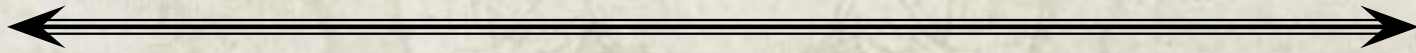


# THE REDHURST ACADEMY OF MAGIC™



## THE FOUNDERS' DAY CUP

### WEB ENHANCEMENT #3

For use with the



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.  
This product utilizes updated material from the v. 3.5 revision.

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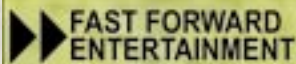
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**Published by Human Head Studios, Inc.**  
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## ABOUT THIS "BOOK"

Those of you who have purchased *The Redhurst Academy of Magic* and read it through know that it's a gold mine for DMs hungry for adventure ideas. Due to the nature of the book, however, we weren't able to spell out adventure hooks directly in the book, as that would have broken the metaphor under which it was constructed. The spy who wrote the bits in the margins, for instance, couldn't just throw in advice for DMs as she went along. It just wouldn't fit.

Through the wonder of the World Wide Web, however, we're able to offer you official web enhancements to *The Redhurst Academy of Magic*, free of charge. Since this is an adjunct to that book and not actually part of it, we are free to break the book's fourth wall, so to speak, and address d20 system DMs directly.

## OTHER ENHANCEMENTS

This is the third of a number of web enhancements planned for *The Redhurst Academy of Magic*. The first in the series — *The Redhurst Academy of Magic: Adventure Seeds* — features a baker's dozen of adventure ideas to help you tie Redhurst into your campaign. The second — *The Redhurst Academy of Magic: Spellflag Rules* — details this exciting new wizard's game and ties in neatly with Founders' Day.

To keep up to date on the latest Redhurst developments, as well as to learn all about other upcoming releases from Human Head Studios, be sure to visit [www.humanheadgames.com](http://www.humanheadgames.com).

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# THE FOUNDER'S DAY CUP:

## RIVARLY & REVENGE

### LET THE ADVENTURE BEGIN!

This document contains an adventure that can help DMs take better advantage of *The Redhurst Academy of Magic* than ever. Once you've read the book, your head may be whirling with all sorts of different ideas about how to integrate the academy into your campaign. After all, it's one thing to discover the finest institute of arcane instruction in the Known Realms. It's something else to use it.

*The Founders' Day Cup* is a d20 system adventure suitable for four 3rd-level player characters. This adventure works best if the players are students at Redhurst. Otherwise, it may require a little tailoring to better fit your game.

We've retained the wide margins from *The Redhurst Academy of Magic: Student Handbook* so you can make your own notes there in the place where the spy normally puts hers. This should provide you enough space to easily tailor this adventure to your own campaign.

### NO PLAYERS ALLOWED!

If you're a player, stop reading now. This document is for the DM's eyes only. If you continue reading it, you'll learn all sorts of things that your character couldn't possibly know, and it's hard to fake the proper ignorance in the course of the game.

So, please uphold the mythical Players' Code of Honor. Before temptation gets the better of you, turn around and walk away.

Thanks!

## ADVENTURE BACKGROUND

Not every student has a wonderful time at Redhurst. The pressures to succeed are immense, and many students wash out every year, returning home in shame. Some few refuse to deal with the ignominy of such a life and instead strike out on their own, often never to be heard from again. But every now and then, one of these students comes back to Redhurst.

Atticus Grey is one such wizard, but he didn't come back to pick up where he left off. He returned to Redhurst to show everyone just how successful he had become. Atticus was expelled five years ago, when Headmaster Andarlin caught him cheating on his fifth-year final exams. Atticus was forced to leave campus just two days before the Founders' Day spellflag tournament, and he was devastated. Atticus was the team captain and arguably the best spellflag player anyone had ever seen. Spellflag was his life, and in his mind Andarlin stole it from him.

Atticus daydreamed of a triumphant return. For the past three years, he coached the up-and-coming Ashbury College spellflag team, and every year his team lost to Redhurst in the final championship game. Last year, when the Founders' Day Cup eluded his grasp for the third time, Atticus vowed to never lose again.

This year, in Atticus's schemes, his undefeated spellflag team will reign as the new Founders' Day champions, and the Founders' Day Cup will be his. It's become his obsession, and he's taken steps to ensure everything goes according to plan.

In his laboratory, deep in the bowels of Ashbury College, Atticus created the perfect spellflag player, a flesh golem whose nature is indistinguishable from the other players on the field. This golem looks like a third-year student, but is far stronger, faster, and more resilient than any flesh-and-blood player could ever be.

Now Ashbury's spellflag team is a force to be reckoned with. They've won all of their games this season and are favored to win this year's tournament. If Atticus's subterfuge goes undetected, Redhurst might lose the Founders' Day Cup for the first time.

## EVENTS AND ENCOUNTERS

Play through the following encounters in order. Feel free to sprinkle other encounters of your own throughout them. This gives the PCs a chance to do something other than focus exclusively on the big game.

### 1. BREAKFAST OF CHAMPIONS

This encounter assumes that the characters are eating breakfast in the dining hall (area 21 on the campus map) with their peers. When ready to begin the adventure, read or paraphrase the following.

*Another school year is over, final exams are finished, and summer break is finally here. It's 7 AM, Founders' Day, and the Dibbo Fallsworth Dining Hall is buzzing with activity and excitement. The smells from the kitchen brim with the scent of exotic spices. Preparations for the Founders' Day feast are already well underway. With parents, nobles, dignitaries, and famous Redhurst alumni attending the festivities, it's sure to be another grand event*

*Suddenly, there is a commotion in the hall. Two students run in out of breath. One of them grabs his knees, huffing and puffing, trying to regain composure, while the other points outside and yells.*

*"They're posting the roster!"*

This announcement starts a stampede. Students, teachers, and visitors alike, head for the door to see who'll be on this year's spellflag team. Each Founders' Day, a team is selected from the best Redhurst Academy's various schools has to offer, to compete for the Founders' Day Cup. It's quite an honor to be selected for the team, and every spellflag player on campus wants to see their name on the roster.

The names are read aloud, and the PCs are on the roster. Coach Andarlin has selected them to play on

#### Peace-Bond Ribbon

Once tied, the *peace-bond ribbon* cannot be removed while on Redhurst property. Secured weapons can only be drawn if the ribbon is countered with a successful *dispel magic* or *knock* spell.

Faint Abjuration; CL 3; Craft Wondrous Item, *arcane lock*.

Redhurst's tournament team and compete for the Founders' Day Cup. The bottom of the roster reads:

*All spellflag players must report to the Training and Dueling Grounds at 11 AM sharp.*

Just after the PCs receive a round of applause for being selected, bells toll, announcing the opening of the gates. The crowd quickly disperses as everyone clamors to find a good spot to watch the visitors arrive.

## 2. WELCOME TO REDHURST

Redhurst campus appears at the center of a small island on Lake Ithacas. The entire island is alive with activity. Colorful pavilions, carts, wagons, and tents of all sorts surround the campus, and people of all sorts stand in lines before the gates, waiting for them to open.

*Within moments, the gates swing wide, and the visitors start making their way inside. A dozen Redhurst guards inspect each visitor carefully and peace-bonding weapons.*

Everyone who enters the campus through the main gate must allow the guards to peace-bond their weapons. This involves tying the weapon to its carrying strap with a crimson ribbon. Anyone that refuses the peace-bond is denied entrance to the campus.

Although this practice is common throughout the Known Realms, it is usually little more than a symbolic gesture. At Redhurst, however, the custom is much more significant. The ribbons used by the guards are magical, and the bond they create is not easily circumvented.

**Creatures:** There are a dozen guards here. If they sound an alarm, 2d4 guards from the Dean's Gate (area 41) arrive in 1d4+2 rounds.

- **Redhurst Guards (12):** hp 28 each.

## 3. A DAY AT THE FAIR

The fair is spread out all over the campus. But the majority of the booths and vendors are stretched between the Trading and Dueling Grounds (area 36) and Oldtower Dorm (area 40).

*The paths and walkways of Redhurst bustle with activity as the Founders' Day fair engulfs the campus. Carts and booths are tucked in every nook and cranny, making a maze of brightly colored tents and pavilions. Artisans, entertainers, and merchants staff the fair booths, hawking their wares and festivities to everyone within earshot.*

This encounter allows the characters to spend some time wandering the fair before the spellflag tournament begins. Let them wander around and see what the fair has to offer. The flavor ranges from classy and high-priced to rowdy and modest. There are plenty of sights to see: musicians plying their trade, weaving through the tents with a smile and a song, animal trainers with dancing bears and other exotic beasts putting on a show near Lake Lethe (area 19), and food vendors peddling spiced sausages, roast game, and sweetmeats at every corner. Give the characters some time to enjoy themselves before moving on to the next encounter.

## 4. THE FAIR GET FOUL

This event takes place while the characters are enjoying the fair. Spring it on them while they're having a good time and not expecting it.

*Suddenly, a spotted owl swoops around the edge of a pavilion and circles your heads and calling anxiously. It seems to want you to follow it.*

The familiar belongs to Avery Sand, a second-year student from Ignis School of Illusion. She was putting on a puppet show with traditional marionettes, enhancing the show with a the judicious use of illusions, when four students from the Ashbury College of Wizardry showed up and started picking on her. She knows one of them. The group's ringleader is from her hometown.

For the characters to reach the scene of this disturbance, they must push their way through a crowd of fairgoers surrounding the area. Characters may use brute force to push through with a successful Strength check (DC 15). If they try to slip between the patrons, have them make a Dexterity check (DC 15). A successful check allows them to move their speed as a full-round action. Failing the check restricts them to half speed.

When the characters reach the scene of the trouble, they find puppets strewn all over the ground and Avery caught in a game of monkey-in-the-middle with two young men wearing Ashbury's colors. They are throwing one of her puppets back and forth over her head, and try as she might she can't catch it.

**Creatures:** Four Ashbury wizards are stirring up trouble here, but two of them quickly back down if challenged. The leader of the bunch, a nasty little wizard by the name of Basil Kern, is a little bit more difficult to persuade. He's hot tempered, quick to take offense, and likes to duel. His right-hand-man, a big bruiser who stands six feet tall and weighs at least two hundred pounds, follows him around like a lapdog. He doesn't seem very bright, but he's wearing wizard's robes, and the Ashbury Wizard's Crest, a ring shaped like a gold dragon consuming his own tail.

Unless the characters handle the situation very diplomatically, Basil challenges one of them to a duel. But he doesn't fight his own battles. His right-hand-man is really a spellflag golem, so Basil makes him do all the fighting.

Basil is the captain of Ashbury's spellflag team. When Coach Grey showed him the golem, he begged to be its master. Together, they've cheated their way through an undefeated, record-breaking season. Now they're here for the Founders' Day Cup, and the golem is the key to victory. Give the characters a few clues about it, but don't let the secret slip yet. This isn't the last the time characters meet this bunch.

- **Basil:** 13 hp.
- **Golem:** 54 hp.
- **Ashbury Thugs (2):** 11 hp each.

Redhurst guards arrive on the scene in 1d4 minutes to quell the disturbance and send the groups their separate ways. If any of the characters want to duel, they'll have to take it to the Training and Dueling Grounds (area 36.)

## KNOW YOUR ENEMY

If the characters ask questions about Ashbury's team around the fair, let them roleplay one or two encounters with a merchant or artisan. Most people the characters meet share the following profile.

*Initial Reaction:* Indifferent and too busy to talk.

*Friendly (DC 15):* Share opinions, pass on rumors, or spread gossip. These mostly concern the rivalry between Ashbury and Redhurst on the spellflag field.

*Helpful (DC 25):* Volunteer to find out specific information, offer advise, tell the characters about the history between Coach Grey and Andarlin. (See "Adventure Background" for details.)

## 5. LET THE GAMES BEGIN!

This event takes place on the Training and Dueling Grounds (area 36). All spellflag players are required to report their respective coaches by 11 AM sharp, because the games are scheduled to begin at high noon.

Headmaster Andarlin, every the gracious host, performs the opening ceremony with an easy grace.

*My lords and ladies, honorable members of the clergy, alumni, students, and staff:*

*It is indeed a great honor for me to address the opening ceremony of the fifth Founders' Day Spellflag Championship Tournament. I'd like to personally welcome today's competitors, and wish you all the best of luck in today's matches. You've all worked extremely hard, and regardless of the outcome of the games you deserve our recognition for a marvelous spellflag season.*

*On behalf of Redhurst Academy, I express our deepest appreciation for making our Founders' Day celebration a great success.*

*Let the games begin!*

Here's where our second web enhancement *The Redhurst Academy of Magic: Spellflag Rules* comes in handy. In that document, you'll find everything you need to know to play spellflag.

This tournament is played round-robin. In a round-robin tournament, competitors do not get eliminated if they lose once. Rather, there are several rounds of matches, and the winner from each match gets points. After four rounds of play, the top two teams move on to play a final match.

It's not necessary to play out every match, but you may if you wish. The actual structure of the tournament is not important, and neither is the actual number of contestants. We suggest a mixture of abstraction and actual roleplay here. While a few of the schools in the tournament can field good teams and coaches, the Redhurst and Ashbury teams are clearly the dominant forces on the field. When the day is finished and the tallies totaled, these are the two teams that should move on to the championship game.

## 6. MIDNIGHT VIGIL

This encounter takes place in the graveyard (area 17). Every Redhurst spellflag player knows that the spellflag team spends the night before the championship game in the graveyard, protecting the founders' statues. It's become one of the school's unwritten traditions.

For the last three years, Ashbury's team has tried to sneak into the graveyard and "paint" the founders' statues with illusions, and it's the Redhurst team's job to stop them. Let the characters settle in and get comfortable. Then, after an hour or two of relative quiet (other than the late-night revelries taking place elsewhere around the campus), the Ashbury team makes their move.

*Suddenly, an unnaturally thick bank of fog rolls over the graveyard. The mist is followed by the sound of a girl's voice, as she cries out from behind you, somewhere in the graveyard. The words are muffled, but the tone carries a definite sense of urgency.*

**Creatures:** Basil, the golem, and three of the Ashbury players have cast obscuring mist around the statues. The girl's voice is a *ghost sound* cast by one of the Ashbury students to lure the PCs away.

This encounter might lead to hostilities, but don't let it get out of hand. Basil is a jerk, but he doesn't really want to hurt anyone. If the situation starts to escalate, he sounds the retreat.

If the Ashbury students succeed, their illusions make the statues look like dancing bears in jester's motley.

## 7. FOUNDERS' DAY PARADE

The parade starts at the Dean's Gate (area 41) and meanders in a clockwise direction around the entire campus.

A motley troupe of clowns dances through the main gate, throwing confetti and waving to the children who line the front of the barricades. The parade is underway!

*The first of the marching bands swings around the fountain in two even lines. The sound of all those drums is infectious. The crowd hoots and hollers as they pass, cheering for their favorite schools.*

*Several celebrities are on hand to wish the crowd a happy Founders' Day. You can see Zimmer Dash – captain of last year's championship spellflag team – as he rides overhead on a griffon, swinging a Redhurst Ram banner over his head.*

*Cheers resound as a regiment of Redhurst guards in pristine uniforms march by, boots stomping in perfect unison with their commander's cadence. Security Chief Christopha rides beside them on a big brown stallion, a proud smile on her face.*

*As always, the Founders' Day parade is a spectacle to behold!*

After the parade, the crowd moves to the Training and Dueling Grounds to watch the championship game.

## 8. SPELLFLAG CHAMPIONSHIP

This encounter takes place on the Training and Dueling Grounds (area 36) at high noon.

The climax of the adventure comes when Redhurst takes on Ashbury in the championship game. We suggest you play the entire match using the spellflag rules web enhancement.

The Redhurst players are at a distinct disadvantage as long as the golem is playing. By this time, after the encounters in the fair and graveyard, the PCs may suspect there's something strange going on. The golem is stronger, faster, and tougher than any player his age should be, and he shrugs off spells like an experienced

wizard. The PCs are probably getting suspicious, and rightly so. Now's the time to give them a few final clues. Feed their suspicions, then confirm them before the end of the match. Here are a few potential clues:

- Basil is never more than 60 feet (12 squares) from the golem.
- The golem only takes commands from Basil.
- The golem follows commands to the letter.
- The golem doesn't think for itself.
- The golem never casts spells.
- The golem is lightning quick and immensely strong.

If the PCs reveal the golem's nature in front of the officials or Andarlin, a timeout is taken to get to the bottom of things. A few in-depth magic probes will confirm the PCs suspicions, leaving the officials no choice but to expel Basil, the golem, and Atticus from the game, leaving the remaining Ashbury players to finish the game without their star players or coach.

## CONCLUDING THE ADVENTURE

If everything goes well, Redhurst wins the match, the golem's true nature is revealed, and Atticus Grey is banned from spellflag tournaments for life. The PCs are probably exhausted, battered, and bruised. Spellflag is a rough game. They've earned a long rest after two days of excitement, but tradition dictates they have one more celebration to attend – the Founders' Day feast – and they are the guests of honor!



## Appendix: Statistics

**Basil Kern:** Male human, Necromancer 4, hp 15, Init +2 (Dex); Spd 30ft.; AC 13 (padded armor +1, 5% chance of arcane spell failure, +2 Dex); Atk Melee +2, Ranged +2; AL NE; SV Fort +3, Ref +3, Will +5; Str 11; Dex 15; Con 14; Int 15; Wis 10; Cha 10; Skills: Concentration +8, Hide +6, Knowledge (arcana) +9, Move Silently +6, Spellcraft +9; Feats: Improved Unarmed Strike, Iron Will, Scribe Scroll; Spells Prepared (5/4/3/2): 0—*acid splash*, *daze* (x2), *touch of fatigue* (x2); 1st—*cause fear* (x2), *obscuring mist*, *chill touch*; 2nd—*ghoul touch* (x2), *scare* (x2).

**Typical Ashbury Spellflag Player:** Male human, Necromancer 3, hp 11, Init +0; Spd 30ft.; AC 11 (padded armor +1, 5% chance of arcane spell failure); Atk Melee +1, Ranged +1; AL NE; SV Fort +3, Ref +1, Will +2; Str 11; Dex 11; Con 14; Int 15; Wis 10; Cha 10; Skills: Concentration +8, Hide +4, Knowledge (arcana) +8, Move Silently +3, Spellcraft +8; Feats: Brew Potion, Improved Unarmed Strike, Scribe Scroll; Spells Prepared (5/4/3): 0—*acid splash*, *daze* (x2), *touch of fatigue* (x2); 1st—*cause fear* (x2), *obscuring mist*, *chill touch*; 2nd—*ghoul touch* (x2), *scare*.

**Typical Redhurst Spellflag Player:** Male human, Enchanter 3, hp 9, Init +0; Spd 30ft.; AC 11 (padded armor +1, 5% chance of arcane spell failure); Atk Melee +1, Ranged +1; AL NG; SV Fort +1, Ref +1, Will +3; Str 11; Dex 11; Con 11; Int 17; Wis 11; Cha 11; Skills: Balance +3, Concentration +6, Hide +3, Knowledge (arcana) +9, Spellcraft +9; Feats: Eschew Materials, Improved Unarmed Strike, Scribe Scroll; Spells Prepared (5/4/3): 0—*daze* (x2), *mage hand*, *touch of fatigue* (x2); 1st—*color spray* (x2), *lesser expeditious retreat*, *lesser sleep*; 2nd—*ghoul touch*, *glitterdust*, *lesser touch of idiocy*.

**Typical Redhurst Guard:** Male human, Fighter 1/Evoker 3, hp 28, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30ft.; AC 16 (*ring of armor* +4, Dex +2); Atk Melee +2 (longsword 1d8), Ranged +3; AL LG; SV Fort +4, Ref +3, Will +2; Str 11; Dex 14; Con 14; Int 15; Wis 11; Cha 11; Skills: Concentration +8, Knowledge (arcana) +9, Listen +3, Search +6, Spellcraft +9, Spot +3; Feats: Combat Casting, Improved Initiative, Scribe Scroll; Spells: (5/4/3) 0—*flare*, *mage hand*, *ray of frost*, *touch of fatigue* (x2); 1st—*color spray* (x2), *expeditious retreat*, *magic missile*; 2nd—*ghoul touch*, *glitterdust*, *scorching ray*.

### **Spellflag Golem**

#### **Medium Construct**

**Hit Dice:** 4d10+30 (54 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 40 ft. (8 squares)

**Armor Class:** 22 (+2 Dex, +10 natural), Touch 12, Flat-footed 22

**Base Attack/Grapple:** +4/+13

**Attack:** Slam +10 melee (2d8+5)

**Full Attack:** 2 Slams +10 melee (2d8+5)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** –

**Special Qualities:** Construct traits, nondetection (DC 28), immunity to magic

**Saves:** Fortitude +3, Reflex +2, Willpower +3

**Abilities:** Str 21, Dex 14, Con –, Int –, Wis 11, Cha 10

**Skills:** Climb +10, Jump +10

**Feats:** Improved Initiative

**Environment:** Any

**Organization:** Solitary, or team (6-10)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4-8 HD Medium

**Level Adjustment:** –

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Spellflag golems are the most lifelike of all golems, created from a single fresh corpse, rather than pieced together from many sources. They wear whatever clothing their creator desires, usually a spellflag uniform and lightly padded armor. They have no possessions and no weapons. They usually stand 6 feet tall and weigh nearly 200 pounds.

Unlike others of their ilk, spellflag golems can actually speak, although they rarely do so. They are still considered mindless creatures, but they can be programmed to answer specific questions, such as their names, affiliations, and the like. They also walk and move with a quick, sure bearing, in complete control of their bodies, unlike their clumsy brethren. This, coupled with their *nondetection* properties, makes them difficult to distinguish from the other players on the field without in-depth probing.

#### **Combat**

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can

give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

While capable of fighting if commanded to do so, spellflag golems were created to play spellflag, and this is where they really excel. They're stronger, faster, and more resilient than living players, and their ability to shrug off magic attacks makes them ideal players. If directed to fight, the golems launch themselves at their opponents and batter them with a flurry of mighty blows.

**Immunity to Magic (Ex):** A spellflag golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a spellflag golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a spellflag golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A spellflag golem gets no saving throw against attacks that deal electricity damage.

#### **Construction**

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate XP from the creator and requires casting any spells on the final day.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls. The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) appear below.

The body of a spellflag golem must be a fresh human corpse no more than six hours dead, and special unguents and bindings worth 500 gp are also required. Note that creating a spellflag golem requires casting a spell with the evil descriptor.

Preparing the body requires a DC 13 Heal check. CL 8th; Craft Construct, *animate dead*, *bull's strength*, *cat's grace*, *geas/quest*, *limited wish*, *nondetection*, caster must be at least 8th level; Price 10,500 gp; Cost 5,500 gp + 400 XP.

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