

NMR 7-04

Signs and Portents

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Metaregional Adventure

Version 1

by Glyn Dewey

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An ominous letter, from the high priestess of Lydia, draws you to Seltaren. The movements of the stars align in the manner foretold in the prophecy. Murder, and perhaps something even more foul, are at hand. A one-round Nyrond and her Environs metaregional adventure for characters levels 3-15 (APLs 4-14) set in the Duchy of Urnst city of Seltaren.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, et al], *Monster Manual II* [Ed Bonny, et al], *Spell Compendium* [Matthew Sernett, et al], and the Temple of Lydia and Snake Eyes' encounters from *The Night When Nothing Happened Interactives* [Troy Woodard and Ian Seale].

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

	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	

3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round metaregional adventure, set in the Nyrond and her Environs Metaregion. Characters with a home region within the Nyrond metaregion pay 1 Time Unit per round; other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

A character that 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 DC 20 Survival check, 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

Seltaren houses a number of cults and cliques. Some are largely harmless. Others, like the thieves' guild, confine their harm within limits—most of the time. Still others have been harmless, until now. This adventure concerns the latter kind of clique. A disgraced, but still influential mage, Holryn Verana, has gathered a small following among the disinherited children of penniless nobles, the

younger children of moderately successful merchants and other cast-offs of the upper class, who have just enough credit to avoid gainful employment, and just enough status to imagine that they deserve more. They have been meeting for some time, talking about the ancient magics of the Suel Empire and their former glory, and the various reasons for his expulsion from the College of Sages and Sorcery in Nellix. One member of this group stumbled upon the Canon Apocrypha. She discovered some of the prophecies in another tome – a rather poor and fire damaged copy sold to her by adventurers, and informed Holryn of her discovery. When Holryn learned that the temple of Lydia had another copy (the copy formerly in the possession of Lord Baron Fennin Duncombe), he hurried there to compare the texts and fill in the blanks in both copies – and to perfect his understanding of the book.

Among other things, Holryn has deciphered that shedding the pure Suel blood of a highborn noble, in the ancestral seat of the Urnst States, at the time prophesied, and marked by a comet passing through the Great Bear, he could open a portal to a long-hidden power. Since long-hidden powers and blood magic were things that fascinated him, he set out to do exactly that. While his entourage was formerly a mere clique of idle dilettantes, this discovery has turned them into a full-fledged menace.

At the same time, Edmar Grek has begun to have his doubts about conventional Lydian dogma. He too, has been reading in the library and has discovered the prophecies. The Lydian heresy – that some knowledge has no good uses and is too dangerous to be preserved, much less made freely available, makes sense to him. The particular prophecies, which he interprets as foretelling a ritual that can bring dark powers into the world, seems like exactly the kind of knowledge that, at the very least, needs to be kept out of the hands of the public, whether they are innocent, foolish, or malicious. Seeing Holryn perusing the tome made him even more certain of his thoughts. Something had to be done.

Holryn and Edmar's paths crossed the night before this adventure begins. Edmar decided that he had waited long enough. It was high time that the book be removed from public view – possibly even destroyed. Holryn also had nefarious plans for the night. The night of the prophecy was nearly upon him, and he wanted to take the book so that he could reference it during the ritual. He paid Vadik, a local thug, to act as his lookout and traps man, and traveled to the temple in order to steal the book.

Edmar made it to the temple first. He was sneaking out of the temple's window, with the tome under his arm, when Holryn saw him. They fought and, during the fight, Edmar killed Vadik. Shortly thereafter, Holryn disabled Edmar with a spell, and dragged him off to his family crypt. Edmar being a highborn Suel of pure blood meant he wouldn't need to sacrifice any of his followers.

Later that night, Dirk, another local low-life found Vadik's body in the alley, and promptly looted it of everything valuable including Vadik's boots, and the

dagger that Edmar used to kill him. It wasn't until dawn that anyone told the Watch about the body.

ADVENTURE SUMMARY

In the introduction, the PCs discover a crowd around the body of Vadik and see the guard investigating the murder. In the temple of Lydia, they also discover that the book of prophecies is missing—stolen during the night.

There are several ways that they could follow the clues from this point. If the PCs decide to follow up on the murder, they are likely to investigate Vadik's band of rogues, the Snake Eyes, the thief who robbed Vadik's body, and Vadik's apartment. From these clues, they most likely surmise that Vadik was working for a noble from upper Seltaren when he was killed, and that Edmar Grek, a different noble, most likely killed him. If they check the description of Vadik's employer with the temple of Lydia, they discover his identity: Holryn Verana.

From there, the PCs are likely to travel to upper Seltaren and investigate Holryn's manor, from whence they are directed to the Magic Mirror. At the Magic Mirror, they find that Holryn and his coterie have headed to the Verana family crypt.

It is also possible that players investigate the book first. Since Holryn read it, they may travel to his manor without connecting him to the murder, and, from there, be directed to the Magic Mirror. Alternately, they may visit Edmar Grek's home, where they discover that he did not come home last night. They may also discover that he had recently argued with his cousin, the high priestess of Lydia about dogma, and that he referred to Holryn Verana as an example of the kind of person who should not see the book under any circumstances. This may lead the PCs to Holryn's manor and the Magic Mirror, and, from there, to the crypt.

However they arrive at the crypt, the PCs are confronted with a number of deadly hazards. In the entry chamber, they either disable a trap or fight the statues which animate to protect the chamber. Upon the stairs, they encounter a trap that attempts to disable some of them, unless they disable it or bypass it. Finally, they confront Holryn and his allies in the crypt of the Verana family. In the middle of the fight it is very probable that the ritual is completed as Suel blood flows onto the altar. At this point, the imprisoned entity grants all those present (except for Holryn's Baatezu bodyguard) a magical ability, the use of which may eventually weaken his prison.

After defeating the diabolists, the PCs need to decide what to do with the book.

PREPARATION FOR PLAY

Collect the following information from each PC:

- Character race and, if human, subrace.

- Whether or not they played NMR 6-02 *The Mad Baron of Pikemaster* or NMR 7-01 *The Village* with this character.

INTRODUCTION

Give the PCs, who played either of the previous adventures, *Player Handout 1: The Letter*. For those PCs, the letter is addressed directly to them.

For PCs who did not play either of the previous modules, the letter is addressed to a one-time adventuring companion who was prevented from responding, and who has asked the PC to respond to the letter in their place.

Once the PCs decide to undertake the mission, have them briefly introduce themselves, and read, or paraphrase, the following:

You arrived in Seltaren just before the city gates were closed for the night. About your accommodations for the night, you can only say that you get the lifestyle you pay for. Even though you were too late to visit the temple of Lydia and examine the prophecies, you still managed to get an earful of the local gossip. There is still talk of the massacre that occurred when the ducal guard rode down the rioting members of the banned Lamplighters Guild. Blood flowed freely in the gutters of Seltaren, and, if talk last night was any indication, may do so again soon. The comet mentioned in the letter hung in the sky like a great, fiery eye and provided conversation for those of an astrological bent. Its path will take it through the Bear. On that, everyone agrees. Its meaning, on the other hand, is ambiguous. To some, it is a sad symbol of these divisive times, when the Duchy indecisively pines for a duke who is undoubtedly dead; to others, it is a herald of the woe that awaits a people who heed a usurper's whispers.

But that was yesterday. This morning, the sun has driven the comet from view, and the morning breeze blows across your face as you make your way toward the temple of Lydia. The cries of teamsters, making morning deliveries, and the grunting of their beasts of burden, mingle with the calls of seabirds, and ensuring that the sense of bustle and urgency is heard as well as seen.

Now would be a good time for the players to give a more full description of their characters, if necessary.

As you round the corner, and the dome of Lydia's massive temple enters your view, a new commotion assaults your ears. A group of armored men, in the livery of the City Watch, hold a rough perimeter around the entrance to the alley on the north side of the temple. From there, to the statues of Lydia on the marble steps of the temple's entry, a loose crowd of men and women murmur. They push up to the

guardsmen, peering past them and then wander back, talking to the others. As you take in the scene, one of the women breaks out into loud sobs and, tearing her hair, pushes past the guardsmen into the alley.

If the PCs investigate, they immediately discover several things:

- The city watchmen are keeping the citizens away from a dead body, which was apparently killed in the alleyway.
- The woman, Myrna Longbottom, is the sister of the dead man whose name was Vadik.
- The City Watch is questioning people in the crowd, but everyone denies having seen or heard anything. Most of the crowd is just there to see if the dead man is somebody they know.

If the PCs investigate further, proceed to Encounter 1.

It is also possible that some PCs do not investigate, but instead proceed directly into the temple to deal with the purpose that brought them to Seltaren. In that case, proceed to Encounter 2. The investigation of the missing book most likely brings them back to investigate the murder. If it does not, they may well be able to follow the leads about Holryn and his associates to the final encounter without investigating Vadik's murder. If they ignore all possible clues, however, success is not guaranteed.

1: INVESTIGATING THE MURDER

There are several avenues that the PCs might take in this investigation.

1. Talking to the Sister:

. **Myrna Longbottom:** female human commoner 2

Description: Myrna wears a rich, revealing dress that is now torn and a bit muddy. Her plain face is caked with makeup and streaked with tears

What she wants: To the extent that Myrna knows what she wants, she wants to see whoever killed her brother dead. Mostly, however, she is lost in shock and grief.

What she knows: Though she insists that Vadik was a good man, she tells PCs who succeed on a DC 15 Diplomacy check that Vadik worked for One Eyed Jork collecting debts. He also did odd jobs for other people and would always help her out when someone would harass her.

Members of the Rogues of Seltaren meta-org and any PCs who succeed on a DC 20 Knowledge (local-NMR) check (characters with a home region of the Duchy of Urnst get a +2 circumstance bonus) know One Eyed Jork to be the leader of a band of the rogues called the Snake Eyes, who are mostly involved in gambling, but have

recently been trying to expand their operations to loan sharking. He operates out of a tavern called the Pike and Capon in one of Lower Seltaren's worst areas.

2. Talking to the City Watch:

. **Sergeant Nomen:** male human Warrior 1/Expert 2

Sergeant Nomen is the head of the city watch on the scene and is currently questioning onlookers to try to discover what happened.

Description: Sergeant Nomen is a middle aged man with only wisps of grey hair remaining on his head, but with a thick salt and pepper moustache and side burns that curl down his cheeks to join up with his moustache. He has a long scar down the left side of his face and wears a patch over that eye.

What he wants: The sergeant wants to put together his report and get the situation over with. Since Vadik does not look like he spends much time in upper Seltaren, Nomen's working theory is that he's a small-time thug who got greedy and decided to try for a big haul in the upper city. The sergeant suspects that the rogues probably eliminated him for trying to work someone else's territory. Either that, or one of the noble houses used him as a pawn in their political maneuverings, in which case anyone who discovers the truth risks knowing too much. The best way for Sergeant Nomen to keep his job is to make sure he looks like he is acting responsibly, without actually discovering anything. Nomen's ideal solution would be to find a way to label the death as an accident – perhaps Vadik was trying to climb into a window and fell, landing on his dagger. That way, the sergeant doesn't risk blaming someone more powerful than himself, but he gets to "solve" the crime. What Sergeant Nomen does not want is any outsiders messing up his investigation, and causing him to file more reports later.

What he knows: Sergeant Nomen knows that Vadik was an enforcer for one of Lower Seltaren's bands of rogues and villains. He was out of his territory, and it's no wonder something bad happened to him.

What he can do to help: With a DC 15 Diplomacy check, he allows PCs who are neither members of the City Watch nor members of a noble house to examine the body more closely.

With a DC 30 Diplomacy check (DC 20 for members of a noble house), he allows the PCs who are not members of the City Watch to take the body to a temple in order to cast *speak with dead*.

3. Investigating the Alley:

From behind the watchmen's line, the PCs can see an alley, littered where the servants put out nightsoil boxes and refuse for collection. About forty feet in, there is the body of a man with a bloody wound on his chest.

PCs, who succeed on a Search check of the area, find the following information:

- **DC 10:** There appears to have been a struggle. Whatever happened in the alley, nobody went down without a fight.
- **DC 12:** Vadik's body seems to have been moved slightly from where it fell.
- **DC 17:** There seem to have been three men involved in the fight. One is accounted for although his body was disturbed after he fell.
- **DC 20:** Another individual seems to have entered the area several hours after the fight and disturbed Vadik's body.

A PC who has the track feat can use Survival to find all of the previous information plus:

- **DC 17:** After the fight, one of the two other combatants dragged the body of another, away past the alley.
- **DC 30:** Someone climbed down out of the window and was attacked by Vadik and the other man; During the fight, Vadik was killed and the other man left, dragging the body of the person, who climbed out of the temple. The trail leads into Upper Seltaren where it joins a cobblestoned thoroughfare and is lost amid all the traffic.

A character tracking by Scent may be able to follow the trail to the northern fork of the river. At that point, it vanishes (this is where Holryn levitated and leapt across the river with the unconscious Edmar so that he didn't risk being spotted on a bridge). The DC for this check is 27 +2 for each hour that passes from the start of the module. (This includes a circumstance modifier since the scent passes through some thoroughfares where it is muddled by the other scents and where later spills of rotting fish, night soil pots, and other odiferous containers also serve to obscure the trail).

What else is there: There are rats scurrying around the night soil buckets. A PC who casts *Speak with Animals* gets a rat's-eye description of what happened.

• **Vadik Longbottom:** male human Rogue 2 (Will Save -1, AL CE)

Description: Vadik is a tall man with thinning dark hair, a broken nose, and a large gut. His body has been stripped of anything that might remotely be of value. Even his boots are gone, although he has been left wearing a torn and blood-soaked tunic.

Even from a distance, it is clear what killed him: a large stab wound in the chest. Up close, PCs are able to make out shallow cuts on his fingers and arms. If the PCs get closer, a Heal check reveals further information:

- **DC 10:** Vadik has been dead for at least six hours
- **DC 15:** He was killed by a dagger thrust to the heart.

Knowledge: A DC 28 Knowledge (local-NMR) check reveals that Vadik was a low-level enforcer for One-Eyed Jork and his Snake Eyes band. Members of the Rogues of Seltaren meta-org get a +12 circumstance bonus on this check, and members of the Snake Eyes band succeed automatically.

4. Talking with Vadik via *Speak With Dead*:

As a CE NPC, Vadik gets a Will save against any PC who casts this spell, however he most likely fails it. If questioned, about the night of his murder Vadik has the following information:

- He does not know the name of his killer, but did see part of a house crest on his clothing and his dagger – a unicorn.
- His killer came out of the temple window
- He saw that his killer had a book under his arm as he left the temple, but his killer dropped it during the fight
- He was not alive to see how the fight ended
- He was going to help his employer rob the temple of Lydia
- He doesn't know this employer's name. (He was told he was safer (and 100 gp richer) not knowing it), nor had he met the man before that night.
- He did, however, notice several things about his employer. The man had a thick beard and an impressive girth. Under his heavy robes, there was a golden symbol on his right forearm, and his left eye was milky white.
- His employer had told him that he could dispel the wardings at the temple.
- He was paid (half up-front) 200gp for his services, another 100gp for keeping his mouth shut afterward, and an additional 100gp for not asking his employer's name again.

5. The Crowd

Everyone in the crowd insists that they didn't see anything and don't have any idea who might have done it. A DC 15 Gather Information check, however, obtains the name of someone who did hear something: Pip, the night soil collector.

Pip (N male human Com 1) is the night soil collector. He's a young redheaded boy in his early teens dressed in a smelly smock. He too claims not to have seen anything, but a DC 11 Intimidate check, a DC 17 Diplomacy check, or a bribe of 1 gp or more convinces him to tell what he knows. He was starting to make his way down this alley just before dawn when he saw Dirk, a beggar who frequently comes to Upper Seltaren, in order to beg from worshippers at the temple, looting the body.

He specifically saw Dirk taking a dagger out of the man's chest, but did not see what had happened before that.

Pip is surprised that Dirk killed someone because he's always been squeamish about blood. Additional persuasion (DC 32 Diplomacy, DC 13 Intimidate, or another bribe of 1 gp or more) persuades Pip to tell the PCs the alley in lower Seltaren, where Dirk generally sleeps; Pip also suggests that Dirk may be looking for a fence who can take his stolen goods off his hands at the moment.

6. Where to next?

A DC 10 Gather Information check enables the PCs to find Dirk's alley.

A DC 15 Gather Information check enables the PCs to set up a meeting with the Snake Eyes

A DC 15 Gather Information check also enables the PCs to find the fence that Dirk generally uses.

A DC 20 Gather Information check allows the PCs to find Dirk himself.

2: THE TEMPLE OF LYDIA: THEFT!

The PCs enter the temple of Lydia and are shown to the library. Once there, they discover that the book of prophecies mentioned in the letter – the Canon Apocrypha, is missing.

The temple of Lydia is the largest temple in Seltaren, but is still small compared to many temples in other cities of the Flanaess. Marble steps ascend to a platform before the main doors, and, on each corner of the platform, a larger than life statue of the goddess is set. The first woman holds her arms up, welcoming the warmth of the sun; the second statue is seated, holding a book before her with a look of intense concentration on her face; the third woman is also seated while her fingers pluck a harp. The final statue holds a newborn babe in her arms.

Inside the temple, a great domed roof rises from the center of the building. Though the altar room seems dark, to followers of Lydia, it is lit with the eternal light of day.

Who Did it?

Questioning the staff, the PCs are able to discover the following information:

- Several people have shown an interest in the book of prophecy recently: Holryn Verana, a wizard from a noble house; Edmar Grek, a worshiper of Lydia and a younger scion of the Grek house, and Vivian Oxnard, a young rabble-rouser and worshiper of Lydia.
- Edmar is a thin, wiry man with a drooping moustache and a long scar on the back of his left hand.
- Holryn is a rotund man with one eye clouded over.

- Vivian is a young, buxom, fair-haired woman who is always dressed in the latest fashions, but who generally accessorizes with a longsword.
- Everyone was asleep last night and no one heard the murder.
- Edmar Grek, one of the prominent lay members of the faith, has recently been studying the book of prophecy and believes that, buried amidst the obscure references and tortured locutions, there is a ritual to release some dark power. He has also expressed some doubts about Lydia's dogma to the high priestess—he wondered if this dark knowledge could serve any good purpose and whether it should really be freely available to all.
- The door was barred shortly after nightfall, yesterday, and nobody entered
- Edmar visited the temple, yesterday, and spent most of the afternoon in prayer. Taija says that he seemed very troubled. If asked, nobody can exactly remember seeing him leave.

Knowledge Checks:

A Knowledge (nobility and royalty) check (Duchy of Urnst characters get a +4 circumstance bonus to the check; members of the College of Sages and Sorcery meta-org get a +4 bonus on the checks regarding Holryn the Mystic).

Characters may also attempt a Knowledge (local, NMR) check at -4 to get the same information):

Regarding Edmar Grek

- **DC 22:** Edmar is one of the younger scions of the Seltaren Greks, and is related to the Lorinar house, through his mother, and to the high priestess of Lydia in Seltaren, through a cousin. He has been a prominent and generous member of the church of Lydia, and, during the last six years, has become increasingly vocal about combating the growth of evil cults in the city, since the exposure of the Teranors and the cult of Syrull revealed the extent of the problem.

Regarding Holryn Verana

- **DC 20:** Holryn is a member of house Verana. He is also a wizard of moderate power, who was expelled from the College of Sages and Sorcery in Nellix for investigating magic prohibited by the college's bylaws. They placed a magical sigil upon his right forearm as a sign of his banishment.
- **DC 24:** In Seltaren, Holryn has gathered around him, a group of younger nobles and other Suel, who see him as a martyr in the struggle to reclaim the lost magical might and purity of the Suel Imperium.

Regarding Vivian Oxnard

- **DC 30:** Vivian is an attractive Suel woman- who has achieved a very small amount of local notoriety for her passionate, rabble rousing speeches on the

necessity of keeping the Suel bloodlines pure and returning to the old ways.

- **DC 35:** In the last year, Vivian has attached herself to a coterie of disaffected young nobles centering around a powerful wizard. They meet regularly in the Magic Mirror.

NPCs

. **Taija Quayen:** female human (Suel) cleric 8; hp 56; Appendix 1.

Taija is the head priestess of this temple.

Description: Wiry, middle aged woman.

Personality: Energetic, pious, prefers Suel over other races

If Taija is convinced that her cousin, Edmar, is in danger, she casts a *divination* spell on behalf of the PCs, but her sending spell has been requested by a noble house and she does not break the contract without persuasion (a DC 35 Diplomacy check, and clear evidence that Edmar's life is in danger).

. **Ulla Rabellar:** female human (Suel) cleric 5; hp 35; Appendix 1.

This woman orchestrates the temple's choir and musical ensemble.

Description: Slender woman with mellifluous voice.

Personality: Tolerant, creative

. **Dorlana Tanjal:** female human (Suel) cleric 3; hp 24; Appendix 1.

This older woman teaches reading and writing at the Temple.

Description: Heavy set, middle aged woman.

Personality: Stern matron, know-it-all

. **Kamor Tarnel:** male human (Suel) cleric 1; hp 8; Appendix 1.

The only male priest of Lydia in the temple, he takes his job in the Infirmary very seriously.

Description: Thin young man.

Personality: Cheerful, altruistic

DM's Note: All of the NPCs are concerned that a murder occurred outside their temple, and, if it is brought up, think the coincidence of a murder and a robbery at the same time is rather suspicious. Should the PCs not have investigated earlier, the clergy suggest this as a possible angle for investigation.

Searching the Library

PCs who search the library do not find the tome – it was not simply misplaced. A DC 15 Search check, however, reveals that the window from the study area seems to have been forced open from the inside, and the sill is

slightly splintered, as though someone climbed out through it.

3: FURTHER INVESTIGATIONS

There are many routes that the PCs could take in looking for information. These headings summarize the results of the most likely directions. Some encounters, of course, need to be ad-libbed. DMs should refer to the adventure background and details in the various encounters to fill in the gaps and account for unanticipated actions by PCs.

3A: ONE-EYED JORK

The Pike and Capon occupies the bottom floor of a building on the north side of the alley. The buildings to either side lean dangerously inward. The tavern has fared slightly better than the other buildings, but rot is still clearly visible around the window frames. A wooden sign, vaguely depicting a large toothy fish swallowing a rooster, hangs above the entrance. The door to the tavern hangs slightly askew, and the hinges are covered with orange rust. A large dirty window reveals a few dim lights, and muffled voices can be heard from inside.

Inside, a rotund, middle-aged man with a droopy, gray moustache serves drinks in front of a mirror that is a veritable spiderweb of cracks and chips. The rough, stone floor is marbled with blood, beer and grease stains. The man is Jounos, the barkeep. Jounos resents the fortune others have had in life, while he has spent years scraping pennies to get by. He trusts only locals he knows, but takes coin from anyone, knowing that he needs it to survive. He has recently made a deal with One-Eyed Jork to allow the Snake Eyes to hide out in his building for a cut of their profits. He doesn't care for their line of work, but is hoping to someday move out of the slums. Once the PCs make their intentions clear, he gives the signal and invites the PCs into the back room where Markus, Jork's lieutenant, meets them.

Markus is wearing a clean, white, broadcloth shirt, polished, black boots, red breeches, and a fancily-stitched vest. Light mail glints from under the vest, and a black-handled rapier hangs at his side. His sandy, blonde beard is neatly trimmed. A handsome and well-groomed man, Markus is the front man for the group, and a skilled gambler. He is charming and a good speaker, carefully extracting details from those he plays against. He also spends time collecting information about town for One-Eyed Jork, and helps pick new marks. He has lived in Seltaren for years, and recognizes adventurers who placed 1st-3rd in past Nothings.

Markus is genuinely saddened to hear that Vadik is dead – and if the PCs go to him first after looking around the alley, he is surprised too. He tells the PCs the truth – that he didn't have Vadik on any jobs yesterday. If the PCs tell him that Vadik was killed on the job and that his employer just left his body in the street and ran off, Markus is upset. He informs the PCs that he did hear that

Vadik was doing some freelance work for a slumming noble with a cloudy eye and a strange, golden mark on his forearm, and that the thug had expected to receive his cut this morning. He also gives the PCs a pair of dice. “Unless I miss my guess, you’re after that bastard that got Vadik killed. So, after you’ve killed him, put these dice next to the body, face up. Nobody messes with the Snake Eyes.”

DM’s Note: Various stat blocks for sample bar staff and Snake Eyes members are listed in Appendix 1, should the need arise for more complex dealings with the group.

3B: DIRK

There are two places the PCs could encounter Dirk. If they ask about his fence and immediately go there after Encounter 1, they find him at his fence, trying to pawn Vadik’s boots and other gear, along with Edmar’s dagger.

Dirk’s fence

Ogden (CN male half-elf Expert 3) is a front for smugglers, and also deals in other less than legitimate goods. He runs a pawnshop near the wharves of lower Seltaren, with the unimaginative name of “Ogden’s Pawn Shop.” It is a dimly-lit, narrow shop with cheap trinkets on display on a splintered wooden counter, and a few more valuable ones (such as a cold iron longsword and several magical arrows) on display on the wall behind the counter. If the PCs ask, he also has a couple arcane scrolls for sale: *targetting ray* and *ray of fire*. He keeps a cocked and loaded heavy crossbow under the counter.

Encountering Dirk at the Fence: PCs may make a DC 12 Listen check before opening the door to hear Ogden exclaim: “Hell no, I’m not buying that. It’s got a crest on it. Now, get out.” If the PCs encounter Dirk here, they see him furtively using his ragged, cloak to cover his goods from view. If the PCs attempt to accost Dirk in Ogden’s shop, Ogden makes a show of telling them not to threaten his customers inside his shop, but does not take on a party of armed adventurers for a loser like Dirk. (He does, however, give PCs who insist on ignoring him and threatening Dirk in his shop the Minor Enmity of the Rogues of Seltaren).

. **Dirk:** male human commoner 2 (AL CN).

If there are only one or two PCs in the shop, Dirk attempts to run (using the Overrun maneuver if necessary), but PCs should easily catch him. Once caught, he immediately spills his guts, and begs the PCs not to turn him in. He didn’t kill anyone. He was just walking to his usual begging site when he saw the body right there and, well, Vadik didn’t need none of it anymore....

Arriving at the fence too late: If the PCs arrive at Ogden’s shop after Dirk has left, Ogden, of course, lies (DC 20 Sense Motive to realize he is lying), and says that he hasn’t seen Dirk all day (unless the PC asking is a

member of the Rogues of Seltaren). A DC 25 Diplomacy check, DC 13 Intimidate check, or a bribe of five or more gold pieces, however, convinces him to rat Dirk out. (Note that the Intimidate check also earns the Minor Enmity of the Rogues of Seltaren). Once convinced, Ogden relates that Dirk came to his shop early in the morning with some boots, a belt, bits of leather armor, thieves’ tools, and a bloody dagger with the crest of some Grek or other on it. He saw the dagger and told Dirk to get out. There was no way he was going to get involved with some noble’s murder.

Dirk’s alley

Dirk’s alley is near the city wall. There is a tiny, three-foot-wide gap between a dilapidated tenement and a distillery, where the overhanging roofs provide shelter from the rain. He keeps a bedroll, a small stash of cheap ale, and a crusty wooden bowl in a dirty canvas sack. If the PCs proceed here immediately after the first encounter, Dirk is not here (if they wait a half-hour, however, he shows up, minus the dagger).

If the PCs come to Dirk’s Alley later, however, they find him cowering in his hideaway amid several bottles of cheap wine. (The later they arrive, the more of the bottles are empty).

Encountering Dirk in his alley: Dirk’s alley is a dead end and, as narrow as it is, Dirk has nowhere to run. He initially blusters and tells the PCs to leave him alone, “can’t a man drink in peace?” but collapses at the slightest intimidation. If Dirk is encountered at this point, he no longer has the dagger or any of Vadik’s goods – he sold the boots and belt to another pawn shop and, after breaking off the sigil on the pommel, sold the dagger to a dwarven adventurer for a few gold pieces. He kept the sigil, however. (He had vague plans of selling it to a forger, but will show it to PCs).

A Knowledge (nobility and royalty) check (Duchy of Urnst characters get a +4 circumstance bonus on the check) based upon the sigil yields the following information from the sigil (characters may also attempt a Knowledge (local-NMR) check at -4 to get the same information):

- **DC 14:** The symbol is the personal symbol of a member of house Grek
- **DC 22:** It is the personal symbol of Edmar Grek; Edmar is one of the younger scions of the Seltaren Greks, and is related to the Lorinar house through his mother. He has been a prominent and generous member of the church of Lydia, and, during the last six years, has become increasingly vocal about combating the growth of evil cults in the city, since the exposure of the Teranors and the cult of Syrull revealed the extent of the problem

3C: VADIK’S RESIDENCE

Vadik lived in lower Seltaren, in an apartment on the top floor of a building that would probably be condemned in a less corrupt, and more efficient, city. The wooden steps

leading up to his apartment squeak dangerously under the weight of heavy PCs. Inside, his apartment is a mess, although it looks more like the squalor of a slob than like he was robbed. There are several empty bottles that once held cheap liquor on the floor and he has clearly used the outside wall as a target for his throwing dagger – a dagger that is not present in his room. In fact, neither weapons nor armor are present in his room, and other residents can confirm that he normally did wear armor and carry a dagger and a club with him.

3D: EDMAR'S HOUSE

Edmar lives in the Grek family mansion in Upper Seltaren. His family is out of the city (except for his cousin who is at the temple of Lydia), and the servants are reluctant to speak to strangers, particularly non-Suel strangers. A DC 17 Diplomacy check (Suel characters get a +2 bonus to the check), or a DC 11 Intimidate check, or a bribe of at least 10gp persuades one of the servants to reveal the following information. Alternately, characters who express concern over Edmar's well-being might speak with the butler (male human expert 5) who divulges information that seems necessary for the protection of Edmar:

- Edmar has not been at his house since the morning of the prior day.
- Edmar did indeed carry a dagger with the family crest on it (he generally wears a rapier as well) and, if the PCs have the dagger, the servants can identify it as his.
- Edmar is a devout Lydian but recently seemed to be having some doubts. At dinner, he had a rather heated argument with his cousin Taija last week about some of Lydia's teachings. Edmar seemed to think that some of the books that he had been studying in the Lydian library were dangerous and should be hidden away from people like Holryn Verana—a man of low character for all his blood—whom he had seen snooping about the library. His cousin thought that this attitude resembled the heresies in the book, but Edmar argued (somewhat unconvincingly, if you ask the butler) that, since knowledge is justified, true belief, and the book of prophecies, contains many lies, hiding the book would not be hiding knowledge; the book does not contain actual knowledge.

3E: HOLRYN'S HOME

Holryn's home was once a grand manor in upper Seltaren, but, like many such manors, it has not been well kept up. The brass doorknocker is tarnished, and the paint is beginning to peel from the siding in several places. The windows are all shuttered. Only the heraldry on the door is well kept up, and it indicates that the resident is a member of house Verana.

If the PCs knock on the door, a surly maidservant – the only human servant that Holryn employs, slides a peephole open long enough to say, "The master's not

home." A rushed DC 25 Diplomacy check (but at a -10 penalty) convinces her to be a little more friendly to the PCs, but she is only able to tell them that he's probably at the Magic Mirror with his hangers-on.

It is also possible that the PCs attempt to sneak into the house, or simply kick the door in. Should they do so, they find a haphazard pile of overdue bills, including seven bills and a wine tab from the Magic Mirror, as well as an icily-worded letter of complaint from the Magic Mirror club, regarding his excessive use of the facilities for his guests who exceed the amount allowed to visit with members.

3F: THE MAGIC MIRROR

The Magic Mirror is a classy club in Upper Seltaren. The doorman politely asks PCs to don proper attire if they wish to enter (minimum dress code: is a courtier's outfit, no armor heavier than a chain shirt, and no two-handed weapons). Speaking with the staff or patrons readily confirms that Holryn Verana regularly patronizes the establishment; he meets at least twice a week with his group, and talks about the lost power of the Imperium, the mongrelization of the Suel race, and the incompetence of the regent.

A DC 30 Diplomacy check or a 20 gp bribe convinces one of the barkeepers to divulge that he did hear Holryn say something at the last meeting: "the Verana family crypt dates back to the Maure compact, and should be a suitable place for the ritual." However, the barkeep doesn't think much of it – Holryn is always talking about rituals and ancient pedigrees – that's part of what got him kicked out of the College of Sages and Sorcery.

Should all the PCs ask about Holryn but be refused entry to the Magic Mirror, they are accosted by a slightly inebriated, dark-haired and dusky-skinned noble wearing studded leather armor under fine clothes. "Not good enough for them are you? Well, I'm not good enough for them either. Not good enough to help Holryn put us Suel back where we belong. Not good enough to go to his club. You looking for Holryn? I'll show you where he is. We'll make them pay."

. **Eagan** male human (half-Suel) aristocrat 1; hp 10; Appendix 1.

Eagan wanted to be a member of Holryn's coterie, but his half-blood heritage and abrasive personality led Holryn's hangers on to kick him out. He has been looking for a means of revenge since, and heavily armed adventurer types asking about Holryn seem a perfect means of accomplishing this revenge. He insists, of course, upon accompanying the PCs, in order to see Holryn get what's coming to him.

3G: VIVIAN OXNARD

PCs asking about Vivian Oxnard may make a Gather Information check in order to come up with the following information:

- **DC 15:** She is a young Suel agitator who often engages in political discussions; She is often seen at the Magic Mirror in the company of Holryn Verana, and prays at the temple of Lydia, but ventures into lower Seltaren to agitate the lower classes.
- **DC 20:** She is a key member of Holryn's not-so-secret coterie
- **DC 22:** (only available in Upper Seltaren). She was seen early this afternoon gathering some of Holryn's other hangers on heading towards the graveyard.

4: THE COMET

As night begins to fall, PCs with the Knowledge (arcana) skill note a comet in the center the Great Bear—the constellation taken to symbolize the Duchy of Urnst. In the darkness around the PCs, the shadows appear to be moving (characters with *see invisibility* active see the beings in the shadows slightly more clearly, but still not clearly enough to interact with them).

DM's Note: This interlude encounter is intended to lend some atmosphere to the adventure, as it relates to various prophesies already mentioned. Do not let the PCs linger investigating the shadows.

5: THE HOUSE VERANA CRYPT-ENTRY

The crypt of House Verana is made of ancient stone. Moss and lichen hang down from the stone eaves of the building in strings, and sturdy stone doors, carved with runes and ancient heraldry, bar the entrance.

The door is not locked, but it is enchanted. When opened by a non-Suel character (only fully Suel characters count for this purpose – half elves or half-orcs with a Suel human half do not count as Suel for this purpose), a *magic mouth* appears on the entrance, and speaks:

“Strangers who enter these halls of death will find no profit but rather a grave.”

APL 4 (EL 2)

. **Lesser Confusion Trap:** Appendix 2.

APL 6 (EL 3)

. **Heightened Lesser Confusion Trap:** Appendix 3.

APL 8 (EL 5)

. **Confusion Trap:** Appendix 4

APL 10 (EL 7)

. **Heightened Confusion Trap:** Appendix 5

APL 12 (EL 7)

. **Heightened Confusion Trap:** Appendix 6

APL 14 (EL 7)

. **Heightened Confusion Trap:** Appendix 7

6: THE STATUE HALL

A dull light casts shadows from somewhere deep inside the crypt. Beyond the open door, a hallway is lined with three pillars, and then opens up slightly to allow for carved statues of powerful warrior mages, with swords held in their hands, standing in regal repose along the corridor, until it comes to an end at a closed stone door. You can make out a faint echoing chant from the hall beyond.

A special trap is set in this hallway. When any non-Suel humanoid passes beyond the third pillar, the doors of the crypt close and the statues animate and seek to slay the intruders.

PCs wishing to identify the statues can gain the following information from Knowledge (arcana) checks:

- **DC 15:** These creatures are clearly constructs, and have the usual traits associated with constructs
- **DC 20:** These creatures are lesser versions of the stone golem. They have all of the immunities of a golem including undefeatable spell resistance
- **DC 24:** Stone golems have the ability to slow their foes within 10 feet

APL 4 (EL 6)

. **Construct activation trap:** See Appendix 2

. **Elite Medium animated objects (3):** hp 31, 31, 31; Appendix 2.

APL 6 (EL 8)

. **Construct activation trap:** Appendix 3

. **Lesser Stone Golem (3):** hp 36, 36, 36; Appendix 3.

APL 8 (EL 10)

. **Construct activation trap:** Appendix 4

. **Lesser Stone Golem (3):** hp 48, 48, 48; Appendix 4.

APL 10 (EL 12)

. **Construct activation trap:** Appendix 5

. **Lesser Stone Golem (3):** hp 60, 60, 60; Appendix 5.

APL 12 (EL 14)

. **Construct activation trap:** Appendix 6

. **Stone golems (3):** hp 107, 107, 107; *Monster Manual* p.136.

APL 14 (EL 16)

. **Construct activation trap:** Appendix 7

. **Advanced stone golems (3):** hp 139, 139, 139; Appendix 7.

Tactics: the constructs attack non-Suel sentients first, followed by animals that attack them. They only attack

Suel who directly attack them and only after non-Suel and animals that attack them have been dispatched. (Only fully Suel characters count for this purpose – half elves or half-orcs with a Suel human half do not count as Suel for this purpose)

Development: Unless the PCs take precautions (*silence* or *sculpt sound*, for instance), Holryn and his minions downstairs hear the battle and prepare for combat.

7: THE STAIR

PCs who open the door, immediately notice that the walls of the staircase are lined with lead sheets, thus preventing many detection magics from penetrating them. Other defenses are not so obvious, however. Not content trust their ancestors' bones to the security of the statues, the Veranas placed a trap on the stairway leading down to the ritual chamber. Any non-Suel humanoid (only fully Suel characters count for this purpose – half elves or half-orcs with a Suel human half do not count as Suel for this purpose) who enters the second, five-foot square of the stairs, is targeted by a magical effect (APLs with multiple traps target multiple PCs); When multi-target traps go off, they effect the closest PCs within 30 feet of the trapped square. With the exception of APLs 12 and 14, these traps do not reset.

APL 4 (EL 4)

- . **Sepia Snake Sigil Trap:** Appendix 2

APL 6 (EL 6)

- . **Multi-target Sepia Snake Sigil Trap:** Appendix 3

APL 8 (EL 6)

- . **Flesh to Stone Trap:** Appendix 4

APL 10 (EL 7)

- . **Heightened Flesh to Stone Trap:** Appendix 5

APL 12 (EL 14)

- . **Multi-target resetting Heightened Flesh to Stone Trap:** Appendix 6

APL 14 (EL 16)

- . **Multi-target resetting Heightened Flesh to Stone Trap:** Appendix 7

DM's Note: Holryn has also placed an *alarm* spell just past the trap using the mental alarm version.

8: THE RITUAL CHAMBER

At the base of the stairs, you see a room spread out before you. Torches line the walls and fill the ceiling with a dark haze of smoke. Along the side of the walls, ornate iron sarcophagi, in the forms of chariots, tomes, and fantastic beasts, hold the scions

of the Verana family. At the end of the chamber, a crude altar has been carved of red stone and covered with ash, and a battered man in bloodstained clothing is chained to it. A shattered funerary urn lies next to the altar.

APL 4 (EL 6)

- . **Holryn Verana:** male human wizard 6; hp 21; Appendix 2.

- . **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 2.

- . **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 2.

APL 6 (EL 8)

- . **Holryn Verana:** male human wizard 6; hp 44; Appendix 3.

- . **Barbazu bodyguard:** hp 45, *Monster Manual* p.52.

- . **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 3.

- . **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 3.

APL 8 (EL 10)

- . **Holryn Verana:** male human wizard 8; hp 56; Appendix 4.

- . **Barbazu bodyguard:** hp 78; Appendix 4.

- . **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 4.

- . **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 4.

And, at the development stage:

- . **Advanced Elite Howler:** hp 68; Appendix 4.

APL 10 (EL 12)

- . **Holryn Verana:** male human wizard 10; hp 66; Appendix 5.

- . **Barbazu bodyguard:** hp 97; Appendix 5.

- . **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 5.

- . **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 5.

And, at the development stage

- . **Palrethee:** hp 60; Appendix 5.

APL 12 (EL 14)

- . **Holryn Verana:** male human wizard 12; hp 76; Appendix 6.

- . **Barbazu bodyguard:** hp 118; Appendix 6.

- . **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 6.

- . **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 6.

And, at the development stage

- . **Palrethee Fighter:** hp 87; Appendix 6.

APL 14 (EL 16)

. **Holryn Verana:** male human wizard 12; hp 76; Appendix 7.

. **Barbazu bodyguard (2):** hp 118, 118; Appendix 7.

. **Vivian Oxnard:** female human bard 1/aristocrat 1; hp 17; Appendix 7.

. **Aristocratic diabolists (6):** male human Suel aristocrat 1; hp 10, 10, 10, 10, 10, 10; Appendix 7.

And, at the development stage

. **Elite Advanced Palrethee Fighter:** hp 146; Appendix 7.

DM's Note: At APL 4, the CR for Holryn has been reduced by 2 through the use of his higher level spells, inefficient spell selection, and injuries from the previous night.

Holryn: If Holryn was alerted either by the combat upstairs or by his spells, he has his coterie spread out in preparation for combat. Holryn himself casts *invisibility* and as many ten-minute and minute per level buff spells as he has prepared, however, he does not cast round per level spells unless he is in, or about to initiate combat. At APLs where his barbazu bodyguard (brought to this plane through the use of a *planar binding* spell or scroll of appropriate level and therefore called rather than summoned) is present, the barbazu wears a *hat of disguise* to make it appear as another one of Holryn's lackeys.

Holryn generally opens with his best battlefield control spell (*web*, *stinking cloud*, *Evard's black tentacles*, or *acid fog*) and a quickened defensive spell (*quickened mirror image* at APL 12 and APL 14). He then evaluates whether to follow up his area effect spell with damage (*blast of flame*, etc), more area effects (*stinking cloud*, etc), or to summon more allies. He uses his quickened spells whenever possible trying to pick off PCs who emerge from the area effects he chucks at them.

Holryn is confident in his abilities. He attempts to stick the fight out until it becomes clear that he is likely to die in the next round unless he flees. At that point, he attempts to flee (unless, of course, he has the PCs in a similarly dire situation). The diabolists and Vivian are somewhat more fanatical. In order to live up to their leader's example, they fight for as long as Holryn continues to fight.

The diabolists: If they do not have a convenient option to attack a PC, they attack the helpless Edmar Grek. They do not use a coup de gras maneuver because the ritual that Holryn reconstructed does not call for the victim to be killed until the very end. Instead, they use their daggers to deal a nasty, bleeding ritual cut to Edmar. (See the Development sections for further details.)

Development, Stage 1: During the combat, as soon as the blood of any pure-blooded Suel (half-blood Suel does not count) touches the altar, the seals of the demon-lord's prison are loosed. Any time a Suel PC or NPC, who is

adjacent to the altar, takes either 10 points of lethal damage—or sufficient lethal damage to drop him or her, there is a 50% chance that the blood lands on the altar. Should Edmar Grek or any pure-blooded Suel standing on the altar takes any lethal damage, with the exception of the first successful attack on them, their blood automatically lands on the altar. The first time this happens, allow the PCs a DC 15 Wisdom check to realize that the blood came near to landing on the altar, but did not. When 10 or more hit points of blood lands on the altar – or blood from an attack that drops a pure-blooded Suel lands on the altar – things start to occur: Go to Development Stage 2.

DM's Note: If the PCs are successful in preventing Suel blood from being shed on the altar, the following development does not occur. PCs still gain full experience from the encounter but do not gain the blessing of the imprisoned one or the treasure (if any) of his emissary.

Development, Stage 2:

Reality seems to shimmer and bend around you; for a moment you see a wasteland of unfathomable darkness, then, in the blink of an eye, reality stabilizes again and you see a smoky, insubstantial mass rising from the altar. Twice the height of a man, this blob of darkness seems to be looking at its surroundings. Holryn cries out, "I have sacrificed to open your prison, now grant me victory over my foes lest I cast you back into the abyss from whence I dragged you!"

At this point, at APLs 8-14, the entity sends a new monster to join the fight on Holryn's side. It does not speak, but the PCs hear a voice speak in their heads, "My bonds weaken; receive my boons," and they realize that they can channel a power to slay a foe with a simple touch. They also sense that doing so could offend the known deities. At this point, the form seems to fade away.

At APL 4, the imprisoned one is angered at Holryn's presumption and does not grant him the death touch boon; the entity, however, does grant everyone else – including the diabolists and the PCs – the ability.

At APL 6 and above: all of the PCs, and all NPCs, except for the imprisoned one's minion and Holryn's barbazu bodyguard(s) are granted the death touch ability. The diabolists may attempt to use it but after the first few attempts, they realize that it is ineffectual and don't use it unless Holryn notices a PC cast *delay death* on a downed ally. In that case, he shouts for his allies to slay the downed PC with their powers, and they comply if they are able to do so without taking attacks of opportunity or positioning themselves next to a PC warrior.

At APLs 10-14, the Imprisoned One sends a demon to look after his interests, which he generally judges to be aligned with Holryn (since Holryn obviously wants him to be freed). This does not sit well with the barbazu

bodyguard; the demon also would like to see the barbazu dead. This leads to some interesting interactions:

Holryn orders his bodyguard not to attack the demon.

The barbazu bodyguard, however, does not take attacks of opportunity on PCs who move to attack the demon as long as they are not also moving closer to Holryn. ("Go ahead, kill him.")

The demon does not attack the bodyguard directly (unless he judges himself strong enough to survive all of the PCs' attacks thereafter and the PCs promise to use their death touch attacks on the devil). He does, however, threaten the devil, and offer unsolicited advice to the PCs. ("You'll be wanting a silver sword to kill that baatezu scum.") He also does not take attacks of opportunity on PCs who move in order to attack the devil.

NOTE: Uses of the death touch ability in this encounter do not count as uses for the purposes of the favor: Blessing of the Imprisoned. They do, however, count towards the penalty for accepting the gift of the boon.

CONCLUSION

At the bloody conclusion to the night of the comet, several things need to be resolved.

THE FATE OF EDMAR GREK

If the PCs rescue Edmar and set him free, he is grateful and they receive the Gratitude of Edmar Grek. Edmar also uses his connections to make sure that the PCs are cleared of any wrongdoing. Should the PCs turn him over to the Watch, he uses his connections to escape punishment, and the PCs do not earn his gratitude. Should the PCs inform the priesthood of Lydia about his actions, they forfeit his favor, but he mysteriously fails to be punished by the church. Should the PCs accidentally kill Edmar (or allow him to be killed) in the struggle, they have to spend additional time units working out their legal situation. This costs 1 TU for Suels or retainers of the noble and merchant houses of the Duchy of Urnst and 2 TU for everyone else. Obviously, they do not earn Edmar's gratitude in this circumstance unless they raise him from the dead and have not made any decisions (such as informing the Watch, or the temple of Lydia of his actions) that would preclude them.

WHAT HAPPENS TO THE CANON APOCRYPHA?

Next, there is the question of what the PCs do with the book. Edmar wants to use the resources of House Grek to hide it away so that nobody can use its evil knowledge. The temple of Lydia would like it to be returned to them. Edmar has not abandoned Lydia so far that he would willingly allow it to be destroyed. PCs who return the book to the temple of Lydia gain access to the Archives of the Temple of Lydia.

WHAT TO TELL THE WATCH?

Next there is the question of how the PCs report their activity to the authorities. Unless the PCs were excessively violent and destructive (demolishing the Verana crypt in order to avoid entering through the door, for instance), House Verana prefers to sweep the entire affair under the rug. Should the PCs contact House Verana before contacting the Watch, the house uses their connections to ensure that the PCs have no legal troubles and that the entire affair vanishes quietly. On the other hand, if the PCs make public statements about their situation, House Verana still makes the legal troubles disappear (since they want to keep the incident quiet and the PCs are not severely punished in any event), but they do not forget it and the PCs earn the Enmity of House Verana.

WHAT HAPPENED ELSEWHERE IN SELTAREN?

The PCs later hear that people all over Seltaren saw strange ghostly figures of men, beasts, and demons walking their streets, seemingly conscious of their surroundings but unable to interact with anything. Reports of these visions are remarkably consistent on two points: first, the creatures could not interact with the world, and secondly, the PCs are able to work out that they all vanished at whatever time the PCs heard the insubstantial prisoner's offer.

FAILURE

Should the PCs choose to rest the night without stopping the ritual or prove unable to connect the dots in time to reach the ritual before the morning of the next day, the ritual is completed, Edmar is slain, and the Holryn and his allies move on to bigger things. The adventure is over at this point.

THE MARKET

The markets of Seltaren teem with activity; many magic items are available for sale there, but they move quickly. Regardless of how the mod ends, the PCs gain adventure access to the items marked with an asterisk (*).

— The End —

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to one of the addresses below as soon as possible. General comments about the module are also welcomed at these addresses.

mark.somers@netspeed.com.au or
glyn.dewey@yahoo.com

1. What happened to the Canon Apocrypha?
2. Was the ritual successfully activated?
3. If so, did any PCs use the entity's boon during the battle in the crypt?

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 5

Defeat the trap

APL 4	90xp
APL 6	90xp
APL 8	150xp
APL 10	210xp
APL 12	0xp
APL 14	0xp

Encounter 6

Defeat the trap or the Golems

APL 4	180xp
APL 6	240xp
APL 8	300xp
APL 10	360xp
APL 12	420xp
APL 14	480xp

Encounter 7

Defeat the traps

APL 4	120xp
APL 6	180xp
APL 8	180xp
APL 10	210xp
APL 12	420xp
APL 14	480xp

Encounter 8

Defeat Holryn and his minions

APL 4	180xp
APL 6	240xp
APL 8	300xp
APL 10	360xp
APL 12	420xp
APL 14	480xp

Discretionary roleplaying award

APL 4	135xp
APL 6	180xp
APL 8	225xp
APL 10	270xp
APL 12	315xp

APL 14 360xp

Total possible experience:

APL 4	675xp
APL 6	900xp
APL 8	1,125xp
APL 10	1,350xp
APL 12	1,575xp
APL 14	1,800xp

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.

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

Encounter 6

APL 6: Loot: 84gp; Coin: 0gp; Magic: 0gp; Total: 83gp

APL 8: Loot: 134gp; Coin: 0gp; Magic: 0gp; Total:

134gp

APL 10: Loot: 134gp; Coin: ogp; Magic: ogp; Total: 134gp

Encounter 7

APL 4: Loot: 429gp; Coin: ogp; Magic: 521gp; Total: 950gp

APL 6: Loot: 429gp; Coin: ogp; Magic: 821gp; Total: 1250gp

APL 8: Loot: 547gp; Coin: ogp; Magic: 921gp; Total: 1468gp

APL 10: Loot: 658gp; Coin: ogp; Magic: 2,623gp; Total: 3,381gp

APL 12: Loot: 816gp; Coin: ogp; Magic: 2,893gp; Total: 3,709gp

APL 14: Loot: 833gp; Coin: ogp; Magic: 5,866gp; Total: 6,702gp

Treasure Cap

APL 4: 650gp

APL 6: 900gp

APL 8: 1,300gp

APL 10: 2,300gp

APL 12: 3,300gp

APL 14: 6,600gp

Total Possible Treasure

APL 4: Loot: 429gp; Coin: ogp; Magic: 521gp; Total: 950gp.

APL 6: Loot: 513gp; Coin: ogp; Magic: 820gp; Total: 1,333gp.

APL 8: Loot: 681gp; Coin: ogp; Magic: 921gp; Total: 1,602gp.

APL 10: Loot: 792gp; Coin: ogp; Magic: 2,623gp; Total: 3,415gp.

APL 12: Loot: 816gp; Coin: ogp; Magic: 2,893gp; Total: 3,709gp.

APL 14: Loot: 833gp; Coin: ogp; Magic: 5,866gp; Total: 6,699gp.

ADVENTURE RECORD ITEMS

.Blessing of the Imprisoned: An ancient, imprisoned entity, has, granted you a boon. Over the next year, you are able to use the Death Domain ability of death touch 3 times. By using this gift, you are accepting the temporary influence of the entity in your life, something that you sense will create a barrier between you and the known deities. Once you use this gift, you are cut off from the deities, beneficial divine spells do not work on you, nor do items delivering those beneficial spells. Classes gaining abilities from a known deity lose access to those abilities. This 'blessing' will fade within one calendar year from the date on this AR. Alternatively, it (and the entity's connection to you) can be removed with a successful casting of *greater dispelling* or *dispel evil* against a caster level of 24. Once you have you used the gift, only an *atonement* will restore your standing with the known deities. You may only use this boon 3 times. Have your DM initial each use of the gifted boon and the *atonement*

below, or cross this 'blessing' off if it is dispelled, or once it has faded.

USES: _____ . _____ . _____ **ATONEMENT**
_____ DM DM DM DM

.Tainted: For using the boon granted by the entity, you suffer the penalties described in the Blessing of the Imprisoned until you seek an *atonement*. **ATONEMENT GRANTED:** Date _____ DM _____

.Gratitude of Edmar Grek: In gratitude for rescuing him, Edmar will use his connections to help you. This counts as a favor of House Grek and can also be expended to obtain either the flaming or undead bane upgrade to a single weapon.

.Holryn Verana's Traveling Spellbook: contains several unusual spells that Holryn had planned to scribe into his main spellbook when he had the time. Obviously, he never did: *launch item*^{SC}, *mountain stance*^{SC}, *ruin delver's fortune*^{SC}, *seeking ray*^{PH2} (Adventure; 425gp)

.Minor Enmity of the Rogues of Seltaren: This PC has irritated the rogues of Seltaren and receives this suffering a -2 penalty to Diplomacy and Bluff checks with the criminals and lower class citizens of Seltaren, as well as a -4 penalty on all Gather Information checks within Lower Seltaren.

.Archives of the Temple of Lydia: In these archives, the PC has uncovered the prayers for several unusual spells from the: *amenuesis*^{SC}, *angelskin*^{SC}, *battle hymn*^{SC}, *body harmonic*^{SC}, *g'elsewhere chant*^{SC}, *invest light protection*^{PH2}, *invest moderate protection*^{PH2}, *invest heavy protection*^{PH2}, *songbird*^{SC}, *zone of revelation*^{SC}. PCs with this favor gain regional access to items marked with an ^L

Enmity of House Verana: **The PC has earned the enmity of house Verana.**

Item Access

APL 4:

- *+1 bane (only *evil outsider* OR *magical beasts*) arrows (Adventure; DMG; 161gp ea.)
- *Scroll of ray of flame (Adventure; SpC:167; 25gp)
- *Scroll of ray of ice (Adventure; SpC:167; 150gp)
- *Scroll of warning shout (Adventure; SpC:236; 50gp)
- *Quaal's feather token: tree (Adventure; DMG 100gp)
- ^LScroll of restoration (Any; DMG; 80gp)
- Wand of lesser orb of fire (CL 3) (Adventure; SpC:151; 2,250gp)
- *Surcoat of valor (Adventure; MIC; 4,000gp)
- *Hexbands (Adventure; MIC; 3,100gp)

APL 6 (all of APL 4 plus the following):

- *Hat of disguise* (Adventure; DMG; 1,800gp)
- *Scroll of righteous fury* (Adventure; SpC:177, 375gp)
- *Wand of lesser orb of fire* (CL 5) (Adventure; SpC:151; 3,750gp)

APL 8 (all of APLs 4-6 plus the following):

- **Boots of big stepping* (Adventure; MIC; 6,000gp)

APL 10 (all of APLs 4-8 plus the following):

- +1 *flaming longsword* (Adventure; DMG; 8,315gp)

APL 12 (all of APLs 4-10 plus the following):

- +1 *flaming greatsword* (Adventure; DMG; 8,350gp)

APL 14 (all of APLs 4-12 plus the following):

- +1 *flaming, wounding greatsword* (Adventure; DMG; 32,350gp)
- +1 *mithral chain shirt* (Adventure; DMG; 2,100gp)

APPENDIX 1: UNTIERED NPCS BY LOCATION

THE TEMPLE OF LYDIA:

TAIJA QUAYEN

CR 8

Female human (Suel) cleric 8
NG Medium humanoid (human, Suel)

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)

hp 56 (8 HD);

Fort +7, **Ref** +3, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee short spear +8/+3 (1d6+2) or

Melee dagger +7/+2 (1d4+1/19-20) or

Ranged light crossbow +7/+2 (1d8)

Base Atk +6/+1; **Grp** +7

Atk Options

Combat Gear *full plate* +1, *large steel shield* +1, *short spear* +1, light crossbow, 20 bolts, dagger

Cleric Spells Prepared (CL 8th):

4th—divination, freedom of movement, holy smite^D, restoration, sending

3rd—dispel magic, magic circle vs. evil^D, prayer, protection from energy

2nd—align weapon, consecrate, heat metal^D, shield other, silence

1st—bless, command, magic weapon, protection from evil, shield of faith, endure elements^D.

0—detect magic, guidance x2, light, mending, purify food and drink

D: Domain spell. Deity: Lydia. Domains: Good, Sun
Already cast

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 16 (18), Cha 12

Feats Brew Potion, Leadership, Scribe Scroll, True Believer

Skills Concentration +12, Diplomacy +12, Knowledge (religion) +11

Possessions combat gear plus *periapert of wisdom* +2, white robe, gold holy symbol, spell component pouch, ring of keys.

ULLA RABELLAR

CR 5

Female human (Suel) Cleric 5
CG Medium Humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Aura Strong Good

Languages Common, ancient Suel

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 33 (5 HD)

Fort +5 **Ref** +2, **Will** +6

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee dagger +4 (1d4+1)

Ranged dagger +4 (1d4+1)

Base Atk +3; **Grp** +4

Special Actions Turn Undead 5/day, Greater Turning 1/day

Combat Gear

Cleric Spells Prepared (CL 5th):

3rd—*dispel magic*, *searing light*^D

2nd—*augury*, *calm emotions*, *detect thoughts*^D, *lesser restoration*

1st—*comprehend languages*, *endure elements*^D, *protection from evil*, *sanctuary*, *shield of faith*

0—*detect magic*, *light*, *mending*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Lydia. Domains: Knowledge, Sun

Already cast

Abilities Str 12, Dex 12, Con 12, Int 12, Wis 14, Cha 14

SQ

Feats Eschew Materials, Extra Turning, Improved Turning

Skills Diplomacy +10, Knowledge (the planes) +9, Knowledge (religion) +9, Perform (sing) +6

Possessions White robe, Dagger, Silver Holy Symbol, Ring of Keys

DORLANA TANJAL

CR 3

Female human (Suel) Cleric 3
LG Medium Humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Aura Moderate Good

Languages Common, ancient Suel

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 24 (3 HD)

Fort +7 **Ref** +2, **Will** +7

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee dagger +3 (1d4+1)

Ranged dagger +3 (1d4+1)

Base Atk +2; **Grp** +3

Special Actions Turn Undead 4/day

Combat Gear

Cleric Spells Prepared (CL 3rd; 4th [Good] spells):

2nd—*aid*^D, *hold person*, *make whole*

1st—*comprehend languages*, *endure elements*, *protection from evil*^D, *sanctuary*

0—*guidance* x3, *light*, *mending*

D: Domain spell. Deity: Lydia. Domains: Knowledge, Good

Already cast

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 14, Cha 12

SQ

Feats Endurance, Great Fortitude, Iron Will

Skills Heal +5, Knowledge (arcana) +2, Knowledge (dungeoneering) +2, Knowledge (engineering) +2, Knowledge (geography) +2, Knowledge (history)

+2, Knowledge (local, NMR) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +2, Knowledge (the planes) +2, Knowledge (religion) +7

Possessions White robe, Dagger, Silver Holy Symbol, Spell Component Pouch, Ring of Keys

KAMOR TARNEL **CR 3**

Male human (Suel) Cleric 1
LG Medium Humanoid (human)
Init +1; **Senses** Listen +2, Spot +2

Aura Moderate Good

Languages Common, ancient Suel

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 10 (1 HD)

Fort +4 **Ref** +1, **Will** +4

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee dagger +1 (1d4+1)

Ranged dagger +1 (1d4+1)

Base Atk +0; **Grp** +1

Special Actions Turn Undead 4/day, Greater Turning 1/day

Combat Gear

Cleric Spells Prepared (CL 1st, 2nd [Good] spells):
1st—*bless water, endure elements*^D, *protection from evil*

0—*guidance, light, purify food and drink*

D: Domain spell. Deity: Lydia. Domains: Knowledge, Good

Already cast

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 14, Cha 12

SQ

Feats Endurance, Skill Focus (Heal)

Skills Heal +9, Knowledge (history) +5, Knowledge (religion) +5

Possessions White robe, Dagger, Silver Holy Symbol, Spell Component Pouch, Wand of *cure light wounds*

THE PIKE AND CAPON

JOUNOS **CR 1**

Male human (mixed) Commoner 2
N Medium Humanoid (human)

Init +0; **Senses** Listen +5, Spot +0

Aura none

Languages Common

AC 10, touch 10, flat-footed 10

hp 9 (2 HD)

Fort +1 **Ref** +0, **Will** +0

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee Greatclub +2 (1d10+1)

Ranged light crossbow +1 (1d8 19-20)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con 12, Int 8, Wis 10, Cha 8

Feats Martial Weapon (Greatclub), Persuasive

Skills Bluff +1, Intimidate +5, Listen +5. Profession (merchant) +1 Profession (innkeeper) +2

Possessions Greatclub on the wall and light crossbow behind the bar

GLENDA **CR ½**

Female human (mixed) Commoner 1

N Medium Humanoid (human)

Init +0; **Senses** Listen +6, Spot +2

Aura none

Languages Common

AC 10, touch 10, flat-footed 10

hp 5 (1 HD)

Fort +1 **Ref** +0, **Will** +2

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee Ladle +0 (1d3)

Base Atk +0; **Grp** +0

Abilities Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 8

Feats Iron Will, Persuasive

Skills Listen +4. Profession (cook) +4

Possessions Ladle, commoner's outfit

Description: Glenda is Jounos' wife and the cook. She gruffly runs the kitchen alone and only allows Jounos in to carry supplies. She likes the few extra coins One Eyed Jork brings in, and will help him and his men if she can.

CAITLIN **CR 1**

Female human (mixed) Rogue 1

N Medium Humanoid (human)

Init +2; **Senses** Listen +5, Spot +5

Aura none

Languages Common

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 5 (1 HD)

Fort -1 **Ref** +4, **Will** +1

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee dagger -1 (1d4-1)

Base Atk +0; **Grp** -1

Abilities Str 8, Dex 15, Con 8, Int 10, Wis 12, Cha 12

Special Attacks: Sneak Attack +1d6

Feats Deft hands, Skill Focus (Sleight of Hand)

Skills Bluff +5, Gather Information +5, Listen +5, Move Silently +6, Rope Use +8, Sleight of Hand +11, Sense Motive +5, Spot +5

Possessions peasant dress, wrist sheath (AE), dagger (hidden in wrist sheath)

Description: Caitlin is Jounos and Glenda's teenage daughter. She spends her days cleaning and nights serving food to the guests. She has a hard life, but tries to help her parents as best she can. She is secretly in love with One Eyed Jork and has been training as a pickpocket just to spend time with him. She hopes to impress him with her skills and join the band. While a talented pickpocket, she is cautious and careful with her targets, so as not to jeopardize the family's business.

ONE EYED JORK, SNAKE EYES GANG LEADER
CR 7

Male human (mixed) Rogue 4/Sorcerer 3
N Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1

Aura none

Languages Common

AC 13, touch 13, flat-footed 13
(+2 Dex, +1 deflection)

hp 34 (7 HD)

Fort +3 **Ref** +7, **Will** +3

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee +1 shortsword +6 (1d6+2 /19-20)

Ranged dagger +6 (1d4+1 /19-20)

Base Atk +4; **Grp** +5

Combat Gear: *Wand of magic missile* (CL 1)

Sorcerer Spells Known (CL 7th):

1st (6/day)—*color spray, grease, ray of enfeeblement*

0th (6/day)—*daze, detect magic, message, touch of fatigue, prestidigitation*

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 14 (16)

Special Attacks: Sneak Attack +2d6

Special Qualities: Evasion, Uncanny Dodge

Feats Combat Casting, Dodge, Mobility Practiced Spellcaster

Skills Bluff +15*, Diplomacy +14*, Hide +9, Knowledge (arcana) +6, Move Silently +9, Rope Use +8, Hide +9, Sense Motive +5, Spellcraft +8, Use Magic Device +12.

* As a Confidant and the Leader of the Snake Eyes, he gains bonuses in these skills (added in). He gets an additional +2 to Bluff when communicating secret messages to another member of the Rogues

Possessions Combat Gear plus Short sword +1, 3 daggers, Ring of Protection +1, Cloak of Charisma +2, thieves' tools, Smuggler's Boots (A&EG), 43 gp

Description: One-Eyed Jork is a Confidant in the Rogues and the leader of a young band, the Snake Eyes, who have recently made their hideout in the Pike and Capon tavern. He is relatively new to Seltaren and looking to make a name for himself.

MARKUS, SNAKE EYES GAMBLER AND FRONT MAN
CR 5

Male human (mixed) Rogue 5
CN Medium Humanoid (human)

Init +3; **Senses** Listen +7, Spot +7

Aura Weak Chaos

Languages Common, Suel

AC 17, touch 13, flat-footed 17
(+3 Dex, +4 armor)

hp 27 (5 HD)

Fort +1 **Ref** +7, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 rapier +7 (1d6+1 /18-20)

Ranged dagger +6 (1d4+1 /19-20)

Base Atk +3; **Grp** +3

Combat Gear: *potion of blur*

Abilities Str 10, Dex 16, Con 10, Int 13, Wis 8, Cha 12

Special Attacks: Sneak Attack +3d6

Special Qualities: Evasion, Uncanny Dodge

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Bluff +10*, Diplomacy +11, Disguise +13, Gather Information +11, Knowledge (local, NMR) +9, Listen +7, Sense Motive +7, Sleight of Hand +10, Spot +7*

* As a Confidant of the Rogues, he gains bonuses in these skills (added in). He gets an additional +2 to Bluff when communicating secret messages to another member of the Rogues

Possessions: Combat Gear plus Masterwork chain shirt, rapier +1, dagger, sap, Hat of Disguise, deck of marked cards, deck of clean cards, pair of dice, 54gp

SETH, SNAKE EYES GAMBLER
CR 2

Male human (mixed) Rogue 2

N Medium Humanoid (human)

Init +6; **Senses** Listen +7, Spot +7

Aura none

Languages Common, Suel

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)

hp 27 (5 HD)

Fort +0 **Ref** +5, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +1 (1d6 /18-20)

Ranged dagger +3 (1d4+1 /19-20)

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 11

Special Attacks: Sneak Attack +1d6

Special Qualities: Evasion

Feats Alertness, Improved Initiative

Skills Bluff +6*, Disable Device +6, Hide +7, Listen +7, Move Silently +7, Open Lock +7, Sense Motive +1, Sleight of Hand +9, Spot +7.

* As a Street Runner in the Snake Eyes, he gains bonuses in these skills (added in). He has an additional +1 to bluff when communicating secret messages to other Rogues of Seltaren

Possessions: leather armor, rapier, dagger, tanglefoot bag, thieves' tools, 6 gp

Description: A clever young rogue.

THUMBS, SNAKE EYES THUG
CR 2

Male human (mixed) Rogue 1/Fighter 1

N Medium Humanoid (human)

Init +3; **Senses** Listen -1, Spot -1

Aura weak chaos

Languages Common

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 armor)
hp 18 (2 HD)
Fort +4 **Ref** +1, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee warhammer +4 (1d8+4 /x3)
Ranged light hammer +0 (1d4+3 /x3)
Base Atk +1; **Grp** +4

Abilities Str 16, Dex 8, Con 14, Int 8, Wis 8, Cha 10
Special Attacks: Sneak Attack +1d6
Feats Power Attack, Improved Initiative Improved Bull Rush
Skills Bluff +5*, Intimidate +6, Jump +8, Sense Motive +0, Tumble +2
* As a Street Runner in the Snake Eyes, he gains bonuses in these skills (added in). He has an additional +1 to bluff when communicating secret messages to other Rogues of Seltaren
Possessions: leather armor, warhammer, 2 light hammers, thieves' tools, wineskin, 4 gp
Description: The muscle of the group. Your basic thug.

KRINNEL, SNAKE EYES LOOKOUT **CR 3**

Male human (mixed) Rogue 3
N Medium Humanoid (human)
Init +3; **Senses** Listen +7, Spot +7
Aura none
Languages Common

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 armor)
hp 14 (3 HD)
Fort +1 **Ref** +7, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee rapier +5 (1d6+1 /18-20)
Ranged sling +5 (1d4+1)
Base Atk +2; **Grp** +3

Abilities Str 12, Dex 16, Con 10, Int 10, Wis 8, Cha 11
Special Attacks: Sneak Attack +2d6
Special Qualities: Evasion
Feats Alertness, Stealthy Weapon Finesse
Skills Bluff +1*, Escape Artist +9, Hide +11, Jump +7, Listen +7, Move Silently +11, Open Lock +8, Profession (gambler), Sense Motive +0, Spot +7, Tumble +11
* As a Street Runner in the Snake Eyes, he gains bonuses in these skills (added in). He has an additional +1 to bluff when communicating secret messages to other Rogues of Seltaren
Possessions: leather armor, rapier, sling, 20 bullets, sap, thunderstone, thieves' tools, 6gp
Description: A 16 year-old, he is frequently put on lookout duty.

THE MAGIC MIRROR

EAGAN (THE REJECT) **CR 1/2**

Male human (Suel) Aristocrat 1
N Medium Humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Aura weak evil
Languages Common

AC 13, touch 10, flat-footed 13
(+3 armor)
hp 10 (1 HD)
Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee rapier +2 (1d6+1 /18-20)
Ranged dagger +0 (1d4+1)
Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 5
Feats Negotiator, Toughness
Skills Appraise +2, Bluff -1, Diplomacy +3, Handle Animal -1, Knowledge (nobility and royalty) +4, Profession (merchant), Ride +2, Sense Motive +3
Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

THE RITUAL CHAMBER:

EDMAR GREK **CR 6**
Male human (Suel) Rogue 4/Fighter 2
NG Medium Humanoid (human)
Init +7; **Senses** Listen -2 (normally +0), Spot -2 (normally +0)
Aura Weak Good
Languages Common

AC 13, touch 13, flat-footed 13
(+3 Dex)
hp 42 (6 HD)—currently 10 hp with 19 points of non-lethal damage
Fort +6 **Ref** +7, **Will** -1 (normally +2)

Speed 30 ft. unarmored (6 squares), base movement 30 ft.
Melee unarmed strike +8 (1d4+1 nonlethal)
Base Atk +5; **Grp** +7

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 6 (normally 12), Cha 14
Special Attacks: Sneak Attack +2d6
Special Qualities: Evasion, Uncanny Dodge
Feats Improved Initiative, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (Rapier)
Skills Bluff +9, Climb +6, Diplomacy +9, Disguise +6, Disable Device +7, Jump +6, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Open Lock +10, Perform (witty repartee), Search +7, Sense Motive +4 (normally +8), Tumble +10
Possessions: signet ring, torn noble's outfit, manacles with a simple lock, 20 feet of silk rope.

APPENDIX 2: APL 4

5: THE HOUSE VERANA CRYPT-ENTRY

LESSER CONFUSION TRAP CR 2

Description see text. (no reset)

Search DC 26; **Type** magic

Trigger proximity; **Init** +0

Effect *lesser confusion* spell (3rd level bard, DC 12 Will save negates)

Duration 1 round

Disarm Disable Device DC 26

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 6

Description see text. (manual reset)

Search DC 24; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 24

ELITE MEDIUM ANIMATED OBJECT CR 3

N Medium Construct

Init +2; **Senses** low-light vision, darkvision 60 ft., Listen -4, Spot -4

Aura none

Languages none

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 31 (2 HD); **Hardness** 5

Immune: construct immunities

Fort +0 **Ref** +2, **Will** -4

Speed 40 ft. (8 squares)

Melee slam +4 (1d6+4)

Base Atk +0; **Grp** +1

Abilities Str 17, Dex 14, Con -, Int -, Wis 3, Cha 2

Special Quality: Improved Speed

Description: The statue of a stern faced warrior carrying a sword in his hands, it has been artfully painted to look like marble, but rough handling will reveal splintery wood underneath the painted surface.

7: THE STAIR

SEPIA SNAKE SIGIL TRAP CR 4

Description see text. (no reset)

Search DC 28; **Type** magic

Trigger location; **Init** +0

Effect *sepia snake sigil* spell (5th level wizard, DC 14 Reflex save negates)

Disarm Disable Device DC 28

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;

(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4

Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA CR 4
(REDUCED FOR DAMAGE, EXPENDED SPELLS AND SPELL SELECTION)

Male Human (Suel) Wizard 6 (Conjuration specialist—enchantment, evocation barred)

NE Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 *mage armor*)

hp 31 (6 HD) currently 21

Fort +8, **Ref** +7, **Will** +7

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee club +6 (1d6+2)

Ranged club +4 (1d6+2)

Base Atk +3; **Grp** +5

Combat Gear: *wand of lesser orb of fire* (CL 3, 20 charges)

Wizard Spells Prepared (CL 6th):

3rd—*dispel magic*, *empowered ray of enfeeblement*, *stinking cloud* (DC 17), *summon monster III*

2nd—*blindness/deafness* (DC 16), *glitterdust* (DC 16), *levitate*, *invisibility*, *web* (DC 16)

1st—*alarm*, *cause fear* (DC 15) x2, *mage armor*, *shield*

0th—*acid splash*, *mage hand*, *arcane mark*, *touch of fatigue* (DC 14)

Already cast

Abilities Str 14, Dex 12, Con 14, Int 18, Wis 11, Cha 13

Feats Alertness, Empower Spell, Great Fortitude, Improved Initiative, Skill Focus (Concentration), Scribe Scroll, Still Spell

Skills Concentration +14, Intimidate +5, Knowledge (arcana) +13, Knowledge (history) +7, Knowledge (nobility and royalty) +8, Knowledge (the planes) +13, Listen +2, Sense Motive +1, Spellcraft +15, Spot +2,

Possessions combat gear plus, +2 *cloak of resistance*, masterwork club, silver dagger, spell component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-evocation spells; 1st—*alarm*, *cause fear*, *chill touch*, *endure elements*, *lesser fire orb*, *mage armor*, *protection from law*, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *levitate*, *glitterdust*, *invisibility*, *owl's wisdom*, *web*; 3rd—*dispel magic*, *magic circle against law*, *summon monster III*, *stinking cloud*, *vampiric touch*

Note: He has cast *alarm* at the top of the stairs; at this APL, Holryn is still injured from his fight with Edmar Grek and has several bloodstained bandages on his arms.

APPENDIX 3: APL 6

5: THE HOUSE VERANA CRYPT-ENTRY

HEIGHTENED LESSER CONFUSION TRAP CR 3

Description see text. (no reset)

Search DC 26; **Type** magic

Trigger proximity; **Init** +0

Effect *heightened lesser confusion* spell (5th level bard, DC 13 Will save negates)

Duration 1 round

Disarm Disable Device DC 26

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 8

Description see text. (manual reset)

Search DC 26; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 26

LESSER STONE GOLEM CR 5

NE Medium Construct

Init +1; **Senses** low-light vision, darkvision 60 ft., Listen +1, Spot +1

Aura faint evil

Languages Suel

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)

hp 36 (2 HD); **DR** 5/Adamantine

Immune: construct immunities, magic immunity

Fort +5 **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee bastard sword +11 (1d10+10) or

Melee unarmed strike +9 (1d4+7)

Base Atk +2; **Grp** +9

Special Actions: *Slow* (free action, once per two rounds, Will DC 11 negates)

Abilities Str 25, Dex 12, Con -, Int 7, Wis 12, Cha 4

Feats Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (Bastard Sword)

Skills Climb +12, Jump +12, Sense Motive +3, Swim +12

Possessions: Masterwork bastard sword.

Description: A marble statue of a stern faced warrior carrying a sword in his hands

Slow (Su): A stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 12) to negate. The ability is otherwise the same as the spell. Caster level 12th.

7: THE STAIR

HEIGHTENED MULTI-TARGET SEPIA SNAKE SIGIL TRAP CR 6

Description see text. (no reset)

Search DC 28; **Type** magic

Trigger location; **Init** +0

Effect 2x *heightened sepia snake sigil* spell (7th level wizard, DC 16 Reflex save negates)

Disarm Disable Device DC 28

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13
(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;
(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4

Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA

CR 6

Male Human (Suel) Wizard 6 (Conjuration specialist—
enchantment, evocation barred)

NE Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 *mage armor*)

hp 31 (6 HD) plus 13 temporary hit points

Fort +8, **Ref** +7, **Will** +7

Speed 30 ft. unarmored (6 squares), base movement
30 ft.

Melee club +6 (1d6+2)

Ranged club +4 (1d6+2)

Base Atk +3; **Grp** +5

Combat Gear: *wand of lesser orb of fire* (CL 5, 20
charges), *potion of cure moderate wounds*

Wizard Spells Prepared (CL 6th):

3rd—*dispel magic*, *stinking cloud* (DC 17), *summon
monster III*, *vampiric touch*

2nd—*false life*, *glitterdust* (DC 16) x2, *invisibility*,
web (DC 16)

1st—*alarm*, *cause fear* (DC 15), *mage armor* x2.,
shield

0—*acid splash*, *arcane mark*, *mage hand*, *touch of
fatigue* (DC 14)

Already cast

Abilities Str 14, Dex 12, Con 14, Int 18, Wis 11, Cha
13

Feats Alertness, Empower Spell, Great Fortitude,
Improved Initiative, Skill Focus (Concentration),
Scribe Scroll, Still Spell

Skills Concentration +14, Intimidate +5, Knowledge
(arcana) +13, Knowledge (history) +7, Knowledge
(nobility and royalty) +8, Knowledge (the planes)
+13, Listen +2, Sense Motive +1, Spellcraft +15,
Spot +2

Possessions combat gear plus, +2 *cloak of
resistance*, masterwork club, silver dagger, spell
component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-
evocation spells; 1st—*alarm*, *cause fear*, *chill touch*,
endure elements, *lesser fire orb*, *mage armor*,
protection from law, *protection from good*, *ray of
enfeeblement*, *shield* *summon monster I*; 2nd—
blindness/deafness, *eagle's splendor*, *false life*,
levitate, *glitterdust*, *invisibility*, *owl's wisdom*, *web*;
3rd—*dispel magic*, *magic circle against law*,
summon monster III, *stinking cloud*, *vampiric touch*

Note: He has cast *false life* (13 temporary hit points),
and *mage armor* on himself as is his common
practice; he has also cast *mage armor* on his
barbazu companion. He has cast *alarm* on the
entrance to the stairs.

APPENDIX 4: APL 8

5: THE HOUSE VERANA CRYPT-ENTRY

CONFUSION TRAP CR 5

Description see text. (no reset)

Search DC 28; **Type** magic

Trigger proximity; **Init** +0

Effect *confusion* spell (7th level bard, DC 14 Will save negates, multiple targets – all targets within a 15ft. radius burst)

Duration 7 rounds

Disarm Disable Device DC 28

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 10

Description see text. (manual reset)

Search DC 28; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 28

LESSER STONE GOLEM CR 7

NE Medium Construct

Init +5; **Senses** low-light vision, darkvision 60 ft., Listen +1, Spot +1

Aura faint evil

Languages Suel

AC 25, touch 11, flat-footed 24 (+1 Dex, +5 armor, +9 natural)

hp 48 (4 HD); **DR** 5/Adamantine

Immune: construct immunities, magic immunity

Fort +6 **Ref** +2, **Will** +4

Speed 20 ft. in Medium armor (4 squares), base movement 30 ft.

Melee bastard sword +14 (1d10+14 /19-20) or

Melee unarmed strike +12 (1d4+8)

Base Atk +4; **Grp** +12

Special Actions: *Slow* (free action, once per two rounds, Will DC 12 negates)

Abilities Str 26, Dex 12, Con -, Int 7, Wis 12, Cha 4

Feats Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (Bastard Sword), Improved Initiative, Weapon Specialization (Bastard Sword)

Skills Climb +11, Jump +5, Sense Motive +4, Swim +7

Possessions: Masterwork bastard sword, breastplate

Slow (Su): A stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 12) to negate. The ability is otherwise the same as the spell. Caster level 12th.

Description: A marble statue of a stern faced warrior carrying a sword in his hands

7: THE STAIR

FLESH TO STONE TRAP CR 6

Description see text. (no reset)

Search DC 31; **Type** magic

Trigger location; **Init** +0

Effect *flesh to stone* spell (11th level wizard, DC 19 Fortitude save negates)

Disarm Disable Device DC 31

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;

(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4
Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA **CR 8**
Male Human (Suel) Wizard 8 (Conjuration specialist—
enchantment, evocation barred)
NE Medium Humanoid (human)
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 mage armor)
hp 41 (8 HD) plus 15 temporary hit points
Fort +8, **Ref** +7, **Will** +8

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee club +7 (1d6+2)
Ranged club +5 (1d6+2)

Base Atk +4; **Grp** +6

Combat Gear: *wand of lesser orb of fire* (CL 5, 20 charges), *potion of cure serious wounds*

Wizard Spells Prepared* (CL 8th):

4th—*blast of flame* (DC 18), *dimension door*,
evard's black tentacles, *summon monster IV*

3rd—*dispel magic*, *empowered ray of enfeeblement*, *stinking cloud* (DC 17), *summon monster III*, *vampiric touch*

2nd—*false life*, *glitterdust* (DC 16), *invisibility*,
protection from arrows, *see invisibility*, *stilled chill touch* (DC 15)

1st—*alarm*, *endure elements*, *lesser fire orb*, *mage armor* x2; *ray of enfeeblement*, *shield*

0th—*acid splash*, *arcane mark*, *mage hand*, *touch of fatigue* (DC 14)

Already cast

* Note: this includes one first and one second level spell prepared by virtue of a *rary's mnemonic enhancer* spell on the previous day.

Abilities Str 14, Dex 12, Con 14, Int 19, Wis 11, Cha 13

Feats Alertness, Empower Spell, Great Fortitude, Improved Initiative, Skill Focus (Concentration), Scribe Scroll, Still Spell

Skills Concentration +16, Diplomacy +3, Intimidate +6, Knowledge (arcana) +15, Knowledge (history) +8, Knowledge (nobility and royalty) +9, Knowledge (the planes) +15, Listen +2, Sense Motive +2, Spellcraft +17, Spot +2

Possessions combat gear plus, +2 *cloak of resistance*, masterwork club, silver dagger, spell component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-evocation spells; 1st—*alarm*, *cause fear*, *chill touch*, *endure elements*, *lesser fire orb*, *mage armor*, *protection from law*, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *glitterdust*, *invisibility*, *owl's wisdom*, *protection*

from arrows, *web*; 3rd—*dispel magic*, *magic circle against law*, *summon monster III*, *stinking cloud*, *vampiric touch*; 4th—*blast of flame*, *dimensional anchor*, *dimension door*, *evard's black tentacles*, *feat*, *rary's mnemonic enhancer*, *summon monster IV*.

Note: He has cast *false life* (13 temporary hit points), *endure elements*, and *mage armor* on himself as is his common practice; he has also cast *mage armor* on his barbazu companion. He has cast *alarm* on the entrance to the stairs.

BARBAZU BODYGUARD **CR 7**
Outsider Monk 2

LE Medium outsider (evil, lawful, extraplanar, baatezu)

Init +8; **Senses** low-light vision, darkvision; Listen +11, Spot +11

Aura strong evil, strong law

Languages Common, infernal

AC 26, touch 15, flat-footed 22;
(+4 dex, +7 natural, +1 wisdom, +4 *mage armor*)

hp 78 (8 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +13, **Ref** +12, **Will** +9

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +13/+8 (1d10+6 /x3 plus infernal wound), or claw +11/+11 (1d6+4), or flurry of unarmed strikes +9/+9/+4 (1d6+4)

Base Atk +7; **Grp** +15/+10;

Combat Gear: *potion of cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only); 1/day *summon devil*

Abilities Str 19, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Combat Reflexes, Improved Initiative, Power Attack, Improved Grapple, Weapon Focus (Glaive)

Skills Climb +13, Diplomacy +2, Hide +13, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +6

Special Quality: Evasion

Possessions: combat gear plus *hat of disguise*, masterwork cold iron glaive.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability

of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Power Up – Battle Frenzy

AC 24, touch 13, flat-footed 20;

(+4 dex, +7 natural, +1 wisdom, +4 mage armor, -2 frenzy)

hp 94 (8 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +15, **Ref** +12, **Will** +11

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +15/+10 (1d10+9 /x3 plus infernal wound), or claw +13/+13 (1d6+6), or flurry of unarmed strikes +11/+11/+6 (1d6+6)

Base Atk +7; **Grp** +17/+12;

Combat Gear: potion of *cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only);

1/day summon devil

Abilities Str 23, Dex 18, Con 24, Int 6, Wis 12, Cha 8

Note: DCs for Infernal Wound and devil chills increases to 20 while the Barbazu is under battle frenzy.

ADVANCED ELITE HOWLER

CR 5

CE Large outsider (evil, chaotic, extraplanar)

Init +8; **Senses** low-light vision, darkvision; Listen +16, Spot +16

Aura strong evil, strong chaos

Languages Common, abyssal

AC 18, touch 13, flat-footed 14;

(+4 dex, +5 natural, -1 size)

hp 68 (8 HD)

Fort +10, **Ref** +10, **Will** +9

Speed 60 ft. (12 squares)

Melee Bite +15 (2d8+8)

Full Attack: Bite +15 (2d8+8) and 1d4 quills +10 melee (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +20/+15;

Special Actions: Howl

Abilities Str 26, Dex 18, Con 18, Int 6, Wis 17, Cha 6

Feats Alertness, Combat Reflexes, Improved Initiative

Skills Climb +19, Hide +11, Listen +16, Move Silently +15, Search +6, Spot +16, Survival +5 (+7 when following tracks)

Special Attacks: Quills

Quills (Ex): A howler's neck bristles with long quills.

While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 17 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 11 Will save or take 1 point of Wisdom damage. The save DC is Charisma based. The save must be repeated for each hour of exposure. This is a sonic, mind-affecting effect.

APPENDIX 5: APL 10

5: THE HOUSE VERANA CRYPT-ENTRY

HEIGHTENED CONFUSION TRAP CR 7

Description see text. (no reset)

Search DC 30; **Type** magic

Trigger proximity; **Init** +0

Effect *heightened confusion* spell (5th level spell, 9th level bard, DC 17 Will save negates, multiple targets – all targets within a 15ft. radius burst)

Duration 7 rounds

Disarm Disable Device DC 30

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 12

Description see text. (manual reset)

Search DC 30; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 30

LESSER STONE GOLEM CR 9

NE Medium Construct

Init +5; **Senses** low-light vision, darkvision 60 ft., Listen +1, Spot +1

Aura faint evil

Languages Suel

AC 25, touch 11, flat-footed 24 (+1 Dex, +5 armor, +9 natural)

hp 60 (6 HD); **DR** 5/Adamantine

Immune: construct immunities, magic immunity

Fort +7 **Ref** +3, **Will** +5

Speed 20 ft. in Medium armor (4 squares), base movement 30 ft.

Melee bastard sword +16/+11 (1d10+14 /19-20) or

Melee unarmed strike +14 (1d4+8)

Base Atk +6; **Grp** +14/+6

Special Actions: *Slow* (free action, once per two rounds, Will DC 13 negates)

Abilities Str 26, Dex 12, Con -, Int 7, Wis 12, Cha 4

Feats Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (Bastard Sword), Improved Initiative, Weapon Specialization (Bastard Sword)

Skills Climb +13, Jump +7, Sense Motive +5, Swim +9

Possessions: Masterwork bastard sword, breastplate

Slow (Su): A stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell. Caster level 12th.

Description: A marble statue of a stern faced warrior carrying a sword in his hands

7: THE STAIR

HEIGHTENED FLESH TO STONE TRAP CR 7

Description see text. (no reset)

Search DC 32; **Type** magic

Trigger location; **Init** +0

Effect *heightened flesh to stone* spell (13th level wizard, DC 20 Fortitude save negates)

Disarm Disable Device DC 32

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;

(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4
Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA **CR 10**
Male Human (Suel) Wizard 10 (Conjuration specialist—enchantment, evocation barred)
NE Medium Humanoid (human)
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 mage armor)
hp 51 (10 HD) plus 15 temporary hit points
Fort +10, **Ref** +9, **Will** +10

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee club +8 (1d6+2)
Ranged club +6 (1d6+2)
Base Atk +5; **Grp** +7
Combat Gear: wand of *lesser orb of fire* (CL 5, 20 charges), potion of *cure serious wounds*
Wizard Spells Prepared* (CL 8th):
5th—*baleful polymorph* (DC 20), *quicken ray of enfeeblement* x2, *silent dimension door*
4th—*blast of flame* (DC 19), *dimension door*, *evard's black tentacles*, *fear*, *summon monster IV*
3rd—*dispel magic*, *empowered ray of enfeeblement*, *stinking cloud* (DC 18), *summon monster III*, *vampiric touch*
2nd—*false life*, *glitterdust* (DC 17), *invisibility*, *protection from arrows*; see *invisibility*, *stilled chill touch* (DC 16)
1st—*alarm*, *endure elements*, *lesser fire orb*, *mage armor* x2, *ray of enfeeblement* x2, *Shield*
0th—*acid splash*, *mage hand*, *arcane mark*, *touch of fatigue* (DC 15)

Already cast
* Note: this includes one first and one second level spell prepared by virtue of a *rary's mnemonic enhancer* spell on the previous day.

Abilities Str 14, Dex 12, Con 14, Int 19 (21), Wis 11, Cha 13
Feats Alertness, Empower Spell, Great Fortitude, Improved Initiative, Quicken Spell, Skill Focus (Concentration), Scribe Scroll, Silent Spell, Still Spell
Skills Concentration +18, Diplomacy +3, Intimidate +7, Knowledge (arcana) +18, Knowledge (history) +10, Knowledge (nobility and royalty) +11, Knowledge (the planes) +18, Listen +2, Sense Motive +3, Spellcraft +20, Spot +2
Possessions combat gear plus, +3 *cloak of resistance*, masterwork club, masterwork silver dagger, spell component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-evocation spells; 1st—*alarm*, *cause fear*, *chill touch*, *endure elements*, *lesser fire orb*, *mage armor*,

protection from law, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *glitterdust*, *invisibility*, *owl's wisdom*, *protection from arrows*, see *invisibility*, *web*; 3rd—*dispel magic*, *magic circle against law*, *phantom steed*, *summon monster III*, *stinking cloud*, *vampiric touch*; 4th—*blast of flame*, *dimensional anchor*, *dimension door*, *evard's black tentacles*, *fear*, *rary's mnemonic enhancer*, *summon monster IV*; 5th—*baleful polymorph*, *contact other plane*, *dismissal*, *lesser planar binding*, *mordenkainen's faithful hound*

Note: He has cast *false life* (15 temporary hit points), *endure elements*, and *mage armor* on himself as is his common practice; he has also cast *mage armor* on his barbazu companion. He has cast *alarm* on the entrance to the stairs.

BARBAZU BODYGUARD **CR 9**
Outsider Monk 2/Fighter 2
LE Medium outsider (evil, lawful, extraplanar, baatezu)
Init +8; **Senses** low-light vision, darkvision; Listen +11, Spot +11
Aura strong evil, strong law
Languages Common, infernal

AC 26, touch 15, flat-footed 22; (+4 dex, +7 natural, +1 wisdom, +4 mage armor)
hp 97 (10 HD); **DR** 5/Silver or Good
Immune: fire, poison
Resist 10 Acid, 10 cold; **SR** 17
Fort +16, **Ref** +12, **Will** +11

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee glaive +15/+10 (1d10+7 /19-20/x3 plus infernal wound) or
Melee claw +13/+13 (1d6+4), or
Melee flurry of unarmed strikes +11/+11/+6 (1d6+4)
Base Atk +9; **Grp** +17/+12;
Attack Options: Power Attack
Combat Gear: *potion of cure serious wounds*
Spell like abilities (CL 12th):
At will: *greater teleport* (self plus 50 pounds of objects only); 1/day *summon devil*

Abilities Str 19, Dex 18, Con 20, Int 6, Wis 12, Cha 8
Feats Combat Reflexes, Improved Critical (Glaive), Improved Grapple, Improved Initiative, Iron Will, Power Attack, Sun School, Weapon Focus (Glaive)
Skills Climb +15, Diplomacy +2, Hide +13, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +6
Special Quality: Evasion
Possessions: combat gear plus *hat of disguise*, +1 *cold iron glaive*.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure*

spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Power Up – Battle Frenzy

AC 24, touch 13, flat-footed 20;
(+4 dex, +7 natural, +1 wisdom, +4 mage armor, -2 frenzy)

hp 117 (10 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +17, **Ref** +12, **Will** +13

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +17/+12 (1d10+10 / 19-20x3 plus infernal wound), or

Melee claw +15/+15 (1d6+6), or

Melee flurry of unarmed strikes +13/+13/+8 (1d6+6)

Base Atk +9; **Grp** +19/+14;

Combat Gear: potion of *cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only); 1/day summon devil

Abilities Str 23, Dex 18, Con 24, Int 6, Wis 12, Cha 8

Note that the DCs for Infernal Wound and devil chills increases to 20 while the Barbazu is under battle frenzy.

PALRETHEE

CR 8

CE medium outsider (evil, chaotic, fire, tanarri, extraplanar)

Init +3; **Senses** low-light vision, darkvision; Listen +12, Spot +12

Aura strong evil, strong chaos

Languages Common, abyssal, elven

AC 23, touch 13, flat-footed 20;

(+3 dex, +10 natural); **Dodge**

hp 60 (8 HD); **DR** 10/gppd

Immune: Fire, Electricity

Resist 10 acid; **SR** 18

Fort +9, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Melee +1 *flaming longsword* +14/+9 (1d8+5 +1d6 fire /19-20) or

Melee 2 slams +12 (1d8+4)

Base Atk +8; **Grp** +12/+7;

Attack Options: Combat Expertise

Spell like abilities (CL 8th):

At will: *detect good*, *detect magic*, *see invisibility*, fiery shield;

1/day fear (30' radius) (DC 14), Summon Tanar'ri

Abilities Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

Feats Combat Expertise, Dodge, Weapon Focus (Longsword)

Skills Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Search +12, Sense Motive +12, Spellcraft +14, Spot +12

Special Attacks: Fiery burn

Special Qualities: Tanar'ri traits, fiery shield

Possessions: +1 *flaming longsword*

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex Save (DC 17) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire). A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that causes damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with extraordinary reach, such as longswords, do not endanger their users in this way.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

APPENDIX 6: APL 12

5: THE HOUSE VERANA CRYPT-ENTRY

HEIGHTENED CONFUSION TRAP CR 7

Description see text. (no reset)

Search DC 30; **Type** magic

Trigger proximity; **Init** +0

Effect *heightened confusion* spell (5th level spell, 9th level bard, DC 17 Will save negates, multiple targets – all targets within a 15ft. radius burst)

Duration 7 rounds

Disarm Disable Device DC 30

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 14

Description see text. (manual reset)

Search DC 32; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 32

7: THE STAIR

MULTI-TARGET, RESETTING HEIGHTENED FLESH TO STONE TRAP CR 14

Description see text. (multiple traps, automatic reset after 1 round)

Search DC 34; **Type** magic

Trigger location; **Init** +0

Effect 4x *heightened flesh to stone* spell (9th level spell, 17th level wizard, DC 23 Fortitude save negates)

Disarm Disable Device DC 34

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;

(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4

Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA CR 12

Male Human (Suel) Wizard 12 (Conjuration specialist—enchantment, evocation barred)

NE Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 mage armor)

hp 61 (10 HD) plus 15 temporary hit points

Fort +11, **Ref** +10, **Will** +11

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee club +9/+4 (1d6+2)club

Ranged club +6 (1d6+2)

Base Atk +6; **Grp** +8/+3

Combat Gear: *wand of lesser orb of fire* (CL 5, 20 charges), *potion of cure serious wounds*

Wizard Spells Prepared* (CL 8th):

6th—*flesh to stone* (DC 22), *quicken* *blindness/deafness* (DC 18), *quicken* *mirror image*, *summon monster VI*

5th—*baleful polymorph* (DC 21), *quicken* *ray of enfeeblement* x2, *silent dimension door*

4th—*blast of flame* (DC 20), *dimension door*, *evard's black tentacles*, *greater invisibility*, *stilled vampiric touch*

3rd—*dispel magic, empowered ray of enfeeblement, ray of exhaustion* (DC 18), *stinking cloud* (DC 19), *vampiric touch* x2

2nd—*false life, glitterdust* (DC 18), *invisibility, protection from arrows*; see *invisibility, stilled chill touch* (DC 15), *web* (DC 18)

1st—*alarm, endure elements, lesser fire orb, mage armor* x2, *ray of enfeeblement, Shield*

0—*acid splash, arcane mark, mage hand, touch of fatigue* (DC 14)

Already cast

* Note: this includes one first and one second level spell prepared by virtue of a rary's *mnemonic enhancer* spell on the previous day.

Abilities Str 14, Dex 12, Con 14, Int 20 (22), Wis 11, Cha 13

Feats Alertness, Empower Spell, Great Fortitude, Improved Initiative, Quicken Spell, Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Still Spell

Skills Concentration +18, Diplomacy +3, Intimidate +7, Knowledge (arcana) +18, Knowledge (history) +10, Knowledge (nobility and royalty) +11, Knowledge (the planes) +18, Listen +2, Sense Motive +3, Spellcraft +20, Spot +2

Possessions combat gear plus, +3 *cloak of resistance*, masterwork club, masterwork silver dagger, spell component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-evocation spells; 1st—*alarm, cause fear, chill touch, endure elements, mage armor, protection from law, protection from good, ray of enfeeblement, shield, summon monster I*; 2nd—*blindness/deafness, eagle's splendor, false life, glitterdust, invisibility, mirror image, owl's wisdom, see invisibility, web*; 3rd—*dispel magic, displacement, magic circle against law, phantom steed, ray of exhaustion, summon monster III, stinking cloud, vampiric touch*; 4th—*dimensional anchor, dimension door, evard's black tentacles, fear, rary's mnemonic enhancer, solid fog, summon monster IV*; 5th—*baleful polymorph, contact other plane, dismissal, lesser planar binding, mordenkainen's faithful hound*; 6th—*acid fog, contact other plane, contingency, flesh to stone, planar binding, summon monster VI*

Note: He has cast *endure elements, false life* (15 temporary hit points), *protection from arrows, mage armor*, and *contingency* (cast *displacement* whenever he is attacked) on himself as is his common practice.; he has also cast *mage armor* on his barbazu companion. He has cast *alarm* on the entrance to the stairs.

BARBAZU BODYGUARD

CR 11

Outsider Monk 2/Fighter 4

LE Medium outsider (evil, lawful, extraplanar, baatezu)

Init +8; **Senses** low-light vision, darkvision; Listen +11, Spot +11

Aura overwhelming evil, overwhelming law

Languages Common, infernal

AC 27, touch 16, flat-footed 23;
(+4 dex, +7 natural, +1 wisdom, +4 mage armor, +1 deflection)

hp 118 (12 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +17, **Ref** +15, **Will** +12

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +18/+13/+8 (1d10+10 /19-20/x3 plus infernal wound), or claw +16/+16 (1d6+7), or flurry of unarmed strikes +14/+14/+9/+4 (1d6+5)

Base Atk +11; **Grp** +20/+15/+13;

Attack Options: Power Attack

Combat Gear: *potion of cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only);

1/day *summon devil*

Abilities Str 20, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Combat Reflexes, Improved Critical (Glaive), Improved Grapple, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sun School, Weapon Focus (Glaive), Weapon Specialization (Glaive)

Skills Climb +18, Diplomacy +2, Hide +13, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +6

Special Quality: Evasion

Possessions: combat gear plus *hat of disguise, +1 cold iron glaive, +1 ring of protection*.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the

barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Power Up – Battle Frenzy

AC 25, touch 14, flat-footed 21;

(+4 dex, +7 natural, +1 wisdom, +4 mage armor, +1 deflection, -2 frenzy)

hp 142 (12 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +19, **Ref** +17, **Will** +14

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +20/+15/+10 (1d10+13 / 19-20x3 plus infernal wound), or claw +18/+18 (1d6+7), or flurry of unarmed strikes +16/+16/+11/+6 (1d6+7)

Base Atk +11; **Grp** +22/+17/+12;

Combat Gear: potion of *cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only); 1/day *summon devil*

Abilities Str 24, Dex 18, Con 24, Int 6, Wis 12, Cha 8

Note that the DCs for Infernal Wound and devil chills increases to 20 while the Barbazu is under battle frenzy.

PALRETREE FIGHTER

CR 9

CE medium outsider (evil, chaotic, fire, tanarri, extraplanar)

Init +4; **Senses** low-light vision, darkvision; Listen +13, Spot +13

Aura strong evil, strong chaos

Languages Common, abyssal, elven

AC 28, touch 14, flat-footed 24;

(+4 dex, +4 armor, +10 natural); Dodge, Mobility, Elusive Target

hp 87 (9 HD); **DR** 10/gppd

Immune: Fire, Electricity

Resist 10 acid; **SR** 18

Fort +13, **Ref** +10, **Will** +8

Speed 30 ft. (6 squares)

Melee +1 *flaming greatsword* +17/+12 (2d6+10 +1d6 fire /19-20) or 2 slams +17 (1d8+6)

Base Atk +9; **Grp** +15/+10;

Attack Options: Combat Expertise

Spell like abilities (CL 8th):

At will: *detect good*, *detect magic*, *see invisibility*, fiery shield; 1/day fear (30' radius) (DC 14), *Summon Tanar'ri*

Abilities Str 23, Dex 19, Con 20, Int 13, Wis 14, Cha 8

Feats Combat Expertise, Dodge, Elusive Target, Mobility, Weapon Focus (Greatsword)

Skills Bluff +10 Diplomacy +14, Hide +13, Intimidate +4, Knowledge (arcana) +12, Listen +13, Search +13, Sense Motive +13, Spellcraft +14, Spot +13

Special Attacks: Fiery burn

Special Qualities: Tanar'ri traits, fiery shield

Possessions: +1 *flaming greatsword*, chain shirt

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex Save (DC 17) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire). A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that causes damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with extraordinary reach, such as longswords, do not endanger their users in this way.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

5: THE HOUSE VERANA CRYPT-ENTRY

HEIGHTENED CONFUSION TRAP CR 7

Description see text. (no reset)

Search DC 30; **Type** magic

Trigger proximity; **Init** +0

Effect *heightened confusion* spell (5th level spell, 9th level bard, DC 17 Will save negates, multiple targets – all targets within a 15ft. radius burst)

Duration 7 rounds

Disarm Disable Device DC 30

6: THE STATUE HALL

CONSTRUCT ACTIVATION TRAP CR 16

Description see text. (manual reset)

Search DC 34; **Type** magic

Trigger proximity (alarm); **Init** +0

Effect activates constructs

Disarm Disable Device DC 34

ADVANCED STONE GOLEM CR 9

N Large Construct

Init -1; **Senses** low-light vision, darkvision 60 ft., Listen +1, Spot +1

Aura none

Languages -

AC 26, touch 8, flat-footed 26 (-1 size, -1 Dex, +0 armor, +18 natural)

hp 139 (18 HD); **DR** 10/Adamantine

Immune: construct immunities, magic immunity

Fort +6 **Ref** +7, **Will** +7

Speed 20 ft. (4 squares)

Melee 2 slams +24 (1d10+12)

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

Base Atk +13; **Grp** +29/+24/+19

Special Actions: *Slow* (free action, once per two rounds, Will DC 17 negates)

Abilities Str 34, Dex 12, Con -, Int -, Wis 13, Cha 3

Description: A marble statue of a stern faced warrior carrying a sword in his hands

Slow (Su): A stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 17) to negate. The ability is otherwise the same as the spell. Caster level 12th.

7: THE STAIR

MULTI-TARGET, RESETTING HEIGHTENED

FLESH TO STONE TRAP CR 16

Description see text. (multiple traps, automatic reset after 1 round)

Search DC 34; **Type** magic

Trigger location; **Init** +0

Effect 8x *heightened flesh to stone* spell (9th level spell, 17th level wizard, DC 23 Fortitude save negates)

Disarm Disable Device DC 34

8: THE RITUAL CHAMBER

ARISTOCRATIC DIABOLIST CR ½

Male human (Suel) Aristocrat 1

N Medium Humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Aura weak evil

Languages Common

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 10 (1 HD)

Fort +1 **Ref** +0, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d6+1 /18-20)

Ranged dagger +0 (1d4+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 8, Cha 12

Feats Negotiator, Toughness

Skills Appraise +2, Bluff +3, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Ride +2, Sense Motive +3

Possessions: dagger, masterwork rapier, courtier's outfit, studded leather armor.

VIVIAN OXNARD CR 1

Female Human (Suel) Bard 1/Aristocrat 1

NE Medium Humanoid (human)

Init +6; **Senses** low-light vision.; Listen +0, Spot +0

Aura weak evil

Languages Common

AC 17, touch 12, flat-footed 15;

(+2 Dex, +4 armor, +1 shield)

hp 17 (2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword+2 (1d8+1 /19-20)

Ranged dagger +2 (1d4+1)

Base Atk +0; **Grp** +1;

Special Actions: Bardic music 1/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 1st):

0 (2/day)—*daze*, *lullaby*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 12

Feats Improved Initiative, Toughness

Skills Appraise +2, Bluff +5, Diplomacy +7, Handle Animal +3, Knowledge (nobility and royalty) +4, Perform (oratory) +6, Ride +2, Sense Motive +4

Possessions: masterwork long sword, dagger, courtier's outfit, chain shirt, buckler.

HOLRYN VERANA

CR 12

Male Human (Suel) Wizard 12 (Conjuration specialist—enchantment, evocation barred)

NE Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common, Suel, Flan, Abyssal, Draconic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 *mage armor*)

hp 61 (10 HD) plus 15 temporary hit points

Fort +11, **Ref** +10, **Will** +11

Speed 30 ft. unarmored (6 squares), base movement 30 ft.

Melee club +9/+4 (1d6+2)

Ranged club +6 (1d6+2)

Base Atk +6; **Grp** +8/+3

Combat Gear: *wand of lesser orb of fire* (CL 5, 20 charges), *potion of cure serious wounds*

Wizard Spells Prepared* (CL 8th):

6th—*acid fog*, *flesh to stone* (DC 22), *quicken blindness/deafness* (DC 18), *quicken mirror image*

5th—*baleful polymorph* (DC 21), *quicken ray of enfeeblement* x2, *silent dimension door*

4th—*blast of flame* (DC 20), *dimension door*, *evard's black tentacles*, *greater invisibility*, *stilled vampiric touch*

3rd—*dispel magic*, *empowered ray of enfeeblement*, *ray of exhaustion* (DC 18), *stinking cloud* (DC 19), *vampiric touch* x2

2nd—*false life*, *glitterdust* (DC 18), *invisibility*, *protection from arrows*, *see invisibility*, *stilled chill touch* (DC 15), *web* (DC 18)

1st—*alarm*, *endure elements*, *mage armor* x3, *ray of enfeeblement*, *shield*

0th—*acid splash*, *arcane mark*, *mage hand*, *touch of fatigue* (DC 15)

Already cast

* Note: this includes one first and one second level spell prepared by virtue of a *rary's mnemonic enhancer* spell on the previous day.

Abilities Str 14, Dex 12, Con 14, Int 20 (22), Wis 11, Cha 13

Feats Alertness, Empower Spell, Great Fortitude, Improved Initiative, Quicken Spell, Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Still Spell

Skills Concentration +18, Diplomacy +3, Intimidate +7, Knowledge (arcana) +18, Knowledge (history) +10, Knowledge (nobility and royalty) +11, Knowledge (the planes) +18, Listen +2, Sense Motive +3, Spellcraft +20, Spot +2

Possessions combat gear plus, +3 *cloak of resistance*, masterwork club, masterwork silver dagger, spell component pouch, spellbook, weasel familiar.

Spellbook: 0—All non-enchantment and non-evocation spells; 1st—*alarm*, *cause fear*, *chill touch*, *endure elements*, *mage armor*, *protection from law*,

protection from good, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *glitterdust*, *invisibility*, *mirror image*, *owl's wisdom*, *see invisibility*, *web*; 3rd—*dispel magic*, *displacement*, *magic circle against law*, *phantom steed*, *ray of exhaustion*, *summon monster III*, *stinking cloud*, *vampiric touch*; 4th—*dimensional anchor*, *dimension door*, *evard's black tentacles*, *fear*, *rary's mnemonic enhancer*, *solid fog*, *summon monster IV*; 5th—*baleful polymorph*, *contact other plane*, *dismissal*, *lesser planar binding*, *mordenkainen's faithful hound*; 6th—*acid fog*, *contact other plane*, *contingency*, *flesh to stone*, *planar binding*, *summon monster VI*.

Note: He has cast *endure elements*, *false life* (15 temporary hit points), *protection from arrows*, *mage armor*, and *contingency* (cast *displacement* whenever he is attacked) on himself as is his common practice; he has also cast *mage armor* on both of his barbazu bodyguards. He has cast *alarm* on the entrance to the stairs.

BARBAZU BODYGUARD

CR 11

Outsider Monk 2/Fighter 4

LE Medium outsider (evil, lawful, extraplanar, baatezu)

Init +8; **Senses** low-light vision, darkvision; Listen +11, Spot +11

Aura overwhelming evil, overwhelming law

Languages Common, infernal

AC 27, touch 16, flat-footed 23;

(+4 dex, +7 natural, +1 wisdom, +4 *mage armor*, +1 deflection)

hp 118 (12 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +17, **Ref** +15, **Will** +12

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +18/+13/+8 (1d10+10 /19-20/x3 plus infernal wound), or claw +16/+16 (1d6+7), or flurry of unarmed strikes +14/+14/+9/+4 (1d6+5)

Base Atk +11; **Grp** +20/+15/+13;

Attack Options: Power Attack

Combat Gear: *potion of cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only); 1/day *summon devil*

Abilities Str 20, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Combat Reflexes, Improved Critical (Glaive), Improved Grapple, Improved Initiative,, Iron Will, Lightning Reflexes Power Attack, Sun School, Weapon Focus (Glaive), Weapon Specialization (Glaive)

Skills Climb +18, Diplomacy +2, Hide +13, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +6

Special Quality: Evasion

Possessions: combat gear plus *hat of disguise*, +1 cold iron glaive, +1 ring of protection.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Power Up – Battle Frenzy

AC 25, touch 14, flat-footed 21;
(+4 dex, +7 natural, +1 wisdom, +4 mage armor, +1 deflection, -2 frenzy)

hp 142 (12 HD); **DR** 5/Silver or Good

Immune: fire, poison

Resist 10 Acid, 10 cold; **SR** 17

Fort +19, **Ref** +17, **Will** +14

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee glaive +20/+15/+10 (1d10+13 / 19-20x3 plus infernal wound), or claw +18/+18 (1d6+7), or flurry of unarmed strikes +16/+16/+11/+6 (1d6+7)

Base Atk +11; **Grp** +22/+17/+12;

Combat Gear: *potion of cure serious wounds*

Spell like abilities (CL 12th):

At will: *greater teleport* (self plus 50 pounds of objects only); 1/day summon devil

Abilities Str 24, Dex 18, Con 24, Int 6, Wis 12, Cha 8

Note: DCs for Infernal Wound and devil chills increases to 20 while the Barbazu is under battle frenzy.

ADVANCED PALRETREE FIGHTER 3 CR 13

CE medium outsider (evil, chaotic, fire, tanarri, extraplanar)

Init +4; **Senses** low-light vision, darkvision; Listen +17, Spot +17

Aura overwhelming evil, overwhelming chaos

Languages Common, abyssal, elven

AC 30, touch 15, flat-footed 25;

(+5 dex, +5 armor, +10 natural); **Dodge**, **Mobility**, **Elusive Target**

hp 146 (15 HD); **DR** 10/gppd

Immune: Fire, Electricity

Resist 10 acid; **SR** 18

Fort +16, **Ref** +14, **Will** +13

Speed 30 ft. (6 squares)

Melee +1 *flaming greatsword* +23/+18/+13 (2d6+10 +1d6 fire /19-20) or 2 slams +21 (1d8+6)

Base Atk +15; **Grp** +21/+16;

Attack Options: Combat Expertise, Improved Trip, Power Attack

Spell like abilities (CL 8th):

At will: *detect good*, *detect magic*, *see invisibility*; fiery shield;

1/day fear (30' radius) (DC 14), *Summon Tanar'ri*

Abilities Str 23, Dex 19, Con 20, Int 13, Wis 14, Cha 8

Feats Combat Expertise, Dodge, Elusive Target, Improved Trip, Iron Will, Mobility, Power Attack, Weapon Focus (Greatsword)

Skills Bluff +14, Diplomacy +16, Hide +20, Intimidate +10, Knowledge (arcana) +16, Listen +17, Search +16, Sense Motive +17, Spellcraft +18, Spot +17

Special Attacks: Fiery burn

Special Qualities: Tanar'ri traits, fiery shield

Possessions: +1 *flaming greatsword*, +1 *mithral chain shirt*

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex Save (DC 17) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire). A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that causes damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with extraordinary reach, such as longswords, do not endanger their users in this way.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

DM AID 1: NPC NAMES AND ROLES

PRINCIPAL ACTORS IN THE STORY

Edmar Grek—Male human (Suel)

Role: Stole the tome from the temple of Lydia; is now bound as a sacrifice

Holryn Verana—Male human (Suel), powerful wizard and leader of a small coterie

Role: Hired Vadik, kidnapped Edmar Grek, and took the tome. Trying to complete the ritual and free whatever is imprisoned.

FROM THE MURDER SCENE

Vadik Longbottom—Male human Rogue 2

Role: Charmed by Vadik and killed by Edmar. He is the body found in the alley

Dirk—Male human Commoner 2

Role: beggar and thief; robbed Vadik's body

Myrna Longbottom—Female human Commoner 2

Role: Vadik's sister.

Sergeant Nomen—Male human Warrior 1/Expert 2

Role: The member of the Lower Seltaren Guard in charge of the initial investigation into Vadik's death

Pip—Male half-Suel Commoner 1

Role: Nightsoil collector; saw Dirk rob Vadik's body.

NPCs FROM THE CHURCH OF LYDIA

Taija Quayen—Female human (Suel), Cleric 8 (Lydia)

Role: Head priestess of the temple, cousin in law of Edmar Grek

Ulla Rabellar—Female human (Suel), Cleric 5 (Lydia)

Role: Priestess and choir director at the temple of Lydia

Dorlana Tanjal—Female human (Suel), Cleric 3 (Lydia),

Role: Teacher at the temple of Lydia

Kamor Tarnel—Female human (Suel), Cleric 1 (Lydia)

Role: Runs the infirmary at the temple of Lydia

UNDERWORLD FIGURES

Markus—Male human, Rogue 5

Role: the lieutenant of Vadik's gang—the Snake Eyes.

One Eyed Jork—Male human Rogue 4/Sorcerer 3

Role: the leader of Vadik's gang—the Snake Eyes.

Ogden—Male half-elf Expert 3

Role: Dirk's fence

NAMED MEMBERS OF HOLRYN'S COTERIE

Vivian Oxnard—Female human Bard 1/Aristocrat 1

Role: a member of Holryn's following, she first discovered the prophecies and the book in the temple of Lydia.

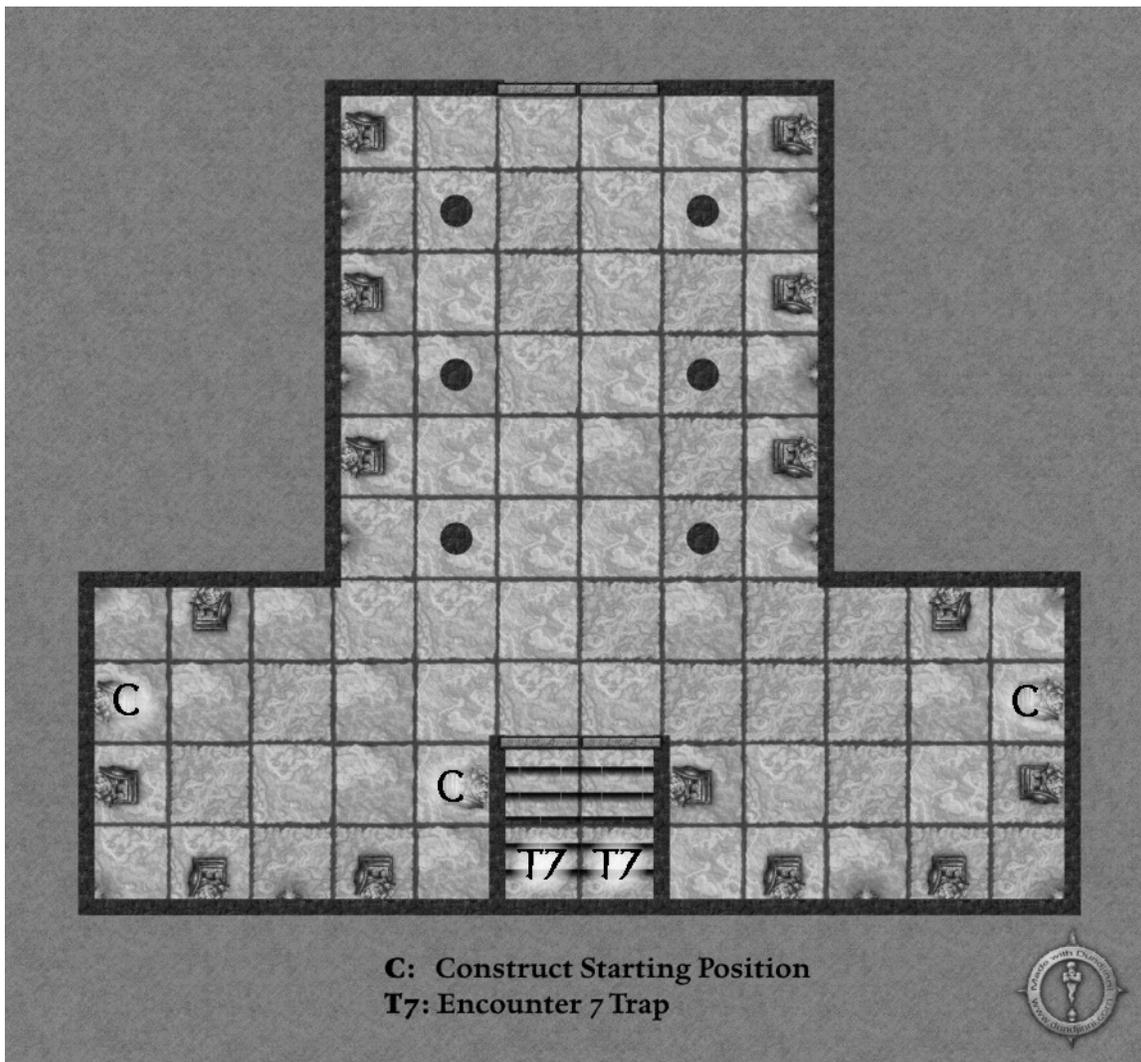
Eagan—Male human Aristocrat 1

Role: though Holryn's hangers on rejected him, Eagan learned enough of their plans to betray them to the PCs.

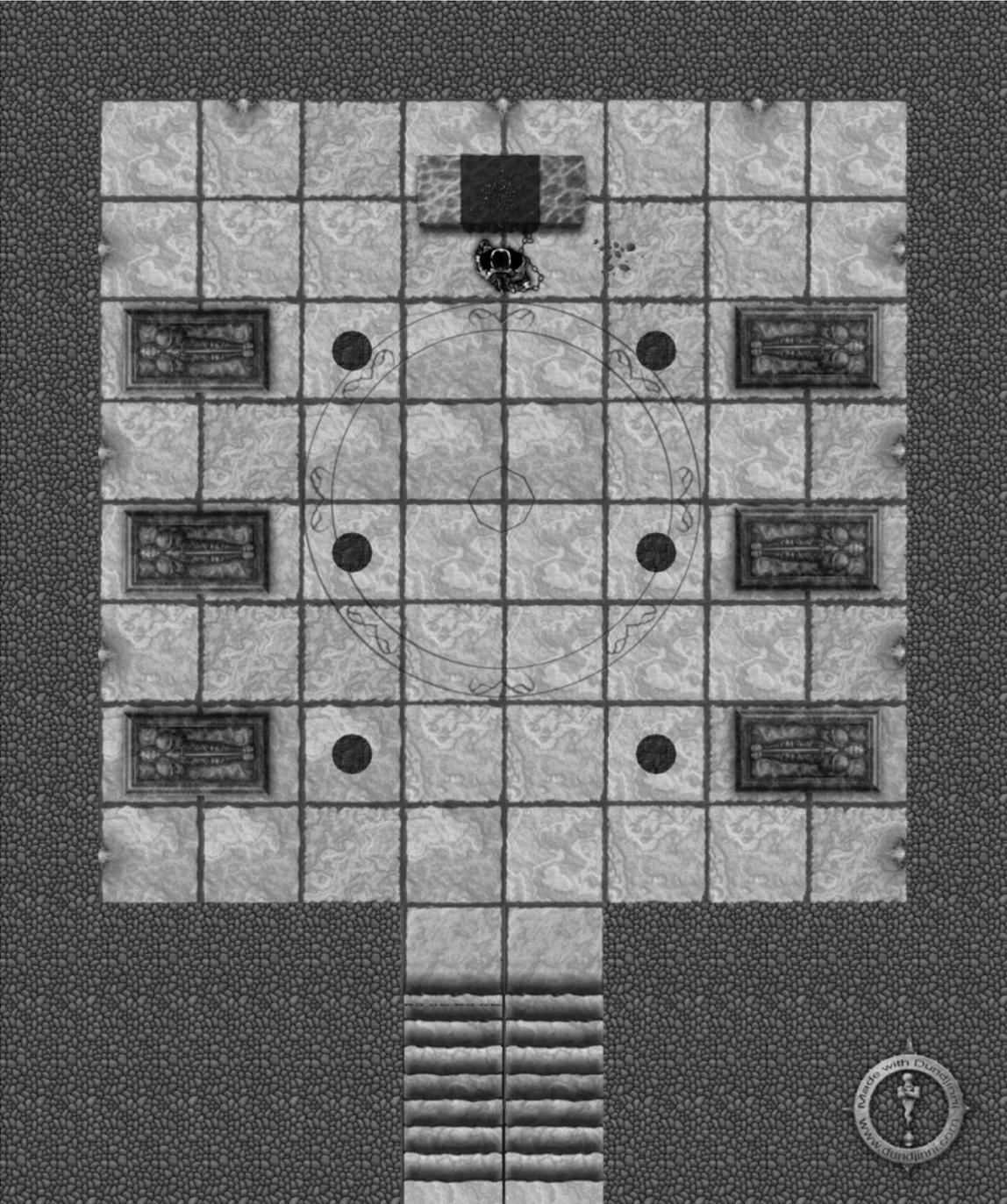
MAP OF SELTAREN



MAP OF THE UPPER LEVEL OF THE TOMB



MAP OF THE RITUAL CHAMBER



DM AID 3: MAGIC AND THE PLOT

Mid- and high-level PCs have many magical resources at their disposal – most prominent among them is the Divination spell. Here are a few sample answers to questions that the PCs are likely to ask:

DIVINATION:

Where is the tome?/Where is Edmar Grek?

Where the living lie unmoving amid the dead

How might we best prevent the ritual?

Let no drop of blood from a pure one touch the altar.

Who killed Vadik? / How can we best find Vadik's killer?

A huntsman kills his dogs who sets them upon unicorns. Seek the huntsman and you will find the dog's slayer.

DC 15 Knowledge (nobility and royalty): The unicorn is the symbol of house Grek

DETECT EVIL:

Note that at APLs 12 and 14, Holryn's barbazu bodyguard(s) will leave an aura of lingering evil around his manor that persists for days after they leave the premises. PCs can follow the trail to the butcher's shop, the bakery, the Magic Mirror, and then the crypt if they are so inclined.

SCRYING:

Scrying on Edmar:

There are several items available that would make it easier to scry on Edmar. His dagger is the most obvious such item and would impose a -4 penalty Edmar's will save (as per the spell description)—almost enough to cancel out the +5 bonus to his Will save for the PCs (most likely) never having met him. Edmar's family could be convinced with a DC 25 Diplomacy check (-4 for non-Suel characters) to loan an item of Edmar's to the PCs in order to help them scry—provided that they observe the scrying and the item is returned thereafter. They will not allow the PCs to search for hair or fingernail clippings or any other such items under any circumstances, however.

A successful scrying on Edmar will most likely reveal a picture of him bound, manacled, beaten unconscious and resting near an ornate iron sarcophagus. A DC 20 Knowledge (local, NMR), Knowledge (nobility and royalty), Knowledge (history), or Bardic Knowledge check reveals the sarcophagus as a style that dates back to the Maure compact and the founding of the Urnst republic. There is a 25% chance that a heavily cloaked and robed figure is also in the field of view, however, he has no easily recognizable features.

Scrying on Holryn:

Scrying on Holryn is more challenging than scrying on Edmar but potentially more rewarding. Holryn's servant could be charmed into giving the PCs one of Holryn's items to make scrying easier, but as a paranoid wizard of no small ability, Holryn fastidiously ensures that no parts of his body (hairs, fingernail clippings, etc) remain to be begged, borrowed or stolen.

A successful attempt to scry upon Holryn most likely reveals him in the crypt preparing for the ceremony by feverishly reading and re-reading the tome. The inscribed names of his house Verana ancestors are clearly visible on the front of their sarcophagi behind him and are legible through the scrying.

DM AID 4: NEW MONSTERS AND TEMPLATES

From Monster Manual II p 58 adapted by 3.5 update supplement for Monster Manual II.

PALRETREE:

Medium-Size Outsider (chaotic, Evil, Fire); CR 8 HD 8d8+24; HP 60; Spd: 30 ft; Initiative +3; Armor Class 23 (+3 Dex, +10 natural), touch 13, flatfooted 20; BAB +8; Grp: +12/+7; Atk: +14 melee (+1 flaming longsword 1d8+5 +1d6 fire 19-20) or slam +12 melee (1d8+4); Full Atk: +14/+9 melee (+1 flaming longsword 1d8+5 +1d6 fire 19-20) or 2 slams +12 melee (1d8+4); SA: Demonic Burn, Spell like abilities; SQ: DR 10/good, fiery shield, fire subtype, outsider traits, SR 18, *summon tanar'ri*, tanar'ri traits (see *Monster Manual* v 3.5); AL: CE; SV: F +9, R +9, W +7; Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

Skills and Feats: Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12; Combat Expertise, Dodge, Weapon Focus (Longsword)

Equipment: +1 flaming longsword

According to legend, palrethees were once ambitious demons who yearned to rule the Abyss as balors. Despite their great malice and their sadism, these lost souls failed in some unknown trial by fire, and now they burn for all eternity. Many balors use palrethees as sergeants or messengers, taking great pleasure in reinforcing the ambitious demons' subservient positions. This connection between the two kinds of tanar'ri has lent credence to the bards' tales about the palrethees' origin.

A palrethee is a tall emaciated creature of humanoid shape with blood-red or blue skin and bony, white vestigial wings. The entire length of its body is sheathed in fire. The creature can alter the color and appearance of its flames at will, making them appear translucent and ghostly, or the red-orange shade of a fiery forge, or even blue-white and delicate. NO matter how the flames look, their effects remain unchanged.

Combat

Palrethees have all the necessary combat abilities to enjoy the din of battle, but these arrogant fiends often believe themselves to be above the petty assignments they receive. Desperate to acquire magic, mortal souls, or some other currency with which they can gain power, they try to make bargains, use humans as tools, or trick unwary mortals into doing their bidding. When forced into combat, a palrethee usually employs its *fear* spell like ability first to scatter as many opponents as possible then wades into melee with its flaming longsword.

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex Save (DC 17) or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire*). A burning creature can take a move-equivalent action to put out the flame.

Spell Like Abilities: At will—*detect good*, *detect magic*, *see invisibility*; 1/day—*fear* (30' radius). Caster level 8th; save DC 10+spell level

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that causes damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with extraordinary reach, such as longswords, do not endanger their users in this way.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

HALF GOLEM

Half Golems are the result of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique—many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating raving, unholy crosses between living beings and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Moulding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to infuse the limb with magic. All the limbs to be attached to a particular body must be of the same type—it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the recipient makes a Will save. The DC of this save varies according to the number of new limbs the character has received.

- First new limb DC 15
- Second new limb DC 19
- Third new limb DC 25
- Fourth new limb DC 33
- Fifth new limb DC 43
- Sixth new limb DC 55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below—except that the character retains his or her alignment, gains a +4 bonus to Constitution and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and the character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

"Half-golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone, or iron) as described later in this section.

A half-golem's abilities are primarily those of the character, with the following exceptions:

Hit Dice: The character gains bonus hit points according to his size: one-half the bonus construct hit points for his size if he keeps his original type, or all the bonus hit points if he is now a construct.

Initiative: Same as character –1, to account for the half-golem's reduced dexterity (see Abilities, below)

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have had with a new natural armor bonus that varies according to its type (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armor Class.

Attacks: Same as character.

Damage: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character; plus construct traits (upon a failed Will Save), damage resistance (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus on Fortitude saves; otherwise same as character.

Abilities: Half-golems have -2 Dex, +4 Con (or no Con upon a failed Will save), -6 Int, +0 Wis, and -6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair, or squad (5-20)

Challenge Rating: Same as character +3

Treasure: Standard

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Advancement: by character class.

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straight-forward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or co-operation even when banded together.

Construct traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): A half-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 in the appropriate golem descriptions.

Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

Common Half-Golems

	Flesh	Clay	Stone	Iron
Natural Armor	+5	+7	+9	+11
Special Attacks		Wound	Slow	Breath Weapon
Damage Reduction	5/adamantine	5/adamantine	5/adamantine	5/adamantine
Special Qualities	Beserk	Beserk, haste, immune to piercing and slashing		Rust vulnerability
Strength	+6	+8	+10	+12
Magic immunity	As flesh golem	As clay golem	As stone golem	As iron golem

Stone Half-Golem

A stone half-golem drags thick limbs of roughly chiselled stone, stylised to suit its creator. For example, one might appear armored, have a particular symbol carved on it, or have designs worked into it. The limbs may be of different types of stone.

Slow (Su): A stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell. The save DC is Constitution-based.

DM AID 5: NEW FEATS AND SPELLS

FEATS:

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against his foe, and the foe does not get a chance to trip you if your attempt fails.

Sourcebook: *Complete Warrior*

Sun School [Tactical]

You have learned a number of esoteric martial arts techniques inspired by the sun.

Prerequisites: Flurry of blows ability, base attack bonus +4.

Benefit: The Sun School Feat enables the use of the three tactical maneuvers:

Inexorable Progress of Dawn: To use this maneuver, you must hit the same foe with the first two unarmed strikes from a flurry of blows. If you do, your foe must move back 5 feet, and you may move 5 feet forward if you wish. This movement does not provoke an attack of opportunity for either character.

Blinding Sun of Noon: To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row. In addition to being stunned, that enemy is confused for 1d4 rounds thereafter.

Flash of Sunset: To use this maneuver, you must move adjacent to a foe instantaneously, as with a dimension door spell or the monk's abundant step class feature. If you do so, you can immediately make a

single attack at your highest attack bonus against that foe.

Sourcebook: *Complete Warrior*

SPELLS:

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard Action

Range: 60 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Sourcebook: *Spell Compendium*

Orb of Fire, Lesser

Conjuration (Creation) [Fire]

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 standard Action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *lesser orb of acid* except that it deals fire damage.

(Lesser Orb of Acid: An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid 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.)

Sourcebook: *Spell Compendium*

PLAYER HANDOUT 1: THE LETTER

Greetings, friends of the light.

Your involvement in the search for certain tomes of dubious prophecies is well known to us in the church of Lydia. One copy of these writings—possibly known to you—has been left in our care. Since then, Edmar Grek, one of our benefactors has taken an interest in the tome that you returned and has investigated it. He has come to believe that the text does tell of an imprisoned demon and that its prison is weakening this moment. He points to this line:

"A wandering star splits the hart of the great bear in the third year after the land of the false god's treachery is reduced to dust and stone."

Edmar identifies the wandering star as the comet that seems due to pass through the constellation of the bear in just a few days' time. Further, he has found another line that he thinks indicates that the demon-lord's bonds will be loosened—though perhaps not enough to set him completely free—at the time of the comet.

"And lo, the pure blood of the ancient line, drips and mingles with the ashes of the faithless. From thence a fire, a smoke, a crack in the barriers of the world. The shades of the imprisoned walk the streets of the divided city; the spurned seat of the maure. And as water seeps through cracks in stone, the Imprisoned's power is granted to his chosen."

I can't say that he has convinced me for the tome contains much that is false in addition to the prophecies; who can tell the gold from the dross? He has, however, seemed strange since he began studying the book. He has become agitated and impatient and sometimes seems to have trouble remembering what he was doing just moments ago. I will do what I can to help him, but if he is right, events in Seltaren will soon confirm whether there is any truth in the tome's prophecies.

Please come as quickly as you are able. The celestial conjunction is not far off.

*In service to the Mother of Truth,
Taija Quaiyen*

PLAYER HANDOUT 2: A SELTAREN PRIMER

Excerpted from the Duchy of Urnst Wiki on 12th July 2007
http://www.duchyurnst.org/wiki/index.php?title=Main_Page

THE CITY OF SELTAREN

Small City: Conventional and Nonstandard;

Alignment: N (LN upper / CN Lower); 15,000gp limit;

Assets: 7,350,000 gp;

Population: 9,700; human (Suel) 78%, human 11%, halfling 5%, half-orc 3%, dwarf 1%, half-elf 1%, elf 0.5%, gnome 0.5%).

Authority Figures: Governor of Seltaren; First Lord of the City, Council of Alders, Noble Houses

Description

Seltaren was once the capitol of the Urnst Republic and a city of splendor and wealth. After the Duchy's capitol changed to the port city of Leukish, Seltaren gradually degraded into a city of backstabbing politics and criminal activity. Because many Noble Houses still claimed it as their home, however, they managed to keep a part of the city beautiful and serene. Further they ensured that all overland trade through the Duchy would pass through the walls of Seltaren. Over the years, Seltaren became a city divided. Upper Seltaren consists of the well cared for manor houses of the nobility and wealthy, but below the cliff that splits the city, Lower Seltaren has become a den of poverty, cutthroats, and despair. [Excerpted from URDI-05.]

Three rivers plunge off the cliffs into mist shrouded Lake Seltaren before continuing down the Lukala River to the city of Leukish. A steep canyon (the "Merchant's Draw") was cut through the cliffs to allow wagon passage from the cliffs to the lake below. Both travelers and goods still travel this same market road, where the sides of the canyon were covered with scenes engraved into the living rock all those years ago. At the side of the market road are small booths where various oddments are sold.

Economy

Seltaren is a center of trade in the Duchy. Three rivers and many roads feed into the city. The existence of the falls and subsequent need to transport goods up the Draw means that all the goods are unloaded and reloaded under the watchful eyes of the governor's assessors. Most Merchant Houses are well represented in the city.

Government:

Duke Karll appoints the Governor of Seltaren who is responsible for administering the business of the Seltaren Low County (see Duchy Politics) and dispensing justice in his name. The Governor has a force of Ducal Guard for his protection. He is little involved in the day to day operations of the city.

Much of the day to day business of Seltaren is run by its the Council of Alders and the First Lord of the City, Lord Andrin Tyrnes. The Aldermen are elected by the Noble landowners of their district. [This makes for an interesting situation in Lower Seltaren in that it provides one of the few reasons anyone still keeps track of which Noble Houses own the land there.] The Council of Alders is a squabbling fractious group prone to spending weeks if not months in debate and argument. Each year, they select the First Lord of the City from among their number.

Underworld

While the government and the nobles vie for dominance in the upper city, and make a show of controlling the lower city, the real power in the poor sections of the city are the thieves.

Fifteen years ago a man (a human (Oeridian)) named Masseri took control of much of the underworld in Lower Seltaren (see Rogues of Seltaren). It was an extremely difficult task, because several Merchant Houses were also vying for that role at the same time. However, Masseri was master of diplomacy and veiled threats. One by one he convinced the Merchant Houses that it was in their best interest that he ran the show in the lower city. Since then, Masseri has sought opportunities to increase his own wealth and maintain Seltaren's lucrative stranglehold on trade within the Duchy. So as to not kill the golden goose Masseri has been keeping thievery low key and quiet as possible in the city.

Countryside

The lands surrounding Seltaren share the split nature of the city. To the west and north of Seltaren are fertile farms, prosperous villages, and the country estates of wealthy nobles. South and east of Seltaren, the farms are poorer, many of the villages abandoned, and the estates run-down or deserted entirely.