloak of resistance* +1, *potion of greater magic fang* +3, *potion of bull's strength*, *ring of protection* +1.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 10; Huge elemental (air, extraplanar); HD 16d8+64; hp 136; Init +9; Spd 30 ft., fly 30 ft. (perfect); AC 21, touch 13, flat-footed 16; Base Atk/Grp +12/+28; Atk +19 melee (4d6+8, slam), Full Atk +19/+19 melee (4d6+8, 2 slams); Space/Reach 15ft/15ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +8, Ref +14, Will +10; Str 26, Dex 20, Con 18, Int 14, Wis 16, Cha 11.

Skills: Listen +22, Move Silently +24, Search +21, Spot +22, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Fly by Attack, Improved Initiative, Improved Natural Attack, Iron Will, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Encounter Six

Advanced Blood Golem of Hextor: CR 10; Large Construct; HD 18d10+30; hp 210; Init -1; Spd 20 ft. (can't run); AC 26, touch 8, flat-footed 26; Base Atk/Grp: +13/+24; Atk +20 melee (2d8+7, 19-20/x2, masterwork large heavy flail); Full Atk +20 melee (2d8+7, 19-20/x2, 2 masterwork large heavy flails); Space/Reach: 10 ft./10 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +6, Ref +5, Will +6; Str 24, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-

quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/1/6 (Pyremius); CR 11; Medium-sized Humanoid (human); HD 11d8+22; hp 80; Init +2; Spd 60 ft.; AC 21, touch 20, flat-footed 19; Base Atk/Grp +9/+15; Atk +12 melee (2d6+2, unarmed strike); Full Atk +12/+7 melee (2d6+2, unarmed strike) or +10/+10/+5 melee (2d6+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, sacred flames, smite, spells (CL 6th), turn water creatures 3/day; SQ Blindsight 10ft., evasion, slow fall 20 ft., still mind; AL LE; SV Fort +14, Ref +12, Will +13; Str 14, Dex 14, Con 14, Int 10, Wis 19, Cha 10.

Skills: Balance +16, Concentration +16, Jump +17, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +8, Spellcraft +7, Spot +11, Tumble +16.

Feats: Combat Casting, Combat Reflexes, Divine Vigor, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (7/day; DC 19), Weapon Focus (unarmed strike).

Spells Prepared (5/5/5/4, save DC 14 + spell level): 0 – [create water, cure minor, guidance, light, resistance]; 1st – [burning hands*, cure light wounds, divine favor, shield of faith, lesser vigor]; 2nd – [bear's endurance, calm emotions, cure moderate wounds, produce flame*, silence]; 3rd – [blindness/deafness, dispel magic, magic circle against good, resist energy*].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, bracers of armor +1, cloak of elemental protection, monk's belt, periapt of wisdom +2, potion of greater magic fang +3, ring of counterspells (dispel magic), ring of protection +1, vest of resistance +1.

Languages: Ancient Suel, common.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 9 (Pyremius); CR 9; Medium-sized Humanoid (human); HD 9d8+45; hp 93; Init +3; Spd 60 ft.; AC 18, touch 17, flat-footed 15; Base Atk/Grp +6/+8; Atk +10 melee (1d10+2, unarmed strike); Full Atk +10/+10/+5 melee (1d10+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic); SQ Fast movement, improved evasion, purity of body, slow fall 40', still mind, wholeness of body; AL LE; SV Fort +11, Ref +10, Will +9.

Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8.

Skills: Balance +15, Escape Artist +15, Jump +17, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +12, Spot +14, Tumble +15.

Feats: Combat Reflexes, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist (9/day; DC 16), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, amulet of health +2, bracers of armor +1, cloak of resistance +1, gloves of dexterity +2, potion of barkskin +2, potion of greater magic fang +3, potion of bull's strength, ring of protection +1.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 9 (Pyremius); CR 9; Medium-sized Humanoid (human); HD 9d4+27; hp 55; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +4/+3; Atk +7 ranged (varies by spell,

energy missile); Full Atk +7 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +7, Ref +8, Will +8; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 20.

Skills: Concentration +15, Diplomacy +6, Knowledge (arcana) +8, Spellcraft +14.

Feats: Energy Substitution (fire), Point Blank Shot, Precise Shot, Silent Spell, Weapon Focus (ranged spells).

Spells Known (6/8/7/7/5; base DC = 15 + spell level): 0 — acid splash, daze, detect magic, ghost sound, light, mage hand, prestidigitation, read magic; 1st — lesser orb of cold, lesser orb of electricity, lesser orb of sound, mage armor, magic missile; 2nd — eagle's splendor, fireburst, glitterdust, see invisibility; 3rd — fireball, haste, protection from energy; 4th — dimension door, stoneskin.

Possessions: Red monk's robe, amulet of health +2, cloak of charisma +2, ring of counterspells (dispel magic), scroll of fly, vest of resistance +1.

Languages: Ancient Suel, common, draconic.

Appendix One – APL 12

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 6/Ftr 4; CR 10; Medium humanoid (human); HD 6d8+4d10+40 plus 10; hp 107; Init +3; Spd 50 ft.; AC 19, touch 17, flat-footed 16; Base Atk/Grp +8/+14; Atk +12 melee (1d8+4, unarmed strike); Full Atk +12/+7 melee or +11/+11/+6 melee (1d8+4, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +14, Ref +10, Will +9; Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8.

Skills: Balance +12, Climb +4, Diplomacy +1, Escape Artist +12, Intimidate +3, Jump +15, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +9, Spot +11, Swim +6, Tumble +12.

Feats: Combat Reflexes, Dodge, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist (7/day; DC 17), Weapon Finesse, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Possessions: Red monk's robe, *amulet of health* +2, *bracers of armor* +2, *cloak of resistance* +1, *gloves of dexterity* +2, *potion of greater magic fang* +3, *potion of bull's strength*, *ring of protection* +1.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 10; Huge elemental (air, extraplanar); HD 16d8+64; hp 136; Init +9; Spd 30 ft., fly 30 ft. (perfect); AC 21, touch 13, flat-footed 16; Base Atk/Grp +12/+28; Atk +19 melee (4d6+8, slam), Full Atk +19/+19 melee (4d6+8, 2 slams); Space/Reach 15ft./15ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +8, Ref +14, Will +10; Str 26, Dex 20, Con 18, Int 14, Wis 16, Cha 11.

Skills: Listen +22, Move Silently +24, Search +21, Spot +22, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Fly by Attack, Improved Initiative, Improved Natural Attack, Iron Will, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Encounter Six

Advanced Blood Golem of Hextor: CR 12; Huge Construct; HD 22d10+30; hp 250; Init -1; Spd 20 ft. (can't run); AC 29, touch 7, flat-footed 29; Base Atk/Grp: +16/+37; Atk +26 melee (3d8+11, 19-20/x2, masterwork huge heavy flail); Full Atk +26 melee (3d8+11, 19-20/x2, 2 masterwork huge heavy flails); Space/Reach: 15 ft./15 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +7, Ref +6, Will +7; Str 33, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-

quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/1/8 (Pyremius); CR 13; Medium-sized Humanoid (human); HD 13d8+26; hp 94; Init +3; Spd 70 ft.; AC 25, touch 23, flat-footed 22; Base Atk/Grp +11/+17; Atk +14 melee (2d6+2, unarmed strike); Full Atk +14/+9/+4 melee (2d6+2, unarmed strike) or +12/+12/+7/+2 melee (2d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, sacred flames, smite, spells (CL 7th), turn water creatures 3/day; SQ Blindsight 10 ft., evasion, slow fall 20 ft., still mind; AL LE; SV Fort +15, Ref +14, Will +14; Str 14, Dex 16, Con 14, Int 10, Wis 20, Cha 10.

Skills: Balance +21, Concentration +18, Jump +21, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +9, Spellcraft +9, Spot +12, Tumble +19.

Feats: Combat Casting, Combat Reflexes, Divine Vigor, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (7/day; DC 21), Weakening Touch, Weapon Focus (unarmed strike).

Spells Prepared (6/7/5/4/3, save DC 15 + spell level): 0 – [create water, cure minor, guidance, light x2, resistance]; 1st – [burning hands*, command, cure light wounds x 2, divine favor, shield of faith, lesser vigor]; 2nd – [bear's endurance, calm emotions, cure moderate wounds, produce flame*, silence]; 3rd – [blindness/deafness, dispel magic, magic circle against good, resist energy*]; 4th – [divine power, freedom of movement, wall of fire*].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, amulet of natural armor +1, bracers of armor +1, cloak of elemental protection, gloves of dexterity +2, ioun stone (incandescent blue; +2 Wisdom), monk's belt, potion of greater magic fang +3, ring of counterspells (dispel magic), ring of protection +2, vest of resistance +1.

Languages: Ancient Suel, common.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 11 (Pyremius); CR 11; Medium-sized Humanoid (human); HD 11d8+55; hp 113; Init +3; Spd 60 ft.; AC 20, touch 18, flat-footed 17; Base Atk/Grp +8/+10; Atk +12 melee (1d10+2, unarmed strike); Full Atk +12/+12/+12/+7 melee (1d10+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (lawful and magic); SQ Diamond body, fast movement, improved evasion, purity of body, slow fall 50', still mind, wholeness of body; AL LE; SV Fort +12, Ref +11, Will +10.

Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8.

Skills: Balance +17, Escape Artist +17, Jump +17, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +14, Spot +16, Tumble +17.

Feats: Combat Reflexes, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist (11/day; DC 17), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, amulet of health +2, bracers of armor +2, cloak of resistance +1, gloves of dexterity +2, potion of barkskin +2, potion of greater magic fang +3, potion of bull's strength x2, ring of counterspells (dispel magic), ring of protection +1.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 11 (Pyremius); CR 11; Medium-sized Humanoid (human); HD 11d4+33; hp 67; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +5/+4; Atk +8 ranged (varies by spell, energy missile); Full Atk +8 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +7, Ref +8, Will +9; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 20.

Skills: Concentration +17, Diplomacy +7, Knowledge (arcana) +8, Spellcraft +14.

Feats: Energy Substitution (fire), Point Blank Shot, Precise Shot, Silent Spell, Weapon Focus (ranged spells).

Spells Known (6/8/7/7/7/5; base DC = 15 + spell level): 0 — acid splash, daze, detect magic, ghost sound, light, mage hand, open/close, prestidigitation, read magic; 1st — lesser orb of cold, lesser orb of electricity, lesser orb of sound, mage armor, magic missile; 2nd — eagle's splendor, fireburst, glitterdust, resist energy, see invisibility; 3rd — displacement, fireball, haste, protection from energy; 4th — dimension door, orb of acid, stoneskin; 5th — spiritwall, wall of force.

Possessions: Red monk's robe, amulet of health +2, cloak of charisma +2, ring of counterspells (dispel magic), lesser rod of empower, scroll of fly, vest of resistance +1.

Languages: Ancient Suel, common, draconic.

Appendix One – APL 14

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 6/Ftr 6; CR 12; Medium humanoid (human); HD 6d8+6d10+60 plus 12; hp 141; Init +3; Spd 50 ft.; AC 21, touch 18, flat-footed 18; Base Atk/Grp +10/+16; Atk +14 melee (1d8+4, unarmed strike); Full Atk +14/+9 melee or +13/+13/+8 melee (1d8+4, unarmed strike w/flurry of blows); SA Flurry of blows, *ki* strike (magic); SQ Evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +16, Ref +11, Will +10; Str 14, Dex 16, Con 20, Int 10, Wis 14, Cha 8.

Skills: Balance +12, Climb +5, Diplomacy +1, Escape Artist +12, Intimidate +5, Jump +16, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +9, Spot +11, Swim +8, Tumble +12.

Feats: Combat Reflexes, Dodge, Fists of Iron, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Stunning Fist (7/day; DC 18), Weapon Finesse, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Possessions: Red monk's robe, *amulet of health* +2, *bracers of armor* +3, *cloak of resistance* +1, *gloves of dexterity* +2, *potion of greater magic fang* +3, *potion of bull's strength*, *ring of protection* +2.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 12; Huge elemental (air, extraplanar); HD 24d8+120 plus 24; hp 252; Init +9; Spd 30 ft., fly 30 ft. (perfect); AC 21, touch 13, flat-footed 16; Base Atk/Grp +18/+34; Atk +25 melee (4d6+8, slam), Full Atk +25/+25 melee (4d6+8, 2 slams); Space/Reach 15ft/15ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +12, Ref +18, Will +13; Str 26, Dex 20, Con 20, Int 14, Wis 16, Cha 11.

Skills: Listen +30, Move Silently +32, Search +29, Spot +30, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Eyes in the Back of Your Head, Fly by Attack, Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Power Attack, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Elemental Traits: Immune to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Encounter Six

Advanced Blood Golem of Hextor: CR 14; Huge Construct; HD 30d10+30; hp 330; Init -1; Spd 20 ft. (can't run); AC 29, touch 7, flat-footed 29; Base Atk/Grp: +22/+44; Atk +33 melee (3d8+12, 19-20/x2, masterwork huge heavy flail); Full Atk +33 melee (3d8+12, 19-20/x2, 2 masterwork huge heavy flails); Space/Reach: 15 ft./15 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +9, Ref +8, Will +9; Str 35, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/1/10 (Pyremius); CR 15; Medium-sized Humanoid (human); HD 15d8+30; hp 108; Init +4; Spd 70 ft.; AC 30, touch 25, flat-footed 26; Base Atk/Grp +13/+19; Atk +16 melee (2d8+2, unarmed strike); Full Atk +16/+11/+6 melee (2d8+2, unarmed strike) or +14/+14/+9/+4 melee (2d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, sacred flames, smite, spells (CL 9th), turn water creatures 3/day; SQ Blindsight 10 ft., evasion, inner armor, slow fall 20 ft., still mind; AL LE; SV Fort +17, Ref +17, Will +16; Str 14, Dex 18, Con 14, Int 10, Wis 20, Cha 10.

Skills: Balance +24, Concentration +20, Jump +23, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +9, Spellcraft +11, Spot +12, Tumble +22.

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Divine Vigor, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (7/day; DC 22), Weakening Touch, Weapon Focus (unarmed strike).

Spells Prepared (6/7/6/5/4/3, save DC 15 + spell level): 0 – [create water, cure minor, guidance, light x2, resistance]; 1st – [burning hands*, command, cure light wounds x 2, divine favor, shield of faith, lesser vigor]; 2nd – [bear's endurance, bull's strength, calm emotions, cure moderate wounds, produce flame*, silence]; 3rd – [blindness/deafness, dispel magic, magic circle against good,

resist energy*, wrack]; 4th – [divine power, freedom of movement, recitation, wall of fire*]; 5th – [fire shield*, flame strike, righteous might].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, amulet of natural armor +2, bracers of armor +3, cloak of elemental protection, gloves of dexterity +4, ioun stone (incandescent blue; +2 Wisdom), monk's belt, potion of greater magic fang +3, ring of counterspells (greater dispel magic), ring of protection +2, vest of resistance +2.

Languages: Ancient Suel, common.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 13 (Pyremius); CR 13; Medium-sized Humanoid (human); HD 13d8+78; hp 146; Init +3; Spd 70 ft.; AC 22, touch 19, flat-footed 19; Base Atk/Grp +9/+11; Atk +13 melee (2d6+2, unarmed strike); Full Atk +13/+13/+13/+8 melee (2d6+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (lawful and magic); SQ Abundant step, diamond body, diamond soul (SR 23), fast movement, improved evasion, purity of body, slow fall 60', still mind, wholeness of body; AL LE; SV Fort +15, Ref +13, Will +12.

Str 14, Dex 16, Con 20, Int 10, Wis 14, Cha 8.

Skills: Balance +19, Escape Artist +19, Jump +21, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +16, Spot +18, Tumble +19.

Feats: Combat Reflexes, Fists of Iron, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist (13/day; DC 18), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, amulet of natural armor +1, bracers of armor +2, cloak of resistance +2, gloves of

dexterity +2, ioun stone (pink; +2 Constitution), potion of greater magic fang +3, potion of bull's strength x2, ring of counterspells (greater dispel magic), ring of protection +2.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 13 (Pyremius); CR 13; Medium-sized Humanoid (human); HD 13d4+39; hp 79; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk/Grp +6/+5; Atk +10 ranged (varies by spell, energy missile); Full Atk +10 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +9, Ref +11, Will +11; Str 8, Dex 16, Con 16, Int 10, Wis 12, Cha 21.

Skills: Concentration +19, Diplomacy +8, Knowledge (arcana) +8, Spellcraft +16.

Feats: Energy Substitution (fire), Point Blank Shot, Precise Shot, Silent Spell, Maximize Spell, Weapon Focus (ranged spells).

Spells Known (6/8/7/7/7/7/4; base DC = 15 + spell level): 0 — *acid splash, daze, detect magic, ghost sound, light, mage hand, open/close, prestidigitation, read magic*; 1st — *lesser orb of cold, lesser orb of electricity, lesser orb of sound, mage armor, magic missile*; 2nd — *eagle's splendor, fireburst, glitterdust, resist energy, see invisibility*; 3rd — *displacement, fireball, haste, protection from energy*; 4th — *dimension door, enervation, orb of acid, stoneskin*; 5th — *dominate person, spiritwall, wall of force*; 6th — *disintegrate, greater dispel magic*.

Possessions: Red monk's robe, amulet of health +2, cloak of charisma +2, gloves of dexterity +2, ring of counterspells (greater dispel magic), lesser rod of enlarge, lesser rod of empower, scroll of fly, vest of resistance +2.

Languages: Ancient Suel, common, draconic.

Appendix One – APL 16

Encounter Four A or D

Scarlet Brotherhood Thug: Male Suel Human Mnk 6/Ftr 8; CR 14; Medium humanoid (human); HD 6d8+8d10+70 plus 14; hp 165; Init +4; Spd 50 ft.; AC 22, touch 19, flat-footed 18; Base Atk/Grp +12/+18; Atk +18 melee (1d8+4, unarmed strike); Full Atk +18/+13/+8 melee or +17/+17/+12/+7 melee (1d8+4, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +18, Ref +13, Will +11; Str 14, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills: Balance +13, Climb +6, Diplomacy +1, Escape Artist +13, Intimidate +7, Jump +17, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +9, Spot +11, Swim +9, Tumble +15

Feats: Combat Reflexes, Dodge, Fists of Iron, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Stunning Fist (7/day; DC 18), Weapon Finesse, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Possessions: Red monk's robe, amulet of health +2, bracers of armor +3, cloak of resistance +2, gloves of dexterity +4, potion of greater magic fang +3, potion of bull's strength, ring of protection +2.

Languages: Ancient Suloise, Common.

Encounter Four G

Invisible Stalker, Advanced: CR 12; Huge elemental (air, extraplanar); HD 24d8+120 plus 24; hp 252; Init +9; Spd 30 ft., fly 30 ft. (perfect); AC 21, touch 13, flat-footed 16; Base Atk/Grp +18/+34; Atk +25 melee (4d6+8, slam), Full Atk +25/+25 melee (4d6+8, 2 slams); Space/Reach 15ft/15ft; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +12, Ref +18, Will +13; Str 26, Dex 20, Con 20, Int 14, Wis 16, Cha 11.

Skills: Listen +30, Move Silently +32, Search +29, Spot +30, Survival +3 (+5 following tracks).

Feats: Combat Reflexes, Eyes in the Back of Your Head, Fly by Attack, Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Power Attack, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Elemental Traits: Immune to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Encounter Six

Advanced Blood Golem of Hextor: CR 14; Huge Construct; HD 30d10+30; hp 330; Init -1; Spd 20 ft. (can't run); AC 29, touch 7, flat-footed 29; Base Atk/Grp: +22/+44; Atk +33 melee (3d8+12, 19-20/x2, masterwork huge heavy flail); Full Atk +33 melee (3d8+12, 19-20/x2, 2 masterwork huge heavy flails); Space/Reach: 15 ft./15 ft.; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability; AL LE; SV Fort +9, Ref +8, Will +9; Str 35, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -.

Feats: -.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows

spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Encounter Ten A

Suel Cleric: Male Suel Human Mnk/Clr/SacFst 4/3/10 (Pyremius); CR 17; Medium-sized Humanoid (human); HD 17d8+34; hp 122; Init +4; Spd 70 ft.; AC 32, touch 26, flat-footed 28; Base Atk/Grp +15/+21; Atk +18 melee (2d8+2, unarmed strike); Full Atk +18/+13/+8 melee (2d8+2, unarmed strike) or +16/+16/+11/+6 melee (2d8+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (magic), rebuke fire creatures 3/day, rebuke undead 3/day, sacred flames, smite, spells (CL 11th), turn water creatures 3/day; SQ Blindsight 10 ft., evasion, inner armor, slow fall 20 ft., still mind; AL LE; SV Fort +18, Ref +18, Will +17; Str 14, Dex 18, Con 14, Int 10, Wis 21, Cha 10.

Skills: Balance +24, Concentration +22, Diplomacy +4, Jump +23, Knowledge (arcana) +1, Knowledge (religion) +8, Sense Motive +9, Spellcraft +11, Spot +12, Tumble +22.

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Divine Vigor, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist (8/day; DC 23), Weakening Touch, Weapon Focus (unarmed strike).

Spells Prepared (6/8/6/6/5/4/2, save DC 15 + spell level): 0 – [create water, cure minor, guidance, light x2,

resistance]; 1st – [burning hands*, command, cure light wounds x 3, divine favor, shield of faith, lesser vigor]; 2nd – [bear's endurance, bull's strength, calm emotions, cure moderate wounds, produce flame*, silence]; 3rd – [blindness/deafness, dispel magic x 2, magic circle against good, resist energy*, wrack]; 4th – [divine power, freedom of movement, recitation, restoration, wall of fire*]; 5th – [fire shield*, flame strike x 2, righteous might]; 6th – [heal, harm*].

*Domain spell. Domains: [Destruction (smite); Fire (turn water creatures, rebuke fire creatures)].

Possessions: Red monk's robe, amulet of natural armor +2, boots of big stepping, bracers of armor +4, cloak of elemental protection, gloves of dexterity +4, ioun stone of resistance (burnt orange; resistance +2), ioun stone (incandescent blue; +2 Wisdom), monk's belt, potion of greater magic fang +3, ring of counterspells (greater dispel magic), ring of protection +3.

Languages: Ancient Suel, common.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his wisdom modifier. He may use inner armor once per day.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Smite (Su): 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 a smite before making the attack. This ability is useable once per day.

Suel Monk: Male Suel Human Mnk 15 (Pyremius); CR 15; Medium-sized Humanoid (human); HD 15d8+90; hp 168; Init +4; Spd 80 ft.; AC 27, touch 21, flat-footed 23; Base Atk/Grp +11/+13; Atk +16 melee (2d6+2, unarmed strike); Full Atk +16/+16/+11/+6 melee (2d6+2, unarmed strike w/flurry of blows); SA Flurry of blows, ki strike (lawful and magic), quivering palm; SQ Abundant step, diamond body, diamond soul (SR 25), fast movement, improved evasion, purity of

body, slow fall 70', still mind, wholeness of body; AL LE; SV Fort +16, Ref +15, Will +15.

Str 14, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills: Balance +22, Escape Artist +22, Jump +25, Knowledge (arcana) +1, Knowledge (religion) +2, Sense Motive +18, Spot +20, Tumble +22.

Feats: Combat Reflexes, Fists of Iron, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Iron Will, Power Attack, Stunning Fist (15/day; DC 19), Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: Red monk's robe, *amulet of natural armor* +2, *bracers of armor* +3, *cloak of resistance* +2, *gloves of dexterity* +4, *ioun stone* (pink; +2 Constitution), *potion of greater magic fang* +3, *potion of bull's strength* x2, *ring of counterspells* (*greater dispel magic*), *ring of protection* +2.

Languages: Ancient Suel, common.

Suel Sorcerer: Male Suel Human Sor 15 (Pyremius); CR 15; Medium-sized Humanoid (human); HD 15d4+60; hp 106; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk/Grp +7/+6; Atk +11 ranged (varies by spell, energy missile); Full Atk +11 ranged (varies by spell, energy missile); SA Spells; SQ Familiar (weasel); AL LE; SV Fort +11, Ref +12, Will +12; Str 8, Dex 16, Con 18, Int 10, Wis 12, Cha 23.

Skills: Concentration +22, Diplomacy +11, Knowledge (arcana) +8, Spellcraft +18.

Feats: Energy Substitution (fire), Improved Initiative, Point Blank Shot, Precise Shot, Silent Spell, Maximize Spell, Weapon Focus (ranged spells).

Spells Known (6/8/8/7/7/7/4; base DC = 16 + spell level): 0 — *acid splash*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*; 1st — *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of sound*, *mage armor*, *magic missile*; 2nd — *eagle's splendor*, *fireburst*, *glitterdust*, *resist energy*, *see invisibility*; 3rd — *displacement*, *fireball*, *haste*, *protection from energy*; 4th — *dimension door*, *enervation*, *orb of acid*, *stoneskin*; 5th — *dominate person*, *reciprocal gyre*, *spiritwall*, *wall of force*; 6th — *chain lightning*, *disintegrate*, *greater dispel magic*; 7th — *forcecage*, *power word: blind*.

Possessions: Red monk's robe, *amulet of health* +4, *cloak of charisma* +4, *gloves of dexterity* +2, *ring of counterspells* (*greater dispel magic*), *lesser rod of enlarge*, *lesser rod of empower*, *scroll of fly*, *vest of resistance* +2.

Languages: Ancient Suel, common, draconic.

Appendix Seven: New Monsters

Blood Golem of Hextor (Fiend Folio)

Large Construct

Hit Dice: 10d10+30 (130 hp if supplied with blood)

Initiative: -1

Speed: 20 ft. (can't run)

Armor Class: 26 (-1 size, -1 Dex, +9 natural, +9 +1 *full plate*), touch 8, flat-footed 26; without armor 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17

Base Atk/Grapple: +7/+17

Attack: +13 melee (2d8+6, 19-20/x2, masterwork large heavy flail), or +12 melee (1d8+6, slam) see text

Full Attack: +13 melee (2d8+6, 19-20/x2, 2 masterwork large heavy flails), or +12 melee (1d8+6, 2 slams) see text

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood siphon, whirlwind of death

Special Qualities: Blood dependency, blood reservoir, construct traits, DR 10/Adamantine, immunity to magic, magic armor, rust vulnerability

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: -

Feats: -

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 8

Treasure: Large +1 *full plate* (does not resize)

Alignment: Always Lawful Evil

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment:

The blood golems of Hextor are foul constructs made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing masterwork weapons, they bring death to the enemies of the faith.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks blood wherever it goes and is often surrounded by swarms of flies and other flying vermin that dine on its leavings. Although the church of Hextor once was satisfied with this raw form, recently the creators of these golems have added a final step in which they seal the golem in a custom made suit of +1 *full plate* with masterwork large heavy flails fused to each of its arms. This suit of armor includes two spherical reservoirs on the shoulders that store more blood to fuel the creature. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect and it still leaks fluid.

Because it is a construct, a blood golem can remain motionless in one place for days, although it requires fresh blood on a regular basis. This requirement makes it a poor guardian for remote places that do not have many visitors.

Combat

A blood golem is straightforward in combat: It simply lashes out at its foes with its heavy flails, which are actually part of its body. It is a cruel and malicious combatant, in that it apparently derives satisfaction from slaying enemies despite its lack of true intelligence.

Blood Dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution

from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before filling its reservoirs so that it can remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Immunity to Magic (Ex): A blood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Magic Armor: A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Whirlwind of Death (Ex): As a full-round action, a blood golem can spin its upper body and cause its flails to rotate at a high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it is limited to a standard action.

Construction

A blood golem's semisolid body is created from the blood of 16 medium-size humanoids sacrificed to Hextor. The golem costs 50,000 gp to create. Extracting the blood from the sacrificial victims requires a Heal check (DC 15). *Castor Level:* 14th; *Prerequisites:* Craft Construct, *animate objects*, *bull's strength*, *gentle repose*, *heal*; *Market Price:* 25,000 gp; *Cost to Create:* 17,280 + 809 XP.

The magic armor of the golem costs the standard amount for its kind, except that the materials cost for the masterwork full plate costs more than the normal amount because of the larger size and special requirements of the golem's physiology (total cost for the armor is 4,500 gp). The masterwork flails cost 315 gp each. Blood golems can be built with more powerful armors or weapons.

Appendix Eight: New Classes

Sacred Fist (Complete Divine)

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Adaptation: This prestige class is designed to emphasize a monk who sacrifices her array of supernatural abilities and cast spells instead. The sacred fist (under that name or another) could be an esoteric order of monks who combine rigorous self-defense training with near-constant prayer. And if you connect them to a specific nonlawful deity, the sacred fists are a good way to create an exception to the "monks must be lawful" rule.

Hit Die: d8

Requirements

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells.

Class Skills

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

The Sacred Fist

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus	Spells per Day
1 st	+1	+2	+2	+0	Unarmed Damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2 nd	+2	+3	+3	+0	-	+1	+0 ft.	+1 level of existing divine spellcasting class
3 rd	+3	+3	+3	+1	-	+1	+10 ft.	+1 level of existing divine spellcasting class

4 th	+4	+4	+4	+1	Sacred Flames 1/day	+1	+10 ft.	+1 level of existing divine spellcasting class
5 th	+5	+4	+4	+1	-	+2	+10 ft.	+1 level of existing divine spellcasting class
6 th	+6	+5	+5	+2	Blindsense 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7 th	+7	+5	+5	+2	-	+2	+20 ft.	+1 level of existing divine spellcasting class
8 th	+8	+6	+6	+2	Sacred Flames 2/day	+2	+30 ft.	-
9 th	+9	+6	+6	+3	-	+2	+30 ft.	+1 level of existing divine spellcasting class
10 th	+10	+7	+7	+3	Inner Armor	+3	+30 ft.	+1 level of existing divine spellcasting class

Class Features

All of the following are features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armors, or shields.

AC Bonus (EX): A sacred fist is highly trained at dodging blows, and has a sixth sense that lets him avoid even unanticipated attacks. When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed. He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of sacred fist to the level of whatever spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast divine spells before he became a sacred fist, the player must decide which class to assign each level of sacred fist for the purpose of determining spells per day and spells known.

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage. If a sacred fist doesn't have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on the table above. A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsense (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his wisdom modifier. He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *player's handbook*).

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction. A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities. The path of the sacred fist requires a constant focus. If a character adopts this class, he must pursue it to the exclusion of all other careers. Once he has turned off the path, he may never return.

Appendix Nine: New Spells

Fireburst (Complete Arcane)

Evocation [Fire]

Level: Sorcerer/Wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Orb of Acid (Complete Arcane)

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Cold, Lesser (Complete Arcane)

Conjuration (Creation) [Cold]

Level: Sorcerer/Wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Complete Arcane)

Conjuration (Creation) [Electricity]

Level: Sorcerer/Wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Sound, Lesser (Complete Arcane)

Conjuration (Creation) [Sonic]

Level: Sorcerer/Wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sonic energy about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Reciprocal Gyre (Complete Arcane)

Abjuration

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within the area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but

targeted spell effects can be – for example, the magic of a *cloak of resistance* can't be used by reciprocal gyre, but a spell cast by a *wand of invisibility* could be.

Material Components: A tiny closed loop of copper wire.

Recitation (Complete Divine)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Spiritwall (Complete Arcane)

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None, Will negates, or Fortitude negates (see text)

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms resembling tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or flee in panic for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or gain one negative level.

The barrier is semi material and opaque, providing cover and total concealment against physical attacks, and it blocks magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Components: A clear-cut gemstone.

Vigor, Lesser (Complete Divine)

Conjuration (Healing)

Level: Cleric 5, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (Max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Wrack (Complete Divine)

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

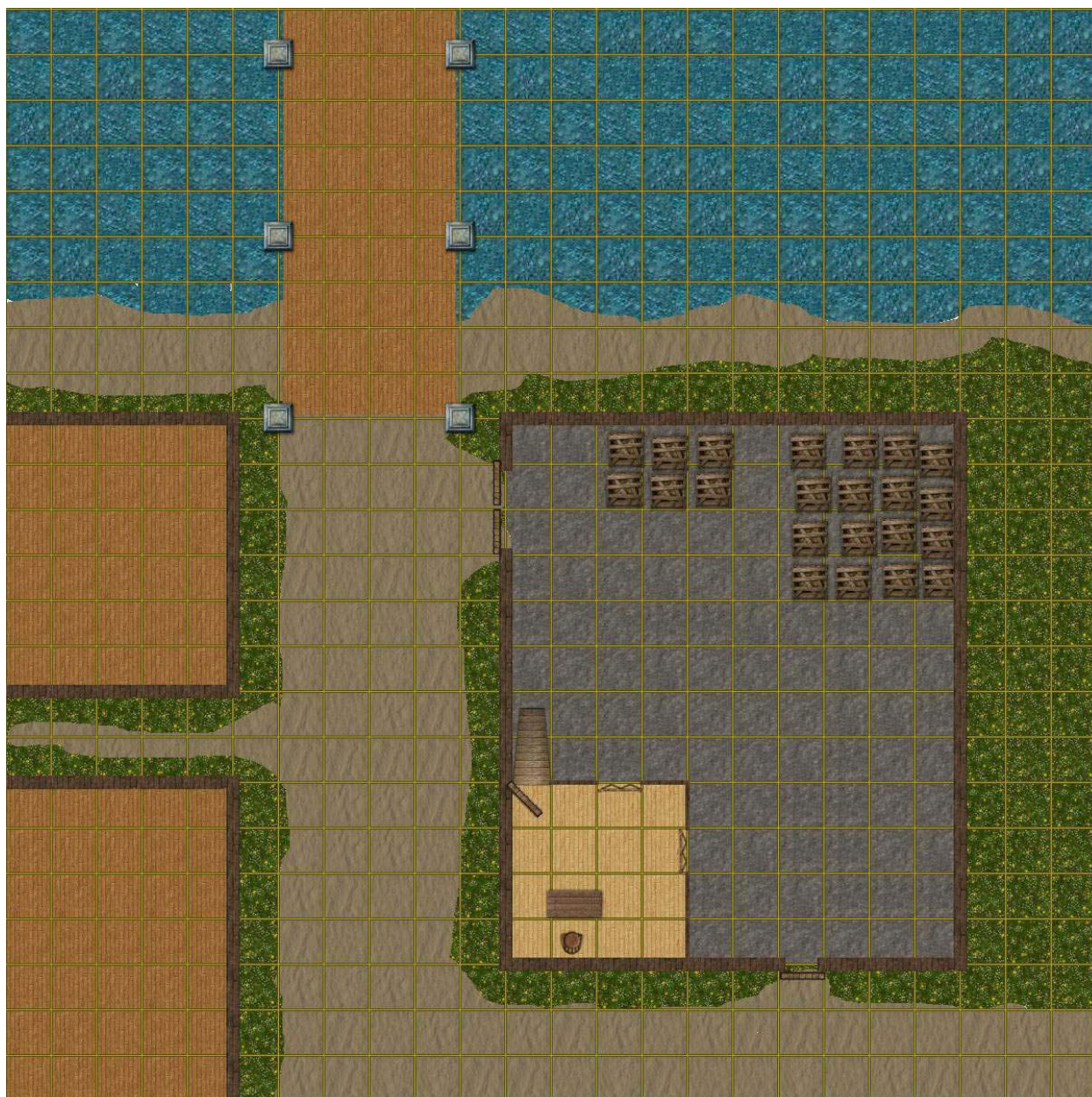
Saving Throw: Fortitude negates

Spell Resistance: Yes

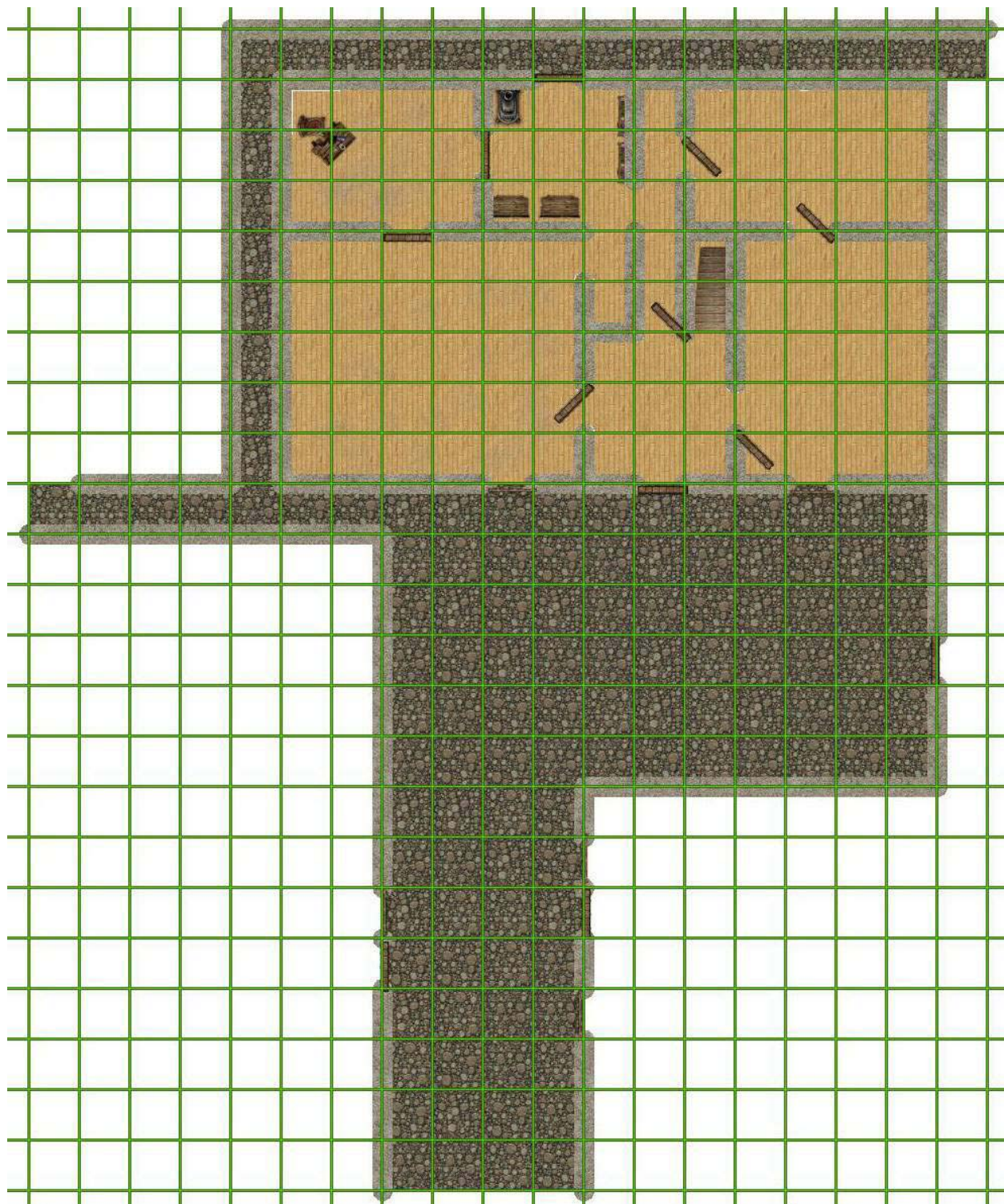
A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

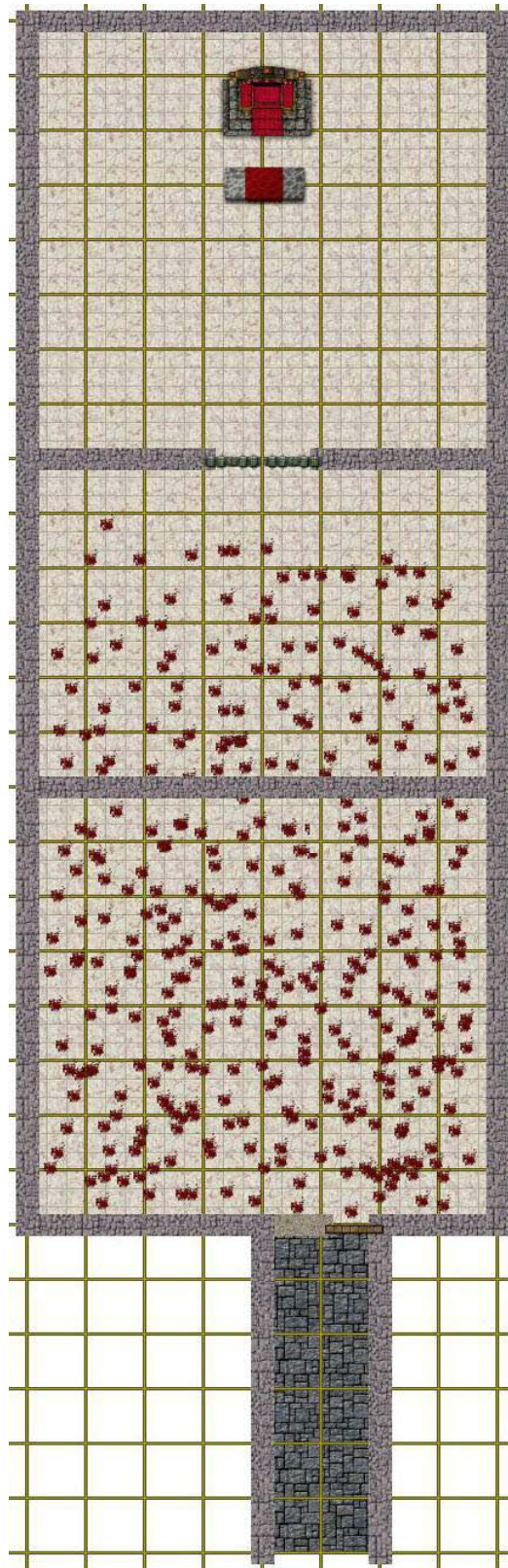
Judge Aid #1: Encounter Four A Map



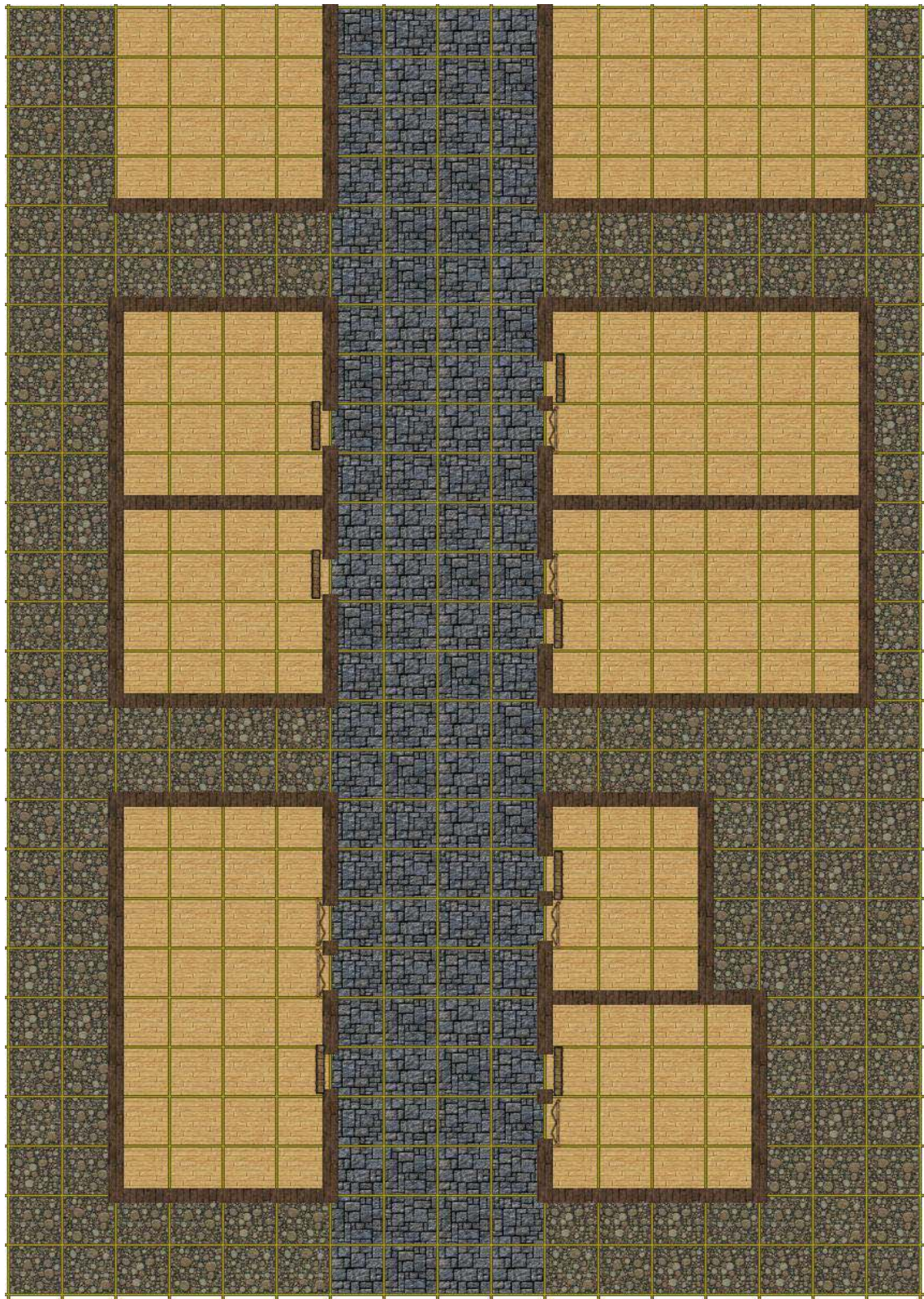
Judge Aid #2: Encounter Four C Map



Judge Aid #3: Encounters Six & Seven Map



Judge Aid #4: Encounters Eight & Ten A or B Map



Agent inside the palace indicates progress being made with the Duke.