



# BLOOD AT DRALKARD MANOR™

BY SHANE COTTOM, STEVEN T. HELT, AND JOSHUA J. FROST

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## PATHFINDER SOCIETY SCENARIO 10

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*Pathfinder Society Scenario 10: Blood at Dralkard Manor* is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 17 of this product.

Paizo Publishing, LLC

2700 Richards Road, Suite 201

Bellevue, WA 98005

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BY SHANE COTTOM, STEVEN T. HELT, AND JOSHUA J. FROST

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A generation past, Master Algrim Dralkard and his lady wife Nessa were among the more celebrated couples in Andoren society. Overseeing the noted Dralkard Vineyards on the remote southeastern coast of Aspo Bay near Cheliax, they lived a life of privilege but maintained the image of the Andoren everyman. Sensible and possessed of impeccable taste, they were the toast of Andoran's wealthier merchant class, with the lucky invitees to their highly regarded parties traveling from as far away as Andoran's capital of Almas to attend. When they feted their tenth anniversary with an Osirian-themed gala, the festivities were touted as the best of the season—the slight touch of decadence was the perfect contrast to the more workaday values of life in Andoran. As their taste for such recognition grew, so too did they extend the lengths they would go to in order to upstage their previous events.

After years of constantly outdoing the previous affair and draining a significant portion of their personal wealth on decorations and extravagance, Master Algrim found a scroll hidden away in the personal effects of his great, great grandfather, a Dralkard of the silver Dralkard line, a now extinct branch of the Dralkard family who once lived in Egorian and were connected to the devil-tainted House Throne. The scroll purported to summon an extraplanar creature and Master Algrim, in his desire to impress his large circle of friends and party-going acquaintances, used the scroll one night in his study, figuring if anything went wrong the sturdy and windowless room could be used to keep whatever he summoned locked up.

What he summoned was a vargouille—a hideous, flying skull that let loose a terrifying shriek the moment it arrived that paralyzed Master Algrim in fear. Hearing the shriek from elsewhere in the house, Lady Nessa ran to the aid of her husband, only to be paralyzed herself. Unable to save his

wife, Master Algrim watched as the vargouille descended on the immobilized form of Lady Nessa and kissed her, thereby infecting her with the extraplanar creature's "gift" beginning in her a slow transformation. Before the vargouille could do the same to Master Algrim, he shook his momentary paralyses, broke a leg off one of his tables, and beat the hideous flying monster into a bloody pulp. Seeing that something wasn't right with his lady wife and fearful of moving her, he made her comfortable in the study and buried the vargouille's corpse in the front yard.

The following evening he witnessed Lady Nessa's transformation as her body grew pale, her hair came out in clumps, and her ears began to grow into leathery, bat-like wings. Tentacles burst from the skin on her naked scalp and crawled from her chin and her teeth sprouted sharp fangs. Knowing she was lost to him, Master Algrim shut and locked the study door and waited in the family room for the shrieks he knew would come. A few hours later, he heard his wife's death rattle and, soon after, the terrifying sound of the leathery, flapping bat wings and a terrible shriek that went on without end.

Lost in anguish, Master Algrim wrote a note to anyone who might find the house later, stuffed it into a fireproof box where the Algrim's kept their personal effects, and slashed open his mattress, placing the box inside. He then climbed the stairs to the second floor, past the shrieking thing that used to be his love, and set fire to the couple's master bedroom. Stuffing cotton in his ears and wrapping his head in a thick scarf, he gathered wood and nails and stepped quickly into the study to face what his wife had become. He nailed the door shut from the inside, tossed the hammer aside, and removed the scarf and cotton and gave himself to Nessa-turned-vargouille.

As he lay in anguish for the next day, his body transforming much as his wife's had, the sound of thunder and a heavy, lashing rain drowned out his moans of pain.



Though the top floor had burned, a sudden coastal storm dowsed the fire before it could spread to the first floor and left most of the manse intact, protected by two shrieking vargouilles guarding the locked and boarded-up study of Dralkard Manor.

The disappearance of the Dralkard's, the house fire, and the manse's shrieking denizens quickly drove the servants and workers of the Dralkard Vineyard away from the manor. The burnt-out second floor collapsed, leaving the top floor of the house a charred ruin while the expansive vineyard slowly rotted away. Years passed with the locals fearing to tread anywhere near the "haunted" ruin of the Dralkard family.

A few months ago a small band of cultists, fleeing their expulsion from the nearby small town of Alvis, stumbled upon Dralkard Manor and were immediately intrigued by the shrieking residents. The most knowledgeable member of the cult, a wizard named Niccum, broke down the front door of Dralkard Manor to investigate the sounds. He climbed the stairs to the ruined second floor and peered through a crack in the floor to see vargouilles flapping madly about the ruined study. Suddenly Niccum had an idea—he would make more vargouilles and use them to exact revenge on the people of Alvis.

He set the other two key members of their cult to guard the manse, a rogue named Belya (the cult's only female member and love interest of many of the male members) and an illusionist named Rale, and asked them to step up the mansion's haunted appearance and guard the manor against intruders. Niccum and the other cult members then made frequent raids on local livestock and vagrants, cutting a hole in the second floor roof and carefully fitting it with a trap door so they could dump test subjects into the study and see how long it took to produce another vargouille. After a few months of such tests, Niccum felt confident that he knew exactly how to create vargouilles using the ones he'd found and he had a plan for caging them and setting them free in Alvis. He asked Belya and Rale to guard the manor house one last time and traveled to Alvis with the rest of the cult to kidnap Sheriff Eraltis, an idealistic young man responsible for chasing them out of Alvis in the first place. Little did they know that a retired venture-captain of the Pathfinder Society had designs of his own on the manse and even as they crept into Alvis to kidnap the sheriff, a band of Pathfinders were approaching Dralkard Manor.

## SUMMARY

The PC's are recruited by retiring Venture-Captain Juberto Savarre to investigate rumors that Dralkard Manor, the Andoren estate where he intends to retire, is truly haunted. Locals claim the manor is haunted by shrieking spirits and insist that the spirits are growing more restless and violent and cite, as proof, the recent disappearance of

local vagrants and livestock. Savarre believes there may be a kernel of truth in the local rumors and he wants the PCs to be sure. Swamped in paperwork on the eve of his retirement, Savarre wants anything or anyone occupying the house removed before he gets there.

Once the PCs arrive, they find the manor to be the lair of vargouilles, all locked in an abandoned study. They see signs that the house has recently been lived in and encounter several illusory oddities, all being inflicted on them by the illusionist Rale, who's using the false haunting in an attempt to keep the PCs away. When it looks like they won't leave, the rogue Belya attacks them, moving in quickly to kill the PCs and dispose of them before Niccum returns with the sheriff the cult kidnapped from Alvis. If the PCs defeat the rogue cultist, Rale flies into a rage (he was smitten with the cult's only female member) and sends in his shocker lizard familiar to attack the PCs, while flinging spells at them from the second floor. The rear entrance to the manor house, through the kitchen, is guarded by an assassin vine and the PCs may want to clear the vine as well (if they weren't tricked by Rale into fighting it already).

Once dealt with, the PCs have several opportunities to figure out that the hauntings are the work of Rale and the cultists rather than malevolent spirits. The PCs find several hints of the past and of things to come: they find Master Algrim's suicide note in his ruined master bedroom, they find several love notes between the three main cultists, and they find instructions from Niccum asking Rale and Belya to keep the house clear until tomorrow morning, when he and the rest of the cult return with the sheriff of Alvis to feed to the vargouilles. This gives the PCs a few hours to set up an ambush for the returning Niccum and his other cultists.

At sunrise Niccum and his crew return on schedule and the PCs decide how best to deal with them—whether that be ambush, capture, or something else. If successful, they solve the mystery of Dralkard Manor's haunting and clear it so that a retiring venture-captain can buy and restore the old manse to its original glory.

## GETTING STARTED

Once the PCs are settled in and ready to start, read the following:

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The evening wind swirls violently about, bathing the murky lawn of Dralkard Manor in an unnatural chill. As darkness descends, the sounds of distant barking dogs can be heard. Suddenly, the words of the wealthy retiring Venture-Captain Juberto Savarre float from memory and out across the evening breeze.

"I'm prepared to drop a significant amount of my life's savings on a manor house in the countryside of Andoran," Savarre says as he paces the meeting hall of the Grand Lodge of



Absalom. “Word among the commoners is that my retirement home is haunted by a tragic past—as well as ghosts and goblins and all manner of mystic spirits. Be good friends and spend a night there, would you? Make certain nothing remains that might force me to withdraw my substantial offer. Do take the time to thoroughly examine the manor—I’d hate for some forgotten treasure of the house’s original owners to be left out of the Society’s hands.”

After a stormy trip across the northern reaches of the Inner Sea, and an overland journey from Augustana to reach this remote location, the mansion looms large in the deepening twilight. Opaque, dirty windows peek through layers of ivy and the overgrown lawn, now more swamp than well-groomed garden, is littered with dead leaves and fallen bits of the house. The entire upper floor of the manse looks to have burned and collapsed and sits a charred and weather-beaten ruin atop the relatively intact ground floor. A battered wooden sign hangs by two chains from a tall poll and swings wildly in the wind next to a wide, weed-choked stone path that leads to the manor house’s elaborately carved double front doors. On the sign, written in faded paint are the words “Dralkard Manor.”

**Development:** Juberto Savarre tasks the PCs to investigate his proposed retirement home and uncover

any truths to the local rumors of the house’s haunted past. As an experienced Pathfinder, Savarre would rather take on the task of exploring his new home himself, but the avalanche of paperwork he has to complete to wrap up his position of venture-captain before retirement prevents from being able to do so. Savarre feels that that old manse will not only be a great place for him to retire, but he also feels that there may be a small kernel of truth to the local rumors and wants to clear the place of things that might interest the Society before he retires and puts his days as a Pathfinder behind him. After a long trek overland from Augustana, the PCs arrive at the remote and run-down remains of Dralkard Manor.

## DRALKARD MANOR

The outside of the manor is a mess. The lawn and gardens long ago grew over with tangled grass and weeds, and the rainy weather of Aspo Bay turned the once opulent statuary gardens surrounding the manse into a swamp. The upper floor of Dralkard burned years ago and then collapsed, leaving the ground floor intact but the upper floor exposed to the elements. All of Dralkard Manor’s windows are encrusted with dirt and spattered mud with one window on the east side and one on the north side

broken, the decaying curtains now tangled in pyramids of shattered glass. Dralkard manor has two entrances: a wide, ornately-carved double door in the front (on the south side) and a small, plain door on the east side of the manse. All of the doors on the ground floor are unlocked, unless otherwise stated, and the walls are made of normal, but weather-treated wood.

**1. Foyer/Parlor:** Cobwebs obscure the upper corners of the room, and a cold fireplace in the north wall offers no reprieve from the chill. A stylish wooden rack holding several moldy and thread-bare cloaks and a dust-covered piano, badly out of tune but still playable, stand in the northeast corner. Three wooden sliding pocket-doors offer egress through the east, west, and north walls. The fireplace is open into area 6, though a medium or larger creature would have to squeeze to move through it. If the PCs haven't yet encountered Rale (see Act 2), he uses *minor image* to give the piano the appearance of playing on its own.

**2. Formal Dining Room:** Several years worth of cobwebs connect the chairs of this formal dining room to a long table that occupies the center of the room. On the floor beneath is a ruined rug. On the east wall between the two large windows sits a dusty, 6-foot tall mirror. This room has been used as a meeting room for the cult—several stacks of musty parchment and a few ink wells are evidence of this. A DC 15 Search check of the papers finds a note from Niccum to Rale (see handout #1). If the PCs haven't yet encountered Rale (Act 2), he uses *silent image* to cause the first PC who examines the mirror to see their face grow old and frail and then decay into dust and wither away into nothing and follows that with a *ghost sound* to give the impression that something heavy and invisible is walking around the room as evidenced by the evenly timed creaking sounds coming from the wooden floor.

**3. Formal Lounge:** This well-appointed room sports draped walls on the west and south side. What once was

luxurious furniture decorates the center of the room, and the north wall sports a tall bookcase. A pair of delicate chairs flanks a low, wooden table, which plays host to an antique chess set. One of the white pawns on the board has advanced. Scattered across the west side of this room are several half-built wicker cages, just large enough to fit a small dog or large bird. Stacks of unbent wicker sit against the east wall below the northern-most window and on top of those stacks are string, metal sheers, and a detailed set of instructions on how to make wicker cages.

The chess set is made of marble and jade and is worth 200 gp (see the reward section of Act 5). Though the chess set was once magic in nature (*detect magic* reveals a very faint transmutation aura) the chess set no longer functions as the teaching set it once did. If the PCs haven't yet encountered Rale (Act 2), he uses *mage hand* to move an opposite black pawn once the PCs are paying attention to the chess set. He'll continue to play chess with that player for as long as he can, so long as he's not in any immediate danger. An easily found note is sticking out from beneath the chess board (see handout #2) and is dated 1 week ago on the back.

**Mission Notes:** Retrieving handout #2 fulfills the Cheliox faction mission and retrieving the chess set fulfills the Qadira faction mission.

**4. Spiral Staircase:** The end of this short hallway culminates in a spiral staircase leading to the ruined upper floor. A trapdoor was recently built into the floor at the top of the stairs and leads down into Area 5. The trapdoor is constructed of new, strong wood and is locked (Open Lock DC 25). Niccum carries the key to this door.

**5. The Study:** The door to the study is boarded-up and nailed shut from the inside and is difficult to open from the hallway. A DC 35 Strength check will smash the door down as will *knock* or a similar spell. The vargouille residents of this room are quiet so long as someone isn't trying to batter the door down. Once someone actively tries to enter the room, the vargouilles start to shriek. If the PCs smash the door down or enter area 5 from the trapdoor in area 4, see Act 3 for the results.

The study itself was once a well-appointed library. After years of vargouille residents, the room is a garbage heap with every book shredded, every shelf smashed, the carpet shredded, and the tables and chairs scratched and ruined. A secret door in the south wall (Spot DC 15) guards the Dralkard's small treasure cache. The cache is empty for Tiers 1–2 and 3–4, and for Tier 6–7 it's comprised of silver trade bars, gold coins, and antique dinnerware altogether worth 3,000 gp. The value of the cache is figured into the rewards for Act 3. None of the books or papers in this room are recoverable or hold any value.

Two headless skeletal remains of Master Algrim and Lady Nessa are here as well. Their bodies have completely

Rale,  
Leave Belya alone. I didn't want to say this out loud and risk fracturing a group that's already openly talking about breaking apart to avoid capture, but your behavior lately has Belya concerned that you might try to harm her. I'm telling you I won't let this happen. I know we all agreed when we started this thing that no one would lead us—that we'd all work together. But you're making this hard. For your sake and the sake of our group, leave her alone.

Niccum



*Meeting Notes*

- \*Sneak back into Alvis and observe the movements of Sheriff Eraltis
- \*Acquire wicker, string, and blankets
- \*The haunting is going well
- \*Locals too close—step up kidnappings
- \*On track for the creation of more monsters
- \*How to cage one
- \*Once we have Eraltis on [tomorrow's date] morning, Alvis will be ours

HANDOUT 2

*Belya,*

*Rale has not been well as of late and made it clear to me a number of times his intent to hurt you since he believes that you won't respond to his assertions of love. When I leave the two of you alone for the raid on the Alvis on [today's date] keep your distance. I'm worried what he might do to you.*

*Concerned,  
NICCUM*

HANDOUT 3

rotted away leaving behind dark, brown stains on the floor beneath their skeletons. Only faint, worthless fragments of their clothing and jewelry remain with the exception of Master Algrim's family signet ring.

**Mission Notes:** Retrieving the signet ring fulfills the Taldor faction mission and burying the skeletal remains of the Dralkard's fulfills the Osirion faction mission.

**6. Family Room and Dining Room:** This large room was once a comfortable family room, with opulent couches facing off next to a small fireplace in the north wall. Against the west wall sits a low table with two padded chairs. The empty fireplace is flanked by very large windows, each of which is covered by heavy, moth-eaten drapes. A partition separates this area from a small dining area. The fireplace in the south wall can be crawled through to reach the foyer (see area 1). If the PCs haven't yet encountered Rale (Act 2), he uses *ghost sound* in the hallway (marked A) to mimic the sound of a crying child. If the PCs investigate the hallway, Rale uses another *ghost sound* to mimic the same sound from area 8, hoping the PCs will stumble into the waiting grasp of the assassin vine living there (see Act 4).

**7. Smoking Room:** This small room smells of musty tobacco and rot. A musty couch and damp chair sit in the northwest corner covered in dry blankets and the bar has rotted through in places. Dozens of dirt-caked glasses line the wall behind the bar as do several empty bottles of spirits and alcohol. It's recently been used as the sleeping quarters for Belya, the only female member of the cult and love interest to both Niccum and Rale. A DC 15 Search check here finds a note from Niccum to Belya under the blankets covering the chair. (See handout #3).

**8. Kitchen:** On a cracked but beautifully-painted tile floor sit several oaken countertops, marred by years of cutting and chopping, a sturdy blackwood island, a wood-fired stove and a thick, stone baking oven. The window over the wood stove is broken and dusty shards of glass coat the top of the blackened stove. The back entrance to Dralkard Manor lies in the northeast corner of the room

near the entrance to an empty, cobweb-filled pantry. The kitchen is also the lair of an assassin vine that crawled here from deep inside the Dralkard vineyard and has claimed the kitchen as its own (see Act 4). As such, the kitchen appears to be overgrown with grape vines, covering the floor, walls, and part of the ceiling near the door in the east wall. The stairs here lead down to an empty 10-ft.-square cold storage.

**9. Servant's Quarters:** This room shows signs of both having recently been lived in as well as years of neglect. The corners are filled with thick cobwebs and the wallpaper has turned a sickly green and droops with rot and water. The table is covered in a thick layer of dust, though a DC 15 Survival check reveals the dust was recently disturbed. The large beds here are old and dirty, but the sleeping mats on top of them are new and clean. This room looks as though at least human-size residents sleep here. A DC 15 Search check finds a note from Rale to Belya (see handout #4) beneath one of the pillows. The window in the north wall is broken, though someone has picked up all of the glass and covered the window in a heavy, winter blanket.

**The Upper Floor:** The upper floor of Dralkard Manor burned long ago and collapsed under the fury of the Aspo Bay storms. Nothing remains of the once opulent master bedroom that comprised the entirety of the upper floor but a few moldy, stained rugs and a half-burned painting of two figures, gender uncertain as their faces are burned away, with a bronze plate attached to the bottom of the frame that reads "Master Algrim and Lady Nessa Dralkard." The entire upper floor is open to the elements, though Rale makes his quarters here anyway. Tucked beneath some timbers and a small section of remaining roof in the northeast corner of the upper floor are Rale's tent, winter blanket, and sleeping bag. Throughout the exploration of the house, Rale walks quietly along the upper floor and spies on the PCs through cracks in the ruined ceiling, using his illusion spells in an attempt to scare them off (see Act 2). A DC 18 Search check finds a

*Belya,  
I don't know what Niccum has told you, but it's not true. He's crazy. If this plan of his doesn't work and we don't achieve what we set out to achieve, I'm leaving. You should come with me. Niccum is CRAZY. You told me you loved me—if that's true, then leave with me if he fails to bring that idiot sheriff back from Alvis.*

*Yours,  
Rale*

HANDOUT 4

metal fireproof box that Master Algrim hid beneath his mattress when he set the upper floors on fire. It's locked (Open Lock DC 15) and contains the suicide note he left before he locked himself away with his Lady wife (see handout #5).

**Mission Notes:** The suicide note figures into the faction mission for Andoran faction PCs.

## ACT 1: BELYA'S ASSAULT (EL 4 OR 6 OR 9)

Belya, the cult's only female member, hides deep in the gardens outside and observes the PCs as they move around Dralkard Manor. Whenever a local gets too close to the manor, it falls to Belya and Rale to scare them off and, failing that, kill them. If the PCs ignore three attempts by Rale to frighten them away (see the room descriptions in the introduction) then Belya enters the house and attacks the PCs. It's also possible that the PCs might find Belya through magical means in the garden—she fights the PCs just the same if discovered. Belya's hiding spot is a well-constructed blind in the south side statuary garden and it takes a DC 40 Spot check to see it. For Tier 3–4 and 6–7, Belya hides in the blind with some cult thugs. If the PCs stumble into the assassin vine in Area 8, she observes the fight but doesn't want to get anywhere near the plant monster.

### TIER 1–2 (EL 4)

#### BELYA

Female human rogue 4  
NE Medium humanoid  
**Init** +6; **Senses** Listen +8, Spot +8

#### DEFENSE

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

**hp** 29 (4d6+15)

**Fort** +6, **Ref** +10, **Will** +1

**Defensive Abilities** evasion, uncanny dodge

CR 4

*To whomever may chance upon this letter,  
The excesses of the Dralkard Family have finally been its undoing. My ignorant use of the scroll from my great grandfather's possessions summoned a hideous, winged skull that infected my Lady wife, Nessa Dralkard, with a wasting sickness. I was unable to save her as the beast paralyzed me with its cry; though once it waned I dashed the monster's skull in with a table leg and buried it in the front yard. Within the day, my beloved Nessa changed and became the same monster I'd brought into our house. I go now to end the cycle of destruction. It is I who set fire to Dralkard Manor, it is I who took wood and nail and barricaded myself inside our study with the creature my Nessa has become, it is I who burned us both—she to contain the spread of the vile winged monstrosities and I because I cannot bear to live without Nessa. Dearest Nessa, I am sorry! I go now to end everything with you.*

*Algrim*

HANDOUT 5

#### OFFENSE

**Spd** 30 ft.

**Melee** mwk rapier +4 (1d6+1/18–20)

**Special Attacks** sneak attack +2d6

#### TACTICS

**Before Combat** Belya does her best to sneak up on the PCs, using Move Silently and Hide to get close enough that her first strike is during a surprise round.

**During Combat** Belya uses Bluff to feint an opponent and then hits a successfully feinted opponent on the following round. She never uses Bluff 2 rounds in a row. For Tier 3–4 and 6–7, Belya works with her cult thugs to flank and sneak attack PCs, starting with any obvious clerics and arcane casters.

**Morale** Belya fights to the death.

#### STATISTICS

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

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

**Feats** Improved Initiative, Skill Focus (bluff), Toughness

**Skills** Bluff +13, Climb +10, Hide +11, Listen +8, Move Silently +11, Search +9, Sleight of Hand +11, Spot +8, Tumble +11

**Languages** Common

**Combat Gear** *potion of cure light wounds* (2)

**Other Gear** (Tier 1–2) chain shirt, *elixir of hiding* (already consumed), masterwork rapier

**Other Gear** (Tiers 3–4/6–7) *cloak of resistance* +1, mithril shirt  
SQ trapfinding, trap sense +1



**TIER NOTES**

**Tier 1–2** Belya does not have the *cloak of resistance +1*—subtract –1 from all of her saves.

**Tiers 3–4/6–7** Belya’s chain shirt is now a *mithril shirt*.

**TIER 3–4 (CEL 6)**

As Tier 1–2, but add the following:

**CULT THUGS (2)**

**CR 1**

Male human rogue 1

NE Medium humanoid

**Init** +5; **Senses** Listen +4, Spot +4

**DEFENSE**

**AC** 14, touch 11, flat-footed 13

(+3 armor, +1 Dex)

**hp** 10 (1d6+6)

**Fort** +3, **Ref** +5, **Will** +0

**OFFENSE**

**Spd** 30 ft.

**Melee** mwk short sword +2 (1d6/19–20)

**Ranged** mwk shortbow +1 (1d6)

**Special Attacks** sneak attack +1d6

**TACTICS**

**Before Combat** The cult thugs stay with Belya and wait for her orders.

**During Combat** The cult thugs follow Belya’s lead and help her to flank opponents.

**Morale** The cult thugs fight to the death.

**STATISTICS**

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

**Base Atk** +0; **Grp** +2

**Feats** Improved Initiative, Toughness

**Skills** Bluff +3, Climb +6, Hide +5, Listen +4, Move Silently +5,

Open Lock +5, Search +5, Sleight of Hand +5, Spot +4, Tumble +5

**Languages** Common

**Combat Gear** *potion of cure light wounds (2)*; **Other Gear**

masterwork shortsword, masterwork shortbow with 20 arrows,

masterwork studded leather

**SQ** trapfinding

**TIER 6–7 (CEL 9)**

As Tier 3–4, but increase the number of cult thugs to five.

**Development:** Belya fights to the death, but if she’s taken alive she knows everything about Niccum’s plan, including the knowledge that Niccum is on his way from Alvis and that he’ll be back in a few hours with the sheriff and other cult members. If Belya is killed, the PCs have 3 rounds to rest before Rale attacks them (see Act 2).

**Rewards:** If the PCs defeat Belya, reward each tier thusly:

**Tier 1–2:** 48 gp

**RUNNING BLOOD AT DRALKARD MANOR**

Blood at Dralkard Manor is a very open-ended scenario. Upon arriving, the PCs can approach the manor from a variety of angles, all of which dictate the order in which the scenario plays out. If they rush inside through the front door, they’ll encounter Rale’s illusions and may even believe the place is haunted. They might discover the *vargouilles*, get tricked by Rale into stumbling into the kitchen inhabited by an assassin vine, and then find themselves under attack by Belya as she once and for all tries to clear the PCs from the manor. Once Belya is down, Rale flies into a rage, throwing his shocker lizard familiar at the PCs and hitting them with spells from the upper floor. Next, the PCs use the clues provided to set the house up for an ambush so they can defeat Niccum and the remaining cult members when they return with the kidnapped sheriff of Alvis.

Of course, this can play out in many different ways: the PCs might enter through the kitchen, fighting the assassin vine before encountering the first Rale illusion. They might climb up to the roof and startle the illusionist, forcing him to fight the PCs on their terms rather than his. They might see Belya hiding in the garden before they even enter the house. With so many possibilities, it’s entirely up to you as GM and the play style of your group as to how you handle this scenario.

One last note: this scenario can be challenging for a well-balanced party of six 1st level players. It’s not recommended you run it for less than six players or possibly face a TPK. If the average party level of the party running Blood at Dralkard Manor is 1, go easy on them—after all, the point of the Pathfinder Society is to have a good time, not to get TPKed in their first few scenarios.

**Tier 3–4:** 359 gp

**Tier 6–7:** 575 gp

**ACT 2: RALE’S REVENGE (EL 5 OR 6 OR 7)**

Rale spends most of the scenario using his illusion spells to convince the PCs that the house is haunted. By the cult’s plan, his illusory hauntings have frightened away many unwelcome visitors and he hopes that the PCs have the same reaction. If the PCs continue to explore the house, Rale becomes frustrated but knows that Belya will stick to the plan and use brute force to take the PCs down if they don’t get the hint to leave.

Rale’s involvement happens in this scenario in one of two ways:

**Illusions:** Rale uses a variety of illusion spells to trick the PCs into the belief that the manor is haunted (see each room’s individual description in the introduction). As Rale casts his illusion spells, keep track of what he casts so that you have an accurate accounting of his available

**SPELLBOOKS AND PATHFINDER SOCIETY ORGANIZED PLAY**

A wizard's spellbook presents an interesting challenge when trying to maintain gear balance in an organized play setting. If you figure the value of the wizard's spellbook into his total available gear, you reduce the number of other interesting items the PCs may find and also create an item that might cost so much by itself that you have to eliminate it altogether for the lower tiers (thus eliminating the use of wizards as a design option in lower tiers).

What we've done to solve this issue is ignore the value of spellbooks altogether, but give the PCs the option to buy the available spells out of the spellbook as scrolls through the chronicle sheet. That way, wizard PCs can write those new spells into their spellbooks between scenarios (paying the appropriate costs) and the other PCs gain a small boon by having access to a variety of spells for the next three scenarios.

This is by no means the best way of handling this—if you can think of another way that keeps the balance of gear in mind, please post it to the Pathfinder Society Organized Play messageboards at [paizo.com/pathfindersociety](http://paizo.com/pathfindersociety). In the spirit of season 0, our playtest season, we'd love to hear your ideas.

spells if the PCs eventually fight him. Rale's goal is to either scare the PCs away (unlikely) or trick them into opening the door to the kitchen where they find a hungry assassin vine. All of the spells Rale casts while he's on the upper floor faking the haunt are cast either using his *metamagic rod of lesser silent spell* or as spells memorized using his Silent Spell feat. The only noise he might make on the upper floor is movement (see Combat below).

**Combat:** If Belya dies at the hands of the PCs, Rale flies into a rage, sends his shocker lizard familiar (and his bodyguards at the higher Tiers) in to deliver a *shocking grasp* while the illusionist hits the PCs with his combat spells from a distance. Rale's assault begins 3 rounds after the PCs kill Belya with the appearance of the shocker lizard. If Rale is still on the upper floor when this combat happens, he rains spells down on the PCs through cracks in the ground floor ceiling. Though he moves very quietly around the upper floors, it is possible that the PCs might hear him on two occasions. Have the PCs make opposed Listen checks against Rale's Move Silently check once when they enter area 1 and again when they enter the hallway in front of area 8 (marked A on the map). If the PCs win the opposed check, they hear creaking from the upper floor but aren't sure exactly what they hear.

**TIER 1–2 (EL 5)**

**RALE**

**CR 5**

Male human wizard (illusionist) 5

NE Medium humanoid

**Init** +1; **Senses** Listen +7, Spot +7

**DEFENSE**

**AC** 11, touch 11, flat-footed 10

(+1 Dex)

**hp** 23 (5d4+10)

**Fort** +3, **Ref** +2, **Will** +5

**OFFENSE**

**Spd** 30 ft.

**Melee** dagger +1 (1d4-1/19–20)

**Spells Prepared** (CL 5th, +3 ranged touch)

3rd—*displacement* (DC 17), *lightning bolt* (DC 16), *minor image* (silent spell) (DC 17)

2nd—*flaming sphere* (DC 15), *scorching ray* (2), *hideous laughter* (DC 15)

1st—*charm person* (DC 14), *ghost sound* (silent spell) (DC 14), *magic missile*, *shocking grasp*, *silent image* (DC 15)

0—*daze* (DC 13), *ghost sound* (2) (DC 14), *mage hand* (2)

**Forbidden Schools** conjuration, necromancy

**TACTICS**

**Before Combat** Rale sneaks around the upper floor of Dralkard Manor, using his illusion spells to scare off intruders. If Belya dies, he casts *shocking grasp* on Little Blue and orders him to attack the PC who dealt the killing blow.

**During Combat** Rale waits for Little Blue to deliver his touch spell and then hits the PC who dealt the killing blow with *lightning bolt*. If Rale has uses of his *metamagic rod of lesser silent spell* remaining, he'll use them first to keep the PCs from discovering his location. If the PCs are in the manor, he next casts *flaming sphere* and attempts to hit as many PCs as possible with it. If the PCs figure out where he is, he uses *charm person* and *hideous laughter* to keep the tougher melee PCs out of the fight while picking off the casters with *scorching ray* and Little Blue's stunning shock ability.

**Morale** If Belya is dead, Rale fights to the death. If Belya lives, Rale fights until he hits 3 hp or less, at which point he surrenders.

**STATISTICS**

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

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

**Feats** Alertness (familiar), Improved Familiar (shocker lizard), Silent Spell, Skill Focus (move silently), Spell Focus (illusion), Stealthy

**Skills** Concentration +10, Hide +7, Listen +7, Move Silently +10, Spellcraft +11 (+13 vs illusion), Spot +7

**Languages** Abyssal, Common, Draconic

**Gear** dagger, *lesser metamagic rod of silent spell*, spellbook (contains all prepared spells plus *shield*, *identify*, *sleep*, and *color spray*)

**LITTLE BLUE**

CR —

Shocker Lizard animal companion

As MM 224 with the following changes:

**DEFENSE**

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 natural, +1 size)

hp 11 (5 HD)

**Defensive Abilities** improved evasion

**OFFENSE**

**Melee** Bite +4 (1d4)

**TACTICS**

**During Combat** Little Blue follows Rale's orders unquestionably.

**Morale** Little Blue fights to the death.

**STATISTICS**

Int 8

**TIER 3-4 (EL 6)**

As Tier 1-2, but add the following:

**BODYGUARD**

CR 1

hp 10 (use the stats for a cult thug from Act 1)

**TACTICS**

**During Combat** The bodyguards focus on melee PCs to allow Rale to focus on casters.

**Morale** The bodyguards fight to the death.

**TIER 6-7 (EL 7)**

As Tier 1-2, but add the following:

**BODYGUARD (4)**

CR 1

hp 10 (use the stats for a cult thug from Act 1)

**TACTICS**

**During Combat** The bodyguards focus on melee PCs to allow Rale to focus on casters.

**Morale** The bodyguards fight to the death.

**Development:** If Rale is captured he knows everything about the cult's plans. If the PCs killed Belya, he refuses to answer any questions and takes every opportunity to escape so he can return later in the scenario to kill the PC who dealt the killing blow to the female cultist. Rale is convinced Niccum has lost his mind and will say so if encouraged in any way to talk about what the cult is doing at Dralkard Manor.

**Mission Notes:** If this encounter ends on the upper floor of the manse, PCs of the Andoran Faction have a chance to find the suicide note for their faction mission.

**Rewards:** If the PCs defeat Rale, reward each tier thusly:

**Tier 1-2:** 250 gp

**Tier 3-4:** 327 gp

**Tier 6-7:** 556 gp

**ACT 3: SHRIEKING STUDY (EL 3 OR 4 OR 6)**

If the PCs smash down the door to the study, open the trap door on the upper floor, or otherwise do anything to set the vargouilles free or enter the room with them, the vargouilles attack and fight to the death. After years of being locked in area 5, the vargouilles are mad with rage.

**TIER 1-2 (EL 3)**

**VARGOUILLES (2)**

CR 2

hp 5 (MM 254)

**TIER 3-4 (EL 4)**

As Tier 1-2, but increase the number of vargouilles to three as one of Niccum's experiments recently turned. Add a headless but barely decayed corpse of a human male to the room description.

**TIER 6-7 (EL 6)**

As Tier 1-2, but increase the number of vargouilles to five as several of Niccum's experiments recently turned. Add several headless but barely decayed corpses to the room description.

**Development:** This encounter is pretty straight forward. The major complication, especially in the lower tiers, is that a PC might be infected by the vargouille. Keep in mind the limitations of the vargouille's kiss ability and how to cure and prevent the change. If a PC is infected anyway and doesn't turn by the end of the scenario, give him or her time to travel to nearby Alvis where the PC can find a cleric to cure the vargouille's kiss. It should go without saying that a PC who succumbs to the kiss and transforms into a vargouille is dead in so far as Pathfinder Society is concerned.

**Mission Notes:** Chelixa faction PCs should be interested in the vargouille corpses—retrieving one and returning it to Absalom fulfills their faction mission.

**Rewards:** If the PCs gain access to the secret cache in area 4, reward tier 6-7 thusly:

**Tier 6-7:** 500 gp

**ACT 4: ASSASSIN IN THE KITCHEN (EL 3 OR 5 OR 7)**

Shortly after the events that lead to Master Algrim and his Lady wife's transformation, an assassin vine slowly crawled out of the vineyard and set up its lair in the Dralkard Manor kitchen (area 8). At first glance, the assassin vine is simply overgrown grape vines that cover the floor, walls, and part of the ceiling. Stepping into the





**VARGOUILLE**

room, however, or interacting with the assassin vine in any way causes it to attack. Keep in mind the assassin vine's camouflage ability when running this encounter.

### TIER 1–2 (CEL 3)

#### ASSASSIN VINE

hp 30 (MM 20)

CR 3

### TIER 3–4 (CEL 5)

#### ADVANCED ASSASSIN VINE

N Huge plant

Init +0; Senses blindsight 30 ft., low-light vision; Listen +1, Spot +1

#### DEFENSE

AC 18, touch 8, flat-footed 18

(+0 Dex, +10 natural, -2 size)

hp 114 (12d8+60)

Fort +8, Ref +4, Will +4

Defensive Abilities plant traits; Immune electricity; Resist cold 10, fire 10

#### OFFENSE

Spd 5 ft.

Melee Slam +17 (1d8+10)

Space 15 ft.; Reach 15 ft. (30 ft with vine)

Special Attacks Constrict (1d8+10), entangle, improved grab

#### STATISTICS

Str 30, Dex 10, Con 20, Int –, Wis 13, Cha 9

Base Atk +9; Grp +19

SQ camouflage

### TIER 6–7 (CEL 7)

As Tier 3–4, but increase the number of advanced assassin vines to two. As they are huge, one assassin vine fills the pantry and part of the kitchen and the other fills the south end of the kitchen.

**Development:** This is a pretty straight forward encounter. The assassin vine will do its best to reach far into the hallways and outside in order to attack any PCs within its reach—even going so far as to crawl toward retreating PCs. The vine (or vines) will eventually need to be dealt with, especially if they crawl out of the kitchen.

**Rewards:** There are no rewards for Act 4.

## ACT 5: NICCUM RETURNS (EL 4 OR 7 OR 9)

Just before sunrise the morning after the PCs arrive at Dralkard Manor, Niccum and one or more cultists return to the manse with Sheriff Eraltis. Eraltis is stabilized at –5 hit points and is bound by rope and shackles. The sheriff of Alvis suffered grievous burns during his capture and his face is nearly unrecognizable. Niccum has no reason to expect anything to be out of the ordinary when he returns to Dralkard—just how much out of the ordinary his return becomes is up to the PCs. One of Niccum’s thugs is carrying the unconscious sheriff over his shoulder and unceremoniously dumps him to the ground should combat start.

For Tier 1–2, Niccum used most of his spells capturing Sheriff Eraltis from Alvis and is effectively only a CR 3 opponent. For Tiers 3–4 and 6–7, Niccum used his last charge from a necklace of fireballs to subdue Eraltis and has his full compliment of spells. Niccum lost his familiar when the cult was chased out of Alvis and so currently does not have one.

### TIER 1–2 (EL 4)

#### NICCUM

CR 3

Male human wizard 6

NE Medium humanoid

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

#### DEFENSE

**AC** 12, touch 11, flat-footed 11

(+1 Dex, +1 armor)

**hp** 30 (6d4+15)

**Fort** +4, **Ref** +3, **Will** +4

#### OFFENSE

**Spd** 30 ft.

**Melee** dagger +3 (1d4+3/19–20)

**Spells Prepared** (CL 6th, +4 ranged touch)

3rd—**fireball** (DC 18), **stinking cloud** (DC 18), **summon monster III**

2nd—**glitterdust** (DC 17), **scorching ray**, **summon monster II**, **web** (DC 17)

1st—**color spray** (DC 15), **cause fear** (DC 15), **mage armor**, **magic missile**

0—**daze** (2) (DC 14), **prestidigitation** (2)

**Note:** Spells that are **bolded** may not be used by Niccum for Tier 1–2 since he used those capturing Sheriff Eraltis. For Tiers 3–4 and 6–7 he uses all of his spells.

#### TACTICS

**Before Combat** Niccum does not expect a fight when he returns to Dralkard Manor.

**During Combat** When combat breaks out, Niccum first attempts to use **color spray** (Tier 1–2) or **web** (Tiers 3–4/6–7) to keep the PCs at bay and then casts **summon monster**. For Tier 1–2, he casts **summon monster II** and summons a medium fiendish

monstrous scorpion (MM 287 plus fiendish template) to his aid. For the upper tiers, he casts **summon monster III** and summons a huge fiendish monstrous centipede (MM 286 plus fiendish template). Keep in mind that Niccum’s Augment Summoning feat gives any creature he summons a +4 Str and +4 Con bonus raising the monster’s attacks and damage by +2 while raising hit points by 2 per HD. Once summoned, Niccum orders the creature into combat and tries to stay behind his summon and cult thug (or thugs) while picking off the PCs from behind with his offensive spells. For the upper tiers, if his centipede is killed or the spell expires while combat is still going on, he uses **summon monster II** per Tier 1–2.

**Morale** Niccum fights to the death.

#### Base Statistics

**Int** 16

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 14, **Int** 18, **Wis** 8, **Cha** 12

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

**Feats** Augment Summoning, Combat Casting, Extend Spell, Spell

Focus (conjunction), Spell Focus (evocation), Toughness

**Skills** Concentration +11, Decipher Script +13, Knowledge (arcane)

+13, Knowledge (nature) +13, Knowledge (the planes) +13,

Spellcraft +13

**Languages** Abyssal, Common, Draconic

**Combat Gear** *potion of cure moderate wounds*

**Gear** (Tier 1–2) *bracers of armor +1*, dagger, spellbook (containing all prepared spells plus *grease*, *hypnotism*, *ray of enfeeblement*, and *ventriloquism*), trapdoor key, key to Sheriff Eraltis’s shackles

**Gear** (Tiers 3–4/6–7) *headband of intellect +2*

#### TIER NOTES

**Tier 1–2** Niccum does not have the *headband of intellect +2* which is figured into his stats—subtract –1 from the difficulty class of each spell save and decrease all Int-based skills by –2.

#### CULT THUG

CR 1

**hp** 10 (use the stats from Act 1)

#### TACTICS

**During Combat** The cult thug focuses on melee PCs and tries to keep them away from Niccum.

**Morale** The cult thug fights to the death.

### TIER 3–4 (EL 7)

As Tier 1–2, except Niccum has his full compliment of spells.

### TIER 6–7 (EL 9)

As Tier 1–2, except increase the number of cult thugs to three.

**Development:** As this fight can happen anywhere the PCs wish it to happen, the complications that might arise are all up to them. While its possible Niccum and his thug(s) might see the PCs before combat begins, the

PCs should have plenty of time before his return to make whatever necessary plans needed to make the ambush a success. For Tier 1–2, it's important to remember that Niccum does not have his full compliment of spells and once they're gone and his thug is dead, he'll be a weak challenge indeed. The time between the combats in Dralkard Manor and the arrival of Niccum should give the PCs plenty of time to be fully rested for this encounter.

**Rewards:** If the PCs defeat Niccum, reward each tier thusly:

**Tier 1–2:** 202 gp

**Tier 3–4:** 518 gp

**Tier 6–7:** 671 gp

**Taldor Faction:** Pathfinders of the Taldor Faction who return Master Algrim Dralkard's signet ring to Baron Dalsine earn 1 Prestige Award.

## Conclusion

Killing or capturing Niccum ends the cult for good. Any remaining cult members flee and Sheriff Eraltis, if brought back to consciousness by the PCs, is eternally grateful for his rescue. He tells the PCs about how Niccum and his thug(s) broke into his home in Alvis, set the place on fire, and then beat him unconscious. They didn't say a word to him during his capture, but he recognizes them as the bizarre cult that tried to set up in his town a few weeks back. When they started encouraging the local youths to join, he ran them out of town at the behest of the mayor and town council. If Niccum and Eraltis survive the scenario, Eraltis takes Niccum back to Alvis where "he'll be put on trial for his crimes." Saving Sheriff Eraltis from the cult earns the PCs a permanent bonus to all Charisma-based checks in Alvis and Augustana as word of their deed spreads.

Venture-Captain Juberto Savarre is also grateful to the PCs for completing their task for him and offers Dralkard Manor as a safe haven if the PCs ever happen to be in southeastern Andoran again in the future. He retires as planned, if the PCs are successful, and sets about rebuilding his retirement home.

## Faction Missions

**Andoran Faction:** Pathfinders from the Andoran Faction who recover Master Algrim's suicide note in the upper floor on Dralkard Manor and return it to Captain Maldris earn 1 Prestige Award.

**Cheliox Faction:** Pathfinders from the Cheliox Faction who bring back handout #2 or one or more vargouille corpses earn 1 Prestige Award.

**Osirion Faction:** Pathfinders of the Osirion Faction who bury the skeletal remains of Master and Lady Dralkard earn 1 Prestige Award.

**Qadira Faction:** Pathfinders of the Qadira Faction who smuggle out the magical chess board and return it to Pasha Al-Jakri earn 1 Prestige Award.



## Andoran Faction Handout

Fellow Free Citizen,

May this missive find you alive and in good spirits. Would that I could join you in the field, rather than witness the base politicking in the City at the Center of the World—alas, it is not seemly to dwell on such things.

I received word that you are performing a task for our mutual friend, Venture-Captain Juberto Savarre. He is a brave man and friend to Andoran. It is for this reason that I approach you with a delicate task. Dralkard Manor's last owner was one Master Algrim Dralkard, a man who unfortunately fell to depravity rather than uplift the ideals of the birthplace of freedom. Master Algrim's father, however, was a freedom fighter through and through and used the Dralkard Vineyard to hide Andoran-supported Chelish rebels who frequently raided holdings of House Thrune on the Sirmium Plain. It would be a stain on his memory if proved true that his son's demise was brought on by his own excesses.

Should you find evidence that young Master Algrim succumbed to his base pursuits, keep them and return them to me at once.

Efrir Ep Bered,  
Captain Colson Maldris

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## Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

You have served me loyally in the past, and know that through your service you advance the goals of Cheliox. It is because of your record of devoted agency that I pen this missive to you personally.

It has come to my attention that you are visiting the manor of the late Master Algrim Dralkard, who we think dabbled in infernal affairs—affairs that brought his life to a close. Though his attempts at spellcraft were in all likelihood laughable, it is entirely possible that he succeeded in summoning something and that something silenced the amazing parties that once rang throughout the halls of Dralkard Manor. Bring me any proof you may find of a successful summoning at the manor and I shall reward you as best I know how.

Aching For You,  
Paracountess Zarta Dralneen

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## Osirion Faction Handout

Honored Subject of the Ruby Prince,

It is my sincere hope that this missive finds you in good health. Your loyal service to Sothis places you in our ancestors' esteem. It is this devoted service that moves me to call upon you once again.

Our seers advise me that your duties to the Pathfinder Society will soon carry you into a dark and haunted place. The details are scarce, but they speak of an evil which must be put to rest. It is likely that the prior occupants of this place were never properly laid to rest. As you well know, it is the custom of our people to lay the fallen to rest beneath earth or sand. A proper burial will ensure that the spirits of that dark place trouble the living no more. Do this thing for your conscience, and for the honor of great Osirion.

In All Sincerity,  
Amenopheus, the Sapphire Sage

## Qadira Faction Handout

Servant of the Satrap,

Who in the Inner Sea can rival the majesty and wealth of Katheer? No one. Yet for all we acquire from the lands of our rivals, some things are taken from ours as well.

Our people have long enjoyed chess: the quintessential game of strategy, manipulation, and wisdom. From porcelain and jade and silver our artisans have crafted this game and gifted them to its acknowledged masters. One such example of our mastery of the game may be found in this manse you are tasked to explore. Find a magical chessboard that teaches beginners and masters alike, and return it to us.

Without exception, those who serve the interests of the Satrap are rewarded beyond measure.

With loyalty and friendship,  
Pasha Muhlia Al-Jakri

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## Taldor Faction Handout

Agent of the Empire,

I trust I need not feed your ego with meaningless niceties. You have in the past shown both loyalty and discretion in the service of great Taldor. These qualities move me to call again upon your services. It has come to my attention that you are traveling to an abandoned manse in the Andoren countryside. The fortunate timing of this mission will allow you to serve both the Society and the Empire.

Before the Andoren revolt, the Dralkards were a noble family of some standing in Cheliah. I'll not pain you with trivialities, but in the interest of turning our enemies against one another it would be convenient to produce aged documents with an Andoren noble seal. The Dralkards no doubt possessed a family signet ring which would lend credibility to such a document. Find such a ring, and deliver it to me; your efforts in service of the Empire will be recognized.

My Sincere Gratitude,  
Baron Jacquo Dalsine

## Blood at Dralkard Manor

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# SCENARIO 10: BLOOD OF DRALKARD MANOR

Scenario Chronicle #

TIER	
1-2	499
TIER	
3-4	1,203
TIER	
6-7	2,301

MAX GOLD

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

### EXPERIENCE

Starting XP

+1 XP

Final XP Total

### Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

### GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+ Items Sold

= Sub Total

- Items Bought

= Sub Total

- Gold Spent

= Sub Total

### Items Found During This Scenario

TIER

1-2

- Bracers of armor +1 (Cost: 1,000 gp)
- Lesser metamagic rod of silent spell (Cost: 3,000 gp)
- Potion of cure moderate wounds (Cost: 300 gp)
- Scroll of displacement (Cost: 375 gp)
- Scroll of fireball (Cost: 375 gp)
- Scroll of flaming sphere (Cost: 150 gp)
- Scroll of glitterdust (Cost: 150 gp)
- Scroll of hideous laughter (Cost: 150 gp)
- Scroll of lightning bolt (Cost: 375 gp)
- Scroll of minor image (Cost: 150 gp)
- Scroll of scorching ray (Cost: 150 gp)
- Scroll of stinking cloud (Cost: 375 gp)
- Scroll of summon monster II (Cost: 150 gp)
- Scroll of summon monster III (Cost: 375 gp)
- Scroll of web (Cost: 150 gp)

TIER

3-4

- Cloak of resistance +1 (Cost: 1,000 gp)
- Mithril shirt (Cost: 1,100 gp)
- Headband of intellect +2 (Cost: 4,000 gp)

TIER

6-7

No additional items.

### Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #