

NMR8–02

# Heresy's Blood

A One–Round Dungeons & Dragons<sup>®</sup>

Living Greyhawk<sup>™</sup>

Nyrond and Her Environs Metaregional Adventure

Version 1.0

by David Adams

Circle Reviewer: Colleen Simpson

Reviewer: Mark Somers

Playtesters: David Gibson, Wes Nicholson, Jon Naughton, Steve Coling, Crystal Greaves.

When the church of Lydia puts out a request for adventurers, there should be heroes aplenty to answer the call. After all, with the Canon Apocrypha opened and all that nasty business put behind them, there couldn't possibly be any danger involved in helping them out one last time.

A one round Nyrond and Her Environs meta-regional adventure for characters level 4–15 (APL 6–16). Characters with the Enmity of Hassirak the Tempter may get what is coming to them...

Resources for this adventure [and the author of those works] include COR7-09 *Past Debts* [Dean Bailey].

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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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 rulebooks: *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 nonplayer 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
C R	0	0	0	1
o f	0	0	1	1
	1	1	2	3
A n	2	2	3	4
i m	3	3	4	5
a l	4	4	6	7
	5	5	7	8
	6	6	8	9
	7	7	9	10
			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.

## ROUNDS AND UPKEEP

This is a standard one-round meta-regional adventure, set in Nyrond and Her Environs. Characters from the metaregion of Nyrond and Her Environs pay 12 gp per round for Adventurer's Standard Upkeep, while all other characters pay 24 gp per round.

Rich and Luxury Upkeep cost 75 gp per round for characters from the Nyrond and Her Environs Metaregion. All others pay 150 gp per round. 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

Over the last few months, a grand hunt has been afoot. Ranging across the region, adventurers and others have

been engaged in a search for a mysterious set of texts, known as the Canon Apocrypha. These texts are a collection of religious tracts containing a few half-truths, but mostly lies and corruption. Some have sought these heresies for their own ill ends, but were countered by those with more altruistic attitudes. Several incomplete copies of the Canon were recovered and secured, but a full version proved elusive. Eventually, however, a complete text was recovered from a remote faerie stronghold and handed over to the council of church representatives sponsoring the search. It was agreed amongst the council that the tome would be held, at first, by the church of Lydia, and all seemed well.

But matters were not so well. The reason the heresies were sought by evil groups was that hidden amongst the writings were instructions for a ritual to release a long-trapped entity. One group seeking the Canon was a cult of Incabulos, who had reason to see the entity remain trapped. This group has been trying to thwart the recovery of the Canon, but have so far failed. Nonetheless, they are determined to continue their opposition to others who may seek, hold or read any of the tomes. They are not well pleased that Lydians have a true copy.

Meanwhile, the tome was first properly examined by a gathering of clergy sworn to Lydia. Unfortunately, the true copy was in some way trapped, and all those present were driven irrevocably insane, apart from one, prophetess Amala Maelidi. She managed to survive the experience, but not without some damage. What she read within the tome has left her shaken, and the foundation of her faith rocked. She won't even speak of what she read, which is anathema to a Lydian.

Now not only the cult of Incabulos but also servants of Tharizdun have learned that she has read the tome, and knows the secrets hidden within. After nearly being assassinated by agents of Tharizdun, Amala and the church of Lydia send out a plea for aid in these dark times; a team of heroes is needed to escort the child to safety. The PCs, for reasons of their own, are part of this team.

## ADVENTURE SUMMARY

The PCs begin the adventure in Seltaren within the Duchy of Urnst. While visiting there, they are asked for help by Kerren Swift of the church of Lydia. Kerren explains that last week cultists of Tharizdun attacked their compound, clearly after prophetess Amala. Kerren wishes to hire the PCs to escort Amala out of the city. To where he doesn't know, but anywhere is safer than the Seltaren. Not being knowledgeable in these matters, Kerren turns to the PCs for guidance.

The PCs have their choice of secure safe houses. They may hide out in the Seltaren, but if they have somewhere personal they can go, such as a certified house somewhere in the Flanesse, a ship, or even a

headquarters from a meta-organisation, that's fine – it doesn't honestly matter where they go.

Once at their stronghold, the PCs must eventually hold off attackers. They may make any repairs or necessary preparations as they wish in their stronghold. After two nights of hiding out, each of the PCs is visited by a strange dream; in this dream an erinyes named Hassirak the Tempter visits them in a vivid, telepathic vision. He explains that he has bargained away certain privileges in exchange for the ability to, as his name suggests, tempt the PCs away from their current course. His temptations mimic each of seven deadly sins.

Irrespective of accepting the contract or not, in the morning the stronghold of the PCs is attacked by a second troupe of devils and their human allies, seeking Amala.

If no PC betrays Amala, Lust (an incubus masquerading as Kerren) finds the PCs, claiming to have found a way to help Amala. Either the PCs see through his lies and attack him (he is easily defeated), or do not, and surrender Amala to him. Lust will happily agree to have the PCs to accompany him as he returns magically back to Seltaren, but will “forget” to include the PCs in the spell.

It is then time to pick up the pieces, see if Amala has survived, and receive just rewards.

## DM PREPARATION

Having a blank battle mat and a few pens handy will be a good way to speed things up when the PCs find a place to hide Amala (Encounter 3: Digging In). Essentially, allow the players to draw up their own battle ground.

Determine if any PCs have the Enmity of Hassirak the Tempter AR item from COR7-09 *Past Debts*. This may have an impact on some of the encounters.

It may also be worthwhile having the players pre-roll a number of Listen, Spot and Sense Motive checks.

The DM should note that this adventure will require flexible management in parts, and should be prepared to think on their feet.

## INTRODUCTION

This adventure begins in Seltaren within the Duchy of Urnst. If the players don't know much about the city, feel free to hand out Player Handout 1.

The PCs should have their own reasons for being here, such as returning from wherever they were last adventuring, visiting friends or relatives, or simply a fit of wanderlust. The text assumes everyone in the group is traveling together. If this is not the case, then the PCs are in the same area – alter the text on the fly.

***Seltaren, a city divided – the upper city consists of well-maintained noble estates and the homes of wealthy merchants, while beneath the grand***

***waterfalls that cascade off the cliffs separating the two, the lower city festers in grinding poverty and despair.***

Allow the PCs a moment to roleplay and to make any comments they wish, then continue.

***Fortunately, this evening you find yourselves in lucky circumstance; the church of Lydia has put out the call for adventurers and somehow your name found its way to their attention. The Lydians have arranged lodgings for you in their compound, catered for by a handful of helpful servants. Details on your task have been scarce, but the Lydians have promised to be forthcoming when the time is right.***

Allow the PCs a moment to roleplay and to make any comments they wish, then continue.

***Come lunchtime, a lavish meal is provided by the Lydians. Meals are taken in the main hall, designed to seat hundreds of people, with your place at the head of the great table. A huge oaken slab fifteen feet across and fifty feet long, it was crafted by Suel master carpenters almost two hundred years ago. The main course for tonight is roasted quail glazed in honey and nutmeg, served with chilled assassin vine wine imported from the Yatil Mountains and an assortment of nuts, breads and side dishes.***

Allow the dinner to continue until an appropriate moment when Kerren approaches the PCs. The following paragraph may be read, or paraphrased at your discretion.

***An unknown young Suel man dressed in brightly-colored robes approaches the head of the table, smiling nervously before leaning down to whisper a message to each of you in turn. “My name is Kerren Swift, and I believe the time is right. Please meet me, after you’re done here, at the gates to the compound.” Upon delivering his message he gives you a smile, then leaves.***

Now is a good point for the PCs to roll a Sense Motive check. This will be useful later in **Encounter 6A: Lust**, when Lust is impersonating Kerren. The reason it is rolled here is to ease the suspicion it would have raised if it were rolled at that point. So note down the result and announce that everything's fine.

The PCs can meet with Kerren after dinner. Essentially, Kerren wishes to hire the PCs to undertake a relatively simple but possibly dangerous task for him and will describe it in a similar manner to the following paragraph.

*Kerren is waiting at the meeting place, seeming nervous but pleased to see you. He glances around, keeping his voice low. "Essentially, the task is simple. There's a girl living in Seltaren, a young woman named Amala. Something of a prophetess, we've discovered... but that's not her only gift." Kerren looks uneasy, then continues. "Amala was part of a delegation to the College of the Divine in Trigol, within the County of Urnst. Their task was to examine the true copy of the Canon Apocrypha. She can read the real tome; all of it, it seems. Anyone else who's tried ... well ... they've died or their mind has fractured. Any attempts to repair the damage have erased what they read. But not Amala... she just read it like any other Lydian text. All that happened to Amala is that her normally dark hair lightened. She won't tell us what's inside, but it must be... disturbing."*

Allow the PCs a moment to digest this, then continue.

*"The fact she has read the Canon is attracting the attention of powerful individuals, it seems, and not ones with good intentions. We need to get her out of here and away from the city. I and other clergy of Lydia are planning to lead a heavily armed caravan out of the city, hoping to draw out our enemies and have them chase us whilst an unrelated team of adventurers spirit her away. And not a moment too soon, I think – last week armed men broke into our compound, seemingly after the girl. One of them grabbed her and drew some of her blood before I slew him; I destroyed the vial of blood afterwards to make sure it didn't fall into the wrong hands." Kerren looks momentarily disturbed, digging into one of his pockets with a trembling hand. "He was carrying this..."*

Give the PCs Player Handout 2. If they don't understand its significance, allow them to make a DC 5 Knowledge (Religion) check to identify it as a holy symbol of Tharizdun, a dark god imprisoned by all the others for attempting to unmake reality. It is generally accepted that, during his imprisonment, Tharizdun has had absolutely no remorse for his actions and setting him free would be disastrous.

Kerren will answer any question he's able to, then lead the PCs to Amala if they accept. He'll allow them to go and retrieve any equipment they may have left behind (they were just at lunch, after all) but he stresses that timing is important – he'd like to get there as soon as reasonably possible. Use the following notes to play the rest of the encounter, improvising as necessary:

- What is the Canon Apocrypha?

*Kerren frowns. "It is a collection of writings touching on many of the major faiths of our region. Some say it contains only lies and heresies. Others claim there are hidden truths amongst the passages. Several incomplete copies have been discovered in recent times, but most recently a seemingly complete tome was brought back from a faerie lair, I've been told. It is this copy that is held in the College of the Divine."*

- Where is Amala now?

*"She's in our safe house just across town."*

- Where should we take her?

*Kerren looks a little puzzled. "I don't exactly know. I know a lot about many things, but places to hide from imprisoned evils who'll stop at nothing to get what they want... that's a little obscure for me. I was hoping that you might know."*

- Any tips?

*"Don't you have a home town or something? Some kind of organization you can take her to? A safe house somewhere? Anything? Even the Pholtans in the Pale would be able to guard her, or the halfling shadow clans of Ratik, or the Foresters of the Loftwood..."*

- Are you coming?

*"Alas, I can't. I think it would draw too much attention to us. I hope this doesn't sound cowardly, but I'd rather keep the group as small as possible, as that will make it less likely to be noticed."*

- How much are we getting paid?

*Kerren frowns slightly. "You will be well compensated for your time, let me assure you. If specifics are what you're after, I can't give you them at this time."*

- What dangers are you expecting?

*Kerren shrugs. "If I knew, I would tell you. I don't think we can rule anything out at this stage – I mean, that symbol was... well... there are many imprisoned monsters in Oerth lusting for freedom... HE is not the only one."*

- Will you be safe?

*"I will do my best to stay safe. If I die, that's secondary to keeping Amala safe. There are... things... in the world which cannot, must not, be allowed free."*

- Who else knows about this?

*"Nobody outside the church of Lydia. I made sure of that."*

- Shouldn't we just kill her?

*Kerren frowns darkly. "I will forget you just said that. Amala is blessed by Lydia herself; murder, suicide... all these things are against her teachings."*

- We accept. Can we meet this girl?

*Kerren smiles. "Of course, she's across town, in our safe house – come this way, please."*

Kerren leads the PCs to the safe house and Amala when they accept his job offer. If they haggle over payment, he will finally promise one hundred gold pieces each upon safe completion of the task, but adds that he can probably offer more – he's just not sure yet.

When this encounter is complete, go to  
**Encounter One: The Crimson Key.**

## 1: THE CRIMSON KEY

This encounter is started once Kerren agrees to lead the PCs to the safe house.

*With the city firmly cloaked in evening shadow Kerren leads you away from the Lydian compound, further into the town. While not obviously skilled in beguilement his knowledge of the town is apparent – he finds back-alleys almost unseen, paths hidden behind fences and buildings and byways squirreled away in strange places. Soon enough, Kerren leads you to a two-story wooden dwelling painted a drab off-white – but it appears as though you are not the first to arrive here.*

*A slight, feminine humanoid figure dressed in a long, black cloak made of spun silk leans against a lamppost, a heavy hood drawn low over her face. She is barefoot and both her hands are wrapped in dark cloth. Seemingly aware of your presence but not reacting, she emits a wheezing, sickly cough.*

Allow the PCs a moment to absorb the scene; then proceed when you are ready. You may choose to add sickly coughs and other signs of illness into her dialogue at your discretion.

*"Ah, the smoothskins. How wonderful." Her voice sounds thin and sickly, as though bearing some debilitating illness. "Let us cut through the needless banter, shall we? I don't wish to hurt you, but you smoothskins have something I want. My master wants the child dead to prevent the Unmakers from getting hold of her, but if I am to be whole again all I need from her is some of her blood. To me, the consequences if she should pass into the hands of The Unmakers would be dire, but... that is not my concern." The woman flicks back her cloak, revealing her face – a face which once may have been remarkably attractive, were it not covered in hundreds of pus-filled boils and weeping sores. "So, I offer you this – if one of you go inside the safe house, get some of her blood, say half a pint, come back and give it to me then there will be no violence between us."*

The woman is Naku, a monk who venerates Incabulos. Clerics of Incabulos commanded her to see out the "key" – the golden haired girl Amala – gather some of her blood for them, and kill her to prevent the Unmakers (the cult of Tharizdun) from getting hold of her. She would rather not do this (she has some spark of good left in her) but has little choice. She has settled internally on a compromise – if she gets some of Amala's blood, she will lie to her masters about killing the child. Hopefully they will accept her claim and undo her affliction.

**DM's Note:** If the PCs try to use magical means to cure Naku's disease it will only work for a day or so before she is ill once more. Naku knows this to be the case.

The PCs may make some assorted knowledge checks regarding the strange woman. A list of checks and results is below.

- DC 15 Knowledge (nobility and royalty) OR DC 20 Bardic Knowledge

The woman may be Naku, a Suel woman from the Bone March in her late twenties who is better known as the Weeping Boil or the Rotting Fist of Incabulos. Despite her dark master she has a reputation for allowing her prey time to explain their actions and come to some kind of truce or compromise if such a thing were possible. It frequently isn't. Note: if asked, Kerren knows this information already.

- DC 20 Knowledge (nobility and royalty) OR DC 25 Bardic Knowledge OR DC 20 Knowledge (history)

Naku originally entertained thoughts of leading the life of a paladin, but when her family were wiped out by a plague eight years ago she saw the destructive power of plagues, infections and

disease. She began to revere Incabulos, training herself in the art of hand-to-hand combat and developing a style based around various diseases.

- DC 20 Heal OR DC 25 Bardic Knowledge

Naku appears to be carrying a magical strain of a disease called Blackbite, which typically presents with small nodules of pus several millimeters in diameter on scattered parts of the body. Naku's case however appears extremely severe, as though magically agitated.

**DM's Note:** Kerren is of course present and is not at all keen to agree to Naku's proposal. If the PCs decide to work with Naku, then it will require a DC 25 Diplomacy or Bluff check to get him to agree, so long as they argue that it's probably in Amala's best interests to do so.

#### APL 6 (EL 8)

☞ **Naku:** female human monk 8; hp 64; Appendix 1.

#### APL 8 (EL 10)

☞ **Naku:** female human monk 10; hp 80; Appendix 1.

#### APL 10 (EL 12)

☞ **Naku:** female human monk 12; hp 96; Appendix 1.

#### APL 12 (EL 14)

☞ **Naku:** female human monk 14; hp 112; Appendix 1.

#### APL 14 (EL 16)

☞ **Naku:** female human monk 16; hp 128; Appendix 1.

#### APL 16 (EL 18)

☞ **Naku:** female human monk 18; hp 144; Appendix 1.

**Tactics:** Naku can potentially be talked out of combat, but this is unlikely. Naku seeks Amala, but since she isn't immediately available she'll settle for beating on the PCs for a bit. In combat she uses her stunning fist and flurry of blows as often as she can, drinking a potion if seriously injured. She uses her monk abilities (such as abundant step) to escape trouble, or flee if seriously injured. She will surrender if clearly about to die, promising to leave the PCs alone (giving them her gear) if they let her go peacefully.

Once this encounter is complete, go to **Encounter Two: Amala.**

## 2: AMALA

This encounter should be run as soon as Encounter One is complete.

*Kerren knocks on the doorway once, then twice rapidly and the door slides open, attended by an armed priestess. Looking around nervously, Kerren leads you down a hallway into a small warm room.*

*An Oeridian girl with curled blond hair, approximately sixteen to eighteen years of age, gives a polite curtsy, her movements graceful and slightly sensuous. Her eyes are a dark brown, betraying a wisdom and worldliness far beyond her years. The dress she wears bares her shoulders and a fresh, newly healing scar runs down her left upper arm.*

*"Come in, come in," she offers, motioning you all inside, smiling tiredly. "These are the adventurers, are they, Kerren?"*

Amala, Kerren and three other Lydian priestesses (and a handful of servants) have been occupying this home since Amala was attacked by the cultists of Tharizdun. The home is furnished simply, in contrast to the typically colorful, rich decorations which adorn Lydian households.

Use the following notes to roleplay Amala's reactions to the PCs. Improvise as necessary.

- Who are you?

*"I am Amala Maelidi of Lydia's guidance, at your service."*

- How did you get that scar?

*Amala looks uncomfortable. "One of the cultists tried to take some of my blood. She... failed. I'm told it'll fade eventually."*

- Tell me about the cultists.

*Amala sighs. "What's to tell? It's rather obvious what they were after – they were looking to use my blood, probably to somehow free their master."*

- Where do you want to go?

*"Anywhere is fine with me, as long as it's further away from danger. We could try staying in Seltaren – there's a few other houses we could fortify in both the aristocratic area or the slums – but I'd rather not. Leaving this city would probably be best."*

- What can you do? What are your capabilities?

*"I could heal a little, but most of my prayers have been divinations. But at the moment, to be honest, I've been too, ah, troubled to receive the lady's blessings."*

- Why is that?

*"The dark writings... they have unsettled me. Things I read have left me confused. I love the lady, but I don't know what is true any more." Tears well in her eyes. "I hope dearly that I might receive her grace once more. Perhaps this time away will help me to restore my certainty and find calm."*

- What did you read? Tell us about the Canon Apocrypha.

*Amala frowns. "I cannot. I don't wish to remember what I read, and I dare not tell you, for your sake as much as mine. I know the lady tells us to hide nothing, but this in some way contributes to my confusion. I cannot see how she would want all things revealed. Some matters are... worrisome."*

A DC 15 Sense Motive reveals that Amala is nervous and troubled, and seems more upset than she is revealing.

- How long are we hiding out for?

*"I don't really know, to be honest, but I think a fortnight should be enough."*

- Why are we hiding; shouldn't we identify and eliminate your enemies?

*Kerren interjects. "Others will be doing that. But someone has to keep Amala safe, and that is your task."*

- When do we leave?

*"As soon as you are ready, friends."*

Before departing, the PCs will probably want to arrange some means of finding out when their task is done. Kerren suggests using *sending* spells, and will have scrolls if no PC knows the spell. Otherwise, allow the PCs to negotiate something that seems reasonable. At this point the PCs may complete any last minute preparations they wish; then depart.

Go to **Encounter Three: Digging In**.

### 3: DIGGING IN

At this point, where the PCs go and do is up to them. The DM should be flexible, but also keep the PCs

within reasonable bounds. Funds are not endless, and any magical resources used will be at the expense of the characters.

This encounter assumes the PCs have set up a safe house somewhere (anywhere; not even on this plane). This encounter, due to the fact it could occur almost anywhere on Oerth, is fairly freeform. They may have taken one of the suggestions made earlier – of hiding with the Pholtans, or the shadowclans in Marner, or they may have their own hiding place.

Allow the players to draw up their safe house on a battle mat, detailing what precautions, alarms and defenses they have set up. If time is limited, such as in convention play, then don't dwell too long on this – a half hour at most is appropriate.

#### Safehouse Suggestions

A few possible locations for safe houses are as follows, should the players need some prompting to come up with ideas:

- A secluded farm house in the countryside
- A rented town house with hidden basements within a city in the region
- An abandoned dwarven mine in the side of a mountain
- A remote elven tower deep in a forest
- A ship anchored in a bay somewhere

#### Liaising with Amala

During the course of their hiding, the PCs may take time to converse with Amala. She comes across as well-meaning and friendly, but confused, disillusioned and a little strange. Her faith has been shaken by what she learned within the Canon Apocrypha, and this has resulted in the loss of many of her abilities, and memories. She is not operating at her full potential, and this should be perfectly clear to the PCs.

Amala is reluctant to take part in any fighting, and is unable to heal folk after the fact, though she will help out, tending to wounds physically. If pressed too hard by the PCs about her experience, she will clam up and become very introspective. On other matters, though, she is more amiable and lively. She will happily let the PCs tell her stories about their backgrounds and exploits.

**DM's Note:** For tables consisting of mature players, there is an air of unconscious sensuality about Amala in her movements, mannerisms and body language. She is not averse to liaisons with a PC, assuming the PC is attractive and charismatic enough.

Details of Amala are deliberately vague at this point, as more will be revealed in the next NMR meta-regional adventure, should she survive. DMs should take this into consideration whilst characterizing her.

☞ **Amala, Lydian prophetess:** hp 33



## 4: FIRST WAVE

No matter how cunning the PCs are with their safe house, their foes will find them. The reason is simple – there are divine figures involved in this game. If the players become too annoyed at their efforts to be hidden being upset, have Amala sigh and explain that it is hard to avoid the scrutiny of the gods.

Importantly, though, the opponents that turn up only know the location, not the specific precautions taken by the PCs. This should become quickly apparent.

Regardless, the encounter takes place at roughly 1 am wherever the group is.

You may describe the devils' approach however you wish, but a dramatic approach tailored to the PCs' hiding spot would be better.

The devils do not, initially, want to fight – each approaches the PCs' stronghold, demanding that they hand over “the key”. Essentially, the PCs may either hand over Amala, or fight the devil – depending on the type of devil, it may make its case eloquently, or with substantially less finesse. The following paragraph may be useful to describe the attackers and their mannerisms; introduce it in a manner befitting its type and location, paraphrasing as necessary.

*The creature regards you with cold, calculating eyes. “Release unto us the key to every lock, mortal,” it demands with a slight snarl, “And we shall ensure that she comes to no harm – from us, from the Plaguebearers, the Unmakers, or from any other party seeking to claim her gift for themselves.” The creature pauses for effect, as though carefully measuring the reaction its words have had. “You will receive but one warning. To ignore it is... folly.”*

**DM's Note:** If any PC has Enmity of Hassirak from COR7-09 Past Debts, then this encounter is run differently. Add the next-lowest APL to the combat, in addition to the APL currently playing (ie. at APL 8, normally three bone devils, add two additional erinyes to the combat). (At APL 6 add a chain devil [MM:54]). Also note the special tactics block if this is the case. The following paragraph may help set the tone of this encounter.

*Suddenly, the devil pauses as though listening to some unheard, telepathic command. It then emits a low, lingering, pleased chuckle. “Hassirak commands me to mention that, if he were capable of pity or forgiveness or mercy, his vengeance would merely be unspeakable.” The infernal creature grins impishly as more devils fade into existence behind it, “He isn't.”*

**DM's Note:** The ELs of this encounter have been reduced by 2 to account for the PCs having set up

defenses. The DM should take this into consideration with their tactics – they should be unaware of traps and such, at least at first. Thus the creatures may not fight to their full potential. It is very important that the DM does this.

### APL 6 (EL 8)

☛ **Erinyes (2):** hp 85, 85; *Monster Manual* pg 54.

### APL 8 (EL 10)

☛ **Bone Devil (3):** hp 95, 95, 95; *Monster Manual* pg 52.

### APL 10 (EL 12)

☛ **“Bane”, Ice Devil:** hp 147; *Monster Manual* pg 56.

☛ **Bone Devil (2):** hp 95, 95; *Monster Manual* pg 52.

### APL 12 (EL 14)

☛ **“Scourge”, “Scorn” and “Venom”, Ice Devil (3):** hp 147, 147, 147; *Monster Manual* pg 56.

### APL 14 (EL 16)

☛ **“Malice” and “Ire”, Horned Devil:** hp 172, 172; *Monster Manual* pg 55.

### APL 16 (EL 18)

☛ **“Zakalabane the Eviscerator”, Pit Fiend:** hp 225; *Monster Manual* pg 57.

**Tactics:** An important note: If any PC (or PCs) has Enmity of Hassirak the Tempter from COR7-09 Past Debts, the extra devil(s) added to this encounter automatically target them to the absolute exclusion of all others (except others with this disfavor). The devil will NOT take attacks of opportunity provoked by PCs without Hassirak's Enmity, and if completely denied the ability to attack their chosen target will teleport or move, in order to do so. As long as the opportunity is there they will focus all their efforts on the targeted PC unto their death. Just to be clear – should such a PC be knocked down in combat, the devils will continue to strike at her until they are certain that she is dead. Should the PC fall unconscious, fall asleep, be under the effect of a *delay death* spell or in any other way be susceptible to coup de grace, they will take that action if at all possible. If the PC weighs less than 50 pounds (along with their gear) they will then teleport away, taking the body back to Hassirak for him to amuse himself with. If the PC weighs less than 100 pounds (including gear) they tear the body in half and carry half each. Otherwise, they attempt to escape by mundane means, typically by running.

Otherwise, use the normal tactics from the creature's respective *Monster Manual* entries.

When the creatures are defeated, go to **Encounter Five: Interlude**.

## 5: INTERLUDE

This encounter is played out once the battle with the devils is resolved. Allow the PCs a day or so to settle back into their defensive routine, and to recover from the first assault.

**DM's Note:** Should they wish to move to another hiding spot, allow that as well.

If you are playing NMR8-02 *Heresy's Blood* at a convention or are otherwise pressed for time, you may elect to fast-track this encounter as it has no combat ELs and is simply for fun. You may also elect to fast-track it if it wouldn't appeal to your players.

Otherwise, an imp with his arm lodged in a block of stone approaches the PC's hideout. This is primarily designed as a brief, fun interlude to try and break up some of the 'dark' feeling to the module. The DM may tailor this encounter to the tastes of the group – if you have a lighthearted, humor focused party, instead run one of the more comical encounters (Farmer with Pig, Have I Got A Deal For You...). Otherwise use the default, Imp-prisoned.

Feel free to create your own bizarre encounter (especially if the PCs are hiding out in an extraplanar area), but the default is set out below.

**Farmer with Pig:** A simple (and possibly very lost) farmer wishes to sell his prize pig to the highest bidder.

**Have I Got A Deal For You...:** A traveling orc with a wagon (or boat, or similar) full of junk (a chair with one broken leg, a human head, a bucket with a hole in it, shiny silver things, etc) tries to sell it all to the PCs.

**Imp-prisoned:** An imp named Snot makes his way to the PCs stronghold, his right arm fused to a one foot cube of stone. He explains that he was the familiar of a sorceress some years ago who experimented with teleportation magic, but while teleporting to her tower one day she “missed”. Her spell caused a mishap and Snot was partially fused to the wall. He eventually managed to cut himself free, and he's tracked down the PCs to beg for some of Amala's blood in order to free himself from this wretched existence.

Snot is a standard imp who is best played as a sniveling, somewhat whiny creature who just wants to be free. Note that he does detect as evil, if examined using *detect evil* – not that he's ever done anything \*really\* bad in his existence, but that's just his nature. A paragraph to introduce Snot is included below.

*An imp dragging a huge block of stone behind it comes into view. “Hey – hey! ... \*nnf\*... You guys! Yeah – you're the ones with the \*nnf\* key, arn't you? That girl that can... \*nnnf\*... free anyone?” As he draws closer, it is clear that his left arm is embedded within the stone brick.*

A sample dialogue with Snot is listed below. Feel free to improvise or change it around as you wish, or as the PC's circumstances demands:

*The imp huffs with annoyance. “I used to be the familiar of a sorceress named Raven, until one day she missed with a teleportation spell and embedded herself – and me! – into a wall. Stupid, stupid sorceress! Anyway... I managed to finally free myself, but I can't get my arm out of here! Please, give me a drop of the girl's blood so I can be free!”*

If the PCs decide to free Snot he leaves, thanking them profusely.

**DM's Note:** Should the PCs ask Snot how he found them, he will say that he sniffed them out. More accurately, he followed the ‘scent’ of Amala. He'll explain that all the devils can find her that way, but he suspects ordinary ‘mortals’ wouldn't have a clue. No matter what the PCs do, they cannot ‘smell’ anything special about Amala. Amala has no objections to spending a drop of her blood to free Snot, although she exhorts him to be a ‘good’ imp.

All APLs (EL 2)

☛ **“Snot”, Imp:** hp 13; *Monster Manual* pg 56.

When this encounter is complete, proceed to **Encounter Six: Second Wave**.

## 6: SECOND WAVE

Much like Encounter Four, this encounter assumes the PCs have set up a safe house somewhere. Again, it occurs in the dark wee hours. The following paragraph will help set the tone of the encounter, although it should be significantly altered if the hellcats are impossible to see.

*More foul devils make their way towards you, cackling with glee. This group appears to be a wave of lesser devils, although in greater numbers. “For the Tempter! The brother of Hassirak must be free!”*

**Important note:** If any PC has Enmity of Hassirak from COR7-09 *Past Debts*, then this encounter is run differently. Add the next-lowest APL to the combat, in addition to the APL currently playing (ie. at APL 8, normally four hellcats, add an additional six bearded devils to the combat. At APL 6 add a chain devil [MM 53-54]). Also note the special tactics block if this is the case. The following paragraph may help set the tone of this encounter, although it should be significantly altered if the hellcat is impossible to see.

*Once again, a select group of devils seem focused on you. They ignore others around you, focusing*

*their attacks on you to the exclusion of all others. "You will pay, mortal!" cries one, hissing in sadistic pleasure.*

**DM's Note:** As in Encounter Four, the ELs of this encounter have been reduced by 2 to account for the PCs having set up defenses. The DM should take this into consideration with their tactics – they should be unaware of traps and such, at least at first. Thus the creatures may not fight to their full potential. It is very important that the DM does this.

#### APL 6 (EL 8)

☛ **Bearded Devil** (6): hp 45, 45, 45, 45, 45, 45; *Monster Manual* pg 52.

#### APL 8 (EL 10)

☛ **Bearded Devil** (4): hp 45, 45, 45, 45; *Monster Manual* pg 52.

☛ **Hellcat** (4): hp 60, 60, 60, 60; *Monster Manual* pg 54.

#### APL 10 (EL 12)

☛ **Erinyes** (6): hp 85, 85, 85, 85, 85, 85; *Monster Manual* pg 54.

☛ **Barbed Devil**: hp 126, *Monster Manual* pg 51.

#### APL 12 (EL 14)

☛ **Barbed Devil** (4): hp 126, 126, 126, 126; *Monster Manual* pg 51.

☛ **Ice Devil**: hp 147; *Monster Manual* pg 56.

#### APL 14 (EL 16)

☛ **Ice Devil** (3): hp 147, 147, 147; *Monster Manual* pg 56.

☛ **Horned Devil**: hp 172; *Monster Manual* pg 55.

#### APL 16 (EL 18)

☛ **Horned Devil** (4): hp 172, 172, 172, 172; *Monster Manual* pg 55.

**Tactics:** An important note: If any of the PCs have the Enmity of Hassirak the Tempter from COR7-09 *Past Debts*, the extra devils added to this encounter automatically target them to the absolute exclusion of all others (except others with this disfavor). The devil will NOT take attacks of opportunity provoked by other PCs, and if completely denied the ability to attack their chosen target will teleport or move in order to do so. As long as the opportunity is there they will focus all their efforts on the targeted PC unto their death. Just to be clear – should such a PC be knocked down in combat, the devils will continue to strike at her until they are certain that she is dead. Should the PC fall unconscious, fall asleep, be under the effect of a *delay death* spell or in any other way be susceptible to coup de grace, they will take that action if at all possible. If the PC weighs less than 50 pounds (along

with their gear) they will then teleport away, taking the body back to Hassirak for him to amuse himself with. If the PC weighs less than 100 pounds (including gear) they tear the body in half and carry half each. Otherwise, they attempt to escape by mundane means, typically by running.

Otherwise, use the normal tactics from the creature's respective *Monster Manual* entries.

When the creatures are defeated, go to **Encounter Six: Actions...**

## 7: ACTIONS...

This encounter is played out at an appropriate point as the PCs are maintaining their guard over Amala. It assumes the PCs are going to sleep at some point – but not necessarily all together, of course. In any event, when each sleeps they dream a dream where Hassirak contacts them.

Essentially, Hassirak has bargained away some of his power for the ability to reach some people in their dreams. This dream state, however, has certain conditions; either party can end it immediately, and he may not lie to the PCs. The PCs may lie to him, unless they sign their name on a contract – a signature, and only that, is binding. Hassirak offers the PCs powerful rewards, but at a cost.

At a convention slot or other time-pressured scenario the best way to handle this encounter is to hand out the contracts to all the PCs, instructing them NOT to speak to each other – the events described are occurring in a dream where they cannot communicate. Then read the paragraph labeled **The Rules** (or **I Remember You...** if a PC has the enmity of Hassirak). Give all the players a few minutes to read their contracts, then take each aside one by one and ask if they have any questions (or are ready to sign the contract). They may then all have another five minutes to think about it, then lead them out again – they must make a decision then. If they are still in doubt, then assume they have not agreed, and reject the contract.

### The Rules

(If a PC does NOT have the enmity of Hassirak...)

*You dream a lucid dream of floating in a sparse pink sea, void of all detail. There appears to be no gravity here and color, hue, distances and relative sizes are distorted. From a small puff of green flame a miniature devil appears and immediately begins to speak.*

*"I am Hassirak the Tempter. The rules for this conversation, which I am bound to tell you, are as follows: One. At any time you may end the communication by simply asking me to leave. Two. I am bound to explain the nature of our conveyance. Specifically, that I have entered a dream-state, touching your mind in a completely harmless and non-invasive manner. Three. Due to*

*the nature of our communication, my thoughts are completely open to you, while yours are not to me – unless you choose to make specific pieces of information available to me. Thusly, I may not lie to you in any fashion in this place. To clarify; I may lie, but you will immediately and truthfully know it as a falsehood. Four. Anything I say here is binding to me. Lastly, you may choose not to remember this meeting, or choose to remember it, at your leisure.”*

*The creature pauses for a moment, then waves his claw. “In the meantime, do I have a deal for you...”*

PCs who choose to discontinue the conversation at this point, learn nothing from the ‘All Parties’ section below and earn the Devil May Cry AR reward. Otherwise, use the information in the ‘All Parties’ section below to answer their questions.

Hassirak assures the PCs that the child will come to no harm – he is lying, but the harm is minor, consisting only of a bit of blood loss (requiring a week to recover from), and emotional and mental trauma (which she’ll probably shake off ... in about twenty or so years).

Hassirak is willing to talk to the PCs up until the point they refuse to cut a deal with him regarding Amala’s location. At this point, the conversation is over and the dream ends with Hassirak’s angry disappearance.

### **I Remember You...**

(If a PC has the enmity of Hassirak...)

*You dream a lucid dream of floating in a sparse pink sea, void of all detail. There appears to be no gravity here and color, hue, distances and relative sizes are distorted. From a small puff of green flame a miniature image of Hassirak the Tempter appears. For a moment he regards you, eyes wide with shock, then clenches his teeth and begins to speak in forced tones.*

*“I am Hassirak the Tempter. The rules for this conversation, which I am bound to tell you, are as follows: One (and I do remember you, you filthy maggot). One. At any time you may end the communication by simply asking me to leave. Two (you lying, useless waste of space). I am bound to explain the nature of our conveyance. Specifically, that I have entered a dream-state, touching your mind in a completely harmless and non-invasive manner. Three (you misbegotten offspring of an inebriated succubus). Due to the nature of our communication, my thoughts are completely open to you, while yours are not to me – unless you choose to make specific pieces of information available to me. Thusly, I may not lie to you in any fashion in this place. To clarify (you beggar’s leavings); I may lie, but you will immediately and*

*truthfully know it as a falsehood. Four (still-listening treacherous gnat). Anything I say here is binding to me. Lastly (joy-leach), you may choose not to remember this meeting, or choose to remember it, at your leisure.”*

*The creature pauses for a moment, then waves his claw. “In the meantime, you pathetic useless myopic self-serving pious arrogant wastrel, do I have a deal for you...”*

PCs who choose to discontinue the conversation at this point, learn nothing from the ‘All Parties’ section below and earn the Devil May Cry AR reward. Otherwise, use the information in the ‘All Parties’ section below to answer their questions.

Hassirak assures the PCs that the child will come to no harm – he is lying, but the harm is minor, consisting only of a bit of blood loss (requiring a week to recover from), and emotional and mental trauma (which she’ll probably shake off ... in about twenty or so years).

Hassirak is willing to talk to the PCs up until the point they refuse to cut a deal with him regarding Amala’s location. At this point, the conversation is over and the dream ends with Hassirak’s angry disappearance.

### **All Parties**

Since the PCs know everything Hassirak knows, the following is a list of things he personally knows – if they ask something outside this list, either improvise or reply, “I don’t know that.” Note that Hassirak can’t know for certain what his brother wants, but he may hypothesize. If the PCs ask if signing the contract is an evil act, or intend to sign it, remind them that it is – but NOT one that will get them removed from the campaign. If any do sign it, when you submit the Campaign Consequences, you should note the names of any PCs who signed the contract along with the benefit they received.

- In ancient times Hassirak was once a great pit fiend who delighted in tempting mortals, but he and his brother (also a pit fiend) named Malodaron, Reaper of Souls, plotted to raise an army of erinyes to usurp the leadership of the lower planes. However, they were betrayed by their erinyes soldiers and were both sentenced to imprisonment for eternity. Hassirak, claiming to be only following his brother (who was all too happy to take the glory), managed to have his sentence commuted to only being transformed into one of his own soldiers, a severe demotion.
- Having spent a millennium working his way back to the top, scheming and bargaining for the souls of mortals, Hassirak discovered that tempting mortals for their own souls wasn’t as profitable as tempting mortals for the souls of their descendants – something he did with a man called

Jorem Kesserem. Jorem, however, decided to go back on the deal and pleaded with the devil to accept some other payment. Hassirak desired the lost artifact Soulreaver and obtained it (or broken shards of it) from adventurers sent to save Jorem's son.

- Hassirak wants Amala's blood so that he can free his brother and complete their dark work. Hassirak managed to send his brother the axe Soulreaver (or the shards of Soulreaver, which Hassirak believes he can reforge), which Malodaron used thousands of years ago; the axe steals away souls, creating lemures in its wake. Hassirak believes he and his brother can reignite their ancient plan, using the mindless lemures instead of sentient devils.
- Malodaron was imprisoned by a legion of solars who discovered his plans to use Soulreaver. His imprisonment and Hassirak's transformation were blessed by most of the good or neutrally aligned deities.
- If free, Malodaron will go on a rampage all over Oerth, creating lemure after lemure and spawning a vast army.
- Hassirak has no doubt that Malodaron will eventually be slain, but the power of the great fiend will ensure that a great many lemures are created – far more than enough for Hassirak to have his army.
- Hassirak knows that many, many innocents will die during Malodaron's rampage and due to the devil's ability to teleport he will be extremely difficult to stop or pin down. If threatened, he will simply teleport to a safer area far, far away and continue his rampage.
- Malodaron's lust for death is greater than his desire to be reasoned with; part of the reason he was imprisoned in the first place. In that sense he is almost more demonic than devilish. It is highly unlikely that Malodaron will be able to limit his carnage to one area of Oerth, such as a prison full of condemned criminals, especially since there are very few truly functional justice systems on Oerth.
- Hassirak won't tell anyone what the PC has done but won't go to any great lengths to conceal it either, so may reveal it if it serves his purposes (and it probably will at some point). Aside from that he doesn't know if there are any other consequences to signing the contract, but he does concede it will be likely. ***"The Gods very rarely look favorably on those who work against their machinations."***
- The contract is final – no alterations or changes may be made. It is either sign, or do not sign.
- Hassirak will ensure that Malodaron will not harm the PC nor any of the other PCs during his rampage. That is part of the deal Hassirak will make with him to free him.

If any PC accepts Hassirak's bribe, Amala is immediately afflicted with a form of anemia, as blood runs from her eyes, ears and mouth before forming into a sickly smelling vapor and drifting away to 'somewhere'. Needless to say, she is terrified and shrieks in horror. If none of the PCs accept the "gift", go to **Encounter Eight: Lust**. If at least one did, go to **Encounter Eight (a): Consequences**.

Any PC who rejects Hassirak's bribe gains the **Devil May Cry** AR Award.

## 8: LUST

This encounter is played out if none of the PCs accepted Hassirak's "gift".

Lust (a male devil, master of disguise, masquerading as Kerren Swift) finds the PCs. As Kerren, he claims to have found a way to help Amala 'find herself' once more. Of course, Lust has only seen Kerren's visage through a scrying, so he can't mimic his actions altogether very well, nor does he have any knowledge of his memories or interactions with the PCs. Also, Lust is confident, flirtatious, playful and not at all shy, unlike the Kerren the PCs saw earlier; the players can use this as a further clue that he's not who he says he is.

**DM's Note:** Now is the time to refer to the Sense Motive roll the PCs made when earlier encountering Kerren.

Lust is basically a normal Erinyes from the *Monster Manual*, except for being male and that, instead of having two Knowledge skills, he has ranks in Bluff and Disguise (12 ranks in each). He is using his ranks in Disguise to disguise himself as Kerren, without any magical help (to elude *detect magic*). He normally has a +17 bonus in Disguise, but because he is attempting to impersonate a member of a different race, he has a -2 penalty on his roll which is counteracted by the +2 bonus he has for his ranks in Bluff. Kerren is almost certainly considered a "Friend or Associate" for the PCs, unless the PCs went out of their way to interact with him, and so the PCs get a +6 bonus on their roll – which effectively gives Lust a -6 penalty on his check. Lust takes 20 on his Disguise check, meaning a DC 31 Spot check is required to pierce the illusion.

You may allow the PCs to make Spot checks as well, opposed by his Disguise check. Since he takes 20, this is a DC 27 Spot check, and the Sense Motive check is equal to his (rolled) Bluff check.

Either the PCs see through his lies and attack him (at which point he teleports away if at all possible), or they do not and surrender Amala to him. Lust will happily allow the PCs to accompany him as he casts *teleport* to transport them back to Seltaren (directly or by summoning a "friend" who can *plane* shift, which could be another clue for the PCs that he's not who he says he is), but will "forget" to include the PCs in the casting of the spell, effectively stealing Amala away.

All APLs (EL 6)

☛“Lust”, Erinyes (Bluff +17, Disguise +17 instead of Knowledge skills): *Monster Manual* pg 54.

Go to the **Conclusion**.

## 8A: CONSEQUENCES

This encounter is played out if one or more of the PCs accepted Hassirak's "gift".

If Amala is with the PCs, they are awoken during the night by a panicked cry from her. She is pale and anemic, and blood has run from her eyes, ears and mouth, leaving her distressed and frightened. She screams a number of uncharacteristic curses before flinging herself face down on her bed, sobbing hysterically. Given time, and with due care, the PCs can eventually settle Amala down.

If Amala is not physically with the PCs, then arrange some way for them to receive notification of what has happened – perhaps by the *sending* spell, an animal messenger, or even normal, mundane mail.

Go to the **Conclusion**.

## CONCLUSION

At this point no further threats remain, at least not within the scope of this adventure. The PCs may contact Kerren or (more likely) wait to be contacted by him. By that stage he will have arranged a more long term location for Amala, assuming she is still alive to go there.

Whatever process was agreed to for determining the end of their protection of Amala will be followed, and they can rendezvous with the real Kerren. He will explain that several other groups of enemies have been rooted out and destroyed, with the assistance of other adventurers and allied churches.

### Amala survived

*Despite the efforts of a variety of enemies, you have remained stalwart and prevailed. Neither Incubulos nor Tharizdun will pleased, were either ever inclined to be. You may now relinquish your duty of care, and bid the troubled young prophetess farewell. "Thank you, my friends," she says as she departs. "I know now who to turn to if I need further assistance..."*

*With that, the girl is taken away by her fellow church folk, leaving you to mull over the experiences of the last week or two, and to anticipate the rewards owed to you for such good work.*

If the PCs looted Naku, they receive the enormous amount of 100gp. If they did not loot Naku, they receive 75% of the treasure cap.

### Amala was killed or taken

*Amala is dead or gone, and her friends grieving, but you know you did your best. Some challenges cannot be overcome. Thankfully the Church of Lydia seems to recognize this, and aware of the threat you faced for them, they reward you for your efforts. You collect your pay from the church of Lydia – more than enough to pay your expenses. But did you do the right thing? Make the right choice? Perhaps – only time will tell.*

If the PCs looted Naku, they receive the enormous amount of 100gp. If they did not loot Naku, they receive 50% of the treasure cap.

### Someone signed Hassirak's contract

*Betrayer. This word describes you now. The deal is made, and you have dealt with a devil, have willingly been tempted – knowingly unleashing upon the innocent an unspeakable atrocity. The night after receiving your payment, when you are alone in your room, a burst of green flame springs from the floor, fading to reveal an image of Hassirak the Tempter. He wears a broad, victorious grin. "My brother is free," he proclaims, tossing a dull leather sack at your feet. "And it is thanks to you. Accept this payment; it should cover my side of the contract. Good luck," he says with a low bow, "You'll need it." He vanishes in another burst of flame. As the light of his fire fades, the room is lit only by a soft, malignant crimson light which seems to shine out from your own eyes...*

The pack contains either the gold or item reward promised to the PC, or a small idol representing an Oeridian woman staring into a mirror (if Pride was chosen).

### AR Rewards

If the PCs agreed to help the church of Lydia with escorting Amala away from the Seltaren and didn't display gross ambivalence, maliciousness, apathy or evil then they receive the **Touched by Song** favor.

If the PCs agreed to help Naku (or she assisted them in their battles) then they receive the **Touched by the Black Rider** favor.

If a PC signed Hassirak's contract they receive the benefits of the contract in addition to the **Greater Disfavor of (nearly) All the Gods** disfavor.

## CAMPAIGN CONSEQUENCES

Please send the following details (and any particularly memorable events) to the NMR meta-regional coordinator at the listed email address.

- Did any PC sign Hassirak's contract?
  - Did Amala live?
- Contact: [mark.somers@netspeed.com.au](mailto:mark.somers@netspeed.com.au)

## 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.

### 1: The Crimson Key

Defeating or dealing with Naku

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### 4: First Wave

Defeating the devils

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### 6: Second Wave

Defeating the devils

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### Story Award

Amala survives:

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP
APL 16	205 XP

### Discretionary roleplaying award

APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 XP
APL 16	200 XP

### Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the gp Gained field of the adventure certificate.

### 1: The Crimson Key

**APL 6:** Loot 13gp; Magic 1,126gp ring of protection +2 (667gp), vest of resistance +2 (333gp), potion of cure serious wounds x2 (63gp each); Total 1,139gp

**APL 8:** Loot 13gp; Magic 2,063gp ring of protection +2 (667gp), vest of resistance +2 (333gp), amulet of natural armor +1 (167gp), bracers of armor +1 (83gp), broach of

shielding (125gp), *potion of cure serious wounds* x3 (63gp each); Total 1,577gp

**APL 10:** Loot 13gp; Magic 2,547gp ring of protection +2 (667gp), vest of resistance +2 (333gp), amulet of natural armor +2 (667gp), gauntlets of ogre power (333gp), bracers of armor +2 (333gp), broach of shielding (125gp), *potion of cure serious wounds* x3 (63gp each); Total 2,560gp

**APL 12:** Loot 13gp; Magic 4,314gp +3 ring of protection +2 (667gp), vest of resistance +3 (750gp), amulet of natural armor +3 (1,500gp), gauntlets of ogre power (333gp), bracers of armor +3 (750gp), broach of shielding (125gp), *potion of cure serious wounds* x3 (63gp each); Total 4,327gp

**APL 14:** Loot 13gp; Magic 6,896gp ring of protection +3 (1,500gp), vest of resistance +3 (750gp), amulet of natural armor +4 (2,666gp), gauntlets of ogre power (333gp), bracers of armor +4 (1,333gp), broach of shielding (125gp), *potion of cure serious wounds* x3 (63gp each); Total 6,909gp

**APL 16:** Loot 13gp; Magic 9,947gp ring of protection +4 (2,667gp), vest of resistance +4 (1,333gp), amulet of natural armor +4 (2,667gp), belt of giant strength +4 (1,333gp), gloves of dexterity +4 (1,333gp), bracers of armor +4 (1,333gp), broach of shielding (125gp), *potion of cure serious wounds* x3 (63gp each); Total 9,660gp

## Conclusion

**APL 6:** Coin 100, 450 or 675gp

**APL 8:** Coin 100, 650 or 975gp

**APL 10:** Coin 100, 1,150 or 1,725gp

**APL 12:** Coin 100, 1,650 or 2,475gp

**APL 14:** Coin 100, 3,300 or 4,950gp

**APL 16:** Coin 100, 4,950 or 7,925gp

## Total Possible Treasure

**APL 6:** 1,239gp

**APL 8:** 1,677gp

**APL 10:** 2,660gp

**APL 12:** 4,427gp

**APL 14:** 7,009gp

**APL 16:** 9,760gp

## Total Capped Treasure Cap

**APL 6:** 900gp

**APL 8:** 1,300gp

**APL 10:** 2,300gp

**APL 12:** 3,300gp

**APL 14:** 6,600gp

**APL 16:** 9,900gp

# ADVENTURE RECORD ITEMS

☛ **Touched by Song:** You have performed an invaluable task for the church of Lydia. Once ever, when you roll a natural 1 on a d20, you may declare that result to be a natural 20 instead. If you are currently under the effect of a *bard's song* you may

instead, once ever, treat any one single d20 roll as a natural 20 before or after rolling.

☛ **Touched by the Black Rider:** You have performed an invaluable task for the cult of Incabulos. Until the end of the Living Greyhawk campaign, you are immune to all forms of disease and sickness. Upon retirement, if you are a monk or take levels in monk, you may adopt the title *Fist of the Black Rider* and worship Incabulos.

☛ **Devil May Cry:** It's possible that Hassirak may spend a few weeks weeping bitter, angry tears about the injustice of it all and then eventually forget about you. Unfortunately, it's far more likely that he will jump right into plotting the deaths of you, your entire extended family and any friends or acquaintances you may have. Either way, you've made this devil furious beyond any mortal measure.

☛ **Greater Disfavor of the Gods:** for committing an unspeakable atrocity never to be forgotten by the gods of Oerth. You now detect as Neutral Evil. When subject to a beneficial divine or arcane spell cast by a non-evil caster, results based on the CL are based on the minimum level required to cast the spell (and not the actual CL. Due to your deliberate slight to the goddess of music, you may never gain any beneficial effect from a *bard's song* and upon hearing one (irrespective of who sings/plays it) must make a DC 15 Fortitude save or be instantly slain, your soul transported directly to Tharizdun's prison and consumed by the Unmaker himself. From now on the spells *remove curse*, *break enchantment*, *undetectable alignment*, *delay death*, *raise dead*, *reincarnate*, *resurrection*, *true resurrection*, *atonement*, *dimension door*, *teleport*, *greater teleport*, *plane shift*, *limited wish*, *miracle* and *wish* will never have their desired effect when cast upon you, or by you. Instead, all living creatures within ten miles and all paladins within a hundred and fifty miles receive a telepathic vision detailing your full and true name, a complete and detailed description of you, details on exactly how you earned this disfavor and your current precise location. You lose any favor granted by a goodly deity, the church of a goodly deity, or any Lawful Good NPC. This is a permanent effect which may not be suppressed or removed by any means. You must always declare this disfavor to all DMs for this character.

☛ **Tempted:** This PC gains the benefit of the attached 'contract' as well as the disfavor above.

## ITEM ACCESS

No special item access.





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**1: THE CRIMSON KEY****NAKU****CR 8**

Female human monk 8

LE Medium humanoid (Human, Suel)

**Init** +7; **Senses** Listen +13, Spot +13**Aura** law, evil, transmutation (vest and ring),  
conjunction (healing) (potion).**Languages** Common

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**AC** 18, touch 18, flat-footed 13

(+3 Dex, +2 AC bonus, +1 class, +2 deflection)

**hp** 64 (8 HD)**Immune** normal diseases**Resist** ranged attacks (deflect arrows feat), evasion,  
slow fall 40ft**Fort** +9, **Ref** +10, **Will** +9 (+2 saves vs enchantment  
spells and effects)**Weakness**

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**Speed** 50 ft. in no armor (10 squares), base  
movement 50 ft.;**Melee** unarmed strike +9 (1d10+2 20x2, magic  
bludgeoning) or**Melee** unarmed strike +8 (1d10+2 20x2, magic  
bludgeoning) and unarmed strike +8 (1d10+2 20x2,  
magic bludgeoning) and unarmed strike +3  
(1d10+2 20x2, magic bludgeoning)**Ranged** sling +9 (1d3+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +6**Atk Options** stunning fist (Fort DC 16)**Special Actions** wholeness of body**Combat Gear** *ring of protection* +2, *vest of resistance*  
+2, *potion of cure serious wounds* x2

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**Abilities** Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha  
14**Feats** Improved Toughness, Improved Initiative,  
Improved Unarmed Strike, Stunning Fist, Deflect  
Arrows, Power Attack, Weapon Focus (Unarmed  
Strike)**Skills** Spot +13, Listen +13, Tumble +14, Diplomacy  
+8**Possessions** combat gear plus silk robe, 150gp

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**Stunning Fist (x8)****Wholeness of Body (x1)**

## 1:THE CRIMSON KEY

NAKU

CR 10

Female human monk 10

LE Medium humanoid (Human, Suel)

**Init** +7; **Senses** Listen +15, Spot +15

**Aura** law, evil, transmutation (vest, amulet and ring),  
conjunction (healing) (potion).

**Languages** Common

**AC** 21, touch 19, flat-footed 16

(+3 Dex, +2 AC bonus, +2 class, +2 deflection,  
+1 natural)

**hp** 80 (10 HD)

**Immune** normal diseases

**Resist** ranged attacks (deflect arrows feat), improved  
evasion, slow fall 50ft

**Fort** +10, **Ref** +11, **Will** +10 (+2 saves vs  
enchantment spells and effects)

**Weakness**

**Speed** 60 ft. in no armor (12 squares), base  
movement 60 ft.;

**Melee** unarmed strike +11 (1d10+3 20x2, lawful  
magic bludgeoning) or

**Melee** unarmed strike +11 (1d10+3 20x2, lawful  
magic bludgeoning) and unarmed strike +11  
(1d10+3 20x2, lawful magic bludgeoning) and  
unarmed strike +6 (1d10+3 20x2, lawful magic  
bludgeoning)

**Ranged** sling +11 (1d3+3)

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

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

**Atk Options** stunning fist (Fort DC 19)

**Special Actions** wholeness of body

**Combat Gear** *ring of protection* +2, *vest of resistance*  
+2, *amulet of natural armor* +1, *bracers of armor*  
+1, *broach of shielding* (101 points), *potion of cure*  
*serious wounds* x3

**Abilities** Str 16, Dex 16, Con 14, Int 8, Wis 14, Cha  
14

**Feats** Improved Toughness, Improved Initiative,  
Improved Unarmed Strike, Stunning Fist, Deflect  
Arrows, Power Attack, Weapon Focus (Unarmed  
Strike), Ability Focus (Stunning Fist)

**Skills** Spot +15, Listen +15, Tumble +16, Diplomacy  
+10

**Possessions** combat gear plus silk robe, 150gp

**Stunning Fist (x10)**

**Wholeness of Body (x1)**

## 1:THE CRIMSON KEY

NAKU

CR 12

Female human monk 12

LE Medium humanoid (Human, Suel)

**Init** +7; **Senses** Listen +17, Spot +17

**Aura** law, evil, transmutation (vest, gloves, amulet  
and ring), conjunction (healing) (potion).

**Languages** Common

**AC** 23, touch 19, flat-footed 18

(+3 Dex, +2 AC bonus, +2 armor, +2 class, +2 deflection, +2 natural)

**hp** 96 (12 HD)

**Immune** normal diseases, poisons

**Resist** ranged attacks (deflect arrows feat), improved evasion, slow fall 60ft

**Fort** +11, **Ref** +12, **Will** +11 (+2 saves vs enchantment spells and effects)

#### **Weakness**

**Speed** 70 ft. in no armor (14 squares), base movement 70 ft.;

**Melee** unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) or

**Melee** unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +9 (2d6+4 19-20x2, lawful magic bludgeoning)

**Ranged** sling +13 (1d3+4)

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

**Base Atk** +9; **Grp** +13

**Atk Options** stunning fist (Fort DC 20)

**Special Actions** wholeness of body, abundant step

**Combat Gear** *ring of protection* +2, *vest of resistance* +2, *amulet of natural armor* +2, *gauntlets of ogre power*, *bracers of armor* +2, *broach of shielding* (101 points), *potion of cure serious wounds* x3

**Abilities** Str 19, Dex 16, Con 14, Int 8, Wis 14, Cha 14

**Feats** Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike)

**Skills** Spot +17, Listen +17, Tumble +18, Diplomacy +12

**Possessions** combat gear plus silk robe, 150gp

**Stunning Fist (x12)**

**Wholeness of Body (x1)**

**Abundant Step (x1)**

## **APL 12**

### **1:THE CRIMSON KEY**

**NAKU**

**CR 14**

Female human monk 14

LE Medium humanoid (Human, Suel)

**Init** +7; **Senses** Listen +19, Spot +19

**Aura** law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).

**Languages** Common

**AC** 25, touch 19, flat-footed 19

(+3 Dex, +2 AC bonus, +3 armor, +2 class, +2 deflection, +3 natural)

**hp** 112 (14 HD)

**Immune** normal diseases, poisons

**Resist** ranged attacks (deflect arrows feat), improved evasion, slow fall 70ft **SR** 24

**Fort** +13, **Ref** +14, **Will** +13 (+2 saves vs enchantment spells and effects)

#### **Weakness**

**Speed** 70 ft. in no armor (14 squares), base movement 70 ft.;

**Melee** unarmed strike +15 (1d2d8+4 19-20x2, lawful magic bludgeoning ) or

**Melee** unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +10 (2d6+4 19-20x2, lawful magic bludgeoning)

**Ranged** sling +14 (1d3+4)

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

**Base Atk** +10; **Grp** +14

**Atk Options** stunning fist (Fort DC 21)

**Special Actions** wholeness of body, abundant step

**Combat Gear** *ring of protection +2, vest of resistance +3, amulet of natural armor +3, gauntlets of ogre power, bracers of armor +3, broach of shielding (101 points), potion of cure serious wounds x3*

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**Abilities** Str 19, Dex 16, Con 14, Int 8, Wis 14, Cha 14

**Feats** Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike)

**Skills** Spot +19, Listen +19, Tumble +20, Diplomacy +14

**Possessions** combat gear plus silk robe, 150gp

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**Stunning Fist (x14)**

**Wholeness of Body (x1)**

**Abundant Step (x1)**

**1: THE CRIMSON KEY**

NAKU

CR 16

Female human monk 16

LE Medium humanoid (Human, Suel)

**Init** +7; **Senses** Listen +21, Spot +21**Aura** law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).**Languages** Common**AC** 31, touch 21, flat-footed 22

(+3 Dex, +2 AC bonus, +4 armor, +3 class, +3 deflection, +4 natural)

**hp** 126 (16 HD)**Immune** normal diseases, poisons**Resist** ranged attacks (deflect arrows feat), improved evasion, slow fall 80ft **SR** 26**Fort** +14, **Ref** +15, **Will** +14 (+2 saves vs enchantment spells and effects)**Weakness****Speed** 70 ft. in no armor (14 squares), base movement 70 ft.;**Melee** unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) or**Melee** unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +13 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +8 (2d8+5 19-20x2, lawful magic adamantine bludgeoning)**Ranged** sling +17 (1d3+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +17**Atk Options** stunning fist (Fort DC 22), quivering palm (Fort DC 22)**Special Actions** wholeness of body, abundant step, quivering palm**Combat Gear** *ring of protection* +3, *vest of resistance* +3, *amulet of natural armor* +3, *gauntlets of ogre power*, *bracers of armor* +4, *broach of shielding* (101 points), *potion of cure serious wounds* x3**Abilities** Str 20, Dex 16, Con 14, Int 8, Wis 14, Cha 14**Feats** Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike), Ability Focus (Quivering Palm)**Skills** Spot +21, Listen +21, Tumble +22, Diplomacy +15**Possessions** combat gear plus silk robe, 150gp**Stunning Fist (x16)****Wholeness of Body (x1)****Abundant Step (x1)**

**1: THE CRIMSON KEY**

NAKU

CR 18

Female human monk 18

LE Medium humanoid (Human, Suel)

**Init** +8; **Senses** Listen +23, Spot +23**Aura** law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).**Languages** Common**AC** 33, touch 23, flat-footed 23

(+4 Dex, +2 AC bonus, +4 armor, +3 class, +4 deflection, +4 natural)

**hp** 140 (18 HD)**Immune** normal diseases, poisons**Resist** ranged attacks (deflect arrows feat), improved evasion, slow fall 90ft **SR** 28**Fort** +16, **Ref** +18, **Will** +16 (+2 saves vs enchantment spells and effects)**Weakness****Speed** 80 ft. in no armor (16 squares), base movement 80 ft.;**Melee** unarmed strike +20 (2d8+6 19-20x2, lawful magic adamantine bludgeoning) or**Melee** unarmed strike +20 (2d8+6 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +20 (2d8+6 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +20 (2d8+6 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +15 (2d8+6 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +10 (2d8+6 19-20x2, lawful magic adamantine bludgeoning)**Ranged** sling +19 (1d3+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +19**Atk Options** stunning fist (Fort DC 23), quivering palm (Fort DC 23)**Special Actions** wholeness of body, abundant step, quivering palm**Combat Gear** *ring of protection +4, vest of resistance +4, amulet of natural armor +4, belt of giant strength +4, gloves of dexterity +4, bracers of armor +4, broach of shielding (101 points), potion of cure serious wounds x3***Abilities** Str 22, Dex 18, Con 14, Int 8, Wis 14, Cha 14**SQ** timeless body, tongue of the sun and moon**Feats** Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike), Ability Focus (Quivering Palm)**Skills** Spot +23, Listen +23, Tumble +25, Diplomacy +18**Possessions** combat gear plus silk robe, 150gp**Stunning Fist (x16)****Wholeness of Body (x1)****Abundant Step (x1)**

## Seltaren

The following is a brief summary of Seltaren.

### Seltaren (small city)

Conventional and Nonstandard;

Alignment: N and N; 15,000gp limit;

Assets: 7,350,000gp;

Population: 9,800; human (Suel) 79%, human 9%, halfling 5%, half-orc 3%, dwarf 2%, half-elf 1%, elf 0.5%, gnome 0.5%.

Authority Figures: Governor of Seltaren; Noble Houses

### History

Seltaren is city with a long and sometimes glorious history. Its origins are linked with the formation of Urnst. When Urnst was split in half, Seltaren continued to serve as the capital of the newly formed Duchy of Urnst. In either case, it was a place of splendor and wealth. This all changed when the capital was moved to the port city of Leukish c.200 CY. Seltaren gradually degenerated into a place of ruthless politics and cutthroat criminal enterprise. Despite the shift of political power in the Duchy, many Noble Houses still claimed Seltaren as their home and desperately wanted to maintain its grandeur. Since Ducal taxes were no longer being used to maintain the city's infrastructure they conspired to keep all overland trade in the Duchy passing through Seltaren's walls. Unfortunately this was never enough to keep the entire city properly maintained. The Nobles diverted more and more resources to maintain their sections of the city while the rest of it slowly decayed. Eventually, Seltaren became a city divided; the upper city consisting of well maintained Noble Estates and the homes of wealthy merchants, while beneath the grand waterfalls that cascade off the cliffs separating the two, the lower city festers in grinding poverty and despair.

### Government

Duke Karll appoints the Governor of Seltaren who is responsible for administering the city and dispensing justice in his name. The Governor also is in charge of the City Guard. The real power in Seltaren is the various Noble Houses whom maintaining their ancestral estates in the upper city. Each House has its own agenda and will rarely cooperate. To protect themselves and enforce their agendas the Noble Houses employ their own House Guards.

### 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 named Masseri took control of much of the underworld in Lower 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 quite as possible in the city.

Masseri's approach was validated when a number of years later Duke Karll cleaned the thieves out of Leukish, in what many call the greatest event of his rule and the only time he truly proved himself as a leader. Where were those thieves to go? Many left for the renowned Thieves' Guild in Greyhawk, but others thought they found a place ripe for the picking, Seltaren. Most of these new comers did not recognize Masseri's position in Seltaren's underworld and this has led to periodic violence in the lower city. Today, despite Masseri's dominance of the Seltaren underworld, crime in the city is still not very organized. There is no single thieves' guild, rather a loose association of small gangs, bands, and families known collectively as the Rogues of Seltaren. Even so, there are still plenty of independent operators and small groups working for their own purposes.

### 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.





## PLAYER HANDOUT 3

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This contract appears to be written in blood.

### Hassirak's Deal

In return for giving the knowledge of the location of Amala Maelidi to Hassirak of Baator, you may choose one of the following rewards (to be received at the end of this adventure):

**LUST:** [ ] Gain a permanent +6 profane bonus to your Charisma. Unfortunately, this kind of attractiveness has its price and you suffer a -4 profane penalty to your Constitution as a result.

**GLUTTONY:** [ ] Add *Gluttony*, a *bag of holding* type IV, to your MIL at no cost. *Gluttony* does not function like a regular *bag of holding*; any item placed inside it is instantly, permanently and utterly destroyed, as though it had passed through a *sphere of annihilation*. *Gluttony* refuses to consume powerful items such as artifacts, for fear of Bad Things happening to the universe.

**GREED:** [ ] You may add 200 gp times your current character level (\_\_\_\_) in gold pieces to your MIL at no cost, this once only. Total = [\_\_\_\_\_]

**SLOTH:** [ ] Once per adventure, as a supernatural ability which doesn't provoke an attack of opportunity, you may cast *slow* (DC 21 Will negates, duration 20 rounds) as a standard action as though you were a sorcerer with caster level of 20 and Charisma 26. You must also make a Will save in order not to be affected by this spell.

**WRATH:** [ ] Once per adventure, as a supernatural ability which does not provoke an attack of opportunity, you may cast *rage* as a standard action, as though you were a sorcerer with caster level of 20 and Charisma 26.

**ENVY** [ ] Once per adventure, you can take the result of an opponent or ally's attack roll, saving throw, or skill check and use it for yourself. Their attempted attack, save or check automatically fails. You must declare that you are taking their roll when it is rolled and you must use that roll the next time the same attack, saving throw or skill check is called for in that encounter. If the roll is unused at the end of the encounter, then you lose the opportunity to use it. Results gained in this way cannot be saved for use beyond the next time you are called on to make the kind of roll you 'stole' with your envy of another obtaining it

**PRIDE:** [ ] You may add a permanent +4 profane bonus to any stat of your choice. At the same time, you suffer from a -2 penalty in every other stat.

Your eyes now glow a bright crimson regardless of lighting conditions, and you gain a -4 penalty to all Charisma-based interactions as others recognize your devil-touched state. This includes interactions with devils, who, after all, don't know which one of their rivals you are aligned with.

## Encounter 1: The Crimson Key

