

Nobility at Needlepoint

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in Ratik

Version 1.0

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After bearing a marriage proposal and expensive gifts from a besotted knight, to a girl at an exclusive school for Ratik's noble daughters, you are invited to stay for a small dance. A warm welcome indeed. And yet – is it just your imagination, or is it getting colder in here? If you uncover secrets, you may have to decide – which ones do you keep? A one-round regional adventure, with an extended play option, set in Ratik for characters level 1-15 (APLs 2-14).

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Player's Handbook II* [David Noonan], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

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. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay 12 gp per round, while all other characters pay 24 gp per round.

Rich and Luxury Upkeep cost 75 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

(The players should not be familiar with any of this background material. Do not read it to them! It contains spoilers.)

Fiona Willimer's Finishing School was established 20 years ago in an attempt to suborn young Suel women to serve the Scarlet Brotherhood. The hope was that with enough women in positions of power, or married to men in positions of power, the Scarlet Brotherhood would be able to extend their insidious methods of control over the country.

The Headmistress, Fiona Willimer, is a Scarlet Brotherhood spy, and a cleric of Syrul, goddess of Deceit and Treachery. She has suborned some, but not all of the girls at the school; many of them are completely unaware of the school's second purpose.

Unsurprisingly, there are a few intense rivalries and hatreds amongst the school girls. A quarrel between Trillian Glidden and Salyarista Devonmeek is just about to blow out of control – though Salyarista might never learn it.

A young Knight, Sir Trias of House Abonhoth, has been paying court to one of the school's senior girls, Rosanna Porchentan, of House Bresht. He has decided he wishes to marry her, and is looking for a good opportunity to ask her parents for their consent to the marriage. He hopes to impress them by doing well in the Autumn Tourney in Marner.

ADVENTURE SUMMARY

The introduction finds the PCs meeting one another at the Autumn Tourney in Marner.

In **Encounter 1**, the PCs watch or participate in the Tourney, including observing a young knight being beaten for less-than-noble behaviour. Later, another knight (Sir Trias) asks the PCs to take letters, and a gift, to a girls' school for him.

Encounter 2 only occurs at APL 2. Bandits set upon the party, en route to the girls' school.

Encounter 3 covers the PCs' welcome to the school, including a dance where the girls have various small disasters. One girl (Salyarista Devonmeek) has experienced a larger disaster (her wardrobe has been burned.) The PCs may start to investigate.

Encounter 4 covers overnight. At the DM's discretion, one or more girls may undertake night-time visits to the PCs. In the morning, a maid reports fire creatures in the basement, and the PCs are asked to deal with them.

In **Encounter 5**, the PCs descend to the basement and fight some or all of the salamanders. (A diplomatic option exists.) They may discover Rosanna's youthful indiscretions – take note of whether the PCs will blab about them.

In **Encounter 6**, the PCs fight any remaining salamanders. They may then investigate a secret chapel to Syrul exposed by the salamanders' activities; find treasure in the altar; and question a salamander about what has gone on at the school. They may learn that the Scarlet Brotherhood is involved. At APLs 2 and 4, one of the school-girls will come down to provide a little extra healing.

In **Encounter 7**, the PCs are ambushed on their emergence from the basement, by two of the senior girls, who are members of the cult of Syrul, and one or more animated statues.

In **Encounter 8**, the PCs may follow up on the various different things they have learned, gathering a little more information.

In **Encounter 9**, which is optional, the PCs may chase down the school's headmistress, who leads the cult of Syrul and the Scarlet Brotherhood activity. If successful, they can then puzzle out how to open her chest, which contains information that will be useful to the Baronial Guard.

PREPARATION FOR PLAY

Warning: this module may run to 6 hours, including the extended play option (Encounter 9). If running this module in a con slot, do not play out the jousting in Encounter 1, do not run Encounter 4A, and expect not to play out Encounter 9. (If scheduling this module for a convention, consider allowing two slots for it. Playing everything may take 6-7 hours.)

There are many different NPCs who can be used in Encounter 3 (A Warm Welcome). Most of them are detailed in Appendix 4 (Fiona Willimer's Finishing School.) Review this appendix and the encounter carefully. Part of it is optional; other parts are more important; make sure you know which are which.

Make sure you understand the core story – the conflict between Salyarista and Trillian, how the salamanders get drawn in, and what the Chapel to Syrul is there for. The rest of the details are rather less important, and if you can't quickly find details like who else Salyarista has fought with, it may be faster to make something up than to search the module for the answer.

The role-playing sections are rather open-ended. Take note of how much time is available to play the game. Bear in mind the optional last part, chasing down the Headmistress.

Collect each PC's race (including subrace), gender, level, Charisma score (and lifestyle), any noble titles, Knowledge (arcana) modifier, and Sense Motive modifier. You may also like to collect up to 10 1d20 rolls. These will mostly be used during Encounter 3.

If you're intending to run Encounter 4A, work out an "eligibility score" for the male PCs – add their character level to their charisma score, then give a +2 bonus for each noble title (including having a Knighthood) the PC lays claim to, a +2 bonus for each step by which their lifestyle exceeds standard, and a +2 bonus for being Suel human, and a -2 penalty for being non-human. You may modify this score up or down by up to 5 during encounter 3 if the PC is giving away gifts or roleplaying appropriately.

INTRODUCTION

The days of preparation for the Autumn Tourney in Marner are over. The lists have been opened, names entered, and the lists closed. There has been the Showing of Helms, and the judges have ruled on matters of noble and ignoble behaviour. Soon the first joust will begin.

Ask the PCs what they are doing at this tourney in Marner. This is a good opportunity for the PCs to introduce themselves to one another.

There are events to suit most PCs, (e.g. seminars, feasting, dancing, story-telling.) but only the jousting will be played out in this adventure (unless you have time and feel like making stuff up.)

If you're running in a 4 hour time slot, then the PCs have not been able to put their names down for the jousting. (Maybe they arrived too late, or they aren't Knights.)

If you have more time, but are playing APL 2 or 4, discourage PCs from entering, because the competition at this tourney is very stiff. (Low level PCs would be participating in events for Squires, such as the "Running of the Rings" detailed in RTK6-02 A Knightly Tale.)

Also discourage players from entering "just because they can" - there's little reward for any but mid to high

level melee-based PCs. (If they don't have a BAB of 5+ they probably aren't going anywhere.) However, mid to high level Cavalry PCs should do well and might even win the tourney.

ENCOUNTER 1: A TOURNEY IN MARNER

In this encounter, the PCs observe a knight being beaten for behaviour ill-suited to a noble; he had spoken ill of a lady. They observe (and may participate in) a tourney; before they are asked to bear a letter and gifts from a knight to his intended.

ENCOUNTER 1A: EVENTS AT THE TOURNEY

A herald proclaims: "Hear ye, hear ye, and observe, O noble patrons and participants in this great tourney. For it is not noble behaviour to speak ill of the ladies. Yon Grendan of the house of Keth has been found guilty of questioning a lady's virtue, and the judges have found the matter worthy of action. And so we have selected a suitable champion to face Grendan in the opening round of the tourney. Dame Brianne of House Cormik, winner of last year's tourney!"

The horns sound, the horses charge, and Grendan falls unconscious to the ground, knocked out in an impressive demonstration of skill and power from Dame Brianne. Other names are called, and the jousting continues.

The point of this scene is simply to give an example of what is and isn't considered Noble behaviour. Do not dwell on it for very long. Adventure does not lie with Grendan on this occasion.

If playing this module in circumstances where only four hours are available, jump straight from here to Encounter 4B. (If a player gets upset, you might roll tourney dice with them after other players have their ARs.) Otherwise, allow PCs to play through their participation in the tourney.

If the PCs approach Grendan, once he's brought around (probably the next day), he will say that it was a fair punishment for a fair offence; he knows it does not befit a noble to speak ill of the ladies, whatever the truth might be. If the PCs succeed on a DC 20 Diplomacy check, he may tell them that he discovered improper behaviour by a noblewoman about whom he thought he cared deeply. However, having learned his lesson, he will not give any more details.

If the PCs persist in talking to Grendan, Sir Trias gets involved in the conversation. Sir Trias says stuff to Grendan such as: "Truly, Atroa guided Dame Brianne's lance today to punish you for your ignoble behaviour," and "May you behave better and have better luck at another tourney some time soon." Sir Trias tries to engage the PCs with enthusiastic discussion of horses and lances, saying "I wish my dearest

Rosanna had been present to observe my victory.” (He gave another Knight a sound defeat.) Feel free to ad-lib from there.

If any of the PCs have entered their names into the tourney's lists, provide them with Appendix 3. The tourney is single-elimination. Any PC that holds the title of knight (from Ratic or elsewhere) is automatically admitted.

If a character wishes to compete, but does not have a knighthood, they must first defeat one of the Archbaroness's mounted sergeants-at-arms. If the PC has a BAB of +5 or better, you can assume that they win without rolling any dice. (This still counts as one unhorsed opponent.) The Archbaroness has decided to allow this exception to the normal rules of tourney, for reasons that nobody knows.

Run jousts for these PCs as follows (all stats for opponents can be found in Appendix 1):

- In the first round, the PC faces a Household Knight, or another PC. If the PC has a BAB of +10 or better, you can assume they win without rolling any dice. (Put PCs on PCs until only one PC is competing. Otherwise, the joust will take up an inordinate amount of play time).
- In the second round (on the second day), they face another Household Knight, or another PC. Again, if the PC has a BAB of +10 or better, they win without rolling dice.
- In the third round (on the third day), the remaining PC faces a Vassal Knight.
- In the fourth round (four hours after the third round), the remaining PC faces another Vassal Knight.
- In the fifth round (2 hrs after the 4th), the PC will face Sir Anton Morel.
- In the sixth round (2 hrs after 5th), the PC will face Sir Varthas of Devonmeek.
- In the seventh round (on the fourth day), the PC will face Sir Cadmael le Roi.
- In the eighth and final round (4 hrs later), the PC faces the final opponent, Dame Brianne Cormik.

In the event of a draw, give the PC credit for unhorsing their opponent, but do not run the next round of the tourney. (Assume the next tougher opponent defeats the PC.)

Creatures: The PCs will face the following knights in the tourney. There are many other knights of note, and GMs are encouraged to add colourful names and descriptions. Also, despite the knights all being labelled as male, about 15% of household and vassal knights are female.

All APLs

♣ **Mounted Sergeant-at-Arms:** male human warrior 3; hp 21; Appendix 1.

♣ **Household Knight:** male human aristocrat 1/ fighter 4; hp 44; Appendix 1.

♣ **Vassal Knight:** male human aristocrat 1/ fighter 6; hp 62; Appendix 1.

♣ **Sir Anton Morel:** male human knight 6; hp 60; Appendix 1.

♣ **Sir Varthas of Devonmeek:** male human aristocrat 1/ fighter 6; hp 62; Appendix 1.

♣ **Sir Trias of Abonhoth:** male human marshal 1/ paladin 6; hp 55; Appendix 1.

♣ **Sir Cadmael le Roi:** male human marshal 4/ fighter 5; hp 86; Appendix 1.

♣ **Dame Brianne Cormik:** female human marshal 1/ fighter 8/ cavalier 2; hp 104; Appendix 1.

Development: If a PC wins the tourney, include their details in the Critical Events Summary and send it in to the Triad. Otherwise, Dame Brianne Cormik wins the tourney. Sir Trias is knocked out by Sir Cadmael in the 6th round.

ENCOUNTER 1B: A KNIGHT'S REQUEST

Adapt the following box text to suit the PCs' involvement or lack thereof in the tourney. (Perhaps Sir Trias observed PCs in the Running of the Rings, being charming on the dance floor, or showing sincere piety or great wit in the debates.)

The tourney proceeds – not uneventfully, but with events that matter most to the people directly involved. So it is that after the final jousts, one of the tourney's more successful Knights, Sir Trias, seeks you out.

“I observed your participation in this tourney with interest. You have (much potential/great skill). Do you have pressing commitments in the next week? If not, would you carry a letter and some gifts into Loegrimm for me, and bring back my lady's response?”

Depending on the PCs' responses, Sir Trias will go into details:

- The letter is a proposal of marriage. Sir Trias has just secured permission from Rosanna's parents to address the proposal to her.
- Sir Trias wants to send a diamond ring and a fine necklace to Rosanna. These might attract bandits. (Some school-girls have lost their lives to bandits near the school.)

- The school itself has magical protections. Sir Trias doesn't know the details, but he's heard something about "The guardians at the gate" (which means the animated statues used in Encounter 7.)

- The gifts are not ready yet; Sir Trias has to visit a jeweller early tomorrow morning.

- Rosanna is at an exclusive girl's school in the Loegrimm valley, some three days' journey south of here.

- Rosanna's father, Sir Porchantan, would also like a letter taken to Rosanna. (The letter is to assure Rosanna that while they have approved of Sir Trias as a suitor, she should make her own decisions and she may refuse Sir Trias if she wishes.)

- Sir Trias can pay up to 20 gp x APL per person in gold.

- If the PCs don't have horses, Sir Trias will arrange light horses for the week.

- Sir Trias can't go himself – he's committed to staying in Cormik, helping out Sir Thassenden, who is a senior cleric of Wenta.

- In any case it is entirely the done thing to propose by proxy. And Sir Trias wouldn't want Rosanna's friends or teachers to suspect him of improper designs on her virtue before marriage, which remarks might be made if he were to stay under the same roof without her parents present.

NPCs:

♣**Sir Trias of Abonhoth:** male human marshal 1/paladin 6. (See Appendix 1.)

♣**Sir Porchantan of Bresht:** male human aristocrat 5/knight 4.

♣**Sir Thassenden of Loegrimm:** male human cleric 9 of Wenta.

If the PCs offer to *teleport* the group to a place nearer the school, or otherwise accelerate travel (e.g. *traveller's mount*), Sir Trias will accept with thanks. He will still get a *sending* sent off within an hour or so, and will not have the gifts ready to go until shortly after the shops open tomorrow morning.

Treasure:

👑**APL 2:** Coin 20 gp; Total 20 gp.

👑**APL 4:** Coin 40 gp; Total 40 gp.

👑**APL 6:** Coin 60 gp; Total 60 gp.

👑**APL 8:** Coin 80 gp; Total 80 gp.

👑**APL 10:** Coin 100 gp; Total 100 gp.

👑**APL 12:** Coin 120 gp; Total 120 gp.

👑**APL 14:** Coin 140 gp; Total 140 gp.

ENCOUNTER 2: EARNING YOUR HIRE (APL 2 ONLY)

This encounter only happens at APL 2. (At higher APLs the PCs are too dangerous; bandits avoid them.)

It's about three days' journey from Marner to Loegrimm, and the autumn snowfalls haven't all been swept from the road. As dark approaches on the first day, you find yourselves too far from a town to stay at an inn overnight; you will have to make camp somewhere.

Allow the PCs to work out watch orders, tether their horses, light a campfire, etc. Unless the players have their PCs look for something special like a spot near a stream, assume the party is in a 40 ft clearing in the woods, just off the road.

Then call for DC 15 Spot and Listen checks. Any PC that succeeds on either check will catch the glint of firelight off armour, or a rustling in the bushes, and hence may act in the surprise round.

The quiet of the woods is broken by a shout - "Your money or your lives!" as three armed men step out from the bushes.

Coming out of the bushes is the bandits' surprise round action.

APL 2 (EL 3)

♣**Bandits, Human Warrior 2 (3):** hp 17 (3) See Appendix 1.

Tactics:

The bandits are experienced fighters and will try to set up flanking opportunities and allow one another room to charge. They're here for the money. Once the PCs have dropped two bandits, the remaining one will attempt to run away.

Treasure:

APL 2: Loot 12 gp; Coin 1 gp; Magic 37 gp; 3 *potions of cure light wounds* (4 gp each), *potion of invisibility* (25 gp); Total 50 gp.

The potions are labelled.

Development: Once these bandits are defeated, nothing else will interfere with the PCs' travels. There are two nights to rest before the PCs reach the school; even without some source of healing, they are likely to be back to full strength by the time they reach the school.

ENCOUNTER 3: A WARM WELCOME

The party is greeted by a junior teacher and a few senior girls. They apologise that the Headmistress is absent on this special occasion. Because the party's arrival is expected (*sending*), rooms have been vacated already, for the PCs to use, and the girls have organized a small dance.

The dance is an excellent opportunity for roleplaying. Several of the girls will flirt with the PCs.

It's going to be an eventful period. Sir Trias' proposal to Rosanna is overshadowed, in many girls' eyes, by the vandalism to the wardrobe of Salyarista Devonmeek, next heir to the Devonmeek triumvirate, and leader of fashion at the school. The PCs may try and investigate, though they are unlikely to make a great deal of headway until one of the maids encounters the salamander that burned the ball gowns.

Review Appendix 4 carefully before running this encounter. Much of this encounter is optional; the essential points are:

- PCs are welcomed to the school;
- There is a dance tonight;
- Someone or something burned Salyarista's ball gowns.

If the PCs use divination magic, or even just *detect evil*, refer to Appendix 6.

Keep an eye on the time and the players as you run this encounter. If you have time limits, end the ball when you still have at least 2.5 hours of play time available. (If one or more players is keen to get to the bottom of Salyarista's loss, remind them (through Annabelle) that the PCs will be here for another day, and more information may be available then.) If some of the players get bored or frustrated, again, end the ball – or cut straight to Encounter 4B.

If the PCs won't go to bed after the dance, cut straight to Encounter 4B (maid reporting monsters in the food storage room), adapting box text as needed.

Timeline:

One or more days earlier: A *sending* arrives at the school advising them that a party bearing a proposal of marriage for Rosanna will arrive on a certain day.

This morning: Girls eagerly prepare for the dance.

12:30 Salyarista and Candice settle down in the lunchroom for a good gossip. Most other girls are also at lunch.

12:30 Trillian takes a ball gown to the seamstress for letting out, and discovers how she's been tricked by Salyarista.

12:45 Trillian has retrieved a *scroll of charm monster* from the altar to Syrul, and summoned Rabius. She uses the scroll and asks Rabius to burn Salyarista's ball gowns.

12:50 Rabius has completed the burning mission, and climbs back down the hypocaust, heading home. Trillian goes back to her dance preparations.

13:40 Salyarista, after lunch, goes back to her room. Discovering the damage to her wardrobe, she faints.

14:00 Candice discovers Salyarista unconscious in her burned room. She fetches Annabelle.

14:15 Rabius's chief notices the salamander is acting oddly. He breaks the spell and learns the story. They lay plans to get restitution.

14:30 Annabelle and Candice bring Salyarista around.

15:30 The story has gotten around the school, and Trillian realises she's gone too far. She shows up and offers Salyarista the choice of her wardrobe.

16:30 PCs arrive (if travelling on horseback at normal speeds.)

17:30 Dinner is served.

19:00 Dance begins.

23:00 Dance ends.

23:00 This is the default time for Rabius and his summoned allies to come into the basement and start trashing hypocaust pipes and eating stored food.

(If PCs reach the school early, they probably still won't find out about the arson until after Salyarista is brought around.)

ENCOUNTER 3A: ARRIVAL

It is assumed that the PCs, travelling on horseback, arrive late-afternoon. PCs using magically-accelerated travel may arrive earlier; adapt box text if required.

The directions to Fiona Willimer's Finishing School were clear and easy to follow. You've passed through a small town called Kerithton, turned up a minor road, and found the school half an hour's ride from the town. It's a large, stately stone building, rather unlike the farmhouses that were the only other dwellings on this road.

By the time you reach the gates, which are flanked by several statues, a small group of women is coming out the front door.

The statues depict a family. There is a middle-aged man, a middle-aged woman, a girl and boy of about sixteen, a girl and boy of about 8, and a cat. The statues are about twice life size: so four of the statues are large, the children are medium, and the cat is small.

If the PCs study the statues at all, now or later, roll DC 10+APL Spot checks secretly for each minute they spend looking at the statues. PCs succeeding on those checks notice tiny signs of movement about the statues, and may roll Knowledge (arcana) checks to get the following information:

APL 2: DC 10: The cat-statue has been animated. It is watching you. (It is made of wood. It has suffered some termite damage.)

APL 4: DC 14: The two statues of children have been animated; they are watching you. (They are made of wood.)

APL 6: DC 14: The older girl and the woman have been animated, and are watching you. (They are made of stone.)

APL 8: DC 25: The statue of the man is a bit oddly proportioned. From the narrow torso and thick stony hands, it might be a Shield Guardian. It is standing still and watching you.

APL 10: DC 25: The statue of the parents are a bit oddly proportioned. From the narrow torso and thick stony hands, they might be shield guardians. They are standing still and watching you.

APL 12: DC 24: The older boy and girl statues are in fact stone golems. They are standing still and watching you.

DC 25: The statue of the parents are a bit oddly proportioned. From the narrow torso and thick stony hands, they might be shield guardians. They are standing still and watching you.

APL 14: DC 25: The statue of the parents are a bit oddly proportioned. From the narrow torso and thick stony hands, they might be shield guardians. They are standing still and watching you.

DC 28: The older boy and girl statues are in fact iron golems. They are standing still and watching you.

The oldest of the women, a graceful Oeridian woman, addresses you. "Welcome to Fiona Willimer's Finishing School. I am Schoolmistress Annabella Rincanton, and I am in charge of the school while the Headmistress is away. Are you the party bearing letters from Sir Porchentan and Sir Trias?"

Allow the party to give assent, and to introduce themselves to Annabella. Annabella knew they were coming because Sir Trias sent a *sending* ahead. (A *sending* is of course far too short for a marriage proposal! But Trias managed to communicate his purpose.)

"Well, we're very pleased to see you."

Annabella gestures to a tall, olive-skinned girl with long, straight black hair. "This is Rosanna Porchentan; you may give the letters to her. I have told her that she must read the letters and take at least a day or two to think before writing an answer for Sir Trias, though I think her mind may already be made up."

(If the PCs arrive at normal horseback pace:)

"In the meantime, I have allowed the girls to organize a dance for tonight, in honour of your visit; it'll start in two and a half hours. We have prepared some rooms for you; would you like to clean up and have dinner? It will be served in one hour's time."

(If the PCs have travelled faster, work out how much earlier they'd get to the school, and adapt this to suit:)

"In the meantime, I have allowed the girls to organize a dance for tonight, in honour of your visit; it'll start at 7 pm, by the water-clock in the hall. We have prepared some rooms for you; would you like to clean up and make yourselves comfortable?"

If the PCs want to talk to Rosanna now, they can do so. She's terribly excited to be receiving a proposal of marriage, and obviously intends to accept. She's told all her friends about it, thus spreading the news around the school and inciting calls for a dance. She'll be itching to read the letters, so she won't talk to the PCs for very long before excusing herself.

In the (unlikely) event that the PCs are still wounded when they reach the school, the other girl in the welcoming party will offer to cast *cure light wounds* for them. This is Wendice Thassenden, a favored soul of Wenta.

ENCOUNTER 3B: PREPARING FOR THE DANCE

You're shown through the school to the dormitory wing. Although outside the air is chilly with the first autumn snowfalls, the air inside is warm. There is no obvious source of heat, but the walls and floors are all warm to the touch.

In the dormitory wing, a tall, blonde girl is sticking name tags on doors. "Hello, I'm Clea," she says. "We've got everything ready for you!"

The nametags bear the names that the PCs gave Schoolmistress Annabella. (Clea was eavesdropping – and watching for which PCs are attractive.) The rooms are fairly comfortable, but include locked chests (where the senior girls have stowed half their stuff) and half-full wardrobes. (The other half of the clothes have been moved to the rooms where the senior girls are staying; many of the school's girls are sharing rooms tonight.)

The PCs may explore the school if they wish (*"But please don't enter any of the girls' rooms; that would be neither proper nor polite!"*) If they explore, now or later, you may provide the players with Player Handout 1 (The school layout.)

There is a water-clock in the main hall, and the PCs are advised to refer to it. (*"Dinner will be at 5:30, and the dance starts at 7pm."*)

No classes are actually happening today; everyone is too excited and too busy. If the PCs arrive early, they will see girls fussing about with drapes and flowers, directing confused maids to move chairs and tables, and getting into arguments over what colour the drapes should be and who was supposed to organise musicians from Kerithton. From time to time, the Schoolmistress, Housekeeper, or Dancing Master will step in to settle an argument or ask the girls if they've thought to organize something; however, for the most part they're standing back to let the girls make their own mistakes and learn from the experience. The senior girls are nominally in charge.

All the activity is indoors. There's snow outside, and the girls are only dressed for heated rooms.

If the PCs have arrived by lunchtime, they will be at the school when Salyarista discovers the damage to her gowns, just after lunch. Salyarista simply passes out from the shock. Candice will find her fifteen minutes later, and fetch Annabelle.

Annabelle regards the happening as one of the most serious schoolgirl pranks she's ever seen – but a prank nonetheless. Whoever did it will have to be punished, but if she makes the wrong decisions, she thinks the Headmistress may fire her. In her experience, the first accusations flying after a nasty prank are often wrong; the truth usually comes out after a few days. If not, Fiona can question the girls under a *zone of truth* when she gets back.

If PCs get involved at this point, they can investigate immediately if they choose; in this case, improvise using information from Encounter 3C, 3D and Appendix 4 as appropriate. Feel free to bring Rabius into the basement any time after 14:30pm.

The schoolgirls will buzz with gossip most of the afternoon, initially with wild speculation as to how much was burned, and later with wild speculation as to who did it.

By late afternoon, the hall is decorated with drapes (which don't all quite match, but the worst differences are separated), seating is prepared for musicians, chairs are placed around the edge of the hall, and the girls are retreating to their rooms to do their hair and dresses. There will still be plenty of buzzing around, but it is mainly restricted now to girls going up and down the corridor in the dormitory wing, trying different hairstyles, borrowing makeup and accessories, and talking about one another's wardrobes. And gossiping about what has happened to Salyarista, of course.

ENCOUNTER 3C: A SMALL BALL

This scene is very open-ended. Be prepared to cut it short (by rolling dice, or cutting to the end of the ball) if the players aren't having fun or you are running low on time.

In this scene the PCs are expected to figure out that a crime has been committed. They are likely to be able to get some idea how the damage was done. But the only person who has much clue who burned the gowns, or why, is the girl who actually arranged it; and she's not telling!

The school's hall has been transformed with colourful fabric drapes and concealed lighting. Chairs line the walls, and a quartet of musicians are seated at one end of the hall. Nearly twenty girls gather in the hall, dressed in gorgeous embroidered gowns in a range of colours. A hubbub of conversation grows.

PCs can gossip, flirt, or gather information for a bit at this point if they wish. Schoolmistress Annabella and Dancing Master Sweyn Grey are also present in the hall throughout the night. Give the players Player Handout 2.

Rosanna calls for everyone's attention. Then the dancing master reads a flattering and romantic letter from Sir Trias, asking for Rosanna's hand in marriage. The assembled girls sigh as Sweyn puts feeling into appropriate phrases.

When the letter is finished, Rosanna cries, "Yes, Trias, yes! Oh, my fine, honourable, handsome, proud Sir Trias – yes, I will marry you!" She holds out her hand to Sweyn, who signals to the musicians, and they start the dancing with a waltz.

The younger girls pair off and join the waltzing; the senior girls move closer to you, looking hopeful.

Rosanna is as much in love with romance, marrying well, and the attention this is getting from all the other girls, as she is with Sir Trias. Sir Trias is one of two or three suitors she got to know and like at dances during the holidays; she has remembered him with pleasure and affection, but she did not consider herself committed to him until the news of his offer came through. She's just taken steps to end an exciting, illicit relationship with another man who was lavishing attention on her.

Schoolmistress Annabella sighs and shakes her head – Rosanna was supposed to take time to think before committing herself. However, Annabella will not intervene.

There are very few males at this ball – the dancing master Sweyn, two of the four musicians, and the PCs that are male. The girls at this school are quite used to taking female partners as they practice their dancing.

Mingling:

You can role-play all conversation, or you can allow PCs to roll dice for the outcomes of the evening. Or a bit of both. They may make Sense Motive checks, Gather Information checks, and possibly Diplomacy checks.

Sense motive check results:

DC 5: The senior girls would all rather dance with a male partner than another girl, even if the male is a bit clumsy.

DC 7: One of the middle-school girls is white-faced and barely paying attention to anything that is going on. (This is Salyarista.) Another is fussing over her anxiously.

DC 8: The junior girls would also like to dance with male partners, but are too shy to approach for some reason.

DC 10: The older girls are good enough at dancing to guide inexperienced partners through the dance. (Numerically, there's a bonus on their partner's dancing check. Roleplaying-wise, they're indicating the next dance steps with non-verbal cues, like eye-contact, gesture, pressure on a hand or partner's back.)

DC 12: Some of the senior girls aren't just enjoying having male partners – they're doing some fairly serious flirting. (These are Clea, Juniva, Octavia and Trillian.)

DC 15: Some of the girls are sometimes misusing their skill to encourage other girls to make mistakes in the dance.

DC 18: Two of the senior girls are offering more of a come-on than just flirting. (Clea Jorgenheim and Trillian Glidden; they are targeting the male PCs with the highest eligibility score, but can be encouraged to redirect their attentions with a DC 10+(difference in score) **Diplomacy check**, or role-playing that the DM thinks is equivalent.)

Receptive PCs noticing Clea and/or Trillian may use a DC 15 Bluff check to arrange an assignation. Amend or abridge Encounter 4A if appropriate.

(Good girls can have fun too. Octavia and Juniva are receptive to advances, and could be persuaded to tryst, with a DC 20 Diplomacy check. They'll happily initiate most courting shy of that.)

If gathering information by roleplaying conversation with any girl but Salyarista, choose one of the rumours about Salyarista's wardrobe from Appendix 4C to be on the girl's mind during the conversation. Choose a rumour from the other list to round out her conversational options.

If rolling dice for **Gather Information**, each PC can make up to three checks during the dance, each one taking an hour. (Don't let the PCs get out of step. Let them know after the first check that an hour has passed.) PCs will get more information if they make independent checks than if they aid another.

Divide each PC's check result by 5, rounding up; give them that many tidbits of information, chosen randomly from the list in Appendix 4C. (Make sure at least one PC gets one of the "burned clothes" rumours. Italicised comments are for DM's use only. Feel free to make up a few extra rumours.)

Talking to Salyarista:

Salyarista is more upset and more furious than she has ever been in her life. Her colour may change from white to red and back again. Sometimes she can scarcely speak. Sometimes she is very bitter. And yet she is coherent, and sounds almost calm when she says, *"Whoever did this must not survive."*

A DC 12 Sense Motive check will reveal that Salyarista is not entirely sane about this. She is normally a fashion-centred airhead with a short attention span, remembering enemies for days or a week – this is something she will never forget, and possibly never forgive. (However, she will return to sane about the time she gets a new wardrobe. PCs can settle her down considerably if they think to suggest "buying new clothes" to her. Any PC unloading high-level mending magic to restore the gowns from their ashes immediately calms her and wins her favour. (*limited wish* would do it; *make whole* won't.)

Questions the PCs might ask, and sample responses from Salyarista:

Q: What's the matter?

What's the matter? What's the MATTER? Some evil, horrid, twisted, foul person went and burned my clothes, that's what's the matter. I mean, like, went in and ignited my whole wardrobe and reduced all my beautiful ball gowns to ashes. Can you imagine it? I'm going to torture and kill her. I am, once I know who she is.

Q: When did you discover the damage?

It was just after lunch. I came back to my room to change my earrings, refresh my lipstick, and look at which necklace might go best with my sky-blue gown, and I found the horrifying sight - all my gowns destroyed!

Q: When had you last seen everything was OK?

Everything was fine when I went to do my hair just before lunchtime.

Q: How long did you spend at lunch?

Oh, an hour or so. An hour too long, it seems! I had to convince Candy that she shouldn't do her hair with a single loose curl on her left shoulder. Her gown for tonight looks best with all her hair up under a tiara.

I was going to wear the single loose curl myself, but obviously someone had other ideas. I'm going to make them pay for it, you know.

Q: Who was missing at lunchtime?

I don't know. I think everyone had lunch some time, though half the girls only had a quick sandwich because they're so busy organising the dance, and most of the rest were seeing to dress alterations, jewellery cleaning, that sort of stuff. I keep all my jewellery clean and my dresses fit perfectly – or they used to!

(Salyarista is right; she and Candy are the only ones that took a full hour over lunch today.)

Q: How bad is the damage? What was burned?

Oh, the damage is just terrible. Everything in my ball gown wardrobe is crisped and gone. I couldn't even see the diamond chips from my snowdrops dress. There wasn't much left of the wardrobe, either.

And my day-clothes are a bit smoky, and the wardrobe holding them is charred. I'm going to learn ice spells, just to freeze that girl's fingers off, one by one, once I know who she is.

If the PCs offer to look over the scene for clues, Salyarista will accept, and show them around. Proceed to Encounter 3D.

Optional sub-encounters:

Any or all of these may be used any time the DM wants to interrupt a line of conversation, or liven things up a little. Feel free to invent other little disasters consistent with a dance organised by many inexperienced girls, distracted by Salyarista's drama, of whom about a third are very bitchy and another third are somewhat catty.

Serving supper:

No tables have been set out for dessert to be placed on. This mistake isn't realised until one of the maids brings out a tray of honey-cakes. One of the girls will take the tray and tell the maid to go get some desks from the school-room. There may be snarky remarks about "Has your family lost all their money, dear? Do you need work as a maid now? I'm sure I can afford your wages!" or simply "You have no discrimination, girl!"

When the desks are brought in, there'll be another fuss, until they're covered up with suitable tablecloths. The colours don't match the drapery around the hall, however!

Honey—spill:

As another sign of the inexperienced dance organisers, the dessert served is dripping with honey. While serviettes are soon fetched, it is only a matter of time before someone gets honey all over their dress – maybe through their own clumsiness, maybe through sitting on a discarded plate, or maybe through a bit of surreptitious, malicious activity.

The girl discovering honey on her dress might scream terribly; feel free to get the players worried, perhaps having the other girls clustering around, impeding the PCs' view of the incident.

Give the PCs a chance to volunteer help; if they don't, the affected girl may retreat to change her dress. The honey can be removed with prestidigitation.

Drapes on fire:

Some of the fabric swathes concealing the walls of the hall have been tied to chandeliers and the like. One of them will gradually heat up, blackening and smoking, then catching on fire. (You might allow Spot checks to notice the singeing before the fabric ignites.)

If the PCs can climb up and empty a waterskin over it, cut the affected fabric down, or get a *create water* onto it within about five rounds, the fire will spread no further (though someone's dress may be wet, causing a retreat to change into dry clothes.)

Otherwise two or three drapes ignite, before one of the girls (Wendice Thassenden) gets to the scene and casts *create water* repeatedly. (Wendice was outside the hall checking something with the maids.) (If the PCs manage to prevent her helping, the school *could* burn down – but this is unlikely.)

Many of the students give excited little screams, which get more serious if the fire spreads. Salyarista is clearly audible among them.

Ending the ball:

The water-clock at the end of the hall strikes the hour, and the musicians wind up the music and begin putting away their instruments.

The girls curtsy to their partners as the dance ends, and the music is replaced with a buzz of conversation.

As the girls walk off the floor, and the hall starts to empty, Schoolmistress Annabella summons a few

girls back. "You haven't finished organizing this dance until everything is cleaned up and back to normal!" she says, firmly.

It is 11pm. The (senior) girls will have to carry chairs and tables back where they found them, pay the musicians, take drapes down and off to the laundry, and summon maids to sweep the floors. This will take the girls about an hour – half that if the PCs help.

ENCOUNTER 3D: PHYSICAL INVESTIGATIONS

Salyarista's door is identified by the number 009. Inside, you see a rug, a bed, a desk, a washstand with mirror, and three large wardrobes. The rug is charred most of the way over; one wardrobe has a singed door, and another wardrobe is a blackened ruin. Charred scraps of fabric lie amidst the ashes.

The floor and walls are stone, the door and wardrobes are wooden with metal handles.

(If Salyarista is present, continue with the following:)

Salyarista gulps as she looks at the devastated wardrobe. With tremors in her voice, she says "I still can't believe anyone would do this. I had never imagined such an evil thing. To wantonly destroy beautiful clothes – and such fashionable, beautiful, new clothes as those were ... I have to kill them, you know. There is nothing more important now."

What actually happened in here: The salamander (which was invisible at the time) came in, having been told which room to go to. It landed, slithered across to one wardrobe, opened it, found ordinary clothes, and closed it again. It opened the second wardrobe, found ball-gowns, burned the lot, and flew out again.

The room's door is wooden, but the handle is metal; and the walls and floors throughout this building are brick and stone. The walls and floors have hollow passages through which warm air flows to heat the building.

It is reasonable for PCs to take 20 on their search checks in this room.

Search check results (Remarks in parentheses are for DM information and use as needed.):

DC 8: The door of the second wardrobe was open while it was burned. (It still is open.)

DC 10: The charring on the rug is consistent with a very hot sack being dragged across it, going to the singed wardrobe, then the burned wardrobe

DC 13: There are burn marks on the wood around the handle of the singed wardrobe, as if the handle itself got very hot.

DC 15: There is a loose stone on the windowsill. (Lifting it reveals a few letters, poked into a hollow pipe in the wall. Warm air blows through the hollow. If

present, Salyarista will pounce on the letters. "These are private!" They are love letters from relatively innocuous flirtations with young noblemen.) (This is a red herring.)

DC 18: The wood of the wardrobe was ignited by being touched with something large & hot.

DC 20: For all that the walls are stone, they sound hollow in places. (These are hypocaust air pipes.) The hollow spots are a touch warmer than the surrounding wall. (Red herring.)

DC 22: The burning took place very fast. The damage was probably all complete within a minute or two.

DC 24: Even a fair way from the main charring, wooden furniture shows polish that has whitened a bit because of heat, and little specks of dust have blackened.

DC 26: The charring on the rug is not so much like a hot sack, as like a big, hot, heavy snake.

DC 28: There are faint smooth patches on the metal handle of the singed wardrobe, as if the handle were grasped by a child-sized, extremely hot hand. The same smooth patches appear on the door handle, on both sides of the door.

The PCs may follow the creature's trail with a successful Track check; DC 15 + APL. Rabius was under the effect of a fly spell, so the furnace-like heat of his body didn't leave a blazing trail, but it has still gotten close enough to the ground to char the odd speck of dust or dirt, fog a bit of varnish here and there, and leave other faint signs that a hot creature passed by. Succeeding on this track check takes the PCs straight to Encounter 5, down the hall stairs.

PCs have a decent chance of figuring out, from this evidence, that a fire creature did the burning of Salyarista's ball-gowns. If they got up to a DC 26 Search check (and thus realise that the arsonist had a hot body, snake-like lower half and hands) they can recall that salamanders fit that description, with a successful DC 14 Knowledge (the planes) check. Why it burned the gowns is probably still an open question.

PCs realising that the building is heated with a hypocaust (and therefore has a furnace downstairs) may wish to search the basement. This is reasonable; they can go straight to Encounter 5 at this point.

Depending on the circumstances, PCs may return to the dance after searching around this room.

Development: If the PCs succeed in tracking the salamander back to the basement, skip Encounter 4 and go straight to Encounter 5. (If Trillian is present, which she might be, as Salyarista's "friend", she'll ask the PCs to wait a second while she retrieves a charm for them.) In this case, the PCs are coming down the steps from the hall.

ENCOUNTER 4: BLOWING HOT AND COLD

ENCOUNTER 4A BLOWING HOT:

This encounter is optional. Exclude it if you're running in a 4 hour timeslot. Use discretion; exclude it if you don't think it's going to add to the players' fun.

An hour or two after the dance is ended, when everyone has gone to bed, Clea and Trillian will carefully slip out of their borrowed bedroom, creep up to the doors of two PCs, and duck quietly inside. They will choose good-looking and/or powerful (high level) male PCs, particularly if the PC has responded well to flirting at the dance.

They are doing this partly for the fun of it, and partly in an attempt to secure contacts for their future work as Scarlet Brotherhood agents; people who will trust them and may carry out small requests for them without asking too many questions. The attempt is probably going to be ruined when the girls are exposed, but neither the girls nor the PCs know that yet.

Address this to individual PCs – because they each have a room to themselves. The box text provided is merely a guide. Both girls are studied in the deceitful ways of Syrul.

The two male PCs of highest eligibility score (see Preparation for Play) have been offered rooms 006 (normally Trillian's) and 007 (normally Clea's). But the doors don't bear the girls' names, so either girl can bluff her way into another room if that's where more receptive PCs are.

Some time after you've settled yourself for the night, a discreet scratching at the door is quickly followed by a female figure slipping into the room. "Forgot my (toothbrush/hairbrush/comb/bed socks)," she whispers.

It is (Trillian Glidden/Clea Jorbenheim). As she moves into the room, she releases her hold on the dark dressing gown, which parts just enough to reveal a silky chemise and long white legs. She kneels in front of a chest at the end of the bed, setting her hand on the lock.

"It was a memorable dance tonight, wasn't it?"

She's disposed to linger and talk; she's hoping for more. Depending on the PC's responses, she may try lines such as:

I - I have heard there are other forms of waltzing that a woman should know.

We danced very well together, don't you think?

Such a pity that the night is almost over.

My room-mate was snoring when I left. (This is a lie; Clea and Trillian were sharing a room tonight; they will cover for one another.)

The moon is very bright tonight. (And she knows a secluded, smooth patch of grass ... Clea will have prayed for endure elements.)

I know that you must be the soul of discretion.

Play Clea as more shy and nervous; she hasn't done this before. Trillian has (but she also knows there's always a risk of exposure, and will also be somewhat shy and nervous). This nervousness may manifest in hesitation, stammering, looking down, fiddling with the dressing gown. Neither girl will hesitate to lie if she thinks it'll get her what she wants. (They'll be a lot bolder if given an enthusiastic welcome.)

Either girl will take a gentle refusal in good part. "You are an honourable man." (tries to kiss him.) "I wish it were otherwise ..." (linger and tempt a little more; go when refusal is repeated in any form.)

If any PC draws outside attention to the presence of a girl in their room, take note of this; Sir Trias will hear and impose his disfavour. (Telling another party member doesn't count, unless they blab.)

If their offer is accepted, each girl will take care to return to her own room before the servants are stirring.

If short of suitable male PCs, a good-looking female may be approached by Clea; in this case the girl is seeking confidences rather than wanting to try improper activities out for herself. "What is it really like with a man? How long does it take? How much have you done it?"

ENCOUNTER 4B BLOWING COLD:

Overnight the hypocaust stops working and the building grows cold. There is no breakfast the next morning, instead, a maid (Imayana Brown; see Appendix 3) complains of monsters in the basement.

Things have grown colder overnight. Where the walls and floors were warm yesterday, now they are cool. Girls gather in the dining hall for breakfast, complaining of the chill and wearing an assortment of shawls and scarves over their normal dresses.

A white-faced maid rushes in and addresses Schoolmistress Annabella. After a moment, she beckons you over.

"Apparently there are monsters in the food storage room downstairs – so we won't be getting much breakfast until they're dealt with. I wonder – would you be able to help us out?"

Questions the PCs may be expected to ask (mostly of the maid who saw them, Imayana Brown):

What did the monsters look like?

Imayana will describe them to the best of her ability.

"They were black and red and fiery, and some of the food was burned. They had no legs, but snake-like tails. They had spears, and shiny red and gold necklaces."

APL 2: "They were about the size of a five-year-old."

APL 4-6: "They were about the size of me."

APL 8-14: "They were as big as the statues out the front of this building." (Which are Large.)

If the PCs make a Knowledge (the planes) check, now or when they see the monsters, they recall the following:

DC 14: Sounds like some sort of salamander. Salamanders are immune to fire. (APL 2: Small size; these are Flamebrother Salamanders.)

DC 19: At APL 2: Salamanders are vulnerable to cold. **At APLs 4+:** Medium sized ones are average salamanders. You need magic weapons to hurt those.)

DC 24: At APL 2: Salamanders are so hot that their weapons burn you as well as piercing you. **At APLs 4-6:** Salamanders are vulnerable to cold. **At APL 8+,** nothing until DC 25.)

DC 25: APL 8+: Large ones are noble salamanders. They can cast fire spells and summon huge fire elementals.

What were the monsters doing?

"Eating our food!"

Where were they?

"I saw them in the food storage room, in the basement. The door on the far side of the room was broken down."

How is the basement laid out?

If the PCs ask any questions along these lines, give the PCs player handout 3.

Can you reward us for getting rid of the monsters?

Schoolmistress Annabella will answer this one.

"I don't have the authority to promise school funds. I am, however, a skilled wizard, and I could share some of my knowledge with you, or spend some time crafting something for you."

Hmm – I do have those fragments of an old spellbook, which would be worth a little. I could give you those."

(Of course, she'll let the PCs keep any treasure they take off the monsters. Annabelle doesn't know they are summoned. The PCs will find other treasure down there that they can fairly claim.)

Treasure:

All APLs: Magic 49 gp Loose spellbook pages, stand (8 gp), insight of good fortune (16 gp), alter fortune (25 gp); Total 49 gp

If you did not run Encounter 4A, then you can proceed from here straight to Encounter 5.

If you ran Encounter 4A, then any PC visited during the night (Encounter 4A) receives a favour from the girl that visited them. In this case, once the PCs have accepted the job:

Clea discreetly catches (name's) eye, and nods to the door. Once outside, she holds out a small white square of fabric, embroidered with red thread.

"I have activated this charm for you. For the next week, it will help you dodge flames."

At another table, Trillian stands, catching (name's) eye. As she moves out of the hall, past your table, she drops a tiny bundle.

The bundle comprises a small green scarf, embroidered in gold thread, and a note, which reads "The magic in this may be short-lived – but for a while, it can protect you from heat."

If the PC declines the charm, either girl will look disappointed and say "It will only work for a week – do you want my effort to go to waste?"

The girls had crafted these charms during their classes with the Headmistress. They were activated by removing a few carefully placed threads, leaving behind magic runes.

The charm is a small scarf with fine, intricate embroidery; it may be twisted around an arm, or simply carried in a pocket or belt pouch. If examined closely, some of the embroidery forms intricate and subtle runes – some in thread matching the scarf colour, some in the over-layers of thread. The favour detects as magic (Enchantment, Abjuration.) It will grant the PC fire resistance:

APL 2-4: Fire resistance 2.

APL 6-8: Fire resistance 4.

APL 10-12: Fire resistance 6.

APL 14: Fire resistance 8.

If the PCs actually *identify* the scarf, they will learn of its cursed side. The bearer of the charm takes a penalty on saving throws against spells cast by the charm's creator.

APL 2-4: -2 profane penalty.

APL 6-8: -4 profane penalty.

APL 10-12: -6 profane penalty.

APL 14: -8 profane penalty.

At APL 12 and 14, the charms can also reduce the bearer's AC, but this ability must be activated.

Development: Take note of which PCs have a charm, and which girl it's from; they'll be relevant in Encounter 7.

ENCOUNTER 5: HORROR IN THE HYPOCAUST

In this encounter, the PCs descend to the basement. There are four rooms to explore (see Appendix 5); the room where the hypocaust is, a general storage room, a food storage room, and a chapel devoted to Syrul.

Down here they will find some salamanders. (The PCs might get down here early, but as long as it's after 14:30pm on the day of the dance, Rabius can arrive early too.) One of these (the unconscious one) is Rabius, the salamander that carried out the burning of Salyarista's ball-gowns. He got annoyed when the *charm monster* spell affecting him was broken, and he realised that he'd expended a valuable potion without good reason. His chief, who had noticed his odd behaviour and broken the spell, had some friends summoned, and they came back

here to make a pest of themselves until Rabius' loss is made good.

Rabius and his buddies have broken down all the doors, including the secret door that provides access to the altar room. Rabius sets off the *alarm* on the altar by trying to open the secret compartment, about the time the PCs start down the stairs; this alerts the senior girls to the fact that they're about to be caught in their misdeeds.

Coming down the kitchen stairs:

The steps from the kitchen descend into a large rectangular room, walls lined with shelves, which in turn are packed with foodstuffs. Or were, once. Now the food is scattered, some spilt, some charred. A door in the far wall has been smashed, and some wreckage is visible beyond it.

A (pair/group of) *fiery being(s)* is/are *sitting at their ease in the middle of the room, munching on the bones of some sort of poultry. They have muscular humanoid upper halves, serpentine lower halves, and flame-shaped spikes. They/it look(s) up, and grab(s) their spear(s), shouting something at you.*

Coming down the hall stairs:

The steps from the hall descend into an enormous rectangular room, full of chests, crates, old furniture, old wardrobes, and other stuff. Clear walkways lead from the stairs through the (now somewhat charred and battered) stored goods, to two smashed and broken doors on the left-hand wall. The air in here is warm and smells of sulphur.

Modify the following if the PCs are using effective sneaking technique.

The noise of your arrival attracts some attention. Through one of the doors on one side of the room, some fiery beings emerge. They have muscular humanoid upper halves, serpentine lower halves, and flame-shaped spikes. They shake their spears at you and shout something.

The salamanders are shouting in Ignan: "We want a replacement potion!"

If the PCs have been quiet, you may allow them to gain a surprise round on the salamanders. In this case, of course, the salamanders don't get to shout.

Creatures: There are salamanders waiting in the food storage area.

APL 2 (EL 3)

🔥 **Flamebrother Salamander (1):** hp 26; *Monster Manual* 219.

APL 4 (EL 6)

🔥 **Average Salamander (1):** hp 58; *Monster Manual* 219.

APL 6 (EL 8)

🔥 **Average Salamanders (2):** hp 58 each; *Monster Manual* 219.

APL 8 (EL 10)

🔥 **Noble Salamander (1):** hp 112; *Monster Manual* 219.

APL 10 (EL 12)

🔥 **Noble Salamanders (2):** hp 112 each; *Monster Manual* 219.

APL 12 (EL 14)

🔥 **Noble Salamanders (4):** hp 112 each; *Monster Manual* 219.

APL 14 (EL 16)

🔥 **Advanced Noble Salamanders (2):** hp 171 each; see Appendix 1.

PCs can avoid combat if they succeed on all the following:

- Talking to the salamanders in Ignan (or Common if the salamanders are noble);
- Making a hurried DC 20 Diplomacy check to prevent otherwise imminent combat; (PC must take a -10 penalty on the check because it's hurried.)
- Giving the salamanders a *potion of invisibility*;
- And convincing the salamanders that they're allies of the headmistress. (The salamanders know that not all the school are followers of the Scarlet Brotherhood.)

The last bit may be the hardest part; it requires the PCs mentioning either Pyremius or Syrul, or succeeding on a Bluff check opposed by the Sense Motive check of every salamander present. (If they succeed on the latter, a salamander has been duped into mentioning Syrul or the Scarlet Brotherhood to the PCs.)

If the salamander(s) conclude that the PCs are not allies of the Scarlet Brotherhood, they will decide that they need to kill (or capture) the PCs to keep secret the lucrative message-carrying deal with the Headmistress. This group are all evil creatures and do not mind killing to serve their own interests.

If the PCs successfully con the salamander(s), they go home through the hypocaust. Give the PCs full XP for this.

Salamander tactics:

Where there are multiple salamanders, they work together, setting up flanking situations etc. At APL 10 and above, at least one noble salamander will attempt to summon a huge fire elemental. They will also not hesitate to throw their fire spells, knowing that their companions are immune to fire damage.

Treasure:

None. These salamanders are summoned; when they "die", they disappear.

APL 2 & 4 – Help from Wendice:

At APLs 2 and 4, Wendice Thassenden comes downstairs to help the PCs. She should arrive a few minutes after the PCs have defeated the first salamander. She'll use her spells to heal hit-point damage.

At higher APLs Wendice won't appear at all; she doesn't think she can be any help to the PCs.

APL 2

🔥 **Wendice Thassenden:** female human aristocrat 1/favoured soul 1 of Wenta; hp 14; see Appendix 1. (Heal +8)

APL 4

🔥 **Wendice Thassenden:** female human aristocrat 1/favoured soul 2 of Wenta; hp 21; see Appendix 1. (Heal +10)

If the PCs emerge from the food storage room into the general storage area:

This enormous rectangular room is full of chests, crates, old furniture, old wardrobes, and other stuff. Clear walkways lead through the (now somewhat charred and battered) stored goods, to a set of stairs leading up to the hall, and to another exit to your left. That left-hand door, like the one you're looking through, has been broken down.

Any PC passing through the General Storage Room who succeeds on a DC 18 Spot check will notice that the wardrobe next to the stairs is missing its back panel. There appears to be a concealed space under the stairs. (The wardrobe doors are open because the salamanders have been a bit destructive in here.)

If the PCs investigate that space, they find a mattress with pillows and blankets under the stairs. A note lies on the bed. If the PCs find and read this, give them Player Handout 3. Ask if they leave the note there or not. (Take the handout back off them if they do leave it.) (This is where Rosanna had her trysts (see Appendix 4E). She is the only girl in the school with black hair.)

Development: If the PCs find the note, Rosanna will eventually realise that they've found out her secret. If no repercussions get back to her, she'll realise the PCs have been discreet, and they'll get her favour.

If the PCs tell Sir Trias about Rosanna's lack of virtue, with or without producing any evidence, they will get his disfavour; and they will not get Rosanna's favour.

ENCOUNTER 6: GOING TO THE CHAPEL

This room contains an altar to Syrul. Once well hidden by a secret door, the room is now obvious because the door has been broken down by the salamanders.

The door was trapped with an *alarm* spell tied to the school badges worn by the devotees of Syrul within the school. With the door broken, the *alarm* spell has been deactivated, however Clea and Trillian have already been warned and are currently activating the golems that protect the school.

Also in the room is an altar which contains a number of hidden treasures, and has also been trapped. In front of the altar lies a small flamebrother salamander - Rabius, the one that burned Salyarista's gowns.

The hypocaust furnace is a large brick dome, with pipes leading off into the ceiling. (The pipes are now broken.) A large access hatch stands open, revealing a bell and a steel ladder inside the furnace. The air in here is hot and reeks with sulphur.

(If the PCs look through the hatchway, they'll see a stream of lava ten feet below floor level. This both supplies heat to the hypocaust and allows the salamanders to get in and out of the area.)

Beyond the furnace, in a stretch of otherwise blank wall, a rectangular opening leads to another room. Some rubble clutters the doorway.

The once-secret chamber is a peculiar shape, with odd statues cluttering the walls, an odd looking unholy water font by the entrance and wooden disks dangling from the ceiling. The most recognisable image, carved into a large hunk of stone that might just be an altar, is a red forked tongue on a golden yellow background.

The room has been fairly thoroughly trashed. There are robes thrown around – the fabric is crisped and burned. Some of the “decorations” have been knocked over or broken. Beside the altar, unconscious on the ground, lies a small fiery being.

PCs succeeding on a DC 15 Knowledge (religion) check will recognise the holy symbol of Syrul, also known as “The Forked Tongue,” “Night Hag”, or “Oathbreaker”. (PCs who are Suel get a +2 bonus on this check; PCs who are members of the Scarlet Brotherhood get an additional +3 bonus.) (PCs getting DC 25 or higher on this check can simply read Syrul's entry in the LG Deities document, reproduced here in Appendix 7.)

Search checks:

(PCs may choose to take 20.)

DC 12: Some of the robes have embroidery in golden thread; the fabric may be burned, but the gold is still worth something.

DC 15: One of the most heavily embroidered robes bears the name “Fiona” (in golden thread.)

DC 26 (21 if the PCs are searching the Altar specifically) – there is a secret compartment in the Altar. (See below for details.)

Treasure:

👑 All APLs: Coin 5gp.

APL 2 & 4 – Help from Wendice:

At APLs 2 and 4, if the PCs trigger the altar trap before Wendice arrives (as described in Encounter 5), have her come in within a few rounds – soon enough to try a heal check to prevent secondary damage from poison, but after the PCs have had a chance to do it themselves.

APL 2

👑 **Wendice Thassenden:** female human aristocrat 1/favoured soul 1 of Wenta; hp 14; see Appendix 1. (Heal +8)

APL 4

👑 **Wendice Thassenden:** female human aristocrat 1/favoured soul 2 of Wenta; hp 21; see Appendix 1. (Heal +10)

Wendice will cast her spells on Rabius (see below) if the PCs ask her to. She can also read the *scroll of lesser restoration* if they ask her to. (She has a 10% chance of failing the caster level check at APL 2 and 5% at APL 4.)

At APL 2, she will also tell the PCs that two of the senior girls are waiting upstairs (“Trillian and Clea brought up the guardian from the gate, in case the fire creatures got out.”) At APL 4 Wendice didn't see Trillian and Clea go out to get the gate guardian.

INVESTIGATING THE ALTAR:

The altar is an oddly shaped piece of stone. From one angle it looks a bit like a demon's head; from another it looks like an up-turned cauldron. The clearest thing about it is the carved, painted image of a red forked tongue on a golden yellow background.

The altar's secret compartment may be found with a successful DC 21 Search Check. Rabius may well have told the PCs that there is a compartment.

Trap: The altar is trapped, with the same trap that knocked Rabius out. There is a manual bypass for the trap, hidden in the unholy water font by the entrance of the room. PCs can find the bypass by searching inside the font with a successful DC 25 Search check.

Note that this is a school, and the most likely people to find the secret temple are students. As such, the effects of the trap are to disable, not kill. The alarm warns Fiona or her senior cultists of any break-ins, and allows her to confront such overly inquisitive and cunning students, judging whether they are worthy of inclusion into the

cult. Two of the current students in the cult joined after such discoveries.

At all APLs the trap is triggered by touching the altar, which includes attempts to open the secret compartment. The trap is on an automatic reset, and will activate every time the altar is touched. All targeted effects will target the person touching the altar (GM's discretion if multiple characters touch it at the same time).

Spell traps go off in the order printed.

APL 2 (EL 2)

☞ **Poisoned Dart Trap:** CR 2; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +4 ranged (1d4 plus poison, dart); poison (Reduced purple worm venom, DC 20 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 16; Disable Device DC 24.

APL 4 (EL 5)

☞ **Poisoned Dart Trap:** CR 4; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +4 ranged (1d4 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 19; Disable Device DC 25.

☞ **Ray of Enfeeblement Trap:** CR 2; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +12 ranged touch; spell effect (*ray of enfeeblement*; 2nd level wizard; 1d6+1 Strength penalty; Search DC 26; Disable Device DC 26.

APL 6 (EL 7)

☞ **Poisoned Dart Trap:** CR 4; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +4 ranged (1d4 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 19; Disable Device DC 25.

☞ **Waves of Fatigue Trap:** CR 6; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*waves of fatigue*; 9th level wizard); Search DC 30; Disable Device DC 30.

APL 8 (EL 9)

☞ **Poisoned Dart Trap:** CR 6; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +14 ranged (1d4 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 26; Disable Device DC 26.

☞ **Waves of Fatigue Trap:** CR 6; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*waves of fatigue*; 9th level wizard); Search DC 30; Disable Device DC 30.

☞ **Extended Maximized Ray of Enfeeblement Trap:** CR 6; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +12 ranged touch; spell effect (extended maximized *ray of enfeeblement*; 10th level wizard; 11 Strength penalty – 20 minute duration; Search DC 30; Disable Device DC 30.

APL 10 (EL 11)

☞ **Poisoned Dart Trap:** CR 6; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +14 ranged (1d4 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 26; Disable Device DC 26.

☞ **Targeted Greater Dispel Magic Trap:** CR 7; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (targeted *greater dispel magic* – 1d20+11; 11th level wizard); Search DC 31; Disable Device DC 31.

☞ **Maximized Empowered Ray of Enfeeblement Trap:** CR 7; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +12 ranged touch; spell effect (maximized empowered *ray of enfeeblement*; 11th level wizard; ((1d6+5) x 0.5) + 11 Strength penalty); Search DC 31; Disable Device DC 31.

☞ **Waves of Exhaustion Trap:** CR 8; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*waves of exhaustion*; 13th level wizard); Search DC 32; Disable Device DC 32.

APL 12 (EL 13)

☞ **Poisoned Dart Trap:** CR 10; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +20 ranged (1d4 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 32; Disable Device DC 32.

☞ **3 x Targeted Greater Dispel Magic Trap:** CR 7 (each – total CR 10); magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (targeted *greater dispel magic* – 1d20+14; 14th level wizard); Search DC 31; Disable Device DC 31.

☞ **Extended Maximized Empowered Ray of Enfeeblement Trap:** CR 8; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +12 ranged touch; spell effect (extended maximized empowered *ray of enfeeblement*; 13th level wizard; ((1d6+5) x 0.5) + 11 Strength penalty – duration 26 minutes); Search DC 32; Disable Device DC 32.

☞ **Waves of Exhaustion Trap:** CR 8; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*waves of exhaustion*; 13th level wizard); Search DC 32; Disable Device DC 32.

APL 14 (EL 15)

☞ **Poisoned Dart Trap:** CR 12; mechanical; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +26 ranged (1d6 plus poison, dart); poison (Purple worm venom, DC 24 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 32; Disable Device DC 32.

☞ **3 x Targeted Greater Dispel Magic Trap:** CR 7 (each – total CR 10); magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (targeted *greater dispel magic* – 1d20+17; 17th level wizard); Search DC 31; Disable Device DC 31.

☞ **3 x Area Greater Dispel Magic Trap:** CR 7 (each – total CR 10); magic device; touch trigger; automatic

reset; manual bypass (Search DC 25); Spell effect (targeted *greater dispel magic* – 1d20+17; 17th level wizard); Search DC 31; Disable Device DC 31.

✦ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*energy drain* – 2d4 negative level; 17th level wizard); Search DC 34; Disable Device DC 34.

✦ **Extended Maximized Empowered Ray of Enfeeblement Trap:** CR 8; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Atk +12 ranged touch; spell effect (extended maximized empowered *ray of enfeeblement*; 13th level wizard; ((1d6+5) x 0.5) + 11 Strength penalty – duration 26 minutes); Search DC 32; Disable Device DC 32.

✦ **Waves of Exhaustion Trap:** CR 8; magic device; touch trigger; automatic reset; manual bypass (Search DC 25); Spell effect (*waves of exhaustion*; 13th level wizard); Search DC 32; Disable Device DC 32.

The secret compartment may be opened with a DC 20 Open Lock check, or by touching it and speaking any two of Syrul's names (e.g. "Syrul the Night Hag" will do) or by breaking it. (Note that each blow on the door will trigger the trap if it has reset and is not disabled.)

🔒 **Stone Secret Compartment door:** 1 in. thick; hardness 8; hp 15; AC 5; Break DC 21.

The compartment contains some long thin objects, a few scrolls, a potion, and a thin metal foil with some writing on it.

(At APL 12, add:)

There's a glittering platinum pitcher and a bright blue pebble.

(At APL 14, add:)

Underneath the pitcher, there's a harp-case, containing a small, elegant harp and a second pebble, pale green in colour.

The writing is in Common; give the PCs Player Handout 5. It is wrapped around an *eternal wand of cure light wounds*, and should give the PCs enough information to operate the wand, so long as any one of them can cast any arcane spells.

The potion is labelled as a *potion of tongues* in Ignan.

Treasure:

👑 **APL 2:** Magic 404 gp *potion of tongues* (62 gp), *rod of extend* (lesser) (250 gp), *eternal wand of cure light wounds* (68 gp), *scroll of close wounds* (12 gp), *scroll of lesser restoration* (12 gp); Total 404 gp

👑 **APL 4-10:** As APL 2, plus *rod of sliding* (116 gp); Total 520 gp

👑 **APL 12:** As APLs 4-10, plus *ioun stone* (incandescent blue sphere) (666 gp), *diamond skin decanter* (416 gp); Total 1602 gp

👑 **APL 14:** As APL 12, plus *ioun stone* (pale green prism) (2500 gp), *dove's harp* (1008 gp); Total 5110 gp

Dancing Master Sweyn Grey uses much of the magical equipment, e.g. the *metamagic rod of extend*, *lesser* when several of the girls want *misdirections* at once – as has been the case while the PCs are visiting!

THE UNCONSCIOUS SALAMANDER:

Rabius is on 0 strength due to poison; the PCs can talk to him if they restore 1 or more points of strength. There is a *scroll of lesser restoration* in the altar's secret compartment. (There are a few other consumables placed to help the PCs here. Feel free to remind struggling parties that they needn't all be treasure.)

Salamanders are usually evil. Rabius is not – he is lawful neutral. (Discourage paladins from executing him outright.)

He speaks Ignan, Suloise, and Abyssal. He does not speak Common. If the PCs can't communicate with him, he may mime drinking a potion – and indicate "thumbs up" when shown the potion the PCs found in the altar. He'll drink it if the PCs don't wish to.

Note that anyone touching Rabius takes 1d6 points of fire damage. This won't ruin the concentration of anyone delivering a *lesser restoration* spell (because the charge is delivered after the spell is cast) or casting *comprehend languages* spell (because the caster can touch Rabius after the spell is complete.) But it will probably hurt them.

Rabius is scared at this point. His friends are gone (or dead); he's very badly wounded; he wants to go home and forget he ever had anything to do with this school. He'll be cooperative and beg the PCs to let him go.

Here are some sample questions and answers. Feel free to rephrase to suit the questions the players actually ask.

What knocked you out?

I think it must have been a trap on that altar there. I was hoping to find me a replacement potion inside.

Did you burn Salyarista's gowns?

Yes. Well, probably. I was asked to go burn ball gowns in room 009; and because of the magic, I did so. I'm guessing room 009 is this Salyarista's room.

What magic?

The spell the blond girl put on me. She read this scroll, and then she made this request, and it seemed perfectly reasonable, until my chief thought I was acting funny and broke the spell.

(It was a *charm monster* spell, cast from a scroll. PCs must succeed on a DC 24 Spellcraft check to identify the spell used from Rabius's description.)

What request? / Why did you burn the gowns?

The blond girl said (falsetto) "There's a girl who lives in Room 009, who played a mean trick on me, and I want to play a mean trick on her. This girl had all my clothes taken in two inches at the start of the term, and I thought I'd put on lots of weight during the holidays. So I've been exercising and dieting

and have had a miserable time so far this term. Today I went to get a ball-gown let out, and found out that it had been taken in without me knowing about it."

"If she's going to make me suffer by not having any dresses that fit, then I think she should find out what it's like too. So I'd like you to go and burn her ball-dresses. Will you do that? And can you make sure no one sees you doing it?"

So I said "Okay," and I drank my potion of invisibility, and her potion of fly that she got out of the altar, and I went and found the gowns and burned them. Then I went back to my home, through that furnace, until the girl's spell was broken and I realised what I'd done.

Who asked you to burn the gowns?

This blond girl. Mind you, they're all light haired or red-haired, the girls and women that talk to us. It was one of the taller ones, thin, wears pretty silk dresses all the time. Her name is something like Jillian or Gliddian or something. She put a spell on me, otherwise I wouldn't have done it. And then I used *my* potion of invisibility for it. I'm still annoyed about that.

(Yes, it was Trillian Glidden.)

What are you doing in this basement?

Well, I was really annoyed when I realised that I'd gone and used one of my own most valuable treasures just to please a blond human who'd put a spell on me. My chief, who broke the spell on me, decided to summon me some buddies, and we then came here to make a bit of a mess until the blondies made it up to us. We figured the Headmistress would get me a replacement potion.

Of course, we can't trust her to treat us fairly. We had to give the Headmistress some incentive to be nice to us. You can't trust a follower of the Oathbreaker any further than the end of your spear.

What contract?

Oh, we carry messages for the girls and women who use that chapel there. The Headmistress writes letters on sheets of foil, and we carry them out of Ratik and get them on their way across the continent to the Scarlet Brotherhood, and bring back replies and money. In return, they pay us in gold and gems, and the cook brews us the occasional potion. He's a cleric of Pyremius, you know; about the only god that gets on with the Oathbreaker in there.

How long have you been carrying messages?

Oh, about as long as the school's been here. Twenty, twenty-five years? Headmistress Fiona was rather younger then, but she had her school built over our lava tunnels, and put in the extra room at the back there, and brought down some of her first students to learn the ways of the Night Hag.

What do they do in that chapel?

Worship Syrul, make plots and plans to help the Scarlet Brotherhood, teach the girls my language and other languages, stuff like that. I don't know any more – we carry the messages for the Headmistress, we don't read them, you know!

Where is your home? (Where's your chief?)

About fifteen minutes swim through the lava tunnels, down and north-west of here. At least, that's home for now – I think I might ask my chief if I can go to the big gathering place and gate home to the Plane of Fire. I don't want to come near these blondies again.

Development: If the PCs realise the Headmistress is involved in the worship of Syrul, they'll probably want to do some follow-up.

If the PCs talk to Rabius, they'll be able to finger Trillian as the arsonist. Precisely what they tell Salyarista, later, may influence the favours they get and future events in Ratik.

ENCOUNTER 7: KEEPING THE SECRET

Two of the senior girls ambush the PCs when they emerge from the basement. The girls realise that the PCs will likely have found the altar, and feel they must protect the secret. They have brought up the animated statue(s) from the school gates to help them. (See Encounter 3A if you need descriptions.)

Trillian and Clea have persuaded Schoolmistress Annabelle that they should fetch the school's guardians and stand ready to defend the place if the monsters come out of the basement instead of the PCs. Annabelle has agreed, and gathered up everyone else (staff and students both), taking them to wait in the relative safety of the stables.

Depending which set of stairs the PCs use when they emerge from the basement, this fight may take place in the kitchen or in the great hall. The Kitchen is cluttered with 5-ft-wide workbenches and the like – these provide cover as low walls do, and take a move action to scramble over, or can be used as higher ground. The Great Hall is clear.

Trillian and Clea are waiting in the dining hall, ready to jump on the PCs when they come up either set of stairs; they will send their statues into the room ahead of them.

As you come up the stairs, you see Trillian and Clea entering the Kitchen/Great Hall from the opposite door. A/two/four statue(s) clump across the floor with them.

"We've brought the gate guardian(s) up to help!" Trillian says, as they all cross the room towards you.

This is a Bluff; the gate guardians are only to help the girls. Secretly roll Sense Motive checks for the PCs, opposed by the girls' Bluff checks. If the PCs have learned that Trillian is in the cult, they get a +10 bonus on their checks because the bluff is hard to believe.

If no PC makes the Sense Motive check:

The statue(s) walk up to you with Trillian and Clea following. "Are all the salamanders gone?" Clea asks.

Then, as they get close to you, Clea and Trillian cast spells, and the statue(s) charge you. "What a pity no-one can ever be trusted to keep a secret!" Clea says.

In this instance, the fight starts with the girls inside "close" range for their spells, and they get a surprise round on the party.

If at least one PC makes the Sense Motive check:

As Clea and Trillian close the gap between you, name(s) realises the gate guardian's help is not meant for you, but for them.

In this instance, the PCs who made the Sense Motive check may act in the surprise round, and the girls start the fight about 50 feet from the PCs.

Then, as they get close to you, Clea and Trillian cast spells, and the statue(s) charge you. "What a pity no-one can ever be trusted to keep a secret!" Clea says.

Those PCs carrying charms encounter their cursed side at this point; the charm reduces the PC's saving throws against spells from the charm's creator.

APL 2-4: -2 profane penalty.

APL 6-8: -4 profane penalty.

APL 10-12: -6 profane penalty.

APL 14: -8 profane penalty.

At APL 12 and 14, the girls can also use swift actions to speak a command word for their charm. It will glow, and the charm will inflict a penalty on the wearer's AC equal to the penalty to their saving throws.

Creatures: Due to the sub-optimal build of the schoolgirls (including the use of NPC class levels for story purposes), the EL for this encounter has been lowered by 1. Trillian and Clea are school-girls who have trained for courtly intrigue, not battle; they are probably in over their heads here! However, the high likelihood of surprise and that the PCs will be suffering penalties from the trap has increased the EL by 1, for a zero balance.

APL 2 (EL 4)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 1 of Syrul; hp 17; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 1; hp 11; see Appendix 1.

☛ **Small Animated Object:** hp 15; hardness 2; multiple legs (50ft. move); see *Monster Manual* pg 13.

APL 4 (EL 7)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 3 of Syrul; hp 31; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 3; hp 19; see Appendix 1.

☛ **Medium Animated Objects (2):** hp 34 each; hardness 2; legs (40ft. move); see *Monster Manual* pg 13.

APL 6 (EL 9)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 5 of Syrul; hp 45; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 5; hp 27; see Appendix 1.

☛ **Large Animated Objects (2):** hp 58 each; hardness 5; legs (40ft. move); see *Monster Manual* pg 13.

APL 8 (EL 11)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 7 of Syrul; hp 59; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 7; hp 43 (+14); see Appendix 1.

☛ **Shield Guardian:** hp 135; see *Monster Manual* pg 223.

APL 10 (EL 13)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 9 of Syrul; hp 73; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 9; hp 63 (+16); see Appendix 1.

☛ **Shield Guardians (2):** hp 135 each; see *Monster Manual* pg 223.

APL 12 (EL 15)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 9 of Syrul; hp 73; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 9; hp 63 (+16); see Appendix 1.

☛ **Shield Guardians (2):** hp 135 each; see *Monster Manual* pg 223.

☛ **Stone Golems (2):** hp 128 each; see *Monster Manual* pg 136.

APL 14 (EL 17)

☛ **Clea Jorbenheim:** female human aristocrat 1/cleric 9 of Syrul; hp 73; see Appendix 1.

☛ **Trillian Glidden:** female human aristocrat 1/sorceress 9; hp 63 (+16); see Appendix 1.

☛ **Shield Guardians (2):** hp 135 each; see *Monster Manual* pg 223.

☛ **Iron Golems (2):** hp 156 each; see *Monster Manual* pg 136.

(If the party have managed to expose and neutralise Trillian and/or Clea before going down to the basement, they can have this fight without the girl(s). The guardians will be activated by another member of the cult who does

not join in the fight against the PCs. Give full XP and treasure for this.)

Tactics:

Each girl will target at least one spell at the PC they gave their charm to, aiming to get the benefits from the resulting penalty on saving throws. (E.g. *Tasha's hideous laughter*, *charm person*, *confusion*. Clea can short her spells to *inflict wounds*. Trillian specializes in *Enchantment*.) Trillian may say to a *charmed* PC "Don't let anyone hurt me!"

However, the girls have very limited ability to deal lethal damage on their own. Once they've done what they can to take PCs out of the fight, they will put most of their effort into spells that enhance their mechanical ally or allies, and keeping themselves alive. If Trillian is dropped, Clea will devote her next action to trying to heal her (possibly also crying their surrender.) (If Trillian is subject to a killing blow, her Bonded Familiar will absorb the damage, as per Appendix 2.)

Once Clea and Trillian are reduced to $\frac{1}{4}$ hit points or less, they surrender (if only one girl is reduced that far, she'll drop prone in surrender while the other girl keeps fighting.) If Clea and Trillian's mechanical (and summoned) allies are gone, either or both girls will surrender at $\frac{1}{2}$ hit points.

If it is likely to be an issue, allow the PCs a DC 10 Wisdom check to realise that killing a schoolgirl is likely to be poorly regarded by almost everybody in Ratik, even if the PCs have evidence of bad behaviour. Remind the players that they are teenage school girls and that anybody hearing accusations against the girls will view them in that light ('ooh, attacked by school girls, that must have been dangerous...').

Treasure: The PCs can gain the following treasure here:

👑**APL 2:** Loot 7 gp; Magic 62 gp; *healing belt* (62 gp); Total 69 gp.

👑**APL 4:** Loot 32 gp; Coin 15 gp; Magic 149 gp *healing belt* (62 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp); Total 196 gp;

👑**APL 6:** Loot 32 gp; Coin 15 gp; Magic 415 gp *healing belt* (62 gp), *hellcat gauntlets* (266 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp); Total 462 gp;

👑**APL 8:** Loot 32 gp; Coin 15 gp; Magic 831 gp *healing belt* (62 gp), *hellcat gauntlets* (266 gp), *memento magica level 1* (125 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp), *ring of mystic healing* (291 gp); Total 878 gp;

👑**APL 10-14:** Loot 32 gp; Coin 15 gp; Magic 1830 gp *healing belt* (62 gp), *goggles of the golden sun* (333 gp), *hellcat gauntlets* (266 gp), *ioun stone (pink rhomboid)* (666 gp), *memento magica level 1* (125 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp), *ring of mystic healing* (291 gp); Total 1877 gp;

After the fight:

If the girls are captured and questioned, they lie through their teeth! Refer to Encounter 8D.

ENCOUNTER 8: WHAT NEXT?

At this stage the PCs get to make a few decisions about what they will do with the information already in their possession. Then they may choose to search for more information, and decide whether or not to pursue the Headmistress.

If the PCs pursue the Headmistress, they'll spend an extra TU, and get an extra AR; maximum rewards for this extra TU are half of normal. This extra part of the adventure is optional. If the players don't conclude that the Headmistress is a Bad Person, don't force it; they can miss out on the modest extra rewards.

If your players don't want to go on, or you're about out of time, you can jump straight to the "who do we tell what?" decisions, and from there go to the conclusion.

PCs can take the rest of the day to rest, recover, prepare different spells and question the students. However, the staff members in the cult (try to) sneak away from the school by dawn the day after the monsters appear.

8A: Talking to Schoolmistress Annabelle:

As soon as she is shown or told of evidence of the evil worship at the school, Annabelle gives the PCs full cooperation and assistance in solving any remaining mysteries.

If asked nicely, she does not resist spells to verify her trustworthiness, such as *zone of truth*, *detect thoughts*. She may also prepare and cast core spells at the PCs' request; she is a wizard of level APL + 1, and half her spell slots have been left open.

She shows the PCs the normal school records; these record who has studied at the school over the years of its operation. They do not record anything about the cult of Syrul. The present Lady Katharna Keth and Vionelle Glidden both appear in the graduation records.

If the PCs don't say anything to accuse the Headmistress of any wrong-doing, Annabelle will say "Fiona is so canny, I can't believe she would have missed this sort of activity for so many years!" She isn't accusing the Headmistress of anything, just wondering, but this may cause the players to think. If/when the players do suggest Headmistress involvement, if they don't suggest searching the Headmistress' rooms, Annabelle may put that idea to them.

If the Headmistress is exposed, Annabelle plans to take charge of the school if the Headmistress doesn't come back, or can be prevented from coming back. Annabelle decides to enlist a few allies from outside to help purify the school – among them, Sir Thassenden, senior cleric of Wenta.

In the event that the PCs reckon the Headmistress is involved in evil activities, but do not pursue her themselves, Annabelle asks the PCs to carry messages

back to Marner for her. Among other people, these messages call on Sir Thassenden for help.

8B: Enlisting Wendice Thassenden:

The PCs may have seen Wendice casting spells using a holy symbol of Wenta; this may be the most convincing evidence they have that anyone is trustworthy.

Wendice is only a low-level favoured soul. She doesn't know any useful spells here (apart from *cure light wounds*). She will vouch for Schoolmistress Annabelle. She says her dad is a senior cleric of Wenta and he checked Annabelle out very carefully. (Dad had crossed the Scarlet Brotherhood before. Headmistress Fiona knew, and sent Annabelle to represent the school; having Sir Thassenden's daughters there was good for the cult's cover.)

Wendice may also suggest that her dad could help sort the cultists out – if the party can get a message to him in Marner. (Sir Thassenden is a 9th level cleric of Wenta. If the PCs fetch him, assume enough telepathy magic is unloaded to reveal everything the remaining cultists know.)

8C: Investigating the headmistress' rooms.

If the PCs sneak in here without Annabelle's permission, she'll turn up and get most irate. As soon as they take Annabelle into their confidence, she'll settle down, and just make a few acid remarks from time to time.

The door is locked. It may be broken down, the lock picked (DC 25 Open Lock check), or Annabelle will take a 15 minute meditation to prepare a *knock* spell.

🔓 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The rooms are mostly fairly ordinary. There's a bed, bookshelves, writing desk, washbasin, wardrobe, mirror, etc. It is reasonable for the PCs to take 20 searching this area.

Search check results:

DC 15: There's a secret drawer in the writing desk. (Not trapped, not locked, contains notes on schoolgirls' indiscretions. Nothing about Syrul or scarlet brotherhood. Nothing about Rosanna. Trillian's first indiscretion is recorded. If PCs leak material from here, they'll get Trias' disfavour.)

DC 20: Some of the books in the bookshelves are in false covers. The text inside looks like prayers to Syrul & similar material for worship.

DC 22: There's a loose brick near the head of the bed. In the space behind it, there are a few foil sheets with writing on.

The foil sheets are written in Ignan. If the PCs have no way of reading it, they can get Annabelle to prepare and cast *comprehend languages*. Give the players Player's Handout 6.

8D: Questioning Trillian and/or Clea:

If captured and questioned, both girls lie to the PCs. (See below for their initial stories.) As followers of Syrul, they are experienced deceivers – they use enough of the truth to make their lies more believable. If one girl hears the others' story before being questioned, she adopts the same story herself.

In a convention slot, limit the amount of time the PCs spend questioning these girls. Remind them that they have the salamander (Rabius) to question. Cut to the next day if they have spells they want to try on the girls. In a real pinch, admit that the girls will keep lying and that Rabius won't.

Each girl cosies up to whichever male PC each approached in Encounter 4A, seeking their protection. Trillian will be very keen about this if the PCs tell or intend to tell Salyarista that Trillian was responsible for the damage to her gowns. Either girl may mention marriage to receptive PCs.

They seek protection, or freedom. They try everything they can do to avoid being brought to account for their actions (up to and including marrying one of the PCs as a protector). Other staff in the cult are on their side and connive at their escape if the girls are left without more trustworthy guards.

Trillian claims that a bard passing through the village put a *dominate person* on her and made her fight the PCs (and burn Salyarista's gowns. This is part of a Scarlet Brotherhood plot to get an agent into the Devonmeek household.) (Of course, how Trillian knows the intent, and why she's spilling the beans in the absence of something like a *protection from evil*, *resurgence*, or *dispel magic*, are holes in her story. She also can't account for Clea's presence.)

Clea invents a story whereby the Salamanders have threatened to kill her little sister (Merlai, junior school) if she doesn't protect the salamanders' secret chapel, and do other little jobs for the salamanders, like getting flammables, transcribing letters onto paper and posting them, and sometimes stealing jewellery for them. (Clea may forget that Merlai's only been at the school for two terms so far. Further, the PCs probably saw Clea using a holy symbol of Syrul, and possibly saw her using *inflict* spells.)

Both girls have chosen stories that do not blame the Headmistress or admit that younger girls or school staff are involved in the cult. This is at odds with any information the PCs may have gotten from the salamanders. The salamanders are the ones telling the truth.

Spells such as *detect thoughts* and *zone of truth* may help the PCs to determine the truth. Check Appendix 1 for the girls' saving throws. Check Appendix 6 when adjudicating divination spells.

Both girls know what the cult is for, and that Fiona, Celovia, and Clea's little sister Merlai are members. They cannot name any other members of the cult. (They will try not to name anyone anyway.) Only Trillian (and the

salamander Rabijs) knows about how Salyarista's gowns got burned.

If forced to admit worship of Syrul (e.g. *detect thoughts*), they'll tell the PCs there's no law against worshipping a different god some of the time.

If accused of furthering the Scarlet Brotherhood agenda, they will tell PCs that bringing such an allegation against them will get other nobles very upset. "It doesn't do to prosecute people of our status."

8E: Other students in the cult of Syrul:

The students who are members of the cult will lie low and try not to do anything to draw attention to themselves. However, the PCs may identify them, either with *detect evil* (at lower APLs, or after preventing Clea and Immin from renewing the *undetectable alignment* spells) or with other mentally intrusive magic. (See Appendix 6.) Merlai, Clea's little sister, is more likely to come to the PCs notice.

The younger girls know which staff members are part of the cult, and which girls in their grade are part of the cult. If they have a sister at the school, they know that their sister is part of the cult. They know that they are ultimately working towards the goals of the Scarlet Brotherhood.

These girls will do their best to deceive the PCs. They have Bluff modifiers of +6.

8F: Staff from the Cult of Syrul:

As soon as any staff member in the cult gets word of the discovered activities, they alert their fellow cultists and make a run for it. If the PCs avoid leaking information to them initially, the staff realize the problem when they try to hold a regular worship session the evening after the dance. They then all scarpers before dawn. (Several horses are stolen from the stables.)

If the PCs took either Trillian or Clea alive, and do not take care to keep their prisoner under constant guard by themselves or other trustworthy people, the girl(s) are freed by other cult staff and flee with them.

If the PCs successfully get hold of staff for questioning, refer to Appendix 4 for how to determine their saving throws. All the staff know who is in the cult and what the cult is about (training girls to be Scarlet Brotherhood agents and marrying them into positions of influence.)

8G: Decisions that the PCs must make:

What do they tell Salyarista about what happened to her ball gowns?

If they found Rosanna's note, what do they do about it? (Will they say anything to her? To Schoolmistress Annabelle? To Sir Trias?)

If they identified the Headmistress as a worshipper of Syrul, and/or an agent of the Scarlet Brotherhood, do they tell anyone? Who?

If either or both girls survived, What do they do with Trillian and Clea? Prosecute, protect, or release?

These decisions affect the favours the PCs get at the end of this module.

ENCOUNTER 9 (OPTIONAL): AHEAD OF THE HEADMISTRESS

In this encounter, the PCs confront Fiona Willimer, and retrieve information about her activities. This is an optional encounter.

The Headmistress is an accomplished spy-mistress with loyal cult members. Before attacking the PCs, Clea will use a *scroll of sending* to warn Fiona of what has happened. Fiona will use her divination magic to find out as much as she can about the PCs' intentions. GMs will need to use their discretion at this point to determine how much Fiona knows.

The most likely situation is that Fiona will have some idea of when and where the PCs will attack her, but little about their capabilities. In an effort to minimize the damage done to her cause and her cover, Fiona attempts to set an ambush for the PCs. She still hopes to cover up enough to remain useful to the Scarlet Brotherhood, and her best hope is that the PCs are carrying all the messages. Then if she can intercept those, she can go back to the school and try and plug other leaks. (This would be very bad for Annabelle's health, among other things.)

If the PCs can prevent Fiona learning about what has happened, or surprise her with their approach then they should easily capture her.

Creatures: Fiona, the Headmistress, and Celovia, her pupil and bodyguard, are returning to the school when they try to ambush the PCs. If Fiona is aware of the approaching PCs she will cast her divination spells to find out as much as possible, then will cast buff spells at the most appropriate time. GMs will need to use their discretion as to how effectively Fiona predicts the arrival time of the PCs.

APL 2 (EL 5)

🔮 **Fiona Willimer:** female human cleric 4 of Syrul; hp 28; see Appendix 1.

🔮 **Celovia Cormik:** female human fighter 2; hp 16; see Appendix 1.

APL 4 (EL 7)

🔮 **Fiona Willimer:** female human cleric 6 of Syrul; hp 42; see Appendix 1.

🔮 **Celovia Cormik:** female human fighter 4; hp 32; see Appendix 1.

APL 6 (EL 9)

🔮 **Fiona Willimer:** female human cleric 8 of Syrul; hp 56; see Appendix 1.

🔮 **Celovia Cormik:** female human fighter 6; hp 48; see Appendix 1.

APL 8 (EL 11)

✦ **Fiona Willimer:** female human cleric 10 of Syrul; hp 70; see Appendix 1.

✦ **Celovia Cormik:** female human fighter 6/exotic weapon master 2; hp 62; see Appendix 1.

APL 10 (EL 13)

✦ **Fiona Willimer:** female human cleric 10 of Syrul/contemplative of Syrul 2; hp 82 (+11); see Appendix 1.

✦ **Celovia Cormik:** female human fighter 7/exotic weapon master 3; hp 76 (+11); see Appendix 1.

APL 12 (EL 15)

✦ **Fiona Willimer:** female human cleric 10 of Syrul/contemplative of Syrul 4; hp 92 (+12); see Appendix 1.

✦ **Celovia Cormik:** female human fighter 9/exotic weapon master 3; hp 92 (+12); see Appendix 1.

APL 14 (EL 17)

✦ **Fiona Willimer:** female human cleric 10 of Syrul/contemplative of Syrul 6; hp 122 (+13); see Appendix 1.

✦ **Celovia Cormik:** female human fighter 11/exotic weapon master 3; hp 108 (+13); see Appendix 1.

Tactics: Fiona is an expert at misdirection. If possible (if she has time), she will find replacements for herself and Celovia and put them into the carriage they are travelling in. The carriage will be on the side of the road, fixing a 'broken wheel'. Fiona and Celovia will then wait out of sight (total cover, no spot check possible) for the PCs to reveal themselves, and ambush them.

At APLs 6 and above, Celovia starts by drinking her potion, before combat if possible. She then moves to put herself between Fiona and the PCs. She uses her trip ability as much as possible, then focuses on taking out one PC at a time. Note that she can get up from prone at APLs 10 and above due to her *boots of agile leaping*.

Fiona begins by casting any round-per-level buffs that will be useful, then casts offensive spells at the PCs or heals Celovia. She tries to keep out of melee combat.

The Headmistress' personal chest:

The chest is locked, and the key is made up of fifteen loose pieces of wood that Fiona is carrying. The PCs must solve a puzzle to get the chest open without setting off a trap. (If they don't solve the puzzle, they just get burned, although the lid still opens. The pieces could be correctly placed with a successful DC 20+APL Open Lock check. Alternatively, the trap can be disabled with a successful Disable Device check; see below for the DC.)

Trap: The trap is designed to destroy the evidence inside the case, and to give the bearer a little reminder of the occasion.

At APL 2 the trap really only affects the contents of the box, at all other APLs it affects those near the box also.

APL 2 (EL 1)

✦ **Prestidigitation Trap:** CR 1; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*prestidigitation*; 1st level wizard, 1 fire (to contents of box)); Search DC 25; Disable Device DC 25.

APL 4 (EL 2)

✦ **Burning Hands Trap:** CR 2; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*burning hands*, 2nd level wizard, 2d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 3)

✦ **Heightened (2nd level) Burning Hands Trap:** CR 3; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*burning hands*, 4th level wizard, 4d4 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

APL 8 (EL 4)

✦ **Fireball Trap:** CR 4; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*fireball*, 6th level wizard, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10 (EL 5)

✦ **Fireball Trap:** CR 5; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*fireball*, 8th level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12 (EL 6)

✦ **Fireball Trap:** CR 6; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*fireball*, 10th level wizard, 10d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 14 (EL 7)

✦ **Heightened (6th level) Fireball Trap:** CR 7; magic; touch trigger (opening box); no reset; puzzle bypass (see below); spell effect (*fireball*, 11th level wizard, 10d6 fire, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Puzzle:

The lid of the chest has fifteen words down the left side, and fifteen slots down the right hand side. In a bag on Fiona's body, there are fifteen T-shaped loose pieces of wood, with varying depths to the T. Each has one word on it. They may be fitted into the lid in any order – but only if they are ordered correctly will the lid open without the trap going off.

Give the PCs Player Handout 7. If they get stuck or ask for hints, allow the following skill checks. (In some

cases, if a PC has **any** ranks in a skill, they'll know the associated hint.)

DC 5 Intelligence check: The headmistress' name is Fiona Willimer.

DC 10 Knowledge (local – Core) check: The Scarlet Brotherhood is a rather nasty organization of humans of un-mixed Suel descent.

DC 10 Knowledge (Dungeoneering) or Knowledge (Architecture and Engineering): A hidden access way to another room is often termed a Secret Door.

DC 10 Profession (Tailor – or similar) check, or any ranks: Needlepoint is a particular style of embroidery. Most schoolgirl samplers are done in needlepoint.

DC 10 Profession (Cook – or similar) check, or any ranks: The long slender blade usually used to slice large lumps of cooked meat is called a Carving Knife.

DC 11 Knowledge (arcana): Trillian and Clea were supported by something that could be described as an Animated Statue.

DC 10 Craft (alchemy) check: The properties of Silver can be temporarily applied to a weapon using something called Silversheen.

Any ranks in Spellcraft: The study of Spellcraft is an art in itself.

DC 15 Knowledge (religion) check: The Headmistress is (or was) wearing the holy symbol of Syrul, also known as "The Forked Tongue," "Night Hag", or "Oathbreaker". (PCs who are Suel get a +2 bonus on this check; PCs who are members of the Scarlet Brotherhood get an additional +3 bonus.)

DC 20 Knowledge (religion) check: Two of Syrul's main accoutrements are a dagger called Small Lie and a rod called Harsh Truth.

DC 25 Knowledge (religion) check: Give the player the first page of Appendix 7, which details Syrul.

Words:

Left-hand word	Correct right-hand word
Gold	Dragon
Animated	Statue
Fiona	Willimer
Pureblooded	Suel
Carving	Knife
Night	Hag
Silver	Sheen
Needle	Point
Harsh	Truth
Spell	Craft
Fork	Tongue
Secret	Door
Holy	Symbol
Scarlet	Brotherhood

Small	Lie
-------	-----

Inside the chest are some encrypted instructions for Fiona, most of which make no sense even when decoded (it looks as though many unbreakable 'code phrases' are being used). The only evidence of worth in here is the name of a merchant and shipowner from Marner; Kenton Nordheim. While there is no direct evidence tying Kenton to the Scarlet Brotherhood, the Baronial Guard would be very grateful for this circumstantial evidence and the chance to investigate Kenton more closely.

Treasure: The PCs can gain the following treasure here:

👑**APL 2**: Loot 173 gp; Coin 10 gp; Magic 42 gp; shiftweave (42 gp); Total 225 gp.

👑**APL 4**: Loot 56 gp; Coin 10 gp; Magic 263 gp shiftweave (42 gp), +1 full plate (221 gp); Total 329 gp;

👑**APL 6**: Loot 56 gp; Coin 10 gp; Magic 409 gp shiftweave (42 gp), +1 glamored full plate (363 gp), potion of enlarge person (4 gp); Total 475 gp;

👑**APL 8**: Loot 172 gp; Coin 10 gp; Magic 492 gp shiftweave (42 gp), +1 glamored full plate (363 gp), potion of enlarge person (4 gp), cloak of elemental protection (83 gp); Total 674 gp;

👑**APL 10**: Loot 172 gp; Coin 10 gp; Magic 992 gp shiftweave (42 gp), +1 glamored full plate (363 gp), periapt of wisdom +2 (333 gp), potion of enlarge person (4 gp), cloak of elemental protection (83 gp), boots of agile leaping (50 gp), bracers of quick strike (117 gp); Total 1,174 gp;

👑**APL 12**: Loot 172 gp; Coin 10 gp; Magic 1,992 gp shiftweave (42 gp), +1 glamored full plate (363 gp), periapt of wisdom +4 (1,333 gp), potion of enlarge person (4 gp), cloak of elemental protection (83 gp), boots of agile leaping (50 gp), bracers of quick strike (117 gp); Total 2,174 gp;

👑**APL 14**: Loot 172 gp; Coin 10 gp; Magic 3,742 gp shiftweave (42 gp), +1 glamored full plate (363 gp), periapt of wisdom +4 (1,333 gp), potion of enlarge person (4 gp), cloak of elemental protection (83 gp), boots of agile leaping (50 gp), bracers of quick strike (117 gp), Gwaeron's belt (1,750 gp); Total 3,924 gp.

CONCLUSION

This conclusion comes in pieces depending what the PCs did. Most tables should get one piece from each of the four parts, but this may vary depending on PCs actions.

With the Loose Spellbook Pages AR item, note that bards, druids, clerics etc purchasing pages such as "alter fortune" can then learn those spells, as per Dispel Confusion Volume 2 number 3.

CONCLUSION PART 1: SALYARISTA'S GOWNS

Adapt or skip this box text if PCs approach Salyarista first.

Salyarista approaches you before you leave the school. "Did you solve the mystery? Who burned my ball gowns?"

PCs will get Salyarista's favour if:

- They conquered most of the salamanders with violence (Rabius is irrelevant) and they mention the salamanders involvement in the gown burning.
- or they blame Trillian for instigating the damage, and they defeated Trillian in Encounter 7.
- or they restored Salyarista's gowns from ashes using magic (*make whole* won't do, *limited wish* will, other spells might.)

PCs blame the Salamanders:

If the PCs blame the salamanders found in the basement, Salyarista will respond to their explanation approximately as follows:

"And you killed all the salamanders, right? Punished them thoroughly? I shall tell my father of the help you have been to me. Still, I can't imagine why a salamander would have targeted me, and my precious gowns. I'm not sure I'll ever really relax again."

Note that it is fairly likely that the PCs let Rabius run away. If they say as much, Salyarista may reply:

"I shall have to hunt him down myself. I shall look forward to it."

PCs blame Trillian (who is dead):

"That double-crossing, lying, evil bitch! She lent me a gown right after that, you know. What a deceptive creature! Thankyou for killing her for me – a pity I didn't get to torture her, though. I guess I'll just have to talk to Dad about things we can do to her family."

PCs blame Trillian (who is alive):

"That double-crossing, lying, evil bitch! She covered it up pretty well, lending me one of her gowns and stuff. I'll make her pay for what she did for me – she'll regret the deed for the rest of her life, which may not be very long."

Trillian will flee to the Scarlet Brotherhood, or beg PC protection. Salyarista will probably be reduced to harassing Vionelle Glidden.

PCs avoid saying anything:

"Well, you're pretty useless investigators, then, aren't you? Obviously you just don't understand how extremely important it is that the criminal be brought to book. I shall have to hire some people who are actually competent to get to the bottom of the matter."

CONCLUSION PART 2: NOBLE OR NOT?

If (some of) the PCs realised that some of the girls were up to ignoble behaviour in the bedroom, ask them whether they say anything to anyone; if so, who, and how. (Anything relating to Scarlet Brotherhood involvement or Syrul is covered elsewhere.) If one of the girls is marrying a PC, leave them out of these calculations.

If the PCs have at all times been discreet about bedroom activities of senior girls (or never realised there was anything to be discreet about), revealing information only within the party or to the girl concerned, they will get Lady Rosanna's favour and avoid the "Not Exactly Noble" AR Item.

If the PCs report bedroom matters discreetly to Schoolmistress Annabelle or Sir Trias, for any of the three girls (Rosanna, Trillian, Clea), they will not get Lady Rosanna's favour, and they will get the "Not Exactly Noble" AR item.

Noble Silence:

It comes as something of a surprise, soon after your visit to Fiona Willimer's Finishing School, to get a letter from Lady Abril, ruler of House Bresht. She writes that Lady Rosanna has spoken well of you. She offers to arrange to hold an item for you so you can buy it at a later date.

Incomplete Discretion:

Adapt one of the following examples to suit the manner in which the PCs made their revelations.

Talking to Trias in person about Rosanna:

"You have trodden my lady's name into the dirt, even if only to me. Did you have to shatter my illusions? Did you expect me to be pleased? Get out of my sight."

Talking to Annabelle in person about any of the senior girls' bedroom activities:

Annabelle simply nods quietly, with compressed lips, as you speak of what you observed.

A week later, you receive a letter from Sir Trias. It says "I'm told you revealed noblewomens' indiscretions to other people. Clearly you do not understand the essentials of noble behaviour. If you cannot keep your mouth completely shut, few people will trust you." Somehow, you think Trias is unlikely to want to see you again.

Complete Indiscretion:

Use this option if the PCs boasted, let stuff leak to other schoolgirls, ordinary school staff, villagers, or told Annabelle or Trias when others were around.

A few weeks after the dance at the school, Dame Brianne Cormik seeks you out, in front of a large group of other people. "You've spoken ill of a noblewoman," she says, loudly. "Defend yourself!" Within short order, it has become impossible to refuse; you find yourself being handed a jousting lance. Perhaps you should be grateful that both it and the one Dame Brianne is preparing lack the vicious metal tip of the duelling lance.

Dame Brianne has brought spare armour and horses – it will be a fair fight, but the PC is almost undoubtedly about to get knocked out. If you have time, roll the dice for the joust and try to scare the player.

These PCs get the "Not Exactly Noble" AR item. They are **not** popular around Sir Trias' house (Abonhoth). (They also will not get Lady Rosanna's favour.)

CONCLUSION PART 3: TRILLIAN AND CLEA?

One or both girls perished:

Two weeks after the dance at Fiona Willimer's Finishing School, you hear a bard talking of a new song he's just learned. He plucks at his harp and launches into the song, titled "The Would-be Heroes and the School-girls."

Although little of the story resembles the events so recently passed, the song describes you and your companions fairly clearly, and is quite nasty about you having fought mere school girls and killed them.

In this case the PCs get the "Pick on someone your own size" AR item.

One or both girls prosecuted:

Adapt this box text according to whether both girls are prosecuted or only one.

The trial is successful, and (Trillian Glidden and/or Clea Jorbenheim) is/are found guilty of conspiring with the Scarlet Brotherhood to reduce the sovereignty of Ratik. Due to the age of the girl(s), she/they are sentenced to be banished from Ratik for a period of 12 months.

However, after the days spent in the law courts, your ribs and toes are sore. You've been bumped into, knocked by parasols, stumbled over discarded shoes that hadn't been under your feet moments before, and generally been subtly harassed.

In this case, the PCs get the "Whistleblowers" AR item.

Both girls freed/escaped:

This outcome is also appropriate if one girl flees and the other marries; but in that case, adapt the box text.

Trillian and Clea never reappear at the school. Apparently they've left the country.

If this outcome is obtained, for **either** girl, and that girl was accepted in Encounter 4A, give the accepting PC the "Dance to Remember" AR item. (If Octavia or Juniva were seduced, insert their name in that AR item.)

Wedding:

Use this when a PC declared (or re-affirmed) their intention/desire to marry Trillian or Clea, after the fight in Encounter 7. In this instance, the girl accepts, hoping to protect her reputation and conceal her evil deeds from the world. That PC gets the "Noble Wife" AR item.

Adapt the following box text if the player is decisive about what they want from their PCs' wedding, or if the marriage does not follow the girl being accepted in Encounter 4A.

Four weeks after the dance at Fiona Willimer's finishing school, (PC's name) and (Trillian Glidden/Clea Jorbenheim) are married, in a short ceremony at a small church in Marner.

The bride has a quiet word with her new husband – and he may then find himself wondering, does he dare trust the raising of his child to his wife?

CONCLUSION PART 4: FATE OF THE HEADMISTRESS

In order to get the AR item "Enemy of a Scarlet Enemy", the party must both realise that Headmistress Fiona Willimer is (at least probably) involved in the "Cult of Syrul" activity (and/or Scarlet Brotherhood activity) and go and confront her successfully.

No Suspensions:

Use this conclusion text if the PCs never suspect the Headmistress of evil doings, or if they do suspect but neither bring her down themselves nor tell anyone else about it.

A few weeks after visiting Fiona Willimer's Finishing School, you receive a letter from Sir Thassenden, cleric of Wenta, asking whether you've been ill. Apparently a disease struck the school just days after you left – among the dead are Schoolmistress Annabelle, and young Wendice Thassenden. Headmistress Fiona has survived.

In this instance, the PCs do **not** get the Schoolmistress' Help favour; Annabelle is not alive to give it! They still get the "Loose Spellbook Pages."

No time for Pursuit:

Adapt this box text if PCs didn't take Annabelle into their confidence, but did tell other non-cult sources that there was a problem at the school.

You deliver Annabelle's letters in Marner without incident. Sir Thassenden, senior cleric of Wenta and father to two girls at the school, calls in some favours and sets out for the school within the hour.

Two weeks later, you hear that Headmistress Fiona was captured and executed as a Scarlet Brotherhood spy. The school is renamed Annabelle Rincanton's Academy for Young Ladies, and Annabelle is advertising for new staff.

In this instance, the PCs get the Schoolmistress' Help favour, so long as they also got the salamanders out of the basement somehow.

Successful Pursuit:

Adapt this box text (to mention questioning, trial and execution) if the party took Fiona or Celovia alive. If Fiona and/or Celovia are already dead, adjust the following text to reflect the scattering of Fiona's ashes (to prevent resurrection) and the raising of Celovia, followed by her banishment.

Celovia's straight-laced and shocked family will be horrified by her actions and will try and hush up the incident. As a result, if the PCs killed Celovia, they do NOT receive the 'Pick on someone your own size' AR item as for Trillian and Clea above.

Between the papers found in former Headmistress Fiona's rooms, your testimony, and the evidence found in the Chapel to Syrul, a court hearing finds that Fiona and Celovia were Scarlet Brotherhood spies, as well as worshippers of the evil deity Syrul.

Following a hearing of the evidence, Fiona is executed, her body is burned to fine ashes, and a cleric of Xerbo scatters the ashes widely into the sea during a long voyage. Celovia, due to her age, is banished from Ratik for a period of 12 months.

(The purpose of this careful disposal is to make raise dead and resurrection spells impossible.)

Should the PCs kill Celovia (and not any of the schoolgirls) advise them that it is unusual that killing a noblewoman has not ended up with them stirring up concern amongst the noble class. Obviously someone is watching out for them.

This is the only instance in which the PCs get the "Enemy of a Scarlet Enemy" AR item, on the supplementary AR. They also get the Favour of the Archbaroness.

In this instance, the PCs also get the Schoolmistress' Help favour, so long as they also got the Salamanders out of the basement somehow.

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 2: Earning your Hire

Kill or drive off all bandits

APL 2	90 XP
(This encounter doesn't occur at higher APLs.)	

Encounter 5: Horror in the Hypocaust

Defeat all salamanders, or persuade them to leave

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 6: Going to the Chapel

Disable or activate trap

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 7: Keeping the Secret

Defeat or subdue Trillian and Clea

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Story Award

Questioning Rabius:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

Total possible experience (main AR):

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

Bonus AR:

Encounter 9: Ahead of the Headmistress

Defeat or subdue Fiona and Celovia

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Open Fiona's chest

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP
APL 14	210 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP
APL 14	180 XP

Total possible experience (supplementary AR):

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	567 XP
APL 10	675 XP
APL 12	787 XP
APL 14	900 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.

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

Encounter 1: A Tourney in Marner

APL 2: Coin 20 gp; Total 20 gp.

APL 4: Coin 40 gp; Total 40 gp.

APL 6: Coin 60 gp; Total 60 gp.

APL 8: Coin 80 gp; Total 80 gp.

APL 10: Coin 100 gp; Total 100 gp.

APL 12: Coin 120 gp; Total 120 gp.

APL 14: Coin 140 gp; Total 140 gp.

Encounter 2: Earning Your Hire

APL 2: Loot 12 gp; Coin 1 gp; Magic 37 gp; 3 *potions of cure light wounds* (4 gp each), *potion of invisibility* (25 gp); Total 50 gp.

Encounter 4: Blowing Hot and Cold

All APLs: Magic 49 gp Loose spellbook pages, *stand* (8 gp), *insight of good fortune* (16 gp), *alter fortune* (25 gp); Total 49 gp

Encounter 6: Going to the Chapel

APL 2: Coin 5 gp; Magic 404 gp *potion of tongues* (62 gp), *rod of extend (lesser)* (250 gp), *eternal wand of cure light wounds* (68 gp), *scroll of close wounds* (12 gp), *scroll of lesser restoration* (12 gp); Total 409 gp

APL 4-10: Coin 5 gp; Magic 520 gp *potion of tongues* (62 gp), *rod of extend (lesser)* (250 gp), *eternal wand of cure light wounds* (68 gp), *rod of sliding* (116 gp), *scroll of close wounds* (12 gp), *scroll of lesser restoration* (12 gp); Total 525 gp

APL 12: Coin 5 gp; Magic 1602 gp *potion of tongues* (62 gp), *rod of extend (lesser)* (250 gp), *eternal wand of cure light wounds* (68 gp), *rod of sliding* (116 gp), *scroll of close wounds* (12 gp), *scroll of lesser restoration* (12 gp), *ioun stone (incandescent blue sphere)* (666 gp), *diamond skin decanter* (416 gp); Total 1607 gp

APL 14: Coin 5 gp; Magic 5110 gp *potion of tongues* (62 gp), *rod of extend (lesser)* (250 gp), *eternal wand of cure light wounds* (68 gp), *rod of sliding* (116 gp), *scroll of close wounds* (12 gp), *scroll of lesser restoration* (12 gp), *ioun stone (incandescent blue sphere)* (666 gp), *diamond skin decanter* (416 gp), *ioun stone (pale green prism)* (2500 gp), *dove's harp* (1008 gp); Total 5115 gp

Encounter 7: Keeping the Secret

APL 2: Loot 32 gp; Coin 5 gp; Magic 62 gp *healing belt* (62 gp); Total 99 gp;

APL 4: Loot 32 gp; Coin 15 gp; Magic 149 gp *healing belt* (62 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp); Total 196 gp;

APL 6: Loot 32 gp; Coin 15 gp; Magic 415 gp *healing belt* (62 gp), *hellcat gauntlets* (266 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp); Total 462 gp;

APL 8: Loot 32 gp; Coin 15 gp; Magic 831 gp *healing belt* (62 gp), *hellcat gauntlets* (266 gp), *memento magica level 1* (125 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp), *ring of mystic healing* (291 gp); Total 878 gp;

APL 10-14: Loot 32 gp; Coin 15 gp; Magic 1830 gp *healing belt* (62 gp), *goggles of the golden sun* (333 gp), *hellcat gauntlets* (266 gp), *ioun stone (pink rhomboid)* (666 gp), *memento magica level 1* (125 gp), *pearl of power level 1* (83 gp), *potion of cure light wounds* (4 gp), *ring of mystic healing* (291 gp); Total 1877 gp;

Total Possible Treasure

The PCs are relatively likely to have used the *potion of tongues* (62 gp), and at APL 2 may well have used the *potion of invisibility* (25 gp).

APL 2: Loot: 44 gp; Coin: 31 gp; Magic: 557 gp; Total: 632 gp

APL 4: Loot: 32 gp; Coin: 60 gp; Magic: 718 gp; Total: 810 gp

APL 6: Loot: 32 gp; Coin: 80 gp; Magic: 984 gp; Total: 1096 gp

APL 8: Loot: 32 gp; Coin: 100 gp; Magic: 1400 gp; Total: 1532 gp

APL 10: Loot: 32 gp; Coin: 120 gp; Magic: 2399 gp; Total: 2551 gp

APL 12: Loot: 32 gp; Coin: 140 gp; Magic: 3481 gp; Total: 3653 gp

APL 14: Loot: 32 gp; Coin: 160 gp; Magic: 6989 gp; Total: 7181 gp

Bonus AR

Encounter 9: Ahead of the Headmistress

APL 2: Loot 173 gp; Coin 10 gp; Magic 42 gp; *shiftweave* (42 gp); Total 225 gp.

APL 4: Loot 56 gp; Coin 10 gp; Magic 263 gp *shiftweave* (42 gp), +1 *full plate* (221 gp); Total 329 gp;

APL 6: Loot 56 gp; Coin 10 gp; Magic 409 gp *shiftweave* (42 gp), +1 *glamored full plate* (363 gp), *potion of enlarge person* (4 gp); Total 475 gp;

APL 8: Loot 172 gp; Coin 10 gp; Magic 492 gp *shiftweave* (42 gp), +1 *glamored full plate* (363 gp), *potion of enlarge person* (4 gp), *cloak of elemental protection* (83 gp); Total 674 gp;

APL 10: Loot 172 gp; Coin 10 gp; Magic 992 gp *shiftweave* (42 gp), +1 *glamored full plate* (363 gp), *periapt of wisdom +2* (333 gp), *potion of enlarge person* (4 gp), *cloak of elemental protection* (83 gp), *boots of agile leaping* (50 gp), *bracers of quick strike* (117 gp); Total 1,174 gp;

APL 12: Loot 172 gp; Coin 10 gp; Magic 1,992 gp *shiftweave* (42 gp), +1 *glamored full plate* (363 gp), *periapt of wisdom +4* (1,333 gp), *potion of enlarge person* (4 gp), *cloak of elemental protection* (83 gp), *boots of agile leaping* (50 gp), *bracers of quick strike* (117 gp); Total 2,174 gp;

APL 12: Loot 172 gp; Coin 10 gp; Magic 3,742 gp *shiftweave* (42 gp), +1 *glamored full plate* (363 gp), *periapt of wisdom +4* (1,333 gp), *potion of enlarge person* (4 gp), *cloak of elemental protection* (83 gp), *boots of agile leaping* (50 gp), *bracers of quick strike* (117 gp), *Gwaeron's belt* (1,750 gp); Total 3,924 gp.

Total Possible Treasure

APL 2: Loot 173 gp; Coin 10 gp; Magic 42 gp; Total 225 gp.

APL 4: Loot 56 gp; Coin 10 gp; Magic 263 gp; Total 329 gp;

APL 6: Loot 56 gp; Coin 10 gp; Magic 409 gp; Total 475 gp;

APL 8: Loot 172 gp; Coin 10 gp; Magic 492 gp; Total 674 gp;

APL 10: Loot 172 gp; Coin 10 gp; Magic 992 gp; Total 1,174 gp;

APL 12: Loot 172 gp; Coin 10 gp; Magic 1,992 gp; Total 2,174 gp;

APL 12: Loot 172 gp; Coin 10 gp; Magic 3,742 gp; Total 3,924 gp.

Special

🐾 **Joust Score:** You have unhorsed (0) (1) (2) (3) (4) (5) (6) (7) (circle one) opponents with the lance at the

Marner Tourney of Ready'reat 597 CY. Keep track of this honour as you work towards your knighthood.

In addition, if you unhorsed 4 or more opponents, you gain access to the *charging* weapon upgrade.

🐾 **Favour of Salyarista Devonmeek:** You have exposed the vandal who burned Salyarista's ball gowns. Salyarista offers to arrange someone to upgrade a weapon with *harmonizing*, *sacred* or *shadowstrike* for you. You must still pay normal market price for upgrading the weapon. Until this favour is used, you gain one Influence Point with House Devonmeek.

🐾 **Favour of Lady Rosanna:** Although she will not admit to the details, Rosanna has described you to other ladies of her house as discreet and noble. Lady Abril will keep one item you've found in this adventure, for you to purchase from her at a later date. Before playing your next adventure, circle one item you have adventure access to from this AR; that item becomes regional access.

🐾 **Not Exactly Noble:** Sir Trias took poorly to information you shared with him, and has spoken of your lack of nobility to others of his house. You gain one infamy point with House Abonhoth. This favour can be neutralised by expending one influence point with House Abonhoth.

🐾 **A Dance to Remember:** Trillian Glidden/Clea Jorbenheim will never forget you. You may never find out why.

👑 **A Noble Wife:** You have taken Trillian Glidden/Clea Jorbenheim as your wife. Do you trust her?

🐾 **Whistleblowers aren't much liked:** Since your prosecution of two under-age nobles, you find yourself unpopular in Ratikan society. You now have a -2 penalty on all skill checks for social interactions with all noble Ratikans.

🐾 **Pick on someone your own size!:** Word of the death of a noble schoolgirl at your hands has spread. You have a -6 penalty to all skill checks for social interactions in Ratik, may not participate in tourney and can never be knighted in Ratik.

🐾 **Loose Spellbook Pages:** You have loose pages from a wizard's spellbook, covering the following spells: *alter fortune*, *insight of good fortune*, *stand* (PHII).

🐾 **Schoolmistress' help:** Annabella Rincanton appreciates you clearing out monsters from her school basement. In return, she will (choose one):

Permit you to copy or learn core spells from her spellbook, any time you're adventuring in Ratik.

Show you how to craft a pearl of power or a memento magica of one level up to APL/2. (You must still pay normal costs and meet normal prerequisites to craft

the item.) Write the item chosen here: _____ □
 Upgrade one stat-boosting item for you at 75% of normal market price. She will upgrade the item from +2 to +4 (APL 2-8), or +4 to +6 (APL 10-14).

Special – Bonus AR

☛ **Enemy of a Scarlet Enemy:** Your actions in bringing down an agent of the Scarlet Brotherhood have been noted. An agent of the crown has discreetly approached you and advised you of channels through which you can now purchase: *deathstrike bracers*, *anklet of translocation*, *a ring of mystic defiance*, *a ring of mystic healing*, or *hellcat gauntlets*. (All MIC)

☛ **Favour of the Archbaroness:** The Archbaroness appreciates your efforts in foiling the plans of the Scarlet Brotherhood. This favour can be used to improve your affiliation score with any one meta-org associated with the crown or any of the Houses of Ratik.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Metamagic rod of extend, lesser* (Adventure; DMG)
- *Eternal wand of cure light wounds* (Adventure; CL 1st; Magic Item Compendium, 820 gp)
- *Scroll of close wounds* (Adventure; Spell Compendium)
- *Healing belt* (Adventure; CL 3rd; Magic Item Compendium, 750 gp)

APL 4 (all of APL 2 plus the following):

- *Pearl of power level 1* (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Hellcat Gauntlets* (Adventure, CL 7th; Magic Item Compendium, 3,200 gp)

APL 8 (all of APLs 2-6 plus the following):

- *Memento magica level 1* (Adventure, CL 17th; Magic Item Compendium, 1,500 gp)
- *Ring of mystic healing* (Adventure, CL 5th; Magic Item Compendium, 3,500 gp)

APL 10 (all of APLs 2-8 plus the following):

- *Goggles of the golden sun* (Adventure, CL 5th; Magic Item Compendium, 4,000 gp)
- *Ioun Stone (pink rhomboid)* (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following):

- *Diamondskin decanter* (Adventure, CL 7th; Magic Item Compendium, 5,000 gp)
- *Ioun stone (incandescent blue sphere)* (Adventure, DMG)

APL 14 (all of APLs 2-12 plus the following):

- *Dove's harp* (Adventure, CL 9th; Magic Item Compendium, 12,100 gp)
- *Ioun stone (pale green prism)* (Adventure, DMG)

ITEMS FOR THE BONUS ADVENTURE RECORD

Item Access

APLs 2-4:

- *Shiftweave* (Adventure; CL 3rd; Magic Item Compendium; 500 gp)

APL 6 (all of APLs 2-4 plus the following):

- *+1 Glamored Full Plate* (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Cloak of Elemental Protection* (Adventure, CL 4th; Magic Item Compendium; 1,000 gp)

APL 10-12 (all of APLs 2-8 plus the following):

- *Boots of Agile Leaping* (Adventure, CL 3rd; Magic Item Compendium; 600 gp)
- *Bracers of Quick Strike* (Adventure, CL 5th; Magic Item Compendium; 1,400 gp)

APL 14 (all of APLs 2-12 plus the following):

- *Gwaeron's Belt* (Adventure, CL 15th; Magic Item Compendium; 21,000 gp)

APPENDIX 1: ALL APLS

1: THE GRAND TOURNEY

GM Note: The following stat blocks have been adjusted to allow for all relevant conditions for the joust, and include the modifiers for all relevant feats. Due to the adjusted Armour Class for all competitors, and the lack of magic, all competing knights are assumed to be using full Power Attack on every attack. This has also been included in the stat blocks., as have any marshal auras. As stated in the encounter, it is assumed that the heralds will inspire the crowd, so the effect of +1 *inspire courage* has also been included for all competitors.

DAME BRIANNE CORMIK **CR 11**
Female human marshal 1/fighter 8/cavalier 2
NG Medium humanoid (human - oeridian)
Init +0; **Senses** Listen +4, Spot +4
Languages Common, Ancient Suel, Old Oeridian, Dwarven

AC 18, touch 10, flat-footed 20
(+0 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)
hp 104 (11 HD);
Fort +13, **Ref** +2, **Will** +7

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee jousting lance +13 (3d8+57/19-20 x3) or; jousting lance (deadly charge) +13 (4d8+76/19-20 x3) or; mw longsword +16/+11 (1d8+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +12
Attack Options Power Attack, Ride-by-attack, Spirited charge
Special Actions Minor aura: Over the top.
Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

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

Feats Mounted Combat, Ride by Attack, Skill Focus (diplomacy), Spirited Charge, Weapon Focus (lance), Power Attack, Cleave, Weapon Specialization (lance), Weapon Focus (longsword), Improved Critical (lance), Greater Weapon Focus (lance)
Skills Diplomacy +15, Handle Animal +8, Intimidate +10, Knowledge (nobility and royalty) +8, Knowledge (local - nmr) +5, Knowledge (history) +5, Listen +3, Ride +18, Speak Language - Old Oeridian, Dwarven, Spot +3
Possessions combat gear
Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.
Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates

another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Over the Top: Bonus on damage rolls when charging.

Deadly Charge (Ex): When mounted and charging, may declare a deadly charge, dealing triple damage with a melee weapon or quadruple damage with a lance (does not stack with spirited charge).

Mounted Weapon Bonus - lance (Ex): +1 competence bonus to hit with a lance while mounted.

Mounted Weapon Bonus - sword (Ex): +1 competence bonus to hit with a sword while mounted.

SIR CADMAEL LE ROI **CR 9**
Male human marshal 4/fighter 5
NG Medium humanoid (human - flan)
Init +0; **Senses** Listen +4, Spot +4
Languages Common, Flan, Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc

AC 18, touch 10, flat-footed 20
(+0 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)
hp 86 (9 HD);
Fort +10, **Ref** +2, **Will** +4

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee jousting lance +11 (3d8+48/19-20 x3) or; mw longsword +11/+6 (1d8+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +10
Attack Options Power Attack, Ride-by-attack, Spirited charge

Special Actions Minor auras: Master of tactics, over the top. Major aura: Motivate attack; grant move action 1/day.

Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

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

Feats Mounted Combat, Ride by Attack, Skill Focus (diplomacy), Spirited Charge, Weapon Focus (lance), Power Attack, Cleave, Weapon Specialization (lance), Improved Critical (lance)**Skills** Bluff +8, Diplomacy +22, Handle Animal +8, Intimidate +10, Knowledge (nobility and royalty) +6, Knowledge (local - nmr) +2, Knowledge (religion) +2, Listen +3, Ride +14, Sense Motive +4, Speak Language - Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc, Spot +3**Possessions** combat gear

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Master of Tactics: Bonus on damage rolls when flanking.

Over the Top: Bonus on damage rolls when charging.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

Motivate Attack: Bonus on melee attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

SIR TRIAS OF ABONHOTH

CR 7

Male human marshal 1/paladin 6

LG Medium humanoid (human - suel)

Init +0; **Senses** Listen +3, Spot +3

Aura Strong good, aura of courage

Languages Common, Ancient Suel, Cold Tongue

AC 17, touch 9, flat-footed 19

(-1 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)

hp 55 (7 HD);

Immune Fear, disease

Fort +11, **Ref** +4, **Will** +8

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

Melee jousting lance +9 (3d8+27/x3) or;
mw longsword +9/+4 (1d8+2/19-20)

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

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

Attack Options Power Attack, Ride-by-attack, Spirited charge, Smite Evil 2/day (+3 hit/+6 dam), Turn Undead (4th level), Spells

Special Actions Minor aura: Over the top., *detect evil*, lay on hands (18 hp/day), *remove disease* 1/week

Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

Paladin Spells Prepared (CL 3rd):

1st—*bless weapon*, *cure light wounds*

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 16

Feats Mounted Combat, Ride by Attack, Skill Focus (diplomacy), Spirited Charge, Power Attack**Skills** Diplomacy +20, Knowledge (nobility and royalty) +5, Knowledge (religion) +2, Listen +3, Ride +9, Sense Motive +6, Speak Language - Ancient Suel, Cold Tongue, Spot +3**Possessions** combat gear

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The

marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Over the Top: Bonus on damage rolls when charging.

SIR VARTHAS OF DEVONMEEK	CR 7	
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Male human aristocrat 1/fighter 6
NG Medium humanoid (human – various)
Init +1; **Senses** Listen -1, Spot -1
Languages Common, Cold Tongue, Dwarven, Flan or Ancient Suel

AC 23, touch 11, flat-footed 24
(+1 Dex, +11 battle plate, +3 heavy wooden shield, -2 charging)
hp 62 (7 HD);
Fort +7, **Ref** +3, **Will** +3

Speed 20 ft. in battle armor (4 squares), base movement 30 ft.;
Melee jousting lance +10 (3d8+30/x3) or;
mw longsword +10/+5 (1d8+3/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Attack Options Power attack, ride-by attack, spirited charge.
Combat Gear jousting lances, mw longsword, mw battle plate, heavy wooden shield, barded heavy warhorse, tack and saddle

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 13
Feats Power Attack, Exotic Armour Proficiency (battle plate), Mounted Combat, Ride-by Attack, Spirited Charge, Heavy Armour Optimization, Greater

Heavy Armour Optimization, Shield Specialization (heavy)

Skills Diplomacy +5, Handle Animal +8, Intimidate +11, Knowledge (nobility and royalty) +2, Knowledge (local - nmr) +2, Ride +13, Speak Language - Ancient Suel or Flan, Cold Tongue, Dwarven

Possessions combat gear

SIR ANTON MOREL	CR 6	
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Male human knight 6
LG Medium humanoid (human – suel)
Init +1; **Senses** Listen -1, Spot -1
Languages Common, Cold Tongue

AC 20, touch 11, flat-footed 21
(+1 Dex, +8 full plate, +3 heavy wooden shield, -2 charging)
hp 60 (6 HD);
Fort +4, **Ref** +3, **Will** +4

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee jousting lance +9 (3d8+27/x3) or;
mw longsword +9/+4 (1d8+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Attack Options Power attack, ride-by attack, spirited charge, knight's challenge +1, shield block +1, bulwark of defense, test of mettle, vigilant defender, shield ally.
Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 16
Feats Power Attack, Cleave, Mounted Combat, Ride-by Attack, Spirited Charge, Leadership,
Skills Handle Animal +9, Intimidate +11, Knowledge (nobility and royalty) +4, Ride +12, Speak Language – Cold Tongue
Possessions combat gear plus +2 *cloak of charisma*, plus magical combat gear for when not at tournament

VASSEL KNIGHT	CR 7	
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Male human aristocrat 1/fighter 6
NG Medium humanoid (human – various)
Init +1; **Senses** Listen -1, Spot -1
Languages Common, Cold Tongue, Dwarven, Flan or Ancient Suel

AC 19, touch 11, flat-footed 20
(+1 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)
hp 62 (7 HD);
Fort +7, **Ref** +3, **Will** +3

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee jousting lance +11 (3d8+36/x3) or;
mw longsword +11/+6 (1d8+3/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Attack Options Power attack, ride-by attack, spirited charge.

Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 13

Feats Power Attack, Cleave, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (longsword)

Skills Diplomacy +5, Handle Animal +8, Intimidate +11, Knowledge (nobility and royalty) +2, Knowledge (local - nmr) +2, Ride +13, Speak Language - Ancient Suel or Flan, Cold Tongue, Dwarven

Possessions combat gear

HOUSEHOLD KNIGHT CR 5

Male human aristocrat 1/fighter 4

NG Medium humanoid (human – various)

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

Languages Common, Cold Tongue, Dwarven, Flan or Ancient Suel

AC 19, touch 11, flat-footed 20

(+1 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)

hp 44 (5 HD);

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

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

Melee jousting lance +11 (3d8+24/x3) or; mw longsword +8 (1d8+3/19-20)

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

Base Atk +4; **Grp** +7

Attack Options Power attack, ride-by attack, spirited charge.

Combat Gear jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 13

Feats Power Attack, Cleave, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (lance)

Skills Diplomacy +5, Handle Animal +6, Intimidate +9, Knowledge (nobility and royalty) +2, Knowledge (local - nmr) +2, Ride +11, Speak Language - Ancient Suel or Flan, Cold Tongue, Dwarven

Possessions combat gear

MOUNTED SERGEANT-AT-ARMS CR 2

Male human warrior 3

N Medium humanoid (human – various)

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

Languages Common, Cold Tongue

AC 16, touch 10, flat-footed 18

(+0 Dex, +6 splint mail, +2 heavy wooden shield, -2 charging)

hp 21 (3d8+3 HD);

Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee jousting lance +10 (3d8+3/x3) or; longsword +4 (1d8+1/19-20)

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

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

Attack Options Power attack, ride-by attack, spirited charge.

Combat Gear jousting lances, longsword, splint mail, heavy wooden shield, barded heavy warhorse, tack and saddle

Abilities Str 13, Dex 10, Con 12, Int 11, Wis 8, Cha 9

Feats Mounted Combat, Ride-by Attack, Spirited Charge

Skills Handle Animal +4, Intimidate +4, Ride +8, Speak Language - Cold Tongue

Possessions combat gear

2: EARNING YOU PAY**BANDIT****CR 1**

Male human warrior 2

NE Medium humanoid (human – Suel)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 17 (2 HD)**Fort** +4, **Ref** +2, **Will** +1**Speed** 30 ft. in leather armour (6 squares), base movement 30 ft.;**Melee** club +4 (1d6+2)**Ranged** light crossbow +4 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options****Combat Gear** leather armour, light crossbow, 10 bolts, club, dagger, *potion of cure light wounds***Abilities** Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8**Feats** Point Blank Shot, Toughness**Skills** Climb +7, Intimidate +4, Jump +7 **Possessions** combat gear + 2gp; leader has a *potion of invisibility***6: GOING TO THE CHAPEL****WENDICE THASSENDEN****CR 2**

Female human aristocrat 1/favoured soul 1 of Wenta

CG Medium humanoid (human – Oeridian)

Init +0; **Senses** Listen +2, Spot +2**Languages** Common, Oeridian**AC** 10, touch 10, flat-footed 10

(+0 Dex, +0 armor)

hp 14 (2 HD)**Fort** +3, **Ref** +2, **Will** +6**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger -1 (1d4-1)**Ranged** dagger +0 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** -1**Atk Options** Spells**Combat Gear** dagger, spell component pouch**Favoured Soul Spells Known** (CL 1st):1st (4/day)—*cure light wounds, endure elements, protection from evil*0 (5/day)—*create water, cure minor wounds, detect poison, guidance*

{ Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 14, Cha 15**Feats** Negotiator, Eschew Materials **Skills** Diplomacy +8, Gather Information +6, Handle Animal +6, Heal +8, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Perform (dance) +4, Perform (sing) +4, Sense Motive +8**Possessions** combat gear plus healer's kit**7: KEEPING THE SECRET****CLEA JORBENHEIM****CR 2**

Female human aristocrat 1/cleric 1 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +2, Spot +2**Aura** Faint Evil**Languages** Common, Suel**AC** 10, touch 10, flat-footed 10

(+0 Dex, +0 armor)

hp 17 (2 HD)**Fort** +3, **Ref** +0, **Will** +6**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger -1 (1d4-1)**Ranged** light crossbow +0 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** -1**Atk Options** Spells, rebuke undead, activating *healing belt* (see Appendix I2)**Combat Gear** light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt***Cleric Spells Prepared** (CL 1st):1st—*bless, cure light wounds, disguise self*^P0—*detect magic, detect poison, purify food and drink***D:** Domain spell. Deity: Syrul. Domains: Knowledge, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14**Feats** Skill Focus (bluff), Toughness**Skills** Bluff +10, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +4, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +3 **Possessions** combat gear plus *healing belt*, 15 gp**TRILLIAN GLIDDEN****CR 2**

Female human aristocrat 1/sorcerer 1

CE Medium humanoid (human – Suel)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Suel**AC** 12, touch 12, flat-footed 10

(+2 Dex, +0 armor)

hp 11 (2 HD)**Fort** +1, **Ref** +2, **Will** +4**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger -1 (1d4-1)**Ranged** masterwork light crossbow +3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** -1**Atk Options** Spells**Combat Gear** masterwork light crossbow, 10 bolts, dagger, spell component pouch**Sorcerer Spells Known** (CL 1st):

1st (4/day)—*charm person, ray of enfeeblement*
0 (5/day)—*acid splash, detect poison, detect magic, prestidigitation*

‡ Already cast

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15

SQ Summon familiar (snake)

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness

Skills Bluff +10, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +6, Spellcraft +3
Possessions combat gear plus 15 gp

8: CATCHING HEADMISTRESS

FIONA WILLIMER

CR 4

Female human cleric 4 (Syrul)
CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +3, Spot +3

Aura None (*undetectable alignment*)

Languages Common, Suel

AC 19, touch 10, flat-footed 19

(+0 Dex, +9 armor)

hp 28 (4 HD)

Fort +5, **Ref** +1, **Will** +7

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

Melee dagger +2 (1d4-1)

Ranged light crossbow +3 (1d8)

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

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

Atk Options Spells, rebuke undead

Combat Gear masterwork full plate, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol

Cleric Spells Prepared (CL 4th):

2nd—*undetectable alignment* ‡, *spiritual weapon*,
summon monster II, *invisibility*^P

1st—*bless*, *cure light wounds*, *doom*, *protection from good*, *disguise self*^P

0—*create water*, *detect magic*, *detect poison*,
purify food and drink, *read magic*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery

‡ Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14

Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item

Skills Bluff +12, Diplomacy +10, Disguise +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Spellcraft

+4**Possessions** combat gear plus *shiftweave*, 120 gp

CELOVIA CORMIK

CR 2

Female human fighter 2

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 16 (2 HD)

Fort +4, **Ref** +2, **Will** -1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee spiked chain +6 (2d4+3)

Ranged light crossbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; **Grp** +4

Atk Options Combat expertise

Combat Gear masterwork spiked chain, leather armour, light crossbow, 10 bolts, shortsword, dagger

Abilities Str 15, Dex 14, Con 12, Int 13, Wis 8, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain)

Skills Balance +6, Craft (weaponsmithing) +6, Intimidate +5, Jump +9
Possessions combat gear plus

APL 4

6: GOING TO THE CHAPEL

WENDICE THASSENDEN

CR 3

Female human aristocrat 1/favoured soul 2 of Wenta
CG Medium humanoid (human – Oeridian)

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

Languages Common, Oeridian

AC 10, touch 10, flat-footed 10

(+0 Dex, +0 armor)

hp 21 (3 HD)

Fort +4, **Ref** +3, **Will** +7

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +0 (1d4-1)

Ranged dagger +1 (1d4-1)

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

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

Atk Options Spells

Combat Gear dagger, spell component pouch

Favoured Soul Spells Known (CL 2nd):

1st (5/day)—*cure light wounds, endure elements, protection from evil*

0 (6/day)—*create water, cure minor wounds, detect poison, detect magic, guidance*

‡ Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 14, Cha 15

Feats Negotiator, Eschew Materials, Augment Healing
Skills Diplomacy +11, Gather Information +6, Handle Animal +6, Heal +10, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Perform (dance) +4, Perform (sing) +4, Sense Motive +9

Possessions combat gear plus healer's kit

7: KEEPING THE SECRET

CLEA JORBENHEIM

CR 4

Female human aristocrat 1/cleric 3 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +3, Spot +3

Aura None (*undetectable alignment*)

Languages Common, Suel

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 31 (4 HD)

Fort +4, **Ref** +1, **Will** +8

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Ranged light crossbow +2 (1d8)

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

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

Atk Options Spells, rebuke undead, *healing belt*

Combat Gear light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*

Cleric Spells Prepared (CL 3rd):

2nd—*undetectable alignment* ‡, *spiritual weapon, invisibility*^P

1st—*bless, cure light wounds, shield of faith* ‡, *disguise self*^P

0—*create water, detect magic, detect poison, purify food and drink*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14

Feats Skill Focus (bluff), Toughness, Craft Wondrous Item

Skills Bluff +12, Diplomacy +12, Disguise +6, Gather Information +4, Knowledge (local – NMR) +3, Knowledge (nobility and royalty) +6, Knowledge (religion) +3, Perform (dance) +6, Sense Motive +6, Spellcraft +3
Possessions combat gear plus *pearl of power level 1*, 45 gp

TRILLIAN GLIDDEN

CR 4

Female human aristocrat 1/sorcerer 3

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 19 (4 HD)

Fort +2, **Ref** +3, **Will** +5

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +0 (1d4-1)

Ranged masterwork light crossbow +4 (1d8)

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

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

Atk Options Spells, *amber amulet of vermin (giant bee)*

Combat Gear masterwork light crossbow, 10 bolts, dagger, spell component pouch, *amber amulet of vermin (giant bee)*

Sorcerer Spells Known (CL 3rd):

1st (6/day)—*charm person, mage armor* ‡ ‡ ‡ ‡, *ray of enfeeblement*

0 (6/day)—*acid splash, detect poison, detect magic, prestidigitation, repair minor damage*

‡ Already cast

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16

SQ Summon familiar (snake)

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Improved Initiative
Skills Bluff +12, Concentration +7, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +3
Possessions combat gear plus *potion of cure light wounds*, 45 gp

8: CATCHING HEADMISTRESS

FIONA WILLIMER

CR 6

Female human cleric 6 (Syrul)
 CE Medium humanoid (human – Suel)
Init +0; **Senses** Listen +3, Spot +3
Aura None (*undetectable alignment*)
Languages Common, Suel

AC 20, touch 10, flat-footed 20
 (+0 Dex, +9 armor, +1 feat)
hp 42 (6 HD)
Fort +6, **Ref** +2, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee dagger +3 (1d4-1)
Ranged light crossbow +4 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Atk Options Spells, rebuke undead
Combat Gear +1 *full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol
Cleric Spells Prepared (CL 6th):
 3rd—*blindness/deafness*, *dispel magic*, *insignia of healing*, *nondetection*^D
 2nd—*bull's strength*, *undetectable alignment* †, *spiritual weapon*, *summon monster II*, *invisibility*^D
 1st—*bleed*, *cure light wounds*, *doom*, *protection from good*, *disguise self*^P
 0—*create water*, *detect magic*, *detect poison*, *purify food and drink*, *read magic*
D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery
 † Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14
Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item, Heavy Armor Optimization

Skills Bluff +14, Diplomacy +11, Disguise +10, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Spellcraft +6
Possessions combat gear plus *shiftweave*, 120 gp

CELOVIA CORMIK CR 4

Female human fighter 4
 CE Medium humanoid (human – Suel)
Init +2; **Senses** Listen -1, Spot -1
Languages Common, Suel

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)
hp 32 (4 HD)
Fort +5, **Ref** +3, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;
Melee spiked chain +9 (2d4+6)
Ranged light crossbow +6 (1d8)
Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)
Base Atk +4; **Grp** +7
Atk Options Combat expertise, improved trip
Combat Gear masterwork spiked chain, masterwork chain shirt, light crossbow, 10 bolts, shortsword, dagger

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10
Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain), Improved Trip, Weapon Specialization (spiked chain)
Skills Balance +6, Craft (weaponsmithing) +8, Intimidate +7, Jump +10
Possessions combat gear plus

APL 6

7: KEEPING THE SECRET

CLEA JORBENHEIM

CR 6

Female human aristocrat 1/cleric 5 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +3, Spot +3

Aura None (*undetectable alignment*)

Languages Common, Suel

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 45 (6 HD)

Fort +5, **Ref** +1, **Will** +9

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +2 (1d4-1)

Ranged light crossbow +3 (1d8)

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

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

Atk Options Spells, rebuke undead, *healing belt*

Combat Gear light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*

Cleric Spells Prepared (CL 5th):

3rd—*aid-mass*, *insignia of healing*, *nondetection*^D

2nd—*undetectable alignment* †, *sound burst*, *spiritual weapon*, *invisibility*^D

1st—*bless*, *cure light wounds*, *shield of faith* (x2) † †, *disguise self*^D

0—*create water*, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14

Feats Skill Focus (bluff), Toughness, Craft Wondrous Item, Heighten Spell **Skills** Bluff +14, Diplomacy +12, Disguise +6, Gather Information +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +3, Perform (dance) +6, Sense Motive +6, Spellcraft +6 **Possessions** combat gear plus *pearl of power level 1*, 45 gp

TRILLIAN GLIDDEN

CR 6

Female human aristocrat 1/sorcerer 5

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 27 (6 HD)

Fort +2, **Ref** +3, **Will** +6

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Ranged masterwork light crossbow +5 (1d8)

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

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

Atk Options Spells (incl *hellcat gauntlets*), *amber amulet of vermin* (*giant bee*)

Combat Gear masterwork light crossbow, 10 bolts, dagger, spell component pouch, *amber amulet of vermin* (*giant bee*), *hellcat gauntlets*

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*eagle's splendor* †, *Tasha's hideous laughter*

1st (7/day)—*charm person*, *disguise self*, *mage armor* † † † †, *ray of enfeeblement*

0 (6/day)—*acid splash*, *detect poison*, *detect magic*, *ghost sounds*, *prestidigitation*, *cure minor damage*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16

SQ Summon familiar (snake)

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Bonded Familiar **Skills** Bluff +14, Concentration +10, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +6 **Possessions** combat gear plus *potion of cure light wounds*, 45 gp

8: CATCHING HEADMISTRESS

FIONA WILLIMER

CR 8

Female human cleric 8 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +4, Spot +4

Aura None (*undetectable alignment*)

Languages Common, Suel

AC 20, touch 10, flat-footed 20

(+0 Dex, +9 armor, +1 feat)

hp 56 (8 HD)

Fort +7, **Ref** +2, **Will** +10

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

Melee dagger +5/+0 (1d4-1)

Ranged light crossbow +6 (1d8)

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

Base Atk +6; **Grp** +5

Atk Options Spells, rebuke undead

Combat Gear +1 *glamored full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol

Cleric Spells Prepared (CL 8th):

4th—*freedom of movement*, *recitation*, *divination*^D

3rd—*blindness/deafness*, *dispel magic*, *insignia of healing* (x2), *nondetection*^D

2nd—*bull's strength*, *undetectable alignment* †, *sound burst*, *spiritual weapon*, *invisibility*^D

1st—*bless*, *cure light wounds*, *doom*, *protection from good*, *shield of faith*, *disguise self*^D

0—*create water*, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery

‡ Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14

Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item, Heavy Armor Optimization

Skills Bluff +16, Diplomacy +17, Disguise +10, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Spellcraft +6
Possessions combat gear plus *shiftweave*, 120 gp

CELOVIA CORMIK

CR 6

Female human fighter 6

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

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

hp 48 (6 HD)

Fort +6, **Ref** +4, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee spiked chain +11/+6 (2d4+6)

Ranged light crossbow +8 (1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +6; **Grp** +9

Atk Options Combat expertise, improved trip, dodge

Combat Gear masterwork spiked chain, masterwork chain shirt, light crossbow, 10 bolts, shortsword, dagger, *potion of enlarge person*

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain), Improved Trip, Weapon Specialization (spiked chain), Dodge, Mobility

Skills Balance +7, Craft (weaponsmithing) +10, Intimidate +9, Jump +6
Possessions combat gear plus

7: KEEPING THE SECRET**CLEA JORBENHEIM****CR 8**

Female human aristocrat 1/cleric 7 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +3, Spot +3**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 59 (8 HD)**Fort** +6, **Ref** +2, **Will** +10**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +4 (1d4-1)**Ranged** light crossbow +5 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +4**Atk Options** Spells (incl *ring of mystic healing*), rebuke undead, *healing belt***Combat Gear** light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*, *ring of mystic healing***Cleric Spells Prepared** (CL 7th):4th—*recitation*, *confusion*^D3rd—*aid-mass*, *conviction-mass*, *insignia of healing*, *nondetection*^D2nd—*undetectable alignment* †, *sound burst*, *spiritual weapon*, *invisibility*^D1st—*bless*, *cure light wound*, *shield of faith* (x3) † † †, *disguise self*^D0—*create water*, *detect magic* (x2), *detect poison*, *purify food and drink*, *read magic***D:** Domain spell. Deity: Syrul. Domains: Knowledge, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14**Feats** Skill Focus (bluff), Toughness, Craft Wondrous Item, Heighten Spell**Skills** Bluff +16, Diplomacy +12, Disguise +6, Gather Information +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Perform (dance) +6, Sense Motive +6, Spellcraft +9**Possessions** combat gear plus *pearl of power level 1*, 45 gp**TRILLIAN GLIDDEN****CR 8**

Female human aristocrat 1/sorcerer 7

CE Medium humanoid (human – Suel)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Suel**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 43 + 14 temps. (8 HD)**Fort** +4, **Ref** +4, **Will** +7**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +2 (1d4-1)**Ranged** masterwork light crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +2**Atk Options** Spells (incl *hellcat gauntlets*), *amber amulet of vermin* (*giant bee*)**Combat Gear** masterwork light crossbow, 10 bolts, dagger, spell component pouch, *hellcat gauntlets*, *amber amulet of vermin* (*giant bee*)**Sorcerer Spells Known** (CL 7th):3rd (5/day)—*haste*, *suggestion*2nd (7/day)—*eagle's splendor* †, *false life* †, *Tasha's hideous laughter*1st (7/day)—*charm person*, *disguise self*, *mage armor* † † †, *ray of enfeeblement*, *repair light damage*0 (6/day)—*acid splash*, *dancing lights*, *detect poison*, *detect magic*, *ghost sounds*, *prestidigitation*, *repair minor damage*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16**SQ** Summon familiar (snake)**Feats** Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Bonded Familiar**Skills** Bluff +16, Concentration +13, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +10**Possessions** combat gear plus *memento magica level 1*, *potion of cure light wounds*, 45 gp**8: CATCHING HEADMISTRESS****FIONA WILLIMER****CR 10**

Female human cleric 10 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +5, Spot +5**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 21, touch 10, flat-footed 21

(+0 Dex, +9 armor, +2 feat)

hp 70 (10 HD)**Fort** +8, **Ref** +3, **Will** +12**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** dagger +6/+1 (1d4-1)**Ranged** light crossbow +7 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +6**Atk Options** Spells, rebuke undead**Combat Gear** +1 *glamored full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol**Cleric Spells Prepared** (CL 10th):5th—*slay living* (x1), *stalwart pact*, *false vision*^D4th—*freedom of movement*, *poison* (x1), *recitation*, *divination*^D3rd—*blindness/deafness*, *dispel magic*, *insignia of healing* (x2), *nondetection*^D

2nd—bear's endurance, bull's strength, undetectable alignment ‡, sound burst, spiritual weapon, invisibility^P

1st—bless, cure light wounds, protection from good, shield of faith (x2), disguise self^P

0—create water, detect magic, detect poison, purify food and drink, read magic

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery

‡ Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14

Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item, Heavy Armor Optimization, Greater Heavy Armor Optimization

Skills Bluff +18, Diplomacy +19, Disguise +10, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Spellcraft +10
Possessions combat gear plus *shiftweave*

CELOVIA CORMIK

CR 8

Female human fighter 6/exotic weapon master 2

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 62 (8 HD)

Fort +9, **Ref** +4, **Will** +1

Speed 20 ft. in chain shirt (4 squares), base movement 30 ft.;

Melee spiked chain +13/+8 (2d4+6)

Ranged light crossbow +10 (1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +8; **Grp** +11

Atk Options Combat expertise, improved trip, power attack

Special Actions Flurry of blows, trip attack

Combat Gear masterwork spiked chain, masterwork full plate, light crossbow, 10 bolts, shortsword, dagger, *potion of enlarge person*

Abilities Str 17, Dex 14, Con 12, Int 13, Wis 8, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain), Improved Trip, Weapon Specialization (spiked chain), Dodge, Mobility

Skills Balance +3, Craft (armoursmithing) +7, Craft (weaponsmithing) +10, Intimidate +11, Jump +8
Possessions combat gear plus *cloak of elemental protection*

7: KEEPING THE SECRET**CLEA JORBENHEIM****CR 10**

Female human aristocrat 1/cleric 9 (Syrul)

CE Medium humanoid (human – Suel)

Init +4; **Senses** Listen +3, Spot +3**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 73 (10 HD)**Fort** +7, **Ref** +3, **Will** +11**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +5/+1 (1d4-1)**Ranged** light crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +5**Atk Options** Spells (incl *ring of mystic healing*, *goggles of the golden sun*), rebuke undead, *healing belt***Combat Gear** light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*, *goggles of the golden sun*, *ring of mystic healing***Cleric Spells Prepared** (CL 9th):5th—*righteous wrath of the faithful*, *false vision*^D4th—*cure* critical wounds, recitation, confusion^D3rd—*aid-mass*, *conviction-mass*, *insignia of healing*, *nondetection*^D2nd—*undetectable alignment* †, *sound burst*, *spiritual weapon* (x2), *invisibility*^D1st—*bless*, *cure light wounds*, *shield of faith* (x3) † † †, *disguise self*^D0—*create water*, *detect magic* (x2), *detect poison*, *purify food and drink*, *read magic***D:** Domain spell. Deity: Syrul. Domains: Knowledge, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14**Feats** Skill Focus (bluff), Toughness, Craft Wondrous Item, Heighten Spell, Improved Initiative **Skills** Bluff +18, Diplomacy +18, Disguise +6, Gather Information +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Perform (dance) +6, Sense Motive +6, Spellcraft +9 **Possessions** combat gear plus *pearl of power level 1*, 45 gp**TRILLIAN GLIDDEN****CR 10**

Female human aristocrat 1/sorcerer 9

CE Medium humanoid (human – Suel)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Suel**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 63 + 16 temps. (10 HD)**Fort** +6, **Ref** +5, **Will** +8**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +3 (1d4-1)**Ranged** light crossbow +7 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options** Spells (incl *hellcat gauntlets*), *amber amulet of vermin* (*giant bee*)**Combat Gear** masterwork light crossbow, 10 bolts, dagger, spell component pouch, *hellcat gauntlets*, *amber amulet of vermin* (*giant bee*)**Sorcerer Spells Known** (CL 9th):4th (4/day)—*Evard's black tentacles*, *voice of the dragon*3rd (7/day)—*haste*, *mage armor-mass* †, *suggestion*2nd (7/day)—*eagle's splendor* †, *false life* †, *invisibility*, *Tasha's hideous laughter*1st (7/day)—*charm person*, *disguise self*, *mage armor*, *ray of enfeeblement*, *repair light damage*0 (6/day)—*acid splash*, *amanuensis*, *dancing lights*, *detect poison*, *detect magic*, *ghost sounds*, *prestidigitation*, *repair minor damage*

† Already cast

Abilities Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 16**SQ** Summon familiar (snake)**Feats** Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Bonded Familiar, Improved Initiative **Skills** Bluff +18, Concentration +16, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +14 **Possessions** combat gear plus *ioun stone* (*pink rhomboid*), *memento magica level 1*, *potion of cure light wounds*, 45 gp**8: CATCHING HEADMISTRESS****FIONA WILLIMER****CR 12**

Female human cleric 10/Contemplative 2 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +6, Spot +6**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 21, touch 10, flat-footed 21

(+0 Dex, +9 armor, +2 feat)

hp 82 plus 11 temps. (12 HD)**Immune** poison, fear**Fort** +8, **Ref** +3, **Will** +17**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** dagger +8/+3 (1d4-1)**Ranged** light crossbow +9 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +7**Atk Options** Spells, rebuke undead**Combat Gear** +1 *glamored full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol**Cleric Spells Prepared** (CL 12th):

6th—*heal, heroes' feast* †, *mislead*^P
 5th—*righteous wrath of the faithful, slay living* (x2),
stalwart pact, Rary's telepathic bond^P
 4th—*freedom of movement, poison* (x2), *recitation,*
divination^P
 3rd—*blindness/deafness, dispel magic, insignia of*
healing (x3), *nondetection*^P
 2nd—*bear's endurance, bull's strength,*
undetectable alignment †, *sound burst, spiritual*
weapon, invisibility^P
 1st—*bless, comprehend languages, cure light*
wounds, doom, protection from good, shield of
faith (x2), *disguise self*^P
 0—*create water, detect magic, detect poison,*
purify food and drink, read magic
D: Domain spell. Deity: Syrul. Domains: Knowledge,
 Trickery, Mind
 † Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 20, Cha
 14
Feats Skill Focus (bluff), Scribe Scroll, Craft
 Wondrous Item, Heavy Armor Optimization,
 Greater Heavy Armor Optimization, Craft Magic
 Arms and Armor
Skills Bluff +22, Diplomacy +23, Disguise +10,
 Knowledge (local – NMR) +6, Knowledge (nobility
 and royalty) +6, Knowledge (religion) +2, Sense
 Motive +14, Spellcraft +10 **Possessions** combat
 gear plus *shiftweave, periapt of wisdom* +2

CELOVIA CORMIK **CR 10**
 Female human fighter 7/exotic weapon master 3
 CE Medium humanoid (human – Suel)
Init +2; **Senses** Listen -1, Spot -1
Languages Common, Suel

AC 19, touch 11, flat-footed 18
 (+1 Dex, +8 armor)
hp 76 plus 10 temps. (11 HD)
Immune poison, fear
Fort +9, **Ref** +5, **Will** +3

Speed 20 ft. in full plate (6 squares), base movement
 30 ft.;
Melee spiked chain +16/+11 (2d4+6)
Ranged light crossbow +13 (1d8)
Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)
Base Atk +10; **Grp** +13
Atk Options Combat expertise, improved trip, elusive
 target
Special Actions Flurry of blows, trip attack +2, exotic
 reach
Combat Gear masterwork spiked chain, mithral chain
 shirt, light crossbow, 10 bolts, shortsword, dagger,
potion of enlarge person, bracers of quick strike

Abilities Str 17, Dex 14, Con 12, Int 13, Wis 8, Cha
 10
Feats Exotic Weapon Proficiency (spiked chain),
 Combat Expertise, Combat Reflexes, Weapon
 Focus (spiked chain), Improved Trip, Weapon
 Specialization (spiked chain), Dodge, Mobility,
 Elusive Target (tactical feat)
Skills Balance +4, Craft (armoursmithing) +10, Craft
 (weaponsmithing) +11, Intimidate +13, Jump
 +9 **Possessions** combat gear plus *cloak of*
elemental protection, boots of agile leaping

7: KEEPING THE SECRET**CLEA JORBENHEIM****CR 10**

Female human aristocrat 1/cleric 9 (Syrul)

CE Medium humanoid (human – Suel)

Init +4; **Senses** Listen +3, Spot +3**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 73 (10 HD)**Fort** +7, **Ref** +3, **Will** +11**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +5/+1 (1d4-1)**Ranged** light crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +5**Atk Options** Spells (incl *ring of mystic healing*, *goggles of the golden sun*), rebuke undead, *healing belt***Combat Gear** light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*, *goggles of the golden sun*, *ring of mystic healing***Cleric Spells Prepared** (CL 9th):5th—*righteous wrath of the faithful*, *false vision*^D4th—*cure critical wounds*, *recitation*, *confusion*^D3rd—*aid-mass*, *conviction-mass*, *insignia of healing*, *nondetection*^D2nd—*undetectable alignment* ‡, *sound burst*, *spiritual weapon* (x2), *invisibility*^D1st—*bless*, *cure light wounds*, *shield of faith* (x3) ‡ ‡ ‡, *disguise self*^D0—*create water*, *detect magic* (x2), *detect poison*, *purify food and drink*, *read magic***D:** Domain spell. Deity: Syrul. Domains: Knowledge, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14**Feats** Skill Focus (bluff), Toughness, Craft Wondrous Item, Heighten Spell, Improved Initiative **Skills** Bluff +18, Diplomacy +18, Disguise +6, Gather Information +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Perform (dance) +6, Sense Motive +6, Spellcraft +9 **Possessions** combat gear plus *pearl of power level 1*, 45 gp**TRILLIAN GLIDDEN****CR 10**

Female human aristocrat 1/sorcerer 9

CE Medium humanoid (human – Suel)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Suel**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 63 + 16 temps. (10 HD)**Fort** +6, **Ref** +5, **Will** +8**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +3 (1d4-1)**Ranged** light crossbow +7 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options** Spells (incl *hellcat gauntlets*), *amber amulet of vermin* (*giant bee*)**Combat Gear** masterwork light crossbow, 10 bolts, dagger, spell component pouch, *hellcat gauntlets*, *amber amulet of vermin* (*giant bee*)**Sorcerer Spells Known** (CL 9th):4th (4/day)—*Evvard's black tentacles*, *voice of the dragon*3rd (7/day)—*haste*, *mage armor-mass* ‡, *suggestion*2nd (7/day)—*eagle's splendor* ‡, *false life* ‡, *invisibility*, *Tasha's hideous laughter*1st (7/day)—*charm person*, *disguise self*, *mage armor*, *ray of enfeeblement*, *repair light damage*0 (6/day)—*acid splash*, *amanuensis*, *dancing lights*, *detect poison*, *detect magic*, *ghost sounds*, *prestidigitation*, *repair minor damage*

‡ Already cast

Abilities Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 16**SQ** Summon familiar (snake)**Feats** Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Bonded Familiar, Improved Initiative **Skills** Bluff +18, Concentration +16, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +14 **Possessions** combat gear plus *ioun stone* (*pink rhomboid*), *memento magica level 1*, *potion of cure light wounds*, 45 gp**8: CATCHING HEADMISTRESS****FIONA WILLIMER****CR 14**

Female human cleric 10/contemplative 4 (Syrul)

CE Medium humanoid (human – Suel)

Init +0; **Senses** Listen +6, Spot +6**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 21, touch 10, flat-footed 21

(+0 Dex, +9 armor, +2 feat)

hp 94 plus 12 temps. (14 HD)**Immune** poison, fear**Fort** +9, **Ref** +4, **Will** +18**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** dagger +9/+4 (1d4-1)**Ranged** light crossbow +10 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +10

Atk Options Spells, rebuke undead

Combat Gear +1 *glamored full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol

Cleric Spells Prepared (CL 14th):

7th—*blasphemy*, *finger of death*, *screen*^D

6th—*blade barrier*, *heal* (x2), *heroes' feast* †, *mislead*^D

5th—*righteous wrath of the faithful*, *slay living* (x2), *stalwart pact*, *Rary's telepathic bond*^D

4th—*freedom of movement* (x2), *poison* (x2), *recitation*, *divination*^D

3rd—*blindness/deafness*, *dispel magic*, *insignia of healing* (x3), *nondetection*^D

2nd—*bear's endurance*, *bull's strength*, *undetectable alignment* †, *restoration – lesser*, *sound burst*, *spiritual weapon* (x2), *invisibility*^D

1st—*bless*, *comprehend languages*, *cure light wounds*, *doom*, *protection from good*, *shield of faith* (x2), *disguise self*^D

0—*create water*, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery, Mind

† Already cast

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 22, Cha 14

Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item, Heavy Armor Optimization, Greater Heavy Armor Optimization, Craft Magic Arms and Armor

Skills Bluff +24, Diplomacy +25, Disguise +10, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Sense Motive +18, Spellcraft +10 **Possessions** combat gear plus *shiftweave*, *periapt of wisdom* +4

CELOVIA CORMIK

CR 12

Female human fighter 9/exotic weapon master 3

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 feat)

hp 92 plus 12 temps. (12 HD)

Immune poison, fear

Fort +10, **Ref** +6, **Will** +4

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

Melee spiked chain +19/+14/+9 (2d4+8)

Ranged light crossbow +15 (1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +12; **Grp** +16

Atk Options Combat expertise, improved trip, power attack

Special Actions Flurry of blows, trip attack +2, exotic reach

Combat Gear masterwork spiked chain, mithral chain shirt, light crossbow, 10 bolts, shortsword, dagger, *potion of enlarge person*, *bracers of quick strike*

Abilities Str 18, Dex 14, Con 12, Int 13, Wis 8, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain), Improved Trip, Weapon Specialization (spiked chain), Dodge, Mobility, Elusive Target (tactical feat), Heavy Armor Optimization, Greater Heavy Armor Optimization

Skills Climb +5, Craft (armoursmithing) +10, Craft (weaponsmithing) +13, Intimidate +15, Jump +11 **Possessions** combat gear plus *cloak of elemental protection*, *boots of agileleaping*

5: HORROR IN THE HYPOCAUST**ADVANCED NOBLE SALAMANDER** CR 12

Advanced (19 HD) Noble Salamander

CE Large Outsider (extraplanar - fire)

Init +2; **Senses** Listen +22, Spot +22; darkvision 60 ft.**Aura** Overwhelming Evil**Languages** Ignan, Common, Infernal**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +8 natural)

hp 171 (19 HD); **DR** 15/magic**Immune** fire**Fort** +14, **Ref** +13, **Will** +13**Weakness** vulnerable to cold**Speed** 20 ft. in no armour (4 squares), base movement 20 ft.;**Melee** +3 *longspear* +27/+22/+17 (2d6+12 plus 1d8 fire) and;

tail slap +22 (2d8+3 plus 1d8 fire)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tail and longspear)**Base Atk** +19; **Grp** +29**Atk Options** Spell-like abilities, constrict (2d8+3 plus 1d8 fire), heat, improved grab, power attack, combat reflexes**Combat Gear** +3 *longspear***Spell-like Abilities** (CL 19th):7th—*summon monster VII (huge fire elemental)*4th—*wall of fire* 3/day (DC 16)3rd—*fireball* 3/day (DC 15), *dispel magic*2nd—*flaming sphere* 3/day (DC 14)1st—*burning hands* 3/day (DC 13)**Abilities** Str 22, Dex 14, Con 16, Int 16, Wis 15, Cha 15**Feats** Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft: blacksmithing), Combat Reflexes **Skills** Bluff +24, Craft (blacksmithing) +32, Diplomacy +4, Hide +21, Intimidate +4, Listen +26, Move Silently +25, Spot +26 **Possessions** combat gear**7: KEEPING THE SECRET****CLEA JORBENHEIM** CR 10

Female human aristocrat 1/cleric 9 (Syrul)

CE Medium humanoid (human – Suel)

Init +4; **Senses** Listen +3, Spot +3**Aura** None (*undetectable alignment*)**Languages** Common, Suel**AC** 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 73 (10 HD)**Fort** +7, **Ref** +3, **Will** +11**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +5/+1 (1d4-1)**Ranged** light crossbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +5**Atk Options** Spells (incl *ring of mystic healing*, *goggles of the golden sun*), rebuke undead, *healing belt***Combat Gear** light crossbow, 10 bolts, dagger, spell component pouch, holy symbol, *healing belt*, *goggles of the golden sun*, *ring of mystic healing***Cleric Spells Prepared** (CL 9th):5th—*righteous wrath of the faithful*, *false vision*^D4th—*cure critical wounds*, *recitation*, *confusion*^D3rd—*aid-mass*, *conviction-mass*, *insignia of healing*, *nondetection*^D2nd—*undetectable alignment* †, *sound burst*, *spiritual weapon* (x2), *invisibility*^D1st—*bleed*, *cure light wounds*, *shield of faith* (x3) † † †, *disguise self*^D0—*create water*, *detect magic* (x2), *detect poison*, *purify food and drink*, *read magic***D:** Domain spell. Deity: Syrul. Domains: Knowledge, Trickery**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 17, Cha 14**Feats** Skill Focus (bluff), Toughness, Craft Wondrous Item, Heighten Spell, Improved Initiative **Skills** Bluff +18, Diplomacy +18, Disguise +6, Gather Information +6, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Perform (dance) +6, Sense Motive +6, Spellcraft +9 **Possessions** combat gear plus *pearl of power level 1*, 45 gp**TRILLIAN GLIDDEN**

CR 10

Female human aristocrat 1/sorcerer 9

CE Medium humanoid (human – Suel)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Suel**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 63 + 16 temps. (10 HD)**Fort** +6, **Ref** +5, **Will** +8**Speed** 30 ft. in no armour (6 squares), base movement 30 ft.;**Melee** dagger +3 (1d4-1)**Ranged** light crossbow +7 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options** Spells (incl *hellcat gauntlets*), *amber amulet of vermin (giant bee)***Combat Gear** masterwork light crossbow, 10 bolts, dagger, spell component pouch, *hellcat gauntlets*, *amber amulet of vermin (giant bee)***Sorcerer Spells Known** (CL 9th):4th (4/day)—*Evard's black tentacles*, *voice of the dragon*3rd (7/day)—*haste*, *mage armor*-mass †, *suggestion*

2nd (7/day)—*eagle's splendor* †, *false life* †, *invisibility*, *Tasha's hideous laughter*
 1st (7/day)—*charm person*, *disguise self*, *mage armor*, *ray of enfeeblement*, *repair light damage*
 0 (6/day)—*acid splash*, *amanuensis*, *dancing lights*, *detect poison*, *detect magic*, *ghost sounds*, *prestidigitation*, *repair minor damage*

† Already cast

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

SQ Summon familiar (snake)

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Alertness, Bonded Familiar, Improved Initiative
Skills Bluff +18, Concentration +16, Diplomacy +8, Disguise +6, Gather Information +4, Knowledge (arcana) +2, Knowledge (local – NMR) +2, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Perform (dance) +6, Sense Motive +4, Spellcraft +14
Possessions combat gear plus *ioun stone* (pink rhomboid), *memento magica level 1*, *potion of cure light wounds*, 45 gp

8: CATCHING HEADMISTRESS

FIONA WILLIMER

CR 16

Female human cleric 10/contemplative 6 (Syrul)

CE Medium humanoid (human – Suel)

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

Aura None (*undetectable alignment*)

Languages Common, Suel

AC 21, touch 10, flat-footed 21

(+0 Dex, +9 armor, +2 feat)

hp 122 plus 13 temps. (16 HD)

Immune poison, fear

Fort +11, **Ref** +5, **Will** +19

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

Melee dagger +10/+5 (1d4-1)

Ranged light crossbow +11 (1d8)

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

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

Atk Options Spells, rebuke undead

Combat Gear +1 *glamored full plate*, light crossbow, 10 bolts, dagger, spell component pouch, holy symbol

Cleric Spells Prepared (CL 16th):

8th—*fire storm*, *lion's roar*, *mind blank*^D †

7th—*blasphemy*, *destruction* (x2), *screen*^D

6th—*blade barrier*, *heal* (x2), *heroes' feast* †, *mislead*^D

5th—*righteous wrath of the faithful*, *slay living* (x3), *stalwart pact*, *Rary's telepathic bond*^D

4th—*freedom of movement* (x2), *poison* (x2), *recitation*, *divination*^D

3rd—*blindness/deafness*, *dispel magic*, *insignia of healing* (x4), *nondetection*^D

2nd—*bear's endurance*, *bull's strength*, *undetectable alignment* †, *restoration – lesser*, *sound burst*, *spiritual weapon* (x2), *invisibility*^D

1st—*bless*, *comprehend languages*, *cure light wounds*, *doom*, *protection from good*, *shield of faith* (x2), *disguise self*^D

0—*create water*, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Syrul. Domains: Knowledge, Trickery, Mind

† Already cast

Abilities Str 8, Dex 10, Con 14, Int 12, Wis 22, Cha 14

Feats Skill Focus (bluff), Scribe Scroll, Craft Wondrous Item, Heavy Armor Optimization, Greater Heavy Armor Optimization, Craft Magic Arms and Armor, Craft Construct

Skills Bluff +26, Diplomacy +27, Disguise +10, Knowledge (local – NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Sense Motive +22, Spellcraft +10
Possessions combat gear plus *shiftweave*, *periapt of wisdom* +4

CELOVIA CORMIK

CR 14

Female human fighter 11/exotic weapon master 3

CE Medium humanoid (human – Suel)

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

Languages Common, Suel

AC 21, touch 11, flat-footed 20

(+1 Dex, +10 armor)

hp 108 plus 13 temps. (14 HD)

Immune poison, fear

Fort +11, **Ref** +6, **Will** +4

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

Melee spiked chain +22/+17/+12 (2d4+8)

Ranged light crossbow +17 (1d8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +14; **Grp** +18

Atk Options Combat expertise, improved trip, power attack

Special Actions Flurry of blows, trip attack +2, exotic reach

Combat Gear masterwork spiked chain, masterwork full plate, light crossbow, 10 bolts, shortsword, dagger, *potion of enlarge person*, *bracers of quick strike*

Abilities Str 18, Dex 14, Con 12, Int 13, Wis 8, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Combat Expertise, Combat Reflexes, Weapon Focus (spiked chain), Improved Trip, Weapon Specialization (spiked chain), Dodge, Mobility, Elusive Target (tactical feat), Heavy Armor Optimization, Greater Heavy Armor Optimization, Greater Weapon Focus (spiked chain)

Skills Balance +5, Craft (armoursmithing) +14, Craft (weaponsmithing) +14, Intimidate +16, Jump +11
Possessions combat gear plus *cloak of elemental protection*, *boots of agile leaping*, *Gwaeron's belt*

FEATS

Bonded Familiar

You enjoy a stronger than normal magical bond with your familiar, granting you access to two special abilities.

Prerequisite: Familiar

Benefit: As long as your familiar is within 30 ft of you, the two of you can share the damage from a single deadly attack. Once per day, if an attack would drop your familiar to 0 or fewer hitpoints, you can instead choose to accept that damage. In addition, once per day, your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hitpoints. This ability applies only to attacks or effects that deal hitpoint damage. You or your familiar could not absorb the effect of a spell such as *flesh to stone*.

Source: *Player's Handbook 2*, pg 75

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefits: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers 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 flat-footed. 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 this foe, and the foe does not gain a chance to trip you if your attempt fails.

Source: *Complete Warrior* p110

Greater Heavy Armor Optimization

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisite: Armor Proficiency (Heavy), Heavy Armor Optimization, Base Attack Bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefits of the Heavy Armor Optimization feat, for

APPENDIX 2: NEW RULES ITEMS

a total lessening of the armor check penalty by 3 and a total increase to armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*.)

Source: *Races of Stone*, pg 141

Heavy Armor Optimization

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisite: Armor Proficiency (Heavy), Base Attack Bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by one and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*.)

Source: *Races of Stone*, pg 141

MAGIC ITEMS

Amber Amulet of Vermin (Giant Bee)

Aura: Moderate; (DC 17) transmutation

Activation: Standard (command)

This item summons a giant vermin that appears and obeys your commands for 1 minute (as if summoned by a *summon nature's ally*). At the end of this duration, the creature vanishes.

Eight varieties of the *amber amulet of vermin* exist (see the table for the details of each version). An *amber amulet of vermin* works once per day.

Source: MIC 68

Boots of Agile Leaping

Aura: Faint; (DC 17) transmutation

Activation: -

While wearing *boots of agile leaping*, you can add your dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Source: MIC 76

Bracers of Quick Strike

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any

modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

Bracers of quick strike function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities. If you take them off, they become inactive until worn for an additional 24 hours.

Source: MIC 81

Cloak of Elemental Protection

Aura: Faint; (DC 16) abjuration

Activation: Immediate (command)

This white cloak is embroidered with runes representing the five energy types in metallic thread.

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Source: MIC 87

Goggles of the Golden Sun (Raiment of the four)

Caster Level: 5th

Aura: Faint; (DC 17) evocation

The reflective gold lenses of these goggles are gripped in midnight blue steel wrapped in leather.

While wearing goggles of the golden sun, you are immune to blindness and dazzling effects. This is a continuous effect and requires no activation.

In addition, three times per day you can activate these goggles and sacrifice a prepared spell or spell slot of 3rd level or higher to use fireball (as the spell; Reflex DC 14 half), using your caster level or that of the goggles, whichever is higher. The fireball created by the gloves resembles a hurtling, exploding comet.

Source: MIC 205

Gwaeron's Belt

Aura: Strong; (DC 21) transmutation

Activation: Standard (command)

This belt of tightly woven, white human hair has several blue and orange crystals braided evenly through it.

A *Gwaeron's belt* has two abilities, each of which functions once per day.

The first command causes your weapon to burst into flames (as the flaming weapon property; DMG 224) for 12 rounds.

The second command produces a *wind walk* effect, as the spell, but affecting only you.

Source: MIC 109

Healing Belt

Aura: Faint; (DC 16) conjuration

Activation: - and standard (command)

This broad leather belt is studded with three moonstones.

While wearing the *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Source: MIC 110

Hellcat Gauntlets

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

The fingers of these gray and scarlet gauntlets end in sharp talons, and a faint odor of brimstone rises from them.

When you activate the *hellcat gauntlets*, the next spell you cast during your turn that targets a single creature also deals 1d6 points of slashing damage per level of the spell, unless the spell has no effect on the target (due to spell resistance or a save negating the spell, for example), in which case the extra damage is negated.

This ability functions three times per day, but can't be activated in consecutive rounds.

Source: MIC 111

Memento Magica Level 1

Aura: Strong; (DC 23) transmutation

Activation: Standard (command)

Carved into the shape of a dragon's scale, this piece of amethyst swirls with foggy images of runes.

When activated, a *memento magica* allows you to regain any one spell slot that you have previously used this day. The spell slot is available just as if the spell had not been cast. A *memento magica* recalls a spell slot of the level it was created to hold. Different *memento magicas* exist for each level from 1st through 9th.

A *momento magica* functions once per day. This item has no effect for spellcasters who prepare their spells.

Source: MIC 164

Ring of Mystic Healing

Aura: Faint; (DC 17) conjuration

Activation: - and swift (command)

This steel ring glimmers with a faint golden light.

A *ring of mystic healing* provides a boost to your healing spells. When casting *cure* spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation.

In addition the ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a bonus to the damage healed by the next *cure* spell you cast before the end of your turn.

1 charge: +2d6 points of healing.

2 charges: +3d6 points of healing.

3 charges: +4d6 points of healing.

Source: MIC 126

MUNDANE EQUIPMENT

Shiftweave

When you activate shiftweave, it changes your garb to resemble any of five specific outfits designated during its creation. Shiftweave has no effect on any armor you wear (nor can it mimic armor) and does not change the effect of any magical clothing you wear.

Faint Transmutation; CL3, Craft Wondrous Item, disguise self; Cost:500gp

Source: Magic Item Compendium p133

PRESTIGE CLASSES

Contemplative

For any servant of a deity, no joy is greater than those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to some other abstract principle such as alignment. Their mission is

no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs – a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Hit Die: d6.

Requirements

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

Skill: Knowledge (religion) 13 ranks.

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

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

Class Skills

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in the spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

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

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of her choice. The character can choose any domain made available by her deity or alignment. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with slippery mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal her own wounds, in addition to any other healing ability she may have. She can heal up to four times her contemplative level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 15. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects. Additionally, the contemplative gains damage resistance 10/magic.

Table 2-6: The Contemplative

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Bonus domain, divine health	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Slippery mind	+1 level of existing divine spellcasting class

						class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing divine spellcasting class

Source: CD p30-33

Exotic Weapon Master

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10.

Requirements

To qualify to become an exotic weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements of this class.

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis).

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails this disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (–2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1.5. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Table 2-9: The Exotic Weapon Master

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Exotic weapon stunt
2nd	+2	+3	+0	+0	Exotic weapon stunt
3rd	+3	+3	+1	+1	Exotic weapon stunt

Source: *Complete Warrior* p30-31

SPELLS

Aid, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3

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

Targets: One or more creatures, no two of which are more than 30 ft. apart.

You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them.

This spell functions like *aid* (PH 196) except that it affects multiple subjects at a distance and each subject gains temporary hitpoints equal to 1d8 + caster level (to a maximum of 1d8 + 15).

Source: *Spell Compendium* pg 8

Alter Fortune

Divination

Level: Bard 3, Cleric 3, Druid 3, Sorcerer/Wizard 3

Components: V, X

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe.

You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

XP Cost: 200 XP.

Source: *Player's Handbook 2* p115

Amanuensis

Transmutation

Level: Cleric 0, sorcerer/wizard 0

Components: V,S

Casting Time: 1 standard action

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

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Source: *Spell Compendium* pg 9

Close Wounds

Conjuration (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hitpoints, for example, leaving the character at negative hitpoints but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Source: *Spell Compendium* pg 48

Conviction, Mass

Abjuration

Level: Cleric 3

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

Targets: Allies in a 20-ft.-radius burst

This spell functions like *conviction*, except that it affects multiple allies at a distance.

Source: *Spell Compendium* pg 52

Conviction

Abjuration

Level: Cleric 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material component: A small parchment with a bit of holy text written upon it.

Source: *Spell Compendium* pg 52

Insight of Good Fortune

Divination

Level: Bard 2, Cleric 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level or until discharged.

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss a small golden die. It rolls towards the creature you choose, then disappears in a tiny golden flash of light.

The subject of the spell becomes unusually lucky. Once during the spell's duration, when he makes an attack roll, skill check, saving throw, or ability check, he rolls twice and takes the better result. He must choose to use this ability before the check is attempted, and the spell expires once the second die is rolled.

Material Component: A gold die (worth 20 gp).

Source: *Player's Handbook* 2 p115

Insignia of Healing

Conjuration (Healing)

Level: Bard 3, Cleric 3

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400ft. + 40ft./level)

Area: 400ft. + 40ft./level spread, centered on you.

Target: All wearers of special insignia within range.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Source: *Races of Destiny* p166

Lion's Roar

Evocation [Sonic]

Level: Cleric 8, Courage 8

Components: V,S,DF

Casting Time: 1 standard action

Range: 120ft.

Area: 120-ft.-radius-burst centered on you

Duration: Instantaneous or 1 minute/level

Saving Throw: Fortitude partial or Will negates (harmless); see text

Spell Resistance: Yes or Yes (harmless); see text

All enemies within the spell's area take 1d8 points of sonic damage per two caster levels (maximum 10d8) and are stunned for one round. A successful Fortitude save halves the damage and negates the stunning effect.

In addition, all allies within the spell's area gain a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+20 temporary hit points at caster level 20th).

Source: *Spell Compendium* pg 133

Mage Armor, Mass (SC)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

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

Targets: One creature/level, no two of which are more than 30ft. apart

This spell functions like *mage armor* (PH 249), except that it affects multiple creatures.

Source: *Spell Compendium* pg 136

Recitation

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

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

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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

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

Source: *Spell Compendium* 170

Repair Light Damage

Transmutation

Level: Artificer 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When laying your hands upon a construct that has at least 1 hit point remaining, or a living construct with -9 or more hit points, you transmute its structure to repair damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

Source: *Spell Compendium* pg 173

Repair Minor Damage (SC)

Repair Minor Damage (SC p173)

Transmutation

Level: Sorcerer/Wizard 0

This spell functions like *repair light damage*, except that you repair 1 point of damage to a construct.

Source: Spell Compendium pg 173

Righteous Wrath of the Faithful (SC)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V,S,DF

Casting Time: 1 standard action

Range: 30ft

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (this additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (this bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Source: Spell Compendium pg 177

Stalwart Pact

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP

Source: Spell Compendium 204

Stand

Conjuration (Teleportation)

Level: Duskblade 1, sorcerer/ wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms, and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Source: Player's Handbook 2, pg 125

Voice of the Dragon

Transmutation

Level: Bard 4, Dragon 4, sorcerer/ wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

As you speak the words of the spell and inscribe the motions in the air, your voice deepens, taking on a resonance that makes the listener think of authority, power, and great age.

You gain a +10 enhancement bonus on Bluff, Diplomacy, and Intimidate checks. You also gain the ability to speak and understand (but not read) Draconic.

At any time before the spell's duration expires, you can use a standard action to target a creature with a suggestion effect, which functions identically to the spell of that name (PH 285), including range, duration, and other effects. Doing this causes the voice of the dragon spell to end, though the suggestion itself lasts for the normal duration thereafter.

Special: Sorcerers cast this spell at +1 caster level.

Source: Spell Compendium 232

BASE CLASSES

Favoured Soul (Complete Divine)

Abilities: Charisma determines how many spells the favored soul can cast per day. Wisdom determines how hard the favored soul's spells are to resist (see Spells, below).

Alignment: Any

Hit Die: d8

Class skills: The favored soul's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Ste), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int), see PHB for skill descriptions.

Skill points at 1st level: (2+ Int modifier) x4.

Skill points per level: 2+ Int modifier.

Class Features:

All of the following are class features of the favored soul.

Weapon and Armor proficiency: Favored souls are proficient with all simple weapons, with light and medium armor, and with shield (except tower shields). A favored soul is also proficient with her deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of at least 10 + spell level. Favored soul bonus spells are based on Wisdom and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day. Her base daily allotment is given on the table below. In addition, she receives bonus spells for a high Charisma. Upon reaching 4th level and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows. In effect, the favored soul "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon focus feat with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th and 15th level, the character gains resistance 10 against another energy type of her choosing.

Deity's Weapon Specialization: At 12th level, a favored soul gains the Weapon Specialization with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Favoured Soul Spells known

Lvl	0	1	2	3	4	5	6	7	8
1	4	3							
2	5	2							
3	5	4							
4	6	4	3						
5	6	5	3						
6	7	5	4	3					
7	7	6	4	3					
8	8	6	5	4	3				
9	8	6	5	4	3				
10	9	6	6	5	4	3			
11	9	6	6	5	4	3			
12	9	6	6	6	5	4	3		
13	9	6	6	6	5	4	3		
14	9	6	6	6	6	5	4	3	
15	9	6	6	6	6	5	4	3	
16	9	6	6	6	6	6	5	4	3

The Favored Soul

Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day							
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th 8th
1st	+0	2	2	2		5	3						
2nd	+1	3	3	3		6	4						
3rd	+2	3	3	3	Deity's Weapon Focus	6	5						
4th	+3	4	4	4		6	6	3					
5th	+3	4	4	4	Energy resistance (1st type)	6	6	4					
6th	+4	5	5	5		6	6	5	3				
7th	+5	5	5	5		6	6	6	4				
8th	+6/+1	6	6	6		6	6	6	5	3			
9th	+6/+1	6	6	6		6	6	6	6	4			
10th	+7/+2	7	7	7	Energy resistance (2nd	6	6	6	6	5	3		

APPENDIX 3: FORMAL JOUSTING IN RATIK

For official competitions, no magic is to be used when fighting a joust. It is a matter of honour that knights compete on skill, not wealth. Masterwork and special materials are allowed, just no spells or magical equipment (with the easy availability of *Detect Magic* even the poorest knight can afford to check his opponent if they suspect cheating). Exceptions to this may occur but will be covered in the adventure text when appropriate.

There is an exception for the use of bardic music. The bard works the crowd, not the knight and rolls their Perform (and expend a bardic music attempt) against the “Influencing NPC Attitudes” table, PHB pg72. If they achieve a Friendly result, the knight may benefit from *Inspire Courage*; if they achieve a Helpful result, the knight may benefit from *Inspire Greatness* or *Inspire Heroics*. The bard must be able to use the appropriate Bardic Music ability to bestow it upon their knight.

JOUSTING RULES

Summarised from *Complete Warrior*, pg130-131.

In a traditional joust, two knights on horseback charge each other with blunted lances, separated by a rail that divides two parallel tracks. When they meet in the middle, they clash with great momentum and force, they continue down the track on their side of the rail. They repeat the process until one knight yields or is knocked from the saddle. A great deal of pageantry and ritual accompanies most jousts, and colourful heraldry, dress, or banners often identify knights.

Because the jousters are running full-tilt at one another with blunted weapons, jousts function differently from mounted combat. Initiative isn't necessary; during each pass, each knight simply makes a special attack with the blunted lance, and the results of both attacks are resolved simultaneously. Each knight can also attempt to unhorse the rider (treat as a trip attack) or make a sunder attempt against the enemy's weapon or shield. Neither the trip attempt nor the sunder attempt provokes an attack of opportunity. A successful blow deals lance damage (double because the knights are both charging), but its non-lethal damage. A knight with the Ride-By Attack feat gains a +4 bonus on attack rolls during a joust.

In some versions of the joust, a knight can continue with a blunted longsword or mace (ie strike for non-lethal damage at -4 attack penalty) if he loses his lance. Such a weapon deals non-lethal damage and can make the free sunder attempt described above, but not the trip attack.

The most obvious variation on the traditional joust is simply to use real lances and attack with lethal force. This functions exactly as normal mounted combat, except that a knight can still make a free trip or sunder attempt if his attack hits (the momentum of two opposing charges makes these special attacks possible, not the prowess of the knights).

To summarise, for a formal tourney in Ratic:

1. Attack rolls are simultaneous. Knights cannot choose any special attack options (but may still use feats such as Combat Expertise or Power Attack).
2. A knight with the Ride-By Attack feat gains a +4 attack bonus.
3. A successful hit deals non-lethal damage (can be lethal damage for duels) and forces a DC5 Ride check for taking damage while mounted.
4. A successful hit also allows the knight a free trip attack (vs Ride skill usually) or sunder attack (opposed check). The sunder still works even though lances are normally Piercing damage.
5. Resolve any special results (such as the Cavalry Charger “Unhorse” ability).
6. Knights are allowed 1 shield and 3 lances per joust. If all 3 lances are sundered, then their opponent wins by default. If both knights lose their third lance in the same pass, then the joust continues with longsword, mace or bastard sword (wielded in one hand only) until one knight is unhorsed (or unconscious). Draws are possible (and frequent).
7. If for religious reasons (such as clerics of Kelanan) a knight is unable to use a lance or sword, they may substitute their religious weapon, but will always strike *after* their opponent (due to the lance's reach). This requires dispensation by the Master of the Lists or the tourney's patron.

APPENDIX 4: FIONA WILLIMER'S FINISHING SCHOOL

This appendix provides a lot of background information that is key to understanding Encounter 3.

4A: HOW THE SCHOOL WORKS:

Headmistress Fiona Willimer teaches noble girls at her school. Sometimes she writes to parents offering the girls a place at the school; other times parents write to her asking if a place can be found. She doesn't hesitate to snub lesser nobles if she can fill the school with girls that are more to her taste. The girls are exclusively human, and Fiona favours Suel girls over Oeridian ones.

There are six girls in each of three forms – junior (10-12) middle (13-15) and senior (16-18) for a total of eighteen girls at the school.

The school has two purposes. The obvious one, of educating noblewomen, is all that many of its students ever encounter. But perhaps a third of the girls are involved in the second purpose.

Any girl divining that there is a second purpose is invited to join the Headmistress' classes in "Motives and Hidden Explanations". Held in the evening, and often in a (normal) classroom with a secret passage to the chapel in the basement, these classes are designed to suborn the students into the worship of Syrul and loyalty to the Scarlet Brotherhood. Over the years, a small handful of girls have apparently lost their lives to bandit attacks when travelling home for the holidays. Thus the incorruptible and the non-Suel are disposed of.

Fiona Willimer visits her graduates often, keeping them advised as to the Scarlet Brotherhood's plans for them. She helps them marry into influential positions, sometimes via her Old Girls network.

There is appreciable geothermal activity in the Loegrimm valley, and the school taps into that for heating. Hot air flows through spaces built into the walls and floors, from a "furnace" in the basement where lava is brought briefly near the surface. Salamanders live in these flows, and Fiona Willimer regularly uses them to carry messages relating to her secret work; they get on well with the cleric of Pyremius she employs as a cook. Fiona has taught many of her girls Ignan.

4B: HISTORY OF SALYARISTA'S ENEMIES:

The exposure of the cult of Syrul at this school, which the PCs will hopefully achieve in this adventure, has its roots in one young noblewoman's tendency to make enemies.

Salyarista Devonmeek, next heir to the Devonmeek triumvirate, is a gorgeous airhead. Totally devoted to fashion and appearances, she definitely enjoys delivering catty insults, and going all out to upset, insult, or inconvenience her latest enemy. She doesn't hold grudges for more than a few days, however; and forgets other girls' real or imagined offences fast enough. Every girl in the school has been her enemy at one point or another; about half of them have been targeted repeatedly.

Trillian Glidden has been one of these for the past two years – while once Salyarista thought Trillian had good taste, for the past two years Rogesh Silk has been in fashion, and silk from the Worshipful Company of Weavers and Broiders (headed by Trillian's aunt Vionelle Glidden) has been out of fashion. Trillian's wardrobe is supplied by Vionelle, and while it is beautifully cut and stitched, and in other respects perfectly fashionable, it is all still Glidden silk. This makes Trillian an easy target for Salyarista's insults. Then, too, Trillian's wardrobe is otherwise almost equal to Salyarista's – making her a rival worth noting.

The last spat between Trillian and Salyarista was about six weeks ago – while serious by the standards of these girls, it appeared to blow over fast enough. Trillian thought she had got the last laugh, getting Salyarista's latest boyfriend to squire her to a ball. Salyarista knew she had – she convinced the school's seamstress that Trillian had been on a diet and needed all her waistlines taken in by an inch. It worked like a charm – Trillian, convinced she'd gained weight, has been dieting and exercising and suffering since then.

When the dance was announced, Trillian decided she had to get one of her ball gowns let out so it didn't look like she'd gained weight. She spoke to the seamstress, and discovered the trick. Furious, she quickly devised plans for revenge. Neither Salyarista nor any other girls at the school realise that Trillian is out to get her at the moment ...

Salyarista has made other enemies for other reasons at the moment:

Ronilda Loegrimm. Original cause – Ronilda was clumsy and spilt stuff on Salyarista's morning-dress. Most recent event: Salyarista led Ronilda's horse back to the school during the last shopping excursion, forcing Ronilda to walk home.

Garlai Cormik. Original cause – Garlai wore a gown that was almost the same as one Salyarista was wearing to the same event. Most recent exchange: Salyarista slipped a sedative into Garlai's lapdog's food, meaning it didn't wake up the next morning. Garlai panicked and rushed it to a cleric, who soon diagnosed the problem and charged her full price for the *remove poison* spell.

Guintania Bresht. Original cause – Salyarista was bored and got Candy to temporarily re-colour Guintania's clothes using *prestidigitation*. Guintania called her names, one of which was too close to the truth for comfort, but has otherwise felt fairly powerless to retaliate. Most recent exchange: Guintania put a frog in Salyarista's makeup chest. (Guintania has since been pushed into a muddy puddle, which she incorrectly attributes to Salyarista.)

4C: GATHERING INFORMATION AT THE SCHOOL:

Rumours relating to the burning of Salyarista's wardrobe:

01: Someone poured Alchemists' Fire all over Salyarista's ball-gowns. There's nothing left of them! (*partly correct.*)

02: Miss Fashionista, Salyarista, must really have upset someone lately. Her whole room got torched today! And, like the clothes-horse she is, it's the missing clothes she's upset about! (*partly correct.*)

03: Salyarista found a frog in her makeup case last week. It's happened before, and she hardly even bothered to scream. I think the junior girls are running out of ways to get revenge when she picks on them. Maybe one of them burned her ball gowns! (*all true except the last.*)

04: I reckon Lucille Keth must have burned Salyarista's ball gowns, and I reckon she did it out of jealousy. Salyarista had this gorgeous green dress that she let Lucille try on one time, and it looked stunning on Lucille. (*wrong, except the last.*)

05: Salyarista said Juniva's clothes were awful tight about the waist, and she must be in the family way. I reckon Juniva must be really hating Salyarista right now. Maybe she burned Salyarista's room. (*insult happened, rest is wrong.*)

06: Trillian's aunt Vionelle used to have a monopoly on Ratik's silk. I heard Vionelle had a caravan burned because it was carrying silk imported by Rogesh. But now no-one who is anyone wears anything but Rogesh silk. Except Trillian – but she's not even noble, really! Hey, maybe she copied her aunt and burned Salyarista's silk dresses! Someone must have! (*all true, though the speaker won't know it!*)

07: Look how white Salyarista is, several hours after finding her room in ashes. She normally forgets most spats in short order, but I think she'll remember today for the rest of her life. I wonder who did it? (*true; warning PCs to be careful.*)

Other rumours:

08: There's a bakers boy in the village who follows Ronilda around whenever she goes shopping. He tried to give her a cream bun last time. (*red herring.*)

09: Celovia is an amazing dancer. She loves to do ribbon dances – it seems as if she can make her ribbons float, swirl, or snap through the air like a whip. (*true and faintly relevant to final encounter.*)

10: Guintania doesn't seem to be afraid of frogs, or slugs, or anything like that. She does really well in Nature Studies. (*red herring.*)

11: Clea and Merlai Jorbenheim are both likely to fail Nobility and Royalty studies this term. They never do their studies for it. Apparently their mother doesn't care if they fail that class. (*cultural background: House Keth don't care.*)

12: Clea Jorbenheim can be rather untruthful. For half a term she had Schoolmistress Annabella convinced that there was a nixie living in the school grounds. The Headmistress just laughed and said to send tales of strange critters to her. (*Significant, though not to the ball gowns.*)

13: Ronilda always dresses well, but I hear she sews all her clothes herself in the holidays! (*red herring.*)

14: Madeleine's father hasn't come to any end-of-term dances yet. I reckon he's ashamed to be seen because he runs a gambling house! (*red herring. And wrong, dad's a sailor.*)

15: Lace is "out" this season. And ruffles are so two years ago. If you must decorate your neckline, this year you should do it with embroidery. (*from one of Salyarista's friends, preferably to a female PC. Red herring.*)

16: Octavia Bresht's brothers are very good looking. I think that's the REAL reason Juniva visited her during the last holidays. (*red herring.*)

17: The nastiest things anyone can say about Wendice are that she will make friends with anyone, even if they aren't noble, and she prefers beer to wine. But that's normal for a worshipper of Wenta. (*very vaguely relevant.*)

18: Trillian has been exercising and dieting really hard lately. (*relevant, if obscure.*)

19: That headscarf Patrina is wearing doesn't suit her very much. I think she was trying to dye her hair this afternoon, and it didn't take very well. (*red herring.*)

20: Sweyn, the dancing master, keeps telling us he's a vegetarian. But I saw him eating roast pork at the inn in the village last month. (*mostly red herring.*)

21: Celovia usually exercises a lot, but lately it mainly seems to be running down to the copse in the mornings. I reckon she's hurrying down there to throw up. (*spiteful and wrong.*)

22: It's common for a girl to be on a diet, but I reckon Celovia has been refusing breakfast because she's feeling ill, not because it's a diet. I reckon that's why the Headmistress has taken her away at the moment. (*spiteful and wrong.*)

23: Octavia wears a really tight girdle under that pretty dress. Don't scare her, now, she'll faint! (*red herring.*)

24: Edelina loves her geography lessons, but the pressure's on now; her dad was boasting to his friends that she would come top of the class! (*red herring.*)

25: Juniva's really nice to the younger girls. She's lent scarves and necklaces to three or four of them tonight. (*red herring.*)

26: I heard that Sweyn has to live in the village because the last dancing master was caught with one of the girls. They tried to hush it up, but he was angry and wrote a song about it. No one will employ him now! (*mostly red herring.*)

4D: RECENT EVENTS AT THE SCHOOL:

The Headmistress, Fiona Willimer, is away at the moment. She left very suddenly a week ago, taking one of the senior girls with her. (Rumour will have it that Celovia Cormik is in trouble; the truth is that there's an opportunity Fiona and Celovia are exploiting for the Scarlet Brotherhood.)

Sir Trias pays for a *sending* notifying the school of the party's expected arrival time and their mission. Schoolmistress Anabella Rincanton gives way to the girls' request for a dance; she assigns the organization tasks to the senior girls, as an exercise in household management. Much indoor chaos and excitement ensues.

Trillian Glidden, one of the senior girls, discovers as part of the dance preparations that she's been suffering because of a trick Salyarista Devonmeek played on her. Furious, she goes down to the hypocaust furnace in the basement and uses the bell to call a Salamander (Rabius). She uses a *scroll of charm monster* on it (taken from the altar in the chapel to Syrul), then asks it to burn Salyarista's ball gowns. (She is remembering some of her aunt's tactics here! Vionelle had an entire caravan burned because they were transporting a rival's silk.) Rabius obligingly quaffs its own *potion of invisibility*, and a *potion of fly* Trillian retrieves from the chapel, and does so. It does a bit of other damage, but the ball gowns are the worst casualty. Then Trillian sees Rabius back into his lava streams, and tells him he can go home now. (When the *charm monster* spell is broken, soon after Rabius gets home, Rabius will be most annoyed, collect friends, and come back to wreak a bit of revenge.)

Rabius burns the gowns while most of the school is at lunch. He is invisible and flying.

When Salyarista discovers the damage to her wardrobe, just after lunch, she faints. Once she is discovered and brought around, some time later, she vows blood feud – if only she can discover the perpetrator. Trillian realises she's gone too far and sets out to cover her tracks and make amends.

As the niece of a silk merchant, Trillian has a wardrobe second only to Salyarista's lost gowns. With sympathetic remarks about “that loss is more than anyone should bear” Trillian offers Salyarista the pick of her wardrobe – all in the very latest mode, except for being Glidden silk rather than Rogesh silk. Salyarista accepts this, promoting Trillian to the rank of friend (for now) and engaging her in speculation as to who might have burned her gowns.

4E: NAMES AND BACKGROUNDS:

For any NPC who is not statted in Appendix 1:

Generally you won't need to know anything about their game statistics, but you might if the PCs are subjecting them to forensic magic. If a class is specified, but no level, treat that NPC as being purely that class, with level = APL (Except Annabelle, whose level is APL+ 1). So you can determine Sweyn's saves from DMG pg 114, Immin's saves from DMG pg 115, and Annabelle's saves from DMG pg 126. All the rest of the girls are level 1 aristocrats with 15 Charisma. (Fort = +1, Ref = +2, Will = +2)

Important personalities at the school:

Salyarista Devonmeek:

Heritage: Oeridian

House: Devonmeek

Age: 15 (middle school)

Alignment: CN

Cult of Syrul: No

Class: Aristocrat

Daughter and heir of Lord Ridderick Devonmeek, the Administrator of Agriculture; Salyarista is in line for the next Triumvirate seat.

Very pretty. Shallow airhead. Snooty and fashionable. Normally wears Rogesh silk (Xref RTK6-03 *Court and Causality*) "Because silk from the Worshipful Company of Weavers and Broiders is *so* two years ago!" Makes enemies at the drop of a hat, forgets quarrels in short order, forgives with a little bribery or the like.

Salyarista is sometimes puzzled by the way some girls don't treat things with the importance they deserve. "It's like they think there's some higher calling or something. Which is like totally wrong; what could be more important than clothes?" She can usually reduce girls in the junior or middle school to tears with some well-chosen words, but the girls in the cult of Syrul are more likely to withstand her attacks.

Trillian Glidden:

Heritage: Suel

House: Loegrimm

Age: 18 (senior school)

Alignment: CE (but has *misdirection* cast.)

Cult of Syrul: Yes

Class: Sorceress (See Appendix 1)

Vionelle Glidden's niece. Here under the auspices of House Loegrimm. Vionelle controls the Worshipful Company of Weavers and Broiders, which held an underhanded monopoly on silk in Ratik for some time. Neither Vionelle nor Trillian are true nobility, merely a merchant family with MONEY, and the other girls make snarky remarks as to why she's really here. Trillian and Salyarista Devonmeek have been rivals for as long as they've both been at the school – and Salyarista tends to get the upper hand.

Rosanna Porchentan:

Heritage: Mixed

House: Bresht

Age: 18 (senior school)

Alignment: CG

Cult of Syrul: No

Class: Aristocrat

Nobility of House Bresht. (This House seem to regard wedlock a little more lightly than normal in Ratik; in particular, Lady Abril Bresht's heir was not only born out of wedlock, but doesn't know who his father is.) Rosanna is the intended of Sir Trias. She has long black hair and tan skin, like some other Oeridians. She's a sweet-tempered girl, excitable, and loves to be the centre of attention. (She's used to getting attention by being a good girl, or making a fuss over good little causes like a lost child or hurt puppy, and getting others to help. So, for example, she organised a carriage when Garlai's lap-dog wouldn't wake up, and escorted Garlai to and from the cleric in Kerithton.) She's impulsive rather than wise.

She has, for several weeks, been welcoming the secret attentions of the chef, Immin Morecote. They've been trysting in a hidden corner of the basement; she's found the secrecy both romantic and exciting. However, she writes a farewell letter to Immin on learning of Sir Trias' proposal.

Schoolmistress Anabella Rincanton:

Heritage: Oeridian

House:

Age: 32 (teacher)

Alignment: LG

Cult of Syrul: No

Class: Wizard

A highly intelligent Oeridian woman; gentle, good, and dignified; skilled in Wizardry. Anabella teaches many of the classes in Geography, local customs, Nobility and Royalty, Religion, etc. She has been at the school for five years. She has occasionally argued with the Headmistress about the unfairness of giving extra tuition to those girls already adept in ferreting out secrets; don't the girls who lack these skills need them most?

She is not familiar with the Headmistress' second curriculum; like many highly intelligent people, she can think of many legitimate explanations justifying the little oddities she has observed. So she hasn't realised that the evening classes Fiona gives in "Motives and Hidden Explanations" are actually sessions devoted to Syrul.

Candice (Candy) DeBeaumarchais:

Heritage: Oeridian

House: Devonmeek

Age: 15 (middle school)

Cult of Syrul: No

Class: Sorceress

Salyarista's best friend. Of course, they've had their spats, but for the most part these two girls have been the hub of the Salyarista Clique – at times they have been two against the world; at other times half the school has been on the inner circle.

Clea Jorbenheim:

Heritage: Suel

House: Keth

Age: 17 (senior school)

Cult of Syrul: Yes

Class: Cleric (see appendix 1)

The girls of house Keth don't really care about other noble houses. This contributed to Clea becoming Trillian's closest friend – Clea didn't make snarky remarks about Trillian's lack of noble blood, unlike other girls at the school. Then, too, both girls were quick to get involved in the cult of Syrul at the school, and sharing a secret can be a powerful bond.

Clea is wise enough, but far from nice. She's a minor noblewoman from the house of Keth. Her sister Merlai is also at the school, and also in the cult.

Wendice Thassenden:

Heritage: Oeridian

House: Loegrimm

Age: 14 (middle school)

Cult of Syrul: No

Class: Favoured Soul of Wenta (see appendix 1)

A cousin of Lady Gwynden, Lord Merdick's wife. Minor nobility of House Loegrimm. A practical girl who's not afraid to get her hands dirty. Aces the household management studies. Will volunteer healing if the PCs are wounded when they reach the school, or after fighting salamanders if at APL 2 or 4.

Everyone else at the school:

Headmistress Fiona Willimer:

Heritage: Suel

House: Keth

Age: 42 (headmistress)

Alignment: NE

Cult of Syrul: Yes (Leader)

Class: Cleric (see Appendix 1)

Fiona is away from the school at present.

A charming Suel woman in her early sixties. Fiona walks slowly with a limping gait – both her legs were broken when she was younger; they healed badly. She is a woman of few words, and those carefully chosen.

She instructs the girls in a range of areas, including diplomacy, courtly behaviour, etc.

Other students:

Celovia Cormik:

Heritage: Suel

House: Cormik

Age: 18 (senior school)

Alignment: NE

Cult of Syrul: Yes

Class: Fighter (see Appendix 1)

Celovia is very close to Headmistress Fiona. She is not at the dance, as she is accompanying the headmistress on her current travels.

Dedira Fadric

Heritage: Mixed

House: Fadric

Age: 12 (junior school)

Cult of Syrul: No

Juniva's sister.

Edelina Thassenden:

Heritage: Oeridian

House: Loegrimm

Age: 11 (junior school)

Cult of Syrul: No

Nobility of House Loegrimm. Wendice's sister. Nice girl.

Garlai Cormik:

Heritage: Suel

House: Cormik

Age: 13 (middle school)

Cult of Syrul: Yes

Garlai is one of Salyarista's many enemies. She keeps a lap-dog, which Salyarista sedated at one point.

Guintania Bresht:

Heritage: Mixed
 House: Bresht
 Age: 12 (junior school)
 Cult of Syrul: No
 Octavia's sister. Victim of a prank or two from Salyarista, and fairly powerless to fight back.

Juniva Fadric

Heritage: Mixed
 House: Fadric
 Age: 16 (senior school)
 Cult of Syrul: No
 Dedira's sister.

Lucille Keth;

Heritage: Suel
 House: Keth
 Age: 13 (middle school)
 Cult of Syrul: Yes
 Patrina's older sister.

Madeleine Eberhard:

Heritage: Suel
 House: Fadric
 Age: 10 (junior school)
 Cult of Syrul: No
 Nobility of House Fadric.

Merlai Jorbenheim;

Heritage: Suel
 House: Keth
 Age: 10 (junior school)
 Cult of Syrul: Yes
 Merlai is Clea's younger sister.

Octavia Bresht:

Heritage: Mixed
 House: Bresht
 Age: 16 (senior school)
 Cult of Syrul: No
 Guintania's sister.

Patrina Keth;

Heritage: Suel
 House: Keth
 Age: 11 (junior school)
 Cult of Syrul: Yes
 Lucille's younger sister.

Ronilda Loegrimm:

Heritage: Oeridian
 House: Loegrimm
 Age: 14 (middle school)
 Cult of Syrul: No
 A niece, once removed, of the present Lord Merdick of House Loegrimm.

House Optwall have no girls here: the present Lord is the last of his line.

House Bredivan have no girls here: the House hasn't had the money, and doesn't have strong inclinations along these lines.

House Ulthek send no girls to finishing schools in any case.

House Abonhoth do not want their daughters to mix with those of Keth.

Student summary table:

Junior School		Middle School		Senior School	
Name	Age	Name	Age	Name	Age
Dedira	12	Candice	15	Celovia**	18
Edelina	11	Garlai**	13	Clea**	17
Guintania	12	Lucille**	13	Juniva	16
Madeleine	10	Ronilda	14	Octavia	16
Merlai**	10	Salyarista	15	Rosanna	19
Patrina**	11	Wendice	14	Trillian**	18

** This girl is a member of the cult of Syrul.

Staff at the school:**Housekeeper Hildegard Tabarker:**

Heritage: Suel
 Age: 43
 Alignment: LE
 Cult of Syrul: Yes

A firm and matronly woman, in charge of several maids and the chef. Also instructs the girls in household management and stillroom work.

Maid Imayana Browne:

Heritage: Mixed

Age: 16

Alignment: N

Cult of Syrul: No

One of several maids at the school, tasked with helping in the kitchen, doing the laundry, floors, beds, candles, etc etc. Imayana is a good girl. She is aware that certain maids (Katherine and Lettice) do extra work for the Headmistress; she has never been among them. She is very shocked when she discovers fire creatures in the kitchen storeroom.

(Other maids: Agnes Rydley, Beatrice Sleadford, Katherine Crawforth**, Lettice Gomershall**, Sybil Powlett)

Seamstress Tanya Mingas:

Heritage: Mixed

Age: 31

Alignment: LN

Cult of Syrul: No

An expert needlewoman. The girls would provide enough work for three seamstresses if they could get away with it. Tanya keeps them in check with firm rules as to how much she will do for any one girl in any one month. If they really need extra work done, they can come and do basic work themselves – Tanya gives regular lessons in everything from hemming to

embroidery. (Household linen is done by the maids and housekeeper; Tanya will supervise on request.)

Dancing Master Sweyn Grey:

Heritage: Suel

Age: 28

Alignment: CE

Cult of Syrul: Yes

Sweyn lives half an hour's ride away from the school ("the proprieties, you know!") He's a bard of moderate renown (DC 25 Knowledge(Local) check to know of him, and his dancing skills). He instructs the girls on dancing, singing, and playing musical instruments. He will cast *misdirection* on any girls that ask for it.

Chef Immin Morecote:

Heritage: Suel

House: Cormik

Age: 29

Alignment: CE

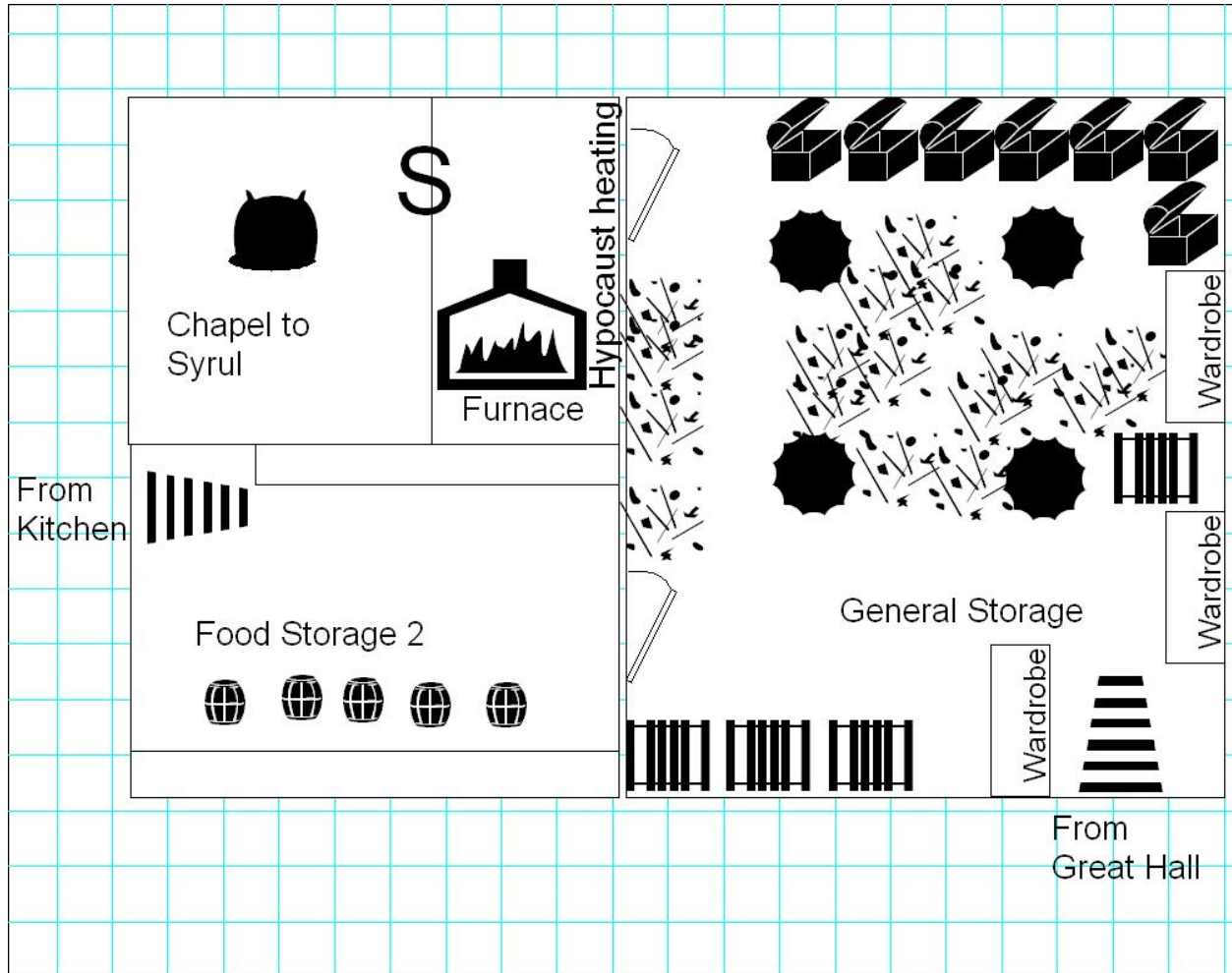
Cult of Syrul: Yes (Ally)

Class: Cleric (Pyremius)

A good-looking widower who has been at the school about three years. He has considerable charm. The Headmistress knows that Immin tumbles one of the maids; she doesn't know that he has recently also seduced Rosanna.

APPENDIX 5: THE BASEMENT

There's more to the basement than Schoolmistress Annabelle knows. This map adds in the Chapel to Syrul, and indicates the location of the secret door that leads into it. It otherwise matches Player Handout 3.



APPENDIX 6: DIVINATION MAGIC

High level parties may well have access to divination magic that could make quite a difference to this module. Use the following information as guides to help you adjudicate the effects of any such spells.

Detect Evil:

This is the only place where low level parties get an advantage over high level parties. At APL 2, everyone in the cult detects as evil. At APL 4, Clea and Trillian do not – they are covered by *undetectable alignment*, cast by Clea and by Chef Immin Morecote. At APL 6 all the girls in the cult are covered by *undetectable alignment* when they first meet the PCs, as is the chef, and the dancing master is using *misdirection*; at APL 8, all the staff in the cult are covered. (Under these circumstances, canny PCs may wonder why there are no evil auras; this is unnatural, and they might well guess that alignments are being obscured.)

Undetectable alignment is not dismissable. Neither are quite a few other common buff spells.

Telepathy:

What people know: Each cult girl knows the identity of one other girl in the cult – their worship buddy, usually of similar age. (See Appendix 4.) Only Trillian knows who burned Salyarista's gowns, or why. Only Trillian, Clea, and Dancing Master Sweyn know that Fiona *has* gone on cult business; the rest of the cult girls know she sometimes goes away on cult business.

Brain spider: Require the caster to identify all targets (using Player Handout 2) before giving them any results. If they include Trillian in the net they'll probably tease out the whole story so far – except no-one knows that Rabius will be back for revenge. If they include any cultist in the net, they need to frame the right question or nominate the right (broad) topic to catch thoughts that will expose the operation of the cult – suitable topics include “religion/deities worshipped here”, “extra classes”, “secret rooms”.

Detect thoughts: This spell only reveals surface thoughts. None of the girls will be thinking about the cult of Syrul or the Scarlet Brotherhood during the dance. They will only bring such thoughts to the surface if (a) they are a member of the cult, and (b) they get reason to think about such things (e.g. hearing about “a secret room discovered in the basement” or being questioned about the cult, the Brotherhood, or where the Headmistress has gone).

Probe thoughts: This spell requires the caster to ask questions of the mind of the target. So if they ask no relevant questions, they get no relevant answers. (Answers come in normal sentences.) Only Trillian knows who burned the gowns or why. If Salyarista is asked about her enemies, she'll think of the recent spats from the end of Appendix 4B before she remembers the trick she played on Trillian; though if Trillian is mentioned she'll recall it straight away. (Salyarista will give the same answers if questioned normally.)

(Rary's) *telepathic bond*: Doesn't grant the PCs any more information than they get by talking normally – except that it bypasses the language barrier with Rabius.

Other Spells:

Augury: This is a weal or woe spell limited to determining the effects of a contemplated action, going about half an hour into the future, if the secret dice roll is good. It will tell PCs of all but the most prudish gods (Pholtus?) that Encounter 4A is “weal”. It will warn “woe” for the trap on the altar (unless the PCs are thinking about invoking Syrul's names first, in which case “weal”). Most other actions probably have consequences too far in the future for the spell to give any response but “nothing”.

Commune: These are yes/no/unclear/(rare)short-phrase answers and the caster cannot consult other PCs once they start asking questions. (They can discuss a list of questions before they cast the spell.) Do not allow the player to hesitate too long between questions. The answers will of course be accurate!

Divination: For questions seeking to identify the arsonist, correct divinations get: “A gown re-sized leads to terrible weakness.” (This refers both to Trillian's ill-judged revenge and the effect of the altar trap.)

For questions about the basement (or the cult), correct divinations get: “Secrets and lies abound; the weakened flame is truthful.” (The weakened flame is Rabius.)

For questions about handling the girls after their exposure: “Noble girls have noble families. Charge the head and body.” (Whistle-blowing against Trillian & Clea attracts minor noble enmities. Fiona and Celovia are not so protected.)

Zone of Truth: Unlike targeted mind-affecting spells, this is an area effect, so the caster has no way of telling whether or not creatures in the affected area have failed their saves. Cultist NPCs who make their saves and succeed on Spellcraft checks to identify the spell will feign suitable reactions to any test questions. (This is a Bluff check. The Spellcraft check DC is 17 if they see the spell being cast, or 27 if they don't.)

Cultist NPCs who fail their saves are still not obliged to tell the full truth, or even answer any particular questions; they are aware of the enchantment and will be evasive or silent.

APPENDIX 7: SYRUL AND PYREMIUS

Name: Syrul

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Lies, Deceit, Treachery, False Promises

Titles: The Forked Tongue, Night Hag, Oathbreaker

Holy Symbol: A forked tongue

Alignment: NE

Origin of Worship: Suel

Core Worshipers: Suel

Common Worshipers:

Uncommon Worshipers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: dagger of venom

Domains: Domination* (CD), Evil, Knowledge, Mind* (CD), Trickery.

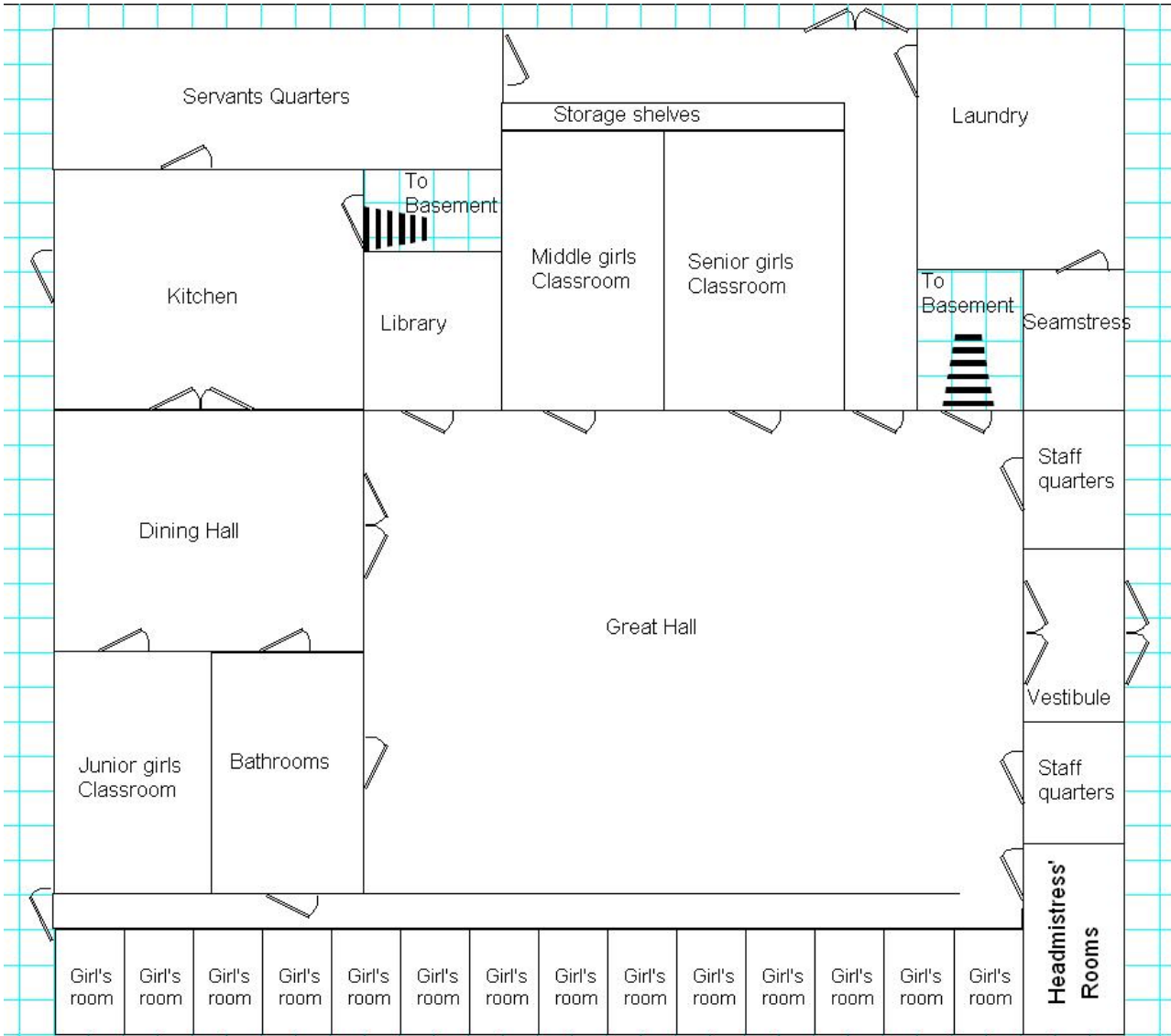
Special Notes:

Description: Syrul (SIGH-rul) appears as a dirty, smelly old hag in tattered clothing (an illusion covers her non-descript appearance). She is never without Small Lie (a dagger of venom made from an evil unicorn's horn) and Harsh Truth (a rod of withering made from a gold dragon's crystallized soul), and rides a great nightmare called Flamedevil. See can see from any deception or illusion, and her holy symbol is a forked tongue. Syrul avoids other deities except for Pyremius, whom she partners with many things. "The best way to protect what you know is to shield it in a lie. Speech is deadlier than any weapon; the greatest and smallest fall with a well-spoken untruth. Give your word to advance your cause, and break it when it is no longer of use. Trust is for fools, and betraying a fool is the greatest gift and lesson you can give them. Honesty and straightforwardness are for the dull-witted." Her churches get along well despite their communication obstacles. Her clerics use their ability to lie effectively in situations where they can cause the most trouble: markets, courtrooms, embassies, and fortunetellers' booths. Many are skilled actors; performing in self-written plays that slander authority figures. They engage in debate, and are hired by leaders to confuse and misdirect spies and unwarranted foreign dignitaries. They travel to escape persecution, to find rumors to escalate, and to exploit the trust of greedy and foolish explorers. Her temples are strange affairs made of gnarled wood and tortured-looking stone. The walls are carved with weird designs that resemble one thing from one angle, and a different from another. Unusual paintings hang from the walls, such as two dark figures standing between a pair of trees which - if observed long enough - resolves into the image of a skull. Spinning wooden disks with pleasant and ugly images on either side hang from the ceiling. Syrul's followers are called forktongues. The eleventh day of each month is a holy day for the forktongues, although there is no formal ceremony at these times. Instead, the forktongues are not allowed to tell any truths that day, though they must craft true-sounding lies and get others to believe them. Any forktongue speaking a truth on this day has his legs broken and reset askew as a warning. Ceremonial garb includes golden robes - often sewn with actual gold thread - adorned with a forked-tongue symbol; the inner lining of these robes ranges from medium brown to near-black. This garb is complemented by an elaborate wooden staff that cleverly conceals an ornate dagger. A forked-tongue amulet of red metal, preferably red gold or lacquered rusted iron, is worn over the robe. Adventuring clerics wear golden-yellow robes with a red forked-tongue symbol. Even when these robes become ragged or dirty, the tongue-symbol must remain recognizable.

Name: Pyremius
Gender: m
Rank: Lesser Deity
Areas of Concern/Portfolio: Fire, Poison, Murder
Titles: The Blazing Killer, Demon of Venom, Hideous Assassin
Holy Symbol: A demonic face with ears like bat wings
Alignment: NE
Origin of Worship: Suel
Core Worshippers: Suel
Common Worshippers:
Uncommon Worshippers:
Favored Weapon(s): Longsword (m)
Other Preferred Weapons: whip (e)
Weapon of the Deity Spell: longsword of venom (as dagger)
Domains: Destruction, Evil, Fire, Madness* (CD), Mysticism* (CD).
Special Notes: Divine spellcasters cannot cast spells with the cold descriptor; they are not restricted, however, from casting a spell that has been modified by an item or feat (like Energy Substitution) so that its cold descriptor is completely changed to another descriptor.

Description: Pyremius (pie-REH-mee-us) was originally a demigod of poison and murder, but he poisoned Ranet, the Suel goddess of fire, and assumed her portfolio during the height of the Suel Empire, corrupting it from a life-giving power into a destructive element. He is now the patron of assassins, and he carries a longsword called Red Light and a whip called Viper. He is friendly with fiends; jermlaine worship him, as do many nonhuman tribes. He keeps other gods at arm's length, except for Syrul, a fellow patron of the Scarlet Brotherhood. His holy symbol is a demonic face with ears like a bat's wings. "The world will perish in fire. Anything that threatens you must be burned, and those who would keep you from doing this must be killed. The greatest enemy must sleep sometime. Those who fall to such tactics deserve their fate, and those who exploit these weaknesses are the most crafty of all." This doctrine means ranking clerics tend to prey upon each other, and smarter ones sometimes leave a temple to found their own order of the church. His clerics watch other people for weaknesses or openings in their defenses. They expose themselves to great heat to test their strength, plot against those who hold things they want, build superior forges, and explore exotic locations to find rare plants and other substances from which poisons can be made. Assassins can be hired at their temples; turnover among the clerics is high because of internal feuds. The Hideous Assassin's temples are always built of mortared stone, preferably volcanic, with red and orange shapes enameled onto the walls and covered in a glaze to reflect the light. Fires burn in the center of every public room at all times. There are many alcoves and blind corners, giving visitors who spend any time here a strong feeling of paranoia. Hot, dry days that cause fires are holy times for these obsessive people; they met at the site of such fires and offer prayers to their fickle god. Sacrifices of prisoners and slaves are conducted at the beginning of winter, spring, and low summer; these victims are poisoned with corrosive substances, stabbed in the back, and burned alive on great pyres. Ceremonial garb includes orange silk trousers and jerkins, with another layer of red silk over that, slitted to reveal the inner layer; one wearing such a costume appears to ripple with flame. Heavy bracers made of brass adorn the wrists, and males and females shave their heads. Ceremonial tools are a small sword made of brass and a fine leather whip braided with red gold. Alternating colors of red and orange are the norm for adventuring followers of the Blazing Killer. This is normally accomplished with patches of one color sewn onto clothes of the other color, strips of both colors tied in elaborate knots, or with vivid body paints. The clergy of Pyremius are known as deathseekers.

PLAYER HANDOUT 1



This map shows the layout of the main floor of the school.

PLAYER HANDOUT 2

Students at the school:

Name	Age	House
Candice DeBeaumarchais	15 (middle school)	Devonmeek
Celovia Cormik	18 (senior school)	Cormik
Clea Jorbenheim	17 (senior school)	Keth
Dedira Fadric	12 (junior school)	Fadric
Edelina Thassenden	11 (junior school)	Loegrimm
Garlai Cormik	13 (middle school)	Cormik
Guintania Bresht	12 (middle school)	Bresht
Juniva Fadric	16 (senior school)	Fadric
Lucille Keth	13 (middle school)	Keth
Madeleine Eberhard	10 (junior school)	Fadric
Merlai Jorbenheim	10 (junior school)	Keth
Octavia Bresht	16 (senior school)	Bresht
Patrina Keth	11 (junior school)	Keth
Ronilda Loegrimm	14 (middle school)	Loegrimm
Rosanna Porchantan	19 (senior school)	Bresht
Salyarista Devonmeek	15 (middle school)	Devonmeek
Trillian Glidden	18 (senior school)	Loegrimm
Wendice Thassenden	14 (middle school)	Loegrimm

Staff at the school:

Headmistress Fiona Willimer: (currently away) Age: 42 (headmistress)
House: Keth

Schoolmistress Anabella Rincanton: Age: 32 (teacher)

Housekeeper Hildegard Tabarker: Age: 43

Maids:

Agnes Rydley: Age: 13
Beatrice Sleadford: Age: 19
Imayana Browne: Age: 16
Katherine Crawforth: Age: 20
Lettice Gomershall: Age: 15
Sybil Powlett: Age: 17

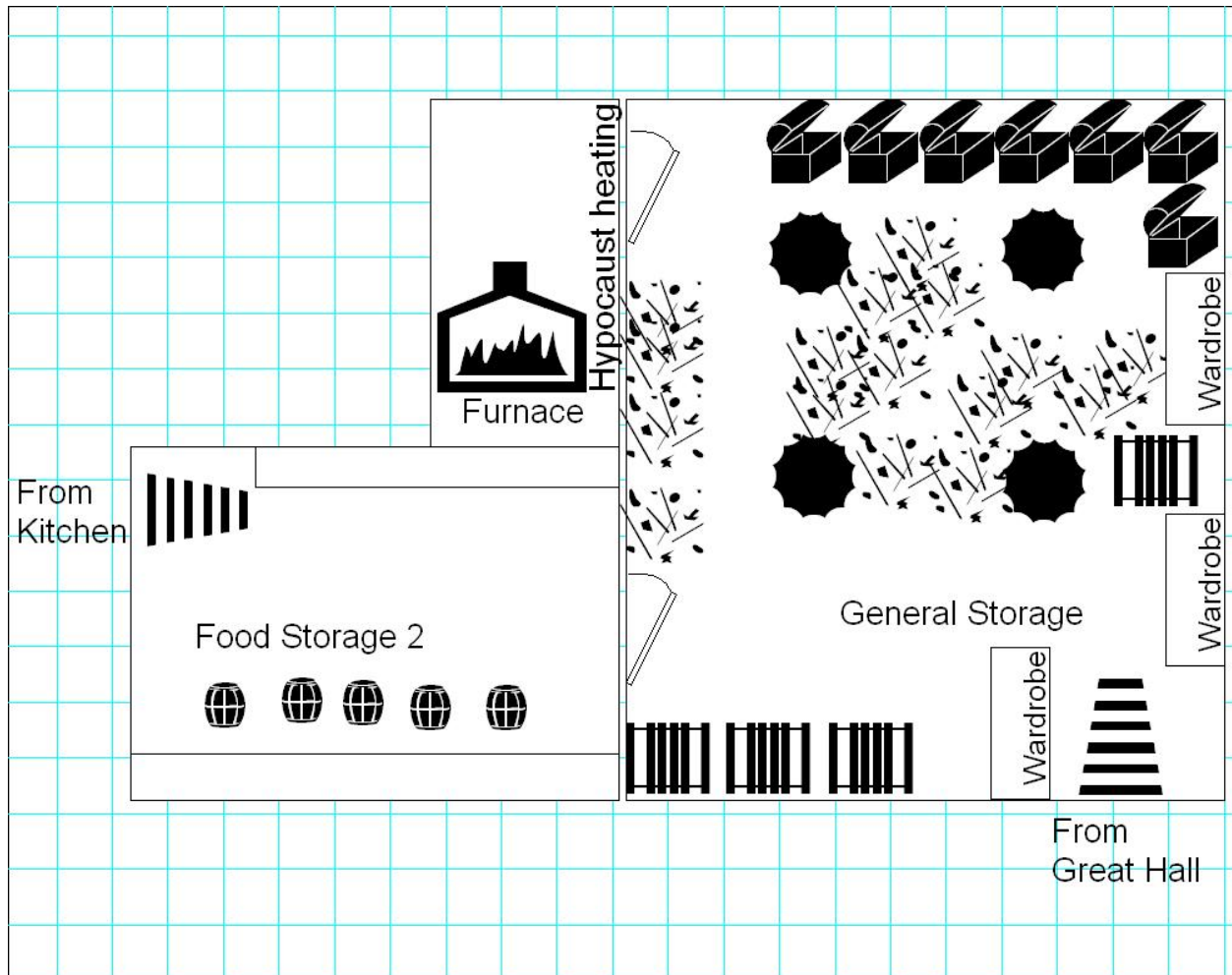
Seamstress Tanya Minyas: Age: 31

Dancing Master Sweyn Grey: Age: 28

Chef Immin Morecote: Age: 29

PLAYER HANDOUT 3

This map indicates the layout of the school's basement.



PLAYER HANDOUT 4

Darling,

I am to be married now, and I had better try to be a bride more worthy of my knightly husband. My intended is a good man, and I feel we shall be happy together. (You know I could never have married you.)

I shall remember our nights together with the greatest pleasure – but there can be no more of them. I leave you this hair as a keepsake; let us part as friends.

The note is not signed. A lock of long black hair is folded inside the paper.

PLAYER HANDOUT 5

This note is inscribed on a fine sheet of metal foil, and wrapped around a long tapered wand, which ends in a pink crystal with red swirls.

Fiona,

Another tool that shouldn't be damaged by our fiery courier friends. You keep running out of regular wands of cure light wounds; this one should last for ever. On the other hand, it only works twice a day, and only people who can cast arcane spells can activate it. We needed a bard to help make it. Any of your sorcerer girls should be able to point it.

The command word is "peculiarity".

Father Rory

PLAYER HANDOUT 6

The Headmistress' letter:

Fiona,

There's an opportunity in Marner where we could use your help. Archbaroness Evaleigh is hiring a ship's agent, and we want our man to get the job, so he can add to, or even insert, certain key shipments. We want you to "incidentally" be visiting some of your graduates (which would also be an excellent opportunity to collect reports from the northern girls) and introduce him to Sir Edmous Tralleine as a trustworthy and upright young man.

We think Sir Edmous will make his recommendation to the Archbaroness some time in the next two weeks.

You'll know our agent when he talks about how rarely mercenaries change their passwords. Reply by telling him he's obviously never met any mercenaries from Perrenland.

For the Brotherhood!

Father Rory.

PLAYER HANDOUT 7

The Headmistress' chest:

The left-hand words are fixed in position on the lid of the chest. The right-hand words are inscribed on small loose pieces of wood, found in a leather bag on Fiona's person, which look like they could be neatly positioned next to the fixed words – but which word goes with which?

Loose pieces that need placing:

Brotherhood, Craft, Door, Dragon, Hag, Knife, Lie, Point, Sheen, Statue, Suel, Symbol, Tongue, Truth, Willimer.

Fixed piece	Loose Piece
Gold	
Animated	
Fiona	
Pureblooded	
Carving	
Night	
Silver	
Needle	
Harsh	
Spell	
Fork	
Secret	
Holy	
Scarlet	
Small	

CRITICAL EVENTS SUMMARY

- 1) Did any PC defeat (or draw with) Dame Brianne Cormik in the tourney? If so, give their name, classes and levels, and the name and email address of the player.
- 2) Did the PCs discover that Trillian Glidden was responsible for the burning of Salyarista's ball gowns?
- 3) Did Salyarista Devonmeek learn this?
- 4) Did Trillian Glidden survive?
- 5) Did the PCs chase down the Headmistress, Fiona Willimer?
- 6) Did the PCs notify (Archbaroness Evaleigh) that she might have taken on a Scarlet Brotherhood agent?
- 7) After the adventure is over, do any PCs marry either Trillian or Clea? If so, please specify which girl, and name the PC(s) involved.
- 8) Any particularly noteworthy events (e.g. Managing to burn the school down?)

Please email your results back to the Triad (ratik-triad@rpga-apac.com) Results will be collected until February 29th.