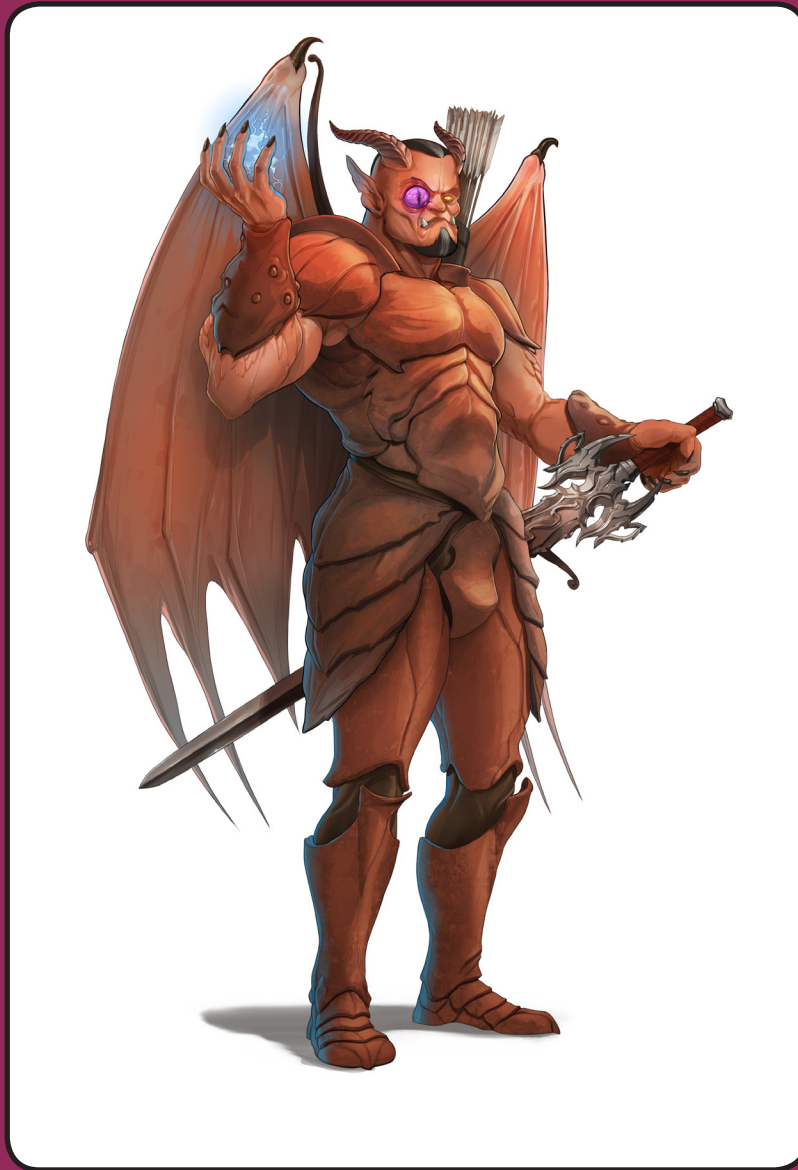


Porphyra



The Red King
Derek Blakely



The Red King

"His confidence shall be rooted out of his tabernacle, and it shall bring him to the king of terrors."

-Job (ch. XVIII, v. 14)

Biography

The Red King, known by no other name, is the dictatorial ruler of the Northlands. He is an intimidating and charismatic figure, the sort that immediately commands respect when he enters a room. His sheer physical presence masks a cunning and varied intellect. Born of an unholy union between an ogre mother and a red dragon father, it is clear where this fearsome monster inherits his brutal and aggressive mannerisms.

Appearance

The Red King is an ogre mage red half-dragon with a single purple eye on the right-side of his face that seems too large for his head. He stands 10 feet tall, and his red draconic wings span just as wide. Both his yellow and purple eyes give off an icy cold, intimidating stare. He never smiles except when he's condemning someone to the gulag, which shows his sinister, and sharp fangs. His trim goatee and slicked back raven hair each have a single streak of white parting down the middle, giving away his centuries long age. The majority of his skin is covered in red dragon scales save his face, palms, and the soles of his feet which still show off their original turquoise hue. On his right hand, he wears a signet ring of lordship.

The Red King wears red dragonplate armor which does not hide his massive and strong features. His greatsword, usually hanging at this side, glows a crimson tinge, as if the molten steel was mixed with blood. On his back he carries a large composite bow and three quivers with 60 arrows at the ready.

While rare to see, the Red King wears loose-fitting aristocratic-like garments when he is not engaged in battle. Even during diplomatic affairs he will still wear a leather tunic.

Statistics

When a red dragon nears the end of its life, then comes to the time to challenge all within his sight, to purge, burn, and claim. I can see a lot from the top of this tower, Zagithi...

The Red King (CR 22; XP 307,200)

Male unique half-red dragon ogre mage cavalier (longshanks/warlord) 6/inquisitor of Firelord Mal'Eket 5 NE Large dragon (giant, native, oni, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +27

Defense

AC 48, touch 19, flat-footed 41

(+14 armor, +4 Dex, +14 natural, +5 deflection, +1 dodge, -1 size)

hp 442 (14d10+5d8+329); **regeneration** 5 (acid, fire)

Fort +37, **Ref** +14, **Will** +25

Immune fire, paralysis, sleep; **SR** 33

Offense

Speed 40 ft., fly 60 ft. (good) or fly 80 ft. (average)

Melee *The Red King's Judgment* +39/+34/+29/+24 (3d6+30 plus 1d6 fire/18-20 plus 1d10 fire) and bite +30 (1d8+9), or bite +35 (1d8+19) and 2 claws +35 (1d6+9)

Ranged +3 *adaptive composite longbow* +24 (2d6+21)

Space 10 ft.; **Reach** 10 ft.

Special Attacks banner +2/+1, breath weapon 1/day (30-ft cone, R-DC 36, 8d6 fire), cavalier's charge, challenge (+1, 2/day), glorious challenge, judgment 2/day

Spell-Like Abilities (CL 9th; concentration +17)

Constant—*fly*

At will—*darkness, invisibility*

1/day—*charm monster* (W-DC 22), *cone of cold* (R-DC 23), *gaseous form, deep slumber* (W-DC 21)

Spell-Like Abilities (CL 3rd; concentration +11)

Constant—*endure elements* (cold only)

Spell-like Abilities (CL 19th; concentration +27)

3/day—*flame strike* (R-DC 22)

1/day—*true seeing*

Spell-like Abilities (CL 5th; concentration +13)

At will—*detect alignment, discern lies*

Inquisitor Spells Known (CL 5th; concentration +11)

2nd (4/day)—*align weapon, bloodhound, cure moderate wounds*

1st (6/day)—*divine favor, know the enemy, spiked armor, unerring weapon*

0th (at will)—*brand, create water, detect magic, guidance, read magic, sift*

Statistics

Str 48, **Dex** 18, **Con** 44, **Int** 20, **Wis** 22, **Cha** 26

Base Atk +17; **CMB** +37; **CMD** 57

Feats Back-To-Back, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative, Intimidating Prowess, Iron Will, Leadership,

Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +22, Bluff +18, Craft (armor) +16, Craft (weapons) +14, Diplomacy +16, Disguise +16, Fly +21, Handle Animal +27, Intimidate +57, Knowledge (arcana) +15, Knowledge (dungeoneering) +13, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (planes) +14, Knowledge (religion) +16, Perception +27, Sense Motive +29, Spellcraft +20, Survival +19, Use Magic Device +18; **ACP** -1; **Conditional Modifiers** Intimidate +3 (when hp equal or exceed maximum), +5 to all Knowledge checks to determine abilities and weaknesses of creatures, +1 to all Charisma checks against evil creatures.

Languages Common, Draconic, Dwarven, Giant, Goblin, Infernal, Orc

SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight, cunning initiative, fear me, inquisition (imprisonment), longshanks conditioning (armor training +1), monster lore, order of the flame (foolhardy rush), solo tactics, stern gaze, tactician (2/day, 6 rounds, standard action), track +2, tyrannical leadership (Leadership; use Str bonus, cohort),

Legendary Weapon-based Abilities (fiery discorporation, forged in a dragon's breath, made for kings, minions [Leadership +2 bonus, extra followers]).

Gear *The Red King's Judgement* (legendary item lvl 9; +2 *impervious flaming burst porphyrite greatsword*), +3 *adaptive composite longbow* with 60 arrows, +5 *grace moderate fortification dragonhide plate armor of determination* with ruby chip gemstone, *amulet of natural armor* +5, *belt of physical might* [Str, Con] +6, *boots of speed*, *cloak of resistance* +5, *crown of conquest*, *efficient quiver*, *eyes of truesight*, *headband of mental superiority* [Acrobatics, Handle Animal] +4, *ring of protection* +5, *lavender and green ellipsoid ioun stone* (absorbs spells of 8th or lower; 14 spell levels remaining), *manual of gainful exercise* +5, *manual of bodily health* +5, *signet ring of the Red King*

Special Abilities

Exceptional Stats (Ex) The Red King was destined from birth to become one of the leaders of his age. As a result, his ability scores were generated using 25 points, rather than using the standard 15 point buy used to create most NPCs. Additionally, The Red King has much more gear than an NPC of his level would normally have, one trait, and PC average hp. These modifications increase his total CR by +2.

Eyes of Truesight (Sp) After the Red King defeated his father and stripped him of his scales, he also took one of his father's eyes and had a skin grafter use it to replace one of the half-dragon's normal eyes.

Fear Me (Ex) At 4th level, the warlord can attempt to use the Intimidate skill to improve the morale of a shaken ally. The DC to improve an ally's morale is equal to the DC to demoralize that ally with the Intimidate skill. If successful, the affected ally loses the shaken condition. Using this ability is a standard action, but any special ability or quality that reduces or changes the action required for the warlord to attempt to demoralize an opponent with the Intimidate skill also changes the action required to use this ability in the same way. This ability replaces expert trainer.

Longshanks Conditioning (Ex) Through serious physical conditioning, a longshanks gains the ability to move quickly and with some strangely graceful agility in the most cumbersome of armor.

At 1st level, a longshanks reduces the armor check penalty of his armor and shield by 1 and the maximum Dexterity bonus of the same by +1. At 16th level, this increases to 2 and +2, respectively.

At 6th level, a longshanks can wear armor of any heft without taking a penalty to his movement speed. Further, a longshanks may hustle without ever suffering any adverse effects. Should a longshanks use a tower shield, these benefits are negated.

At 11th level, the longshanks gains Endurance as a bonus feat.

Tyrannical Leadership (Ex) At 6th level, the warlord gains Leadership as a bonus feat. When determining his leadership score, the warlord can use his Strength score in place of his Charisma score. If the warlord has a negative Charisma modifier, he must subtract that modifier from his leadership score. This ability replaces the bonus feat gained at 6th level.

Purple Duck Note: See full entry of *Red King's Judgement*

Cohort

NE Grand Marshal Redblade Zagithi na Ahruman the Confirmer - stalker (judge) 7/sorcerer (crossblooded [empyrean/red dragon] bloodline) 4/blade caster 7

Followers: LE The Red Host (cavalier: order of the crimson lance); 4600-1st level, 460-2nd level, 230-3rd level, 115-4th level, 57-5th level, 28-6th level, 14-7th level, 8-8th level, 4-9th level, 4-10th level



Grace (Armor Quality)

Armor with this quality becomes more flexible. Grace armor adds +2 to the maximum Dexterity bonus and lowers the armor check penalty by 3 to a minimum of zero.

Aura moderate transmutation; **CL** 6th; **Prerequisites** Craft Magic Arms and Armor, *cat's grace*; **Price** +1 bonus.

Eye of Truesight

Aura moderate divination; **CL** 11th

Slot eyes; **Price** 38,600 gp; **Weight** none

Description

This vibrant purple eye replaces one of the host's own eyes. It functions like a normal eye but once per day the host can use it to see things as they truly are as the spell *true seeing*. The effect lasts for eleven minutes.

Construction

Requirements Graft Flesh, *cure light wounds*, *flesh culture*, *true seeing*; **Cost** 26,400 gp

Ruby Gemstones

Ruby gemstones are typically associated with fire magic. Items set with a ruby are always warm to the touch and seem to glow with an inner light (as a candle). The Red King's armor contains a ruby gemstone chip, which provides the wearer a constant endure *elements effect*, but only against cold environments.

Construction

Requirements Craft Gemstone, *burning hands* (chip); **Cost** half price; [Ruby Chip (2,000 gp)]

Background

The Red King was born in the no-man's land of the Northlands known as The Wyrms Quarter. It is a porphyrite-barriered region on the border with the Steppes that contains an enigmatic extinct volcano and the surrounding hills, all containing clear deposits of porphyrite. The area is known as a territory claimed by power dragon clans. His ogre mother gave him a name, but the combination of centuries passing and the Red King's influence, have made sure that his true name has been erased from history.

Growing up surrounded by so much porphyrite, the young ogre mage spent much of his time pursuing the secrets of the stone. He couldn't explain it with words, but it was like he had a hunger to conquer the unknown. His solidarity with the porphyrite caught the ire of many of the young ogres and orcs of his tribe. The Red King

was already intellectually superior to everyone, but his strength and size didn't match that of a regular ogre. While they tried to intimidate him, and bully him, for some reason no one could lay a finger on him. They all simply walked away. It was if by magic or a curse. This caused even more of the tribe to ostracize him, but he cared not for those who could not think on his level. However, his mysteriousness managed to capture the regard of the orc shaman's daughter.

She too was cursed, but with the power of being a seer. She didn't know how, but the ogre mage was some day to become the fearsome lord of dread of the Northlands, after he had been bathed in fire, and she wanted to part of his legacy. He accepted her as a kindred spirit, and enjoyed the idea of being a ruler. This spurred the unexplainable desire he had to conquer.

When the ogre mage was of age, he left the tribe settlement. For too many years he felt that his skills were being stifled by the low brow tribesman. Their constant bickering, and indifference to living in squalor, appalled him. It didn't help that the limited resources at hand inhibited him from learning more about the porphyrite he studied.

He traveled the Northlands until he came upon The Breakers on the east coast. It was a natural port located among a set of vicious rocks and breakers, with two tall lighthouses that helped guide ships. Being of smaller stature than most ogres, and not yet fully understanding his capability as an ogre mage, he was able to pass himself off as a half-orc with skin and facial disfigurement. This enabled him to find work among the fishermen and merchants with little to no problem. Like more settlements, The Breakers had a seedy underbelly. By the end of his first year, the ogre mage was working for some of the best smugglers in the port as their bodyguard and muscle. Pretending to be less intelligent than he actually was, he was able to secretly learn how everything worked and which lands and settlements were getting certain goods. They dealt with anything from weapons to armor, from poisons to drugs, to special and rare materials, and he knew all that was coming through. He wasn't sure how yet, but he locked the information away to somehow use in the future.

While staying in The Breakers, and dealing with the seedier residents of the port, he overheard rumours of a sect of cultists. It was said that they were remnants of worshippers of the Elemental Lords. Recalling the orc seer's words of needing to be bathed in fire before he could conquer all, he sought them out, hoping the gossip was no hoax. During his search he spared no coin

for information that would lead him to his possible destiny. He didn't know whom to trust, but he also didn't care. Eventually one night, when he was nearly down to his last copper, the ogre mage was brought to an alley where he met a man that claimed to be a cultist leader of the Firelord Mal'Eket. However, the leader was not alone. A dozen cultists armed with falchions approached from the shadows. They were suspicious of the small ogre who was looking so feverishly for them, and wanted to know his reasoning. The young ogre mage, unfazed by the group, merely replied he was trying to understand a seer's words and fulfill what he claimed to be his birth right. At this, the cultists bowed, and the leader stepped forward to welcome their new brother into the fold. Their prophecy was coming to fruition. It was said that a powerful being born of fire and strength would come from the extinct volcano to bathe the lands in fire and purify it, lording over all to make the Northlands safe from raiders of fire and ice. When he wasn't working for the smugglers, the ogre mage was performing rituals, sacrificing slaves to the flames of Mal'Eket, and learning the craft of the Firelord. Using their resources, he was able to discover even more about the porphyrite than he thought imaginable.

During his time with the cultist, the ogre mage discovered that his body was slowly starting to change shape and colour. His skin was growing red scales, and his shoulder blades were protruding far more than they should be. As well, he felt himself grow unexplainably stronger. The cultist leader couldn't explain it beyond his assertion that the prophecy was at hand.

A year later, when the ogre mage had reached full maturity, his red scales and wings fully developed. It was then that he left The Breakers and returned home to have his elderly ogress mother explain to him his origins. He knew the rituals and religious teachings weren't the reason behind his transformation. She revealed that he was the son of a red dragon, known by others of the land as the Red King. She had been one of his concubines, and the only one to survive having his child. After hearing her story, he decided to visit his father, the Red King. Seeking power, a title, and armor that would make anyone second guess ever challenging him, he knew he'd have to enter the dragon's lair and challenge him to a duel.

Knowing that he would be no match against a dragon with what was currently available to him, he turned his attention to the porphyrite he'd been studying, and fashioned it into a weapon. Using his cunning intellect, his new craft skills, and the power of the shaman of the

tribe, he experimented with the material trying to smith a sword worthy of his grandeur, until finally he had created a greatsword that could pierce the scales of a dragon. The fact that it wasn't a falchion confused him. He knew how to make one, but it was not what had come out of the fire. Still, the weapon matched his power well, and he wondered if this too was not preordained.

The Gods know history a little differently, but the only story the people of Porphyra are allowed to know is that on that great day, the ogre mage, now a full half-dragon, ventured into his father's lair, and slew the great dragon without more than one word said between them. For the most part, this is true. When the Red King saw his son's scales and wings, he knew who he was. The ogre mage declared that the elder dragon's scales and title belonged to him, as they were necessary to conquer the lands and fulfill his destiny. After the deed was done, the new king bathed his sword in the fallen dragon's blood, then proceeded to breathe fire upon the doused blade. Returning with his father's skinned hide, his new glowing crimson sword, and taking the name of the Red King, the ogre mage crafted a set of plate armor out of the scales, and took the orc seer as his first lover. With his birth right in hand, he returned to The Breakers where he betrayed everyone that he had worked for, or worked with, and took over the region as his base of operations.

Over the course of a decade, the Red King created an army known as the Red Host, and set out to mercilessly dominate the Northlands. With the knowledge he had gained from the smugglers, he systematically cut off shipments and trades to every country, making it easier to dominate and conquer them. After only a decade, he had laid claim to the rest of the Northlands. If anyone resisted, the mercenary warlord personally led the charge to the settlement to slaughter and crush any form of rebellion they might have feebly attempted, then pillage the remnants. However, the fire and frost Jarls fortresses were the only ones to put up enough of a fight that the Red King was forced to a stalemate in battle. The only other area, besides the thought to be lifeless North Polar Region, of which the Red King is not terribly concerned with, is the Wyrms' Quarters where far more powerful dragons than his deceased father reside.

While the Red King has had many concubines, only his first was able to successfully produce offspring. Unfortunately, it was a half-orc female. Unsatisfied, he sent his daughter to the cultists where she and future descendants would stay until such time that they produced a male heir. As the Red King's hair started to

whiten, he began to wonder if it he had been cursed to be father to only daughters. Finally, after a century of sacrifice, pillaging, and ruling, the Red King was given a vision that would finally given him the male heir he had been longing for. Going to Matafeyu al-Sereyah, the new cult leader, he used his sword to cut himself and drain enough blood to fill a goblet, and then set it aflame. When the fire died down, he gave it to his newest concubine, an orc that was a descendent and physical look-a-like of his first lover, to drink down. Her body was suddenly wracked with pain, and burst into an intense flame. Her death was almost immediate as she turned to a pile of ash. Sifting through the remains, a male baby half-orc with red scales, immersed. He was named Zagithi na Ahruman, and for the following 15 years he was trained to be the Red King's bodyguard, and possible heir.

Currently, the Red King resides in his Red Tower, where only his most trusted advisors, and personal bodyguard, Zagithi the Confirmer, are allowed to venture.

Current Activities

The Red King's distant rule is absolute, and harsh if taxes and proper respect are not paid.

Azag-Ithiel, The Newlands brought forward a non-aggression pact to the Red King, and after meeting Prime Minister Otag Nagen, he realized that the idea of having an ally that was a half-orc/half-elf being in charge of a country mildly amuses him. The ogre mage is curious as to which blood will be the most dominant in running the diplomatic affairs. For now, he is content with leaving the area alone, or at least leave it until last.

The **Kingdom of Iskandar** is currently in the middle of negotiations for a lasting peace, but the Red King knows well that they won't do so without checking out his intentions. He also knows that their spies have been sneaking into his country for some time, trying to find information to report on his exploits. With roads starting to be built of basalt and the nomadic Sikoy people being suppressed, and no one capable of getting into his Red Tower, he feels there is little to concern of them finding out his true motives.

The **Lotus Blossom Steppes** is of little threat to the Red King. His spies have informed him that the nation has currently breaking down and the tribes are beginning to squabble again. Over the years, the Red King has learned and taken account of what Khan Gengau "Fist of Fire" plundered from Irontown. The ogre mage warlord fully intends to eventually get back everything, and

with a large amount of interest. It's no fun to slaughter and pillage such a pitiful nation when they are not led by a leader that he feels is worthy of his time, and the people are fighting amongst themselves. If the Steppes are attacked quickly enough, perhaps they might put up a decent fight before they are crushed and ruled over.

As the Red King has finally seemed to age, after several hundred years, he has begun to turn his eye outward from his obsessive control of the **Northlands** to the Dry Peninsula. With Zagithi na Ahruman now the age of inheritance, the Red King looks to show him the ways of ruling the Northlands, and extend their kingdom to envelop all. He wants to show Zagithi the Confirmer, what it takes to rule, and how to dominate the lands through physical means.

Spiritmaster Azraag, orc shaman of the Steaming Lava Clan, has been frequently visiting the Red King. During his last visit, he met with the cultist leader, Matafeyu al-Sereyah. Knowing that the Red King had been getting in years, and what he had planned once Zagithi the Confirmer was of age, the orc shaman and cultist leader decided to work together on giving the ogre mage some gifts. When the shaman next came, he brought with him a handful of porphyrite golems that the Red King could do with as he pleased. Two were meant to be used as personal guards whenever Zagithi was away training, or on patrol, and the others could be used as sentries.

Captain Yrakan the Splendid, former General of the Redblade squadron of personal bodyguards to The Red King, is uneasy with his position and getting usurped by Zagithi the Confirmer. He would never betray the Red King, but despite knowing the half-orc is a divine gift from Elemental Lords themselves, he has been part of the Order of the Crimson Lance for much longer. He feels cheated that the Confirmer's supposed birthright allows him special privileges. Yrakan does not believe everyone should be giving Zagithi special treatment so easily, or openly, when everyone else has had to work so hard for the same things. However, if the Red King tells him to protect the boy, he will do so grudgingly, and without fail. Yrakan knows that the cultists cannot be approached about this issue, but hopes to have a private discussion with Spiritmaster Azraag about it, if for no other reason than to confirm the half-orc's birthright.

Tactics

The Red King fears no creature, and will fight if ever engaged in battle. He believes himself to be the most superior fighter, having slain his own red dragon father in

single combat. Even without his vast amount of wealth, weapons, and armor he knows well that he's a force to be reckoned with.

The Red King enjoys the idea of letting his opponents think they have the upper hand, even when it looks like they have. He also admires anyone who has the ability to enter his tower uninvited, knowing full well what they are likely to encounter once they get to the top. The Red King will stand, weapon drawn but used as one would use a cane to rest his claws on, and await the intruders to enter his chambers. He is always interested to see how they fair against his Red Host and bodyguard, and how far they get. Anyone who manages to make it to him is acknowledged with respect.

If given a chance to parlay instead of fight, he will allow others to speak first. If it is nothing more than a declaration of battle, he uses his charm monster on the weakest willed person he can see, in hopes of either getting information out of them, or having them turn on their own friends. Once combat begins he will try to intimidate his opponents and activate his father's eye. Afterwards, he will unleash his spells and spell-like abilities, and draw out the fight as long as possible so that he can savour every moment. Given the chance, if he sees anyone who looks like they might be a worthy opponent in single combat he will challenge and duel them head-on. If anyone is foolish enough to group themselves together in one spot, he will unleash the Red Judgement's flame strike, breathe his dragon's breath, or unload a cone of cold. With his monster lore, if he detects multiple people of the same race, he'll activate his bane. If the battle starts to go against his favour, and his regeneration doesn't seem to be working in his favour, he will turn invisible, float in the air, and activate his healing judgement. If his opponents can still see him, he'll unleash a *darkness* spell to make it harder for them to get to him. If he finds himself below 50 hp, he will turn gaseous and try to find his Red Host troops, or half-orc bodyguard, to aid him in battle.

The Red King will never surrender, and will fight until the end, even if it means taking his own life. With his Red King's Judgement in hand and a fire nearby, he knows he has a good chance at cheating death.

Adventure Hooks

Below are several ideas for including The Red King into your campaign, involving the NPCs mentioned in the background material presented.

Kidnap the Heir!

Captain Yrakan the Splendid, deposed General of the Redblades, has jealously plotted against the Red King's son, and has drafted a plan that can only be carried out by outlanders that will not be subject to The Red King's spies. He will take the Confirmer for a companionable ride, whereupon the PCs will capture him-alive. With the leverage of the captured Zagithi na Ahruman (should they be able to accomplish this) there is no telling what price could be exacted.

Diplomatic Games

Negotiating peaceably with The Red King is like leaping The Great Chasm; it can be done under certain circumstances, but it is difficult. Do the PCs dare to take on a job as emissaries of a downtrodden or threatened people of the North and parley with The Crimson Terror? Some research on how The Red King thinks, and what gifts to bring, would go a long way in succeeding at a very difficult diplomatic mission.

Deist Incursion

It has not been forgotten that The Red King pays homage, in one manner or another, the Elemental Lord Mal'Eket, efreeti noble tyrant of the East, Immolator of Virgins. The credons of Sanctus Templum seethe at his power and impunity, and would dearly desire to lay him low. Scout for the Deist Legions, and make thorough plans for a strike force of paladins to strike at the heart of the Red Tower, and remove this Elementalist-favoring scourge forever!

The Red King's Judgement (Legendary Weapon)

When the Red King ruled the Northlands all races suffered. This fearsome monster, inherited the brutal disposition of his ogre mother and the aggressive cunning and intelligence of his red dragon father. No other tribal leader of humanoids could hope to challenge him. He gathered under his banner the mountain clans of goblins, bugbears and giants and waged a war of annihilation against the civilized lands.

The sword he fashioned became known as the Red King's Judgement, for no one survived an encounter with the blade. Along with a suit of armor made from the hide of his deceased father (some say he slew the dragon simply for its scales), the Red King used this sword to gather a great host and drive men from the Northlands. His reign ended two centuries later when

a band of stalwart adventurers infiltrated his mountain home and caught the ogre-dragon unaware and without his battle dress. Currently, the sword sits buried in a subterranean vault to keep it out of the hands of individuals who might use it to restart the Red King's empire.

The Red King's judgement glows with a crimson tinge, almost as if the molten steel was mixed with blood. The weapon grants the wielder power over fire. Creatures born of reptiles and dragons instantly recognize the weapon as once belonging to the Red King and flock to the side of the current wielder.

Requirements

To unlock the full potential of the Red King's Judgement, a character must fulfill the following requirements.

Skills Intimidate 4 ranks, Knowledge (arcana) 4 ranks

Saving Throws Base Fort Save +4

Languages Draconic

Weapon Level	Wielder Min Lvl	Abilities
1	—	+1 <i>impervious porphyrite greatsword</i>
2	4th	Insusceptibility to flame
3	6th	Minions
4	8th	+1 <i>impervious flaming porphyrite greatsword</i>
5	10th	Made for kings
6	12th	<i>Flame strike</i> (3/day)
7	14th	+2 <i>impervious flaming burst porphyrite greatsword</i>
8	16th	Forged in a dragon's breath
9	18th	Fiery discorporation
10	20th	+3 <i>impervious flaming burst porphyrite greatsword</i>

Insusceptibility to Flame (Ex) The wielder gains fire resistance 20. At level 4 this becomes fire resistance 40, and at level 6 the wielder gain fire immunity but not vulnerability to cold.

Minions (Ex) The wielder gains the Vile Leadership feat and evil subtype. If the sword's wielder already possesses the Leadership feat they instead gain a +2 to their Leadership score and suffer no penalties for cruelty, aloofness, causing the death of a cohort or other followers as if they had Vile Leadership, and are also granted the modifiers

that are normally gained from the feat. If the wielder has a negative Charisma modifier, it does not get subtracted from his score. As well, the wielder gains the Wicked Leader social trait if he does not already have it. At level 6, twice as many followers (as indicated by the Leadership score) join the fray. At level 9, gain two additional followers at the highest level available. However these followers must be of the same class as the wielder. If the wielder has more than one class, they instead share the favored class.

Made for Kings (Ex) The sword feels as if it was made specifically for the wielder. The weapon sizes itself to match the wielder's size proficiency and grants them the Weapon Focus (greatsword) feat. If the wielder already has the feat, they instead gain Greater Weapon Focus (greatsword) even if the wielder does not have the normal prerequisites.

Flame Strike (Sp) The wielder may use *flame strike* three times per day. The damage dealt is half fire and half unholy damage.

Forged in a Dragon's Breath (Su) The sword has been exposed to fire for such a long period of time that it has become hot enough to sear even the most resistant of fiery opponents. When making any attack that deals fire damage, the sword's wielder is able to ignore any fire resistance as if none existed on the target creature(s). If the creature has immunity, the attack still does half damage (round up) to the target.

Fiery Discorporation (Su) The sword's wielder gains the ability to cheat death. Any damage that would reduce the bearer to 0 hit points or lower instead has a chance to discorporate him. As an immediate action with a successful Will save (DC 5 + damage dealt) the wielder breaks apart into dozens of flitting tongues of flame and vanishes along with all his gear and anything he holds or carries. The wielder must be within 30 ft. of an open flame for this power to work.

One day later, the sword's wielder reappears adjacent to an open flame nearest to the place where he discorporated, seeming to materialize from the fire (he chooses where he appears along the perimeter of that open flame). While discorporated, the wielder does not exist—he can do nothing, nor can any of his enemies do anything to him.

Weapon Properties

Flaming Upon command, a *flaming* weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Aura moderate evocation; **CL** 10th; Craft Magic Arms and Armor, *flame blade* or *flame strike* or *fireball*; **Price** +1

Flaming Burst A *flaming burst* weapon functions as a *flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Aura strong evocation; **CL** 12th; Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*; **Price** +2

Impervious An impervious weapon is warded from damage and decay. A metallic weapon cannot rust and a wooden weapon cannot rot or warp, even by magical or supernatural means. An impervious weapon gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for an impervious weapon and the wielder's combat maneuver defense against sunder maneuvers against the impervious weapon each gain a bonus equal to twice the weapon's enhancement bonus.

Aura moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *fabricate*, make whole; **Price** +3,000 gp

Material - Porphyrite

Porphyrite is a luminous purple stone that first appeared on Porphyra during the NewGod wars. Porphyrite is used to hold the newly reformed world of Porphyra together, to restrict the movement of some forces, and to act as a deterrent to elementals. Porphyrite has 20 hit points per inch and hardness 12.

Weapons: Porphyrite can be used to craft any sort of weapon. Crystals of porphyrite respond to force as though they were metal and can be treated as such. Porphyrite weapons cost three times as much to make as their normal counter parts. Also, adding any magical enhancements to a porphyrite weapon increases its cost by 500 gp the first time it is enhanced. Porphyrite weapons

bypass the untyped damage reduction of creatures of the elemental subtype.

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