

SHL3–05

Blood Alliances

A One-Round D&D LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.0

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There is a spy in Critwall who knows vital secrets concerning the Shield Lands, and he's been caught. But who has him? The Pathfinders are asked to discover who has him, and soon, before the spy spills everything he knows to those who have him.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In SHL2-03 Beyond the Pale the Pathfinders encountered a man named Meticar who had fallen in with a charismatic secretive, follower of Hextor. Meticar was a broken man when the PCs learned of his association with Hextorians, and it was easy to dismiss his ramblings of “Hextorians in every corner of the Shield Lands”, waiting to displace wrong-headed Heironeans as the leaders of war to reclaim the Shield Lands. The fact of Meticar’s rants will prove to be more truth than fiction as the leader of the cell Meticar fell in with has made a bold act by capturing a spy of the Shield Land’s enemies.

Vanachek, son of Argot, son of Regent (the Barbarian Vampire from SHL01 The Cult of Torment) left Bright Sentry after the events of surrounding the demise of the Raven of Desire’s cult. Gregon’s cell recruited Vanachek. In spite of not caring for the creed of Hextor preached by Gregon, Vanachek accepted an alliance seeing it as the best of available options open to him. Vanachek relocated to Critwall

Vanachek and his vampire spawn, with the aid of the many abilities unique to vampires, were eventually able to learn of the spy’s whereabouts and captured him for Gregon.

Meanwhile, rumor on the street is that someone in the Magsmen’s Association captured an Iuzian spy and they are “questioning him” before turning him over to the Council of Lords. The Council of Lords hears of this rumor and dispatches the Knights of Holy Shielding to search the streets for the thieves. Tension and havoc mount between the Knights and the people on the street. Things are not as they seem, followers of Hextor captured a Free Reaver scout and then threw out the rumor of the Magsmen’s Association capturing the spy and not turning him over to the proper authorities.

The burglars of the Magsmen are tied into Critwall’s movers and shakers. Their life begins to heat up as suspicions are turned against them. The Magsmen then decide to launch an operation to discover who is behind the deception, and to divert attention away from them. The operation involves contacting a Pathfinder who is to be part of the team to investigate and retrieve the spy.

Lord Natan Enerick, regent of Bright Sentry learned through agents in the court of Lord Bohdon of Critwall that thieves of Critwall captured a spy of the Shield Lands’ enemies. For reasons told to no one else, Enerick secretly decides to send a band of Pathfinders to hunt for and find the spy before anyone else on the Council of Lords captures the spy. That band of Pathfinders is the PCs.

The DM should note which characters (if any) have played SHL1-07 The Cult of Torment and/or SHL2-03

Beyond the Pale, as plots in both of those two events are built upon in this module. Characters that have played those mods could get role-playing benefits.

Adventure Summary

The adventure starts with characters with roguish minds being given separate information than the rest of the party. Depending on the character’s actions based on this information, they will receive rewards and Influence Points at the end. The adventure begins with all characters called to the Pathfinder duty office for a mission. Their duty officer is unaware of behind the scenes machinations among certain members of the Council of Lords. Indeed, the scheming is far deeper and more complex than is revealed in this adventure.

The PCs are told that an agent that spied on the Shield Lands, working for the Shield Lands’ enemies, was just captured by a band of thieves in the city of Critwall. The party is tasked with recovering the spy before the thieves pry out any information that could compromise the Council of Lords, or if the spy is simply released again. The PCs are told time is urgent, and they may not have until the sun sets. The last bit of relevant information is that it is known the spy was frequently seen in the Southbank quarter, in the Docks neighborhood and the Old Ritensa Gate neighborhood.

The PCs are free to wander the City of Critwall, although nothing should take them out of the Southbank quarter. The PCs’ clues will take them to the spy’s river barge along the wharfs and an establishment called Waghalter’s Best near the old Ritensa Gate. Both places are sites of clues. The barge hides the spy’s tools of communication, and Waghalter’s Best is where the PCs get a glimpse of a vampire spawn ransacking the spy’s sleeping quarters.

After the PCs have investigated every lead they can to its end, the PCs are attacked as the sun begins to set. The vampire spawn that escaped the PCs at Waghalter’s Best has returned to end the PCs’ snooping. After defeating the spawn, the PCs can follow its gaseous form through the evening streets and alleys of Southbank as it returns to its coffin.

The spawn’s coffin is in the cellar of a weaponseller’s store called Champions of Battle. It is a front operation for a Hextorian organization trying to subvert the Heironean supremacy in the Shield Lands. The vampire spawn are controlled by a master vampire who has recently taken up residence in the Shield Lands (see SHL01-07 Cult of Torment). The vampire is a barbarian from the Suelii, named Vanachek, and after his affairs in Bright Sentry, he teamed up with Gregon, a Hextorian priest. Gregon’s Hextorians were revealed, at least through rumors, in SHL02-03 Beyond the Pale.

The PCs follow the spawn to the store, which is strangely still open during the evening. The PCs rush into Champions of Battle to investigate where the gaseous spawn went. The store is filled with dozens of potential recruits into Gregon's Hextorian following, and indeed, the PCs will be told that shopping hours are over, and that they must leave unless there by specific invite.

Combat eventually ensue and Gregon and his nearest aides attack while the rest of the NPCs attempt to flee in the chaos. Upon Gregon's defeat, Vanachek appears and offers an alliance between himself and the PCs against Iuz. He is asking for PCs to submit to him and become vampires.

Upon defeating Vanachek, the PCs can find the spy who had been tortured terribly. They can discover that the spy actually worked for the Free Reavers. The only important information that the PCs will learn is that the Free Reavers are working with an important Iuzian to activate an ancient dwarven ritual at Law's Forge; a ritual that would tip the balance against the Shield Lands.

Introduction A For "Thieves" only...

A rogue-like, or rogue-minded character receives Player's Handout #1 at the beginning of the game. If there is no such character, in the mind of the DM, choose the character that would be looked upon most favorably by members of the Magsmen's Association. If there is a player who is running a character who is motivated to join The Magsmen's Association, the DM should probably consider selecting that character.

Only one character should receive this hand out. It should be given to the highest-level character that meets the criteria below. If two (or more) characters meet all the stipulations and a tie in level occurs, roll randomly.

- The character in question cannot have some sort of enmity with the Magsmen's Association (so make sure you ask the player before giving them the hand out). The most obvious source of enmity with the Magsmen's Association would come from being a member of the Guild of Critwall.
- The character should be a native of the Shield Lands (this is not totally necessary but preferable).
- If the character has some sort of infamy for a misdoing that would make him, or her, untrustworthy in the eyes of the Magsmen's Association, then that character will not be chosen. (This is kind of at the whim of the Judge. There are many reasons a character may have infamy, some just wouldn't affect the reputation of being

"trustworthy" to the Magsmen's Association. Use your best judgment here).

- Avoid mix classes with Cleric, with the exception of Kurell, as they tend to have greater ties to their Gods, than to the worries of men. In the Shield Lands, worshippers of Kurell are well integrated into thieving society in the Shield Lands, and are thus a known commodity amongst members of the Magsmen's Association.
- Remember that the character need not be a member of the Magsmen's Association, as long as he is a "trustworthy" person in the eyes of the Magsmen's Association, (i.e. a thief of honor), it is good enough for the scenario. The PC's character has been chosen as the messenger.

It should be noted that there are some specific details missing from the Handout and extremely clever players will figure this out. Sounds are usually missing, the dwarves look the same, and sometimes what they are saying is just sort of confusing, etc

Give character **Player Handout #1: The Meeting**.

Introduction B For Everyone

The characters are all summoned before Stordman, a very new duty officer for the Pathfinders. He was a non-combat member of the army in Bright Sentry, doing paper work and running errands. Rumors say Lord Enerick (the Regent of Bright Sentry) appointed him here in Critwall so that he (Enerick) could have a little control over what goes on with the Pathfinders.

Stordman has been given orders from Enerick's first assistant Benalli Forma to get some Pathfinders on a specific mission and make sure they get it done before the Knights of Holy Shielding do.

Stordman was given one sheet of paper that is specifically vague to read to the Pathfinders. Benalli wants the Pathfinders to have some, but not all of the information just in case they botch things; they don't really know what is going on.

If Pathfinders note that Stordman doesn't seem to have much information, he will actually agree with them and show them the sheet of paper with all he has on it.

On a Sense Motive (DC 15), character suspects that Stordman is less of a duty officer, and more like a city official who is acting like a duty officer (which is pretty much true).

If characters later ask around about Stordman, they simply find out he was recently transferred from Bright Sentry and everyone else thinks Stordman used to be a desk officer, and not really worthy of the position of duty

officer, which is traditionally a promotion for experienced and loyal combat soldiers.

The characters are summoned to the Pathfinder offices, read:

You've been here before, sometimes weekly, sometimes more, for almost as long as you've been in Critwall. Yet this is the first time you've ever seen a Pathfinder duty officer, biting his nails and nervously fidgeting, almost as if he is intimidated by you.

Holding a single sheet of paper shakily, from which he reads aloud, "A guild of Critwall's thieves have come into possession of an Iuzian spy and are not turning him over to the Council of Lords. The spy has knowledge that could prove vital to the preparedness of the Shield Lands and therefore must be brought into the proper authorities. Because of the possibility of the spy either escaping, or the thieves themselves simply releasing him after they have acquired secrets the spy knows, time is of the essence. Every hour that passes the fate of the Shield Lands' tips against us."

"You, and you alone, are being charged with the investigation of the whereabouts of this spy, and his apprehension."

He looks up to make sure you are paying attention. Then he clears his throat and speaks freely.

"The man went by the name Quincain Marl, but may have had other aliases. The information I have gotten tells us that the spy spent a great deal of time near the Wharfs and the Old Ritensa Gate neighborhoods of the Southbank section of Critwall. There are daily rumors about spies and assassins in Critwall; all of them are taken with a grain of salt by ordinary citizens. If it came out that some Pathfinders were investigating just such a case, it may stir up unneeded attention for you. Sources hint that after tomorrow night the spy will be either released, or otherwise "disappeared". You must get him before that happens."

"Thank you." He sets the paper to the side and looks at you.

He's probably waiting for you to leave but you can't be sure, because he didn't really give you much to work on.

If questioned further he will admit he doesn't have anything else, going so far as to show them his orders.

If the PCs press Stordman for more information, here are some points he will admit.

- Stordman reluctantly admits to this being his first day as a duty officer for the Pathfinders, arriving only yesterday from Bright Sentry.

- That, *"the information about the spy in the hands of Critwall thieves came from sources in Bright Sentry."*
- Why Pathfinders? *"Pathfinders are the choice to investigate because of the known antipathy between the Knights of Holy Shielding and the organized thieves. The thieves have many eyes watching the motions of Knights in Critwall. The City Watch also has thief operatives in it which might tip off an investigation in the earliest stages. Something this sensitive is too important to risk bungling it in the planning stages."*

But that is all the information they get.

There is a bit of political infighting here that characters are not aware of. The Regent of Bright Sentry and his court are manipulating the officer; feeding him their orders. Stordman was told things exactly as he related them to the characters.

Most of it is true, but the real truth of the matter is that the Regent of Bright Sentry wants to find the spy before the Knights of Holy Shielding do, for reasons of his own.

Encounter One Around Southbank

This encounter offers the characters an opportunity to explore the River Quarter as much as they desire. Southbank, also known as the River Quarter, sits over the ground where the early Aerdy settlement was just an outpost at the Veng River crossing.

Most roads here are barely wide enough for a wagon to pass a person, although the handful of well traveled roads, such as the road linking Westgate to Bohdon Center, easily fit four wagons traveling aside each other. Southbank's most common building type (almost a full third of all buildings) are warehouses, nearly all of them belonging to members of the Guilds of Merchants and Traders. Indeed, all of the Critwall's warehouses are located in Southbank.

Other buildings in Southbank include undesirable businesses, such as dyers, perfumers, and tanners. These businesses are restricted to the neighborhoods next to the westernmost wall, just south of Westgate. Crammed along alleys behind the warehouses are rowhouses where the dockworkers, day laborers, and warehouse porters live. Intermixed with these are the massage parlors (brothels), inns (dumps), taverns (dives), and other similar businesses that give Southbank its reputation as the city quarter of the lower classes.

While many of the warehouses of the Guilds of Merchants and Traders have been rehabilitated, other

buildings are still in either disrepair or slowly being renovated compared to other city quarters. The major road linking Westgate to Bohdon Center is lined with vendors of all sorts.

- **Wharfs:** Located along the river's edge in a long line of dock after dock, the wharfs are a bustle of activity. Squeezed between the high city walls and the Veng River on narrow land, many of structures are built atop the wharfs themselves, mostly used by people whose business is serving the boats and barges on the river. Gather Information (DC 15) reveals that Quincain Marl had a barge named "Floating Envy" docked out on the Critwall Spit. When the PCs decide to investigate Quincain's boat, proceed with Encounter Two.
- **Old Ritensa Gate:** Named because it was the terminus of the Ritensa Road when Critwall was older and much smaller, it now refers to the neighborhood of Southbank around the gate through the inner wall that separates Southbank from Northbank. Gather Information (DC 15) reveals that Quincain Marl had a room at a warrior's hospice near the Orphanage. When PCs decide to locate Quincain's rented room, proceed with Encounter Three.
- **River Run:** At some time in the day the PCs will have this encounter as they travel along, or cross, the main East-West thoroughfare. Proceed to Encounter Five.
- **All other neighborhoods in Southbank:** If the PCs decide to investigate elsewhere in Southbank than Stordman's two leads, they run into the usual benign city-life encounter. If the PCs persist in spending time in neighborhoods other than the Wharfs and Old Ritensa Gate, allow for these two Gather Information results.
 - a. DC 10 reveals that occasionally someone recalls, "An average looking chap by that name, always seemed to be down by the wharfs" [True]. In another portion of Southbank,
 - b. DC 15 reveals that some folks in Southbank have spotted wolves loping the streets at night around the Orphanage. [This is true, these wolves are under Vanacek's command. He lets them wander Southbank while he hunts for prey. There is no connection to the Orphanage and Vanacek's hunting, however].
 - c. If PCs spend lengthy time in any neighborhood, even those where they have gotten their clues, the Magsmen have a spotter watching the PCs who will signal to their chosen PC to: "Avoid this area", or "This neighborhood is clean," or

"HURRY!" The spotter then disappears in the crowd.

- d. PCs gathering information in any neighborhood might hear from passersby murmuring one or two lines from this ditty: "*AAAAANND the hammer falls low while bringing down the rain and the rain is painful steeeel!*" or "*My name is grim and my teeth are red and I'm tired of living by the heeeel!*" or "*So I take the orc and I tear'm in the arm and I kill them with big bluuuee!*" or "*Creatures of the night they run from me and I spit on Iuz tooo!*" If asked, folks who sing lines reply that when they put down for the night they simply overheard it being chanted by someone on the road or alley outside. No one admits to having heard it until recently. While singing lines, people brighten up, occasionally acting it out. It's a real favorite among the lower classes.

Encounter Two On the Wharfs

The party easily locates the barge "Floating Envy", either by asking others or generally walking up and down the Critwall Spit. Floating Envy is out towards the tip of the spit, with no other barge or boat closer than 50 yards. Any NPC along the walk if asked about Floating Envy may impart any of the following.

- The vessel has been docked there for weeks, maybe months.
- The owner would frequently come out to the barge (once/week at least, sometimes every other day), spend some time there, and head back to town.
- The owner was seen going to his vessel two days ago.
- No one is around who can recall when the boat first showed up.
- The owner always paid the dock fee.

When the characters get to Floating Envy, read or paraphrase the following:

You found it, Floating Envy, a typical river barge. It is actually quite nondescript. No sign of a crew, you wonder if the vessel has traveled in months. It bobs serenely with the current of the Veng River.

The insides of the boat have been stripped clean. It looks as if someone had violently searched everywhere. Cabinets are left open, drawers are pulled out, and shelves are on the floor. But nothing that might have

been on or in them is seen anywhere, except pieces of furniture strewn about.

There is a trap door in the cargo room, along the front wall. It opens into a crawlspace underneath the main deck. This crawlspace is above the waterline. There is a hatch that opens below to a chute that goes straight down into the water.

Searching inside the cabin room, (DC 18) finds a face carved into an arm of the chair behind a desk. One half looks like a demon, the other half looks like a boar. Knowledge (religion) DC 15 reveals this to be the symbol of Erythnul. It looks to have not been carved recently, within weeks. Also, it seems more like a doodling, like something carved by a bored person.

Anyone searching in the water outside of the boat, even a thorough scavenging in the river can discover that there is a lot of junk on the river bottom, ringing where the boat is, although the buoyant items have already been washed down river. If the PCs take time to bring any of it out of the muddy water, they can discover that most items are personal in nature. Probably Quincain's things because of the circumstances, but there is no real proof unless someone decides to use high level divination magic, such as *augury*. Smashed chests and trunks containing personal affects are what make up the rubble.

Development: If the PCs possess the *wand of levitate* that can be found in a secret compartment in Quincain's sleeping quarters in the city, they can locate a magically hidden box. By pointing the *wand of levitate* at the crawlspace's escape hatch opening, and activating the wand, Quincain's *nondescript box* will be levitated out of the muddy water below and into the crawlspace.

The *nondescript box* was used by Quincain to hide his *sending stone*. A *sending stone* is paired to another stone. Once per day, the holder of one stone can send a message (as per the *sending* spell) to the holder of the other stone. When one stone is broken the other of the pair ceases to function. This stone has not been damaged, but the paired stone was smashed when its owner learned Quincain was captured. That stone was located many miles away, outside the reclaimed Shield Lands' borders.

Also within the *nondescript box* are devices that Quincain would use to hide weapons when on an assassination mission, wrist and boot sheaths. There are no weapons in the sheaths.

Because of the nature *nondescript box's* inherent magic, combined with the muddy river water, no direct searching for the box was possible. Even though the box was only sitting on the river bottom directly beneath the crawlspace's escape opening.

Treasure: Out of this encounter the PCs gain the wrist and boot sheaths found in the *nondescript box*. The *sending stone* is useless without its matching pair, and thus worthless, except to the authorities for evidence.

Encounter Three Waghalter's Best

The party finds where Quincain rented his room in the Old Ritensa Gate neighborhood. In a block that consists of mostly warehouses, the PCs' tips lead them to a complex of warehouses that have been converted.

The PCs investigation leads them to an unheralded, but not secretive, organization. It call's itself Waghalter's Best, and under the guise of operating a drinking hall and giving down-on-their-luck warriors a place to sleep, it provides a location where these "unapproved of" warriors can gather to train, spar, socialize, trade tales and news, and get away from talk of religion or politics. Within upper class and merchant circles Waghalter's Best is known as the place come to for hiring extra muscle.

Following your leads has led you to a complex of rundown warehouses. Outside the main entrance hangs a badly made sign that says, "Waghalter's Best". So the man you are looking for rented a place to sleep in a ruined warehouse? It does look ruined, and in not great repair, but there is a substantial flow of traffic in and out of the entrances.

While you look over the place you notice a trend among the people entering and leaving. They are some of the meanest-looking, dirtiest collection of warriors in all of Critwall. Not a single knight or noble among them. Southbank has a greater number of ruffians than elsewhere in Critwall, but this place seems to attract them like moths to flame. You spot a Pathfinder or two you have fought along side before. Interestingly, even a few monks of the Open Spirit loiter around.

The "staff" inside Waghalter's Best can be heard referring to their boss as "The Waghalter", such as when they have to tell someone "The Waghalter's wants you to keep your religion-talk outside, and put that holy symbol away", or "The Waghalter only allows fightin' in the sparring rooms, so go take it THERE! And then don't forget to tell the bookies so they can place odds ya and we can bet on it. Ha!"

Within the Waghalter's warehouse complex, as mentioned before, there is a tavern (it serves anyone, but members drink free). In a separate warehouse in the complex, sleeping quarters are provided to penniless warriors (and also to members) for free. Behind the tavern-warehouse is the sparring-warehouse, a large warehouse subdivided into smaller rooms where members train. There is said to be a single large room

below ground, only accessible to invitees, where tournament-style near-lethal dueling takes place.

It takes just moments of inquiring with the staff about Quincain Marl. PCs can learn:

- Yes, Quincain has a room. The PCs can be shown to it IF they have a legal writ proving they are lawfully bestowed by the rightful authorities to do so.
- He was a new member, within the past few months.
- In between his (Quincain's) Pathfinder duty, he would work guard duty for various nobles, some even connected to the Council of Lords.
- More than anyone else, Quincain could be found talking up members who had newly returned from Pathfinder missions or contract job.

There are a few ways for the PCs to get into Quincain's room.

By succeeding with a Bluff skill check against Sense Motive 15;

Or, by succeeding with a Diplomacy skill check at DC 15;

Or, if the PCs wish to wave Stordman's orders in front of anyone, it will be enough to convince, but it will instantly cause a clamor of excitement as the staffer will become excited and tell everyone he, or she, meets.

Or, by succeeding with a Forgery skill check. (An appropriate document can come from a Pathfinder duty officer, but normally will come from a judge of the sessions. Since the PCs will have never seen such a document granting the right to search a dwelling, just having the orders from Stordman provides a +4 bonus to the roll because the PCs can forge his signature (if the PCs think of it). The opposed Forgery DC is 17;

Or, by succeeding with Intimidate at DC 20;

Or, by succeeding with a Slight of Hand skill check at DC 20, after an opposed Spot check (5 ranks + APL), to lift the key off the staffer who has the master room key (if caught, every strong-arm in the building will aid in tossing the offender out, who will never be allowed in again, ever; judges should make a note on the PCs Adventure Record);

Or, by casting a *charm person* (with successful opposed Cha checks), *suggestion*, *lesser geas*, or *dominate person* successfully (target Will save: APL2=+2; APL4=+2; APL6=+3; APL8=+5; APL10=+6; APL12=+8).

Encounter Four Quincain's Room

If the PCs are successful in getting a staffer to take them to Quincain's room or find an alternative way in

themselves, proceed with this encounter making changes to the box text as needed.

When the PCs are ready they will be taken to Quincain's room. Read of paraphrase the following:

The staff member knocks on the door, and calls out for a response, but no sounds come from beyond the door. She turns the knob to open the door, surprised, it is locked.

"Hmph! He must be out working a new contract. I'll be back, I'm going to get a key."

A few moments after the staff person walks away around a corner and downstairs, you hear a loud crash and foot shuffling from the other side of the door to Quincain's room!

• **Wooden Doors:** 1 1/2 in. thick; hardness 5; hp 15; AC 5; Break DC 18. Open Lock DC 20.

Barely more than a closet in size, roughly 8 feet wide by 10 feet long, you see flea-infested padding that must be a bed. Beside an opened chest a cloaked humanoid form suddenly gets blurry and begins floating towards the broken window as the door is opened.

Spot check (DC 12) notices the cloaked figure stashing a handful of loose papers, probably taken from the chest, underneath his cloak, as it turns gaseous. The creature is a vampire spawn of Vanachek's, once in gaseous form, it issues out the now broken window and floats down the alley and into the cracks of a grate into the sewers. If the PCs manage to seal the window prior to entering, the gaseous spawn will instead issue through cracks in the floorboards or plaster walls or ceiling panels. The pipe down to the sewer will only fit a Tiny creature or smaller. The gaseous form spawn gets away regardless.

The PCs have bare moments to search the room before the Waghalter's staff comes rushing to investigate the ruckus.

The opened chest is empty, but a Search check (DC 15) finds a hidden compartment. PCs cannot Take 10 or 20 with this Search check. The chest has a false bottom. In the space beneath the false bottom lays a wand. It is a *wand of levitate*. On the underside of the false-bottom boards are etched words in Common. It reads, "target crawlspace's escape" and below that "speak: box".

Treasure: The PCs will come away from this with the *wand of levitate*. At APL2 it has 4 charges, APL4 it has 5 charges, and APL6+ it has 6 charges. The treasure value at the end assumes the PCs use the *wand of levitate* as instructed (thus expending a charge) to retrieve the nondescript box.

Encounter Five

River Run Street Show

When the DM decides, as the PCs are traveling around Southbank, and they pass along the main East-West thoroughfare, they will come upon a notable street performance.

There is a thick crowd gathered around a recently built simple stage where performers are doing a rendition of "The Foe Battle", a popular comic sketch of the day.

In one scene a lone Shield Land's Cuthbertine is single-handedly taking on wave after wave of clumsy "orcs" seemingly without effort, with mace in one hand and mug of ale in the other, singing:

"AAAAANND the hammer falls low while bringing down the rain and the rain is painful steeeeel.

My name is grim and my teeth are red and I'm tired of living by the heeeeeel.

So I take the orc and I tear'm in the arm and I kill them with big bluuuee.

Creatures of the night they run from me and I spit on Iuz tooo."

Have the Magsmen's chosen PC make a Spot or Sense Motive check (to discern secret message) DC 10. For other PCs, the DC is 28+APL to notice the signal. The PC is being signaled "More information. Come alone now." If possible, have this message prepared on a piece of paper to hand to the PC, and then take him, or her, aside and give them Handout 2.

While that PC is aside reading Handout 2, the rest of the party meets someone. Read or paraphrase the following:

You see your friend step away, and within moments after [he/she] leaves your sight someone you hadn't paid attention to in the evening traffic comes toward you.

"I hesitate bringing you his news, but your friend who just departed may not be trustworthy on your current mission. I know of your mission, yes, and the Magsmen are pulling a pass-over scam on everyone.

"I think your friend is cooperating with the Magsmen in this.

"Magsmen are untrustworthy, they care little for the interests of the Shield Lands and its people. It may even be true that the Magsmen are tools of certain corrupted persons in the Knights of Holy Shielding who are seeking to sabotage the Council of

Lords. So be aware of this when your friend tells you something and consider just what you may be...."

The stranger abruptly stops, and holds her stare over your shoulders. "Well, well," she sighs.

The departed PC should be brought back now.

"The GUILD!" You hear exclaimed. You look quickly and see your friend and a man hustling towards your group. "This explains... much," says the other man, a halfling, as he stares intently upon the woman.

"Hurry!" The man tells [the PC] as he gives a shove. "If the Guild is in this, and I think I know how, time is against all of us."

Both the woman and the man slowly move away from the party with measured steps, holding their eyes on each other. Neither blinking.

"So continue. Go, GO!" shouts the Halfling.

"Yes, we'll keep in touch, Pathfinders!" says the woman.

Encounter Six

Stalked in Southbank

This encounter can be run when the DM decides it is best, but it should be after they run their leads as fully as they can. The PCs should be given an opportunity to fully investigate their leads and to discover the tools that Quincain used to send his information back to his masters. Once those have been discovered, or when time is running out the DM should then run this encounter.

It has been getting late into the day, but you weren't aware how late it has gotten because the narrow streets and alleys of Southbank have made it unclear just where the position of the low evening sun was. Only now it has become obvious that dusk is imminent as shadows deepen and stars start to appear in the sky. Most of the late day traffic is off the streets now, most likely having gone home.

Vanachek's spawn that escaped is back. She has two motivations for coming back. First, she's back to stop the PCs from investigating further. Second, assuming the PCs were able to discover Quincain's tools (the *sending stone*, *wand of levitation* and/or the *nondescript box*), she is intent on getting them from the PCs.

Moments after the DM reads the boxed text, while the PCs are still out in the streets, Vanachek's spawn will appear in front of the PCs, changing out of gaseous form on the surprise round, while the party watches, to maximize the potential fright value. At APL 2, there will only be one vampire spawn. At higher APLs the spawn

that escaped from Quincain's room will bring another spawn to help, who will appear out of gaseous form to surround the party. Succeeding Spot check DC 12 will allow PCs an action during the surprise round, which is being used by the spawn to become corporeal.

APL2 (EL4)

☛ **Vampire Spawn (1):** hp 26; see *Monster Manual*.

APL4 (EL6)

☛ **Vampire Spawns (2):** hp 36, 38; see *Monster Manual*.

APL6 (EL8)

☛ **Vampire Spawns (4):** hp 45, 45, 47, 48; see *Monster Manual*.

APL8 (EL10)

☛ **Vampires (2):** hp 50; see Appendix 1.

☛ **Vampire Spawns (4):** hp 45, 45, 47, 48; see *Monster Manual*.

APL10 (EL12)

☛ **Vampires (2):** hp 72 each; see Appendix 1.

APL12 (EL14)

☛ **Vampires (2):** hp 90 each, see Appendix 1.

Development: As spawn are killed and revert to gaseous form, each will travel immediately towards Vanachek's hideout (where their coffins are located). The gaseous form spawns will float through the evening air, rather than the sewers, because the sun has now set. The PCs will be able to trail the gaseous spawn from the ground by making a Sense Motive check of DC 16. If the person making the Sense Motive check had also has 5 ranks in Survival that character receives a +2 synergy bonus to the Sense Motive roll to trail.

Treasure: The belt and brooches, which the vampires at APL8+ are wearing, will be found at the end of Encounter Eight when the PCs visit the cellar of the Champions of Battle weaponseller store.

Encounter Seven Champions of Battle

The PCs will arrive at Champions of Battle, a weaponseller's shop in Southbank next to the inner wall by the gate to Northbank. The weaponseller store is a front for Gregon's Hextorian cult. In the basement and cellars Vanachek and his spawn are kept, their coffins are located there. The PCs followed a gaseous form spawn here, so read or paraphrase the following:

You have followed the spawn to another street, this one near the inner wall separating Southbank from Northbank. It sails through the air towards a store. The gaseous spawn seeps through one of three chimneys down into the building. Strangely at this evening hour, the store seems to be open and busy. People can be seen inside the windows actively talking with each other.

Building Features: The Champions of Battle stands in a row of similar-looking storefront warehouses, built side-by-side. Like other such storefront-warehouses, the first story is occupied by the weaponseller shop, while the stories above it are for the proprietor and his family. Gregon and his inner circle have occupied the uppermost level as their own quarters.

A short series of steps lead up to a front door and main floor of the Champions of Battle. The outer doors, front and back, are made from heavy wood. The front door remains unlocked during business hours (daylight), while the back door is usually locked.

☛ **Wooden Doors:** 1 1/2 in. thick; hardness 5; hp 15; AC 5; Break DC 18. Open Lock DC 20.

The only windows on the main floor are in the front and back doors. Since the main floor is actually raised 5 feet above ground level, two windows open into the basement on the alley side, and each of the upper stories has two full-sized windows on each front and back face. Iron bars clock all windows.

☛ **Iron Grate:** 1 in. thick; hardness 10; hp 30; AC 6; Break DC 20.

You have been able to keep with the gaseous form as it sailed across the darkening dusk sky. Suddenly it begins to come down slightly. It makes its way towards one of the chimneys of a shop-warehouse, and then seeps down into the narrow chute.

Here you stand, in front of a weaponseller's storefront called Champions of Battle. Interestingly, it seems like there is a significant amount of activity inside the upper levels of the building. Far more activity than would normally be the case at this time of the day in a merchant's store. There is even some traffic in and out of the public door.

There are multiple ways this encounter can go. The DM should become familiar with the layout of the building, especially if the PCs enter on a level other than the Main floor.

Regardless how the PCs enter the premises, they will be met with angry shouts at first. Those inside will insist the PCs leave, no matter what the PCs say is their reason for entering. Here are a few guidelines to remember when the PCs interact with the NPCs inside.

- Every window on the upper floors, and every window to the basement have a permanent *alarm* cast upon them, which will trigger a audible alarm heard by everyone within 60 ft. Remember, those within a *silence* spell effect cannot hear the alarm ringing. Unless everyone within 60 ft. is under a *silence* effect the *alarm* will be heard by someone in the building. Once the alarm rings it will be investigated by a lackey that heard it immediately, but Gregon (and his aides) will arrive fully prepared for combat once his prepping is complete. Neighbors will also alert the Night Watch.
- The three chimneys have openings small enough for a Tiny creature, or smaller, to go down. Because each of the chimneys are being used (i.e. smoke billowing out), a character entering a chimney is subject to Smoke Effect rules, see *DMG, The Environment p. 304*. Needless to say, consult the *DMG, Heat Dangers* if such a character makes it into the raging fire of the fireplace.
- If the PCs successfully parley with the occupants, NPCs will feign reluctance if they ever agree to let the PCs look around. No searching below the Main level will be allowed no matter what. If the PCs search, or attempt to search, these levels, as they do, low-ranking Hextorians will begin sneaking away subtly as the “enforcers” move to combat the party.
- If the PCs are allowed to search the premises, Gregon (and his aides) will attack as they search the upper floors.
- If the PCs enter the basement immediately they will have caught Gregon unprepared, but combat will begin immediately.
- Once the PCs presence in the building is known, Gregon will begin prepping his spells. Unless the PCs have miraculously happened upon the location of Gregon and his underlings, the PCs will encounter Gregon fully prepared.
- The building has many low ranking members of Gregon’s organization. There are also many other potential recruits milling about, who are hear to listen to the Hextorian’s preaching about how the teachings of Hextor would bring triumph over Iuz. All should be considered 1st-level commoners. While most don’t detect as evil a few will. When combat begins, all of them will attempt to flee by the best route.

Main Floor: There is a man attending the counter at the front of the store. He’s there mostly to dissuade anyone who is not an approved person enter. Only members of Gregon’s organization, and those vouched for by members, are not intercepted. He’ll tell the PCs that the store is closed, and that everyone else inside is either an employee or a regular patron who is receiving ‘personalized attention’, therefore they must leave.

Behind the counter is a curtained archway that helps maintain privacy between rooms. Each wall is lined with racks of weaponry, feel free to describe the arranged the merchandise as you wish.

- Normal quality weapons are in the front room
- Masterwork quality weapons are in the middle room. Also, there is a rack of silvered masterwork weapons including a spiked heavy shield, a morningstar, a pair of spiked gauntlets, 20 arrows, 20 bolts, 2 flails, 2 heavy flails, a scimitar, and 2 tridents. A successful Knowledge (religion) DC25 will give the PC an odd sense that all of the silvered weapons are popular weapons of Hextor.
- The rear room is the stock room.

Upper Floor: The room facing the street is Gregon’s room. There is where all of his religious paraphernalia will be found, such as makeshift altar to Hextor on the fireplace’s mantle. The middle room has the beds for Gregon’s underlings; there are enough beds for each of them. Bekayr’s bed is furthest from the fireplace, while the beds closest to the fireplace are double-bunk beds. The room facing the alley serves as kitchen and lounge for Gregon and his underlings.

Basement: Quincain is kept here in the room towards the street. Initially Gregon and his underlings will be here in the midst of interrogating him. The rest of the basement is storage for the store. Underneath some crates will be found a ladder that leads to the Cellar.

Cellar: Here are where Vanachek’s and his spawn’s coffins are found. In the cellar wall of the street-side of the store is a secret door which gives access to the Critwall sewers. This is how Vanachek and his spawn would travel around the city during the day.

Gregon’s Critwall Hextorian Cell

APL2 (EL4)

☛ **Gregon:** hp 24; see *Appendix I*.

☛ **Common guards (2):** hp 16, 17; see *Appendix I*.

APL4 (EL6)

☛ **Gregon** hp 38; see *Appendix*.

☛ **Temple guards (3):** hp 17, 17, 17; see *Appendix I*.

APL6 (EL8)

- Gregon hp 52; see *Appendix 1*.
- Temple guards (4): hp 17, 17, 17, 17; see *Appendix 1*.

APL8 (EL10)

- Gregon hp 59; see *Appendix 1*.
- Bekayr hp 63; see *Appendix 1*.
- Temple guards (3): hp 17, 17, 17; see *Appendix 1*.

APL10 (EL12)

- Gregon hp 63; see *Appendix 1*.
- Bekayr hp 87; see *Appendix 1*.
- Temple wardens (2): hp 28, 28; see *Appendix 1*.
- Temple guards (2): hp 17, 17; see *Appendix 1*.

APL12 (EL14)

- Gregon hp 77; see *Appendix 1*.
- Bekayr hp 97; see *Appendix 1*.
- Senior guards (2): hp 40, 40; see *Appendix 1*.
- Temple wardens (2): hp 28, 28; see *Appendix 1*.

Tactics: See *Appendix 1*.

The combat with Vanachek that follows will prove to be extremely difficult for low APL parties. The DM should make it rather obvious that Gregon and his guards are using silvered weapons. The PCs will need these silvered weapons to defeat Vanachek. Of course, silver alone will not be enough to overcome Vanachek's damage resistance, they will also need to make those weapons magical somehow. The obvious way would be by casting *magic weapon*. The APL2 Common Guards each have two *oils of magic weapon* and the DM should have the Common Guards apply the oil to their weapons in front of the PCs to make it obvious just what the guards have.

Development: Gregon and gang fight to the death, (at least those who did not flee). Once the last has fallen, assuming the PCs did not flee, Vanachek makes himself known to the PCs; proceed to Encounter Seven.

Treasure: See Encounter Eight for notes on the treasure from this encounter. All of the non-consumable items are marked with symbols of Hextor on them.

Encounter Eight The Son of Argot

As your final foe is brought down, you hear feet walking upon the floor above [or below] you. A deep baritone voice starts to chant with a growl. "All together now, AAAAANNND the hammer falls low while bringing down the rain and the rain is painful steeeee! My name is grim and my teeth are red and

I'm tired of living by the heeeeee! So I take the orc and I tear'm in the arm and I kill them with big bluuuee! Creatures of the night they run from me and I spit on Iuz tooo!" [Insane cackling as the footsteps stop]

Characters who have played SHLoI-07 Cult of Torment may remember they have heard the voice once before. The PCs have six rounds to make any preparations or healing while Vanachek walks and chants on the other floor. Don't tell the PCs how long they have, but let them go round by round as they wish. And then continue.

An instant seems to pass and then, before you, a cloud emerged out of the shadows and begins to take the shape of a hulking brute of a man with pale skin and haunting red eyes.

"It seems I chose the wrong ally. Heironeous does offend me, but the ferocity of Hextor was so appealing that a warrior such as myself couldn't help but be lured by Gregon's pretty words.

"I am Vanachek, son of Argot, son of Regent. Warrior of Llerg, I seek to wreck revenge upon Iuz for his vile trick upon the people of Rhizia. Thousands of us died because of his deceit.

"I have searched far for suitable allies, only to be disappointed at each turn. I ended up in the city of Pholtus by the lake; I tested the Raven of Desire and his Cult of Torment. It was sadly lacking. I then turned to Gregon and his God of Tyranny and War. But look at the result around us. If he only accepted my offer to join me in my... immortality!"

Vanachek's red eyes seem to glow brighter and his muscles seem to contort beneath his skin. He holds out an open hand to you.

"I offer it to you! Accept my gift, I will make you immortal, together WE will make Iuz submit as we drink from him."

Vanachek is done talking; he is offering an alliance with any PC who willingly accepts his offer. Accepting results in voluntarily failing the Will save against Vanachek's *dominate* special ability.

Vanachek, son of Argot, son of Regent

APL2 (EL4)

- Vanachek: hp 19; see *Appendix 1*.

APL4 (EL6)

- Vanachek: hp 33; see *Appendix 1*.

APL6 (EL8)

👉 **Vanachek:** hp 47; see *Appendix 1*.

APL8 (EL10)

👉 **Vanachek:** hp 61; see *Appendix 1*.

APL10 (EL12)

👉 **Vanachek:** hp 84; see *Appendix 1*.

APL12 (EL14)

👉 **Vanachek:** hp 101; see *Appendix 1*.

Tactics: Vanachek still holds somewhat of a grudge because of his plan's bad outcome in Cult of Torment, if any character has a the Lesser Draco Ring from SHL01-07 Cult of Torment, Vanachek has this to say to that PC sometime during the combat; ***"I thought I left you cultists dead in Bright Sentry, YES you ARE a clever one!"***

Other than the above quip, Vanachek fights all out, immediately entering his rage. Vanachek will command any dominated character to fight with him, directing the PC's attacks against a spellcaster or the person possessing the Lesser Draco Ring.

Development: Upon dropping to 0 or lower hit points Vanachek will assume gaseous form and float to his coffin in the cellar. PCs will find his form in a coffin with the forms of his spawn. Remember, vampires immediately regains 1 hit point after 1 hour in its coffin. Keep track of how long the spawn and Vanachek have had in their coffins. If the PCs take too long delivering the finishing blow, the spawn and/or Vanachek may get away.

Assuming the PCs are not defeated, they find the prisoner. He has been broken by the horrors inflicted upon him by the followers of Hextor. He can tell the characters anything they ask and admits that he is a spy for the Free Reavers, not Iuz specifically.

The spy can reveal through later questioning the following, much more is incoherent:

- 👉 He has been in Critwall for years posing as a high-class bodyguard for merchants and nobles. He frequented the Waghalter's Best organization to facilitate connections with potential clients.
- 👉 He is quite well known in many social circles, and generally well liked by most.
- 👉 He had no connection with any thief's guild.
- 👉 The Free Reavers are coordinating efforts with a minion of Iuz, Lesser Boneheart or possibly higher, to activate an "ancient dwarven ritual" that will tip the momentum back to Iuz.

- 👉 Activity surrounding this ritual is centered beneath or within the halls of Law's Forge.

Characters may suspect he has been so broken by the Hextorites that he is simply making up a story he assumes they want to hear. Characters also uncover more information that the followers of Hextor may be as prominent in Critwall as Meticar warned (see SHL2-03 Beyond the Pale).

If the PCs have captured any of the low ranking Hextorians or potential initiates for interrogation they will get information hinting that there are indeed Hextorians throughout the Shield Lands at many levels of authority in government and the military.

- 👉 Some of those who had escaped during the chaos of the fighting will be remembered by those captured as having identified themselves as working in the Pathfinders.
- 👉 Those captured can impart that Gregon often talked about his agents within both The Guild and the Magsmen, and Gregon's successes at provoking a possible "guild war".

Lastly, any PC who accepted Vanachek's offer (i.e. became dominated), and stays dominated to the end of combat with Vanachek victorious, are rewarded with being turned into a vampire under Vanachek's control. They immediately become NPCs and are removed from campaign play.

Conclusion

Within moments of Vanachek's defeat, any surviving PCs will hear a loud clamor increase from outside the store until the Knights of Holy Shielding and the Night Watch barge into the store. The ruckus of the PCs fighting awoke neighbors who retrieved the Night Watch and available Knights. PCs need merely mention that there are vampires in the coffins for the watch to put the vampires down.

The Night Watch and Knights take over the scene as if it were a crime scene, and the PCs are taken in to the nearest Night Watch station for questioning until a Pathfinder duty officer can corroborate the PCs explanation. After corroboration, the Night Watch gives the PCs the items (if any depending on APL) found in the Vampires' coffins.

If the chosen PC from the Introduction does not mention the meeting with the Magsmen and the chosen PC to the authorities, the Magsmen will perform a deed of honor to the PC (although the entire party gains). The Magsmen perform an act of high daring by breaking into the Night Watch station to steal the magic items and

consumable items that were upon the Hextorian bodies and gives them to the PCs. If the chosen PC marks on the Magsmen the Hextorian items should be scratched off the availability.

Note, the chosen PC may have told the rest of the party about the meeting with the Magsmen, and someone of the rest of the party may tell the authorities about it. But the Magsmen will still retrieve the treasure for the PCs if the chosen PC does not mark on them.

With the capture of the spy and the scattering of Gregon's cell of Hextorians, many more questions have been posed than are now answered. Quincain is a broken man due to Gregon's tortures and has little more he can coherently reveal to the Council of Lords. Quincain wasn't an innocent player after all. He belonged to the Free Reavers, worshippers of Erythnul with no love of Hextor.

You have learned that the redoubtable dwarven fortress of Law's Forge, once a Shield Lands county far to the north beyond Torkeep, is a focus of attention and energy among the Shield Land's enemies in the Boneheart and the Free Reavers. They are plotting something there to strike back against the Shield Lands and bring it to its knees.

Most disconcertingly, the whispered crazed-talk about Hextorians infiltrating every niche in the Shield Land's is proving to be far more fact than fiction. Indeed, if Pathfinders might be infiltrated with Hextorians, how deeply embedded into the Shield Lands could they be? It is certainly an organized effort; you wonder just what they are planning.

The End

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 Six

APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Seven

APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Eight

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp;

Story Award

Objective(s) met: Give a final end to Vanachek and Vanachek's spawn.

APL2 30 xp; APL4 45 xp; APL6 60 xp;
APL8 75 xp; APL10 90 xp; APL12 105 xp;

Objective(s) met: Capture Quincain.

APL2 30 xp; APL4 45 xp; APL6 60 xp;
APL8 75 xp; APL10 90 xp; APL12 105 xp;

Objective(s) met: Recovered Quincain's stuff in the Veng River.

APL2 10 xp; APL4 15 xp; APL6 20 xp;
APL8 25 xp; APL10 30 xp; APL12 35 xp;

Objective(s) met: Reported to superiors (or another Shield Lands' authority) about infiltration of Gregon's Hextorian cult into Pathfinders and Shield Lands' government.

APL2 30 xp; APL4 45 xp; APL6 60 xp;
APL8 75 xp; APL10 90 xp; APL12 105 xp;

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 2: L: 4 gp; C: 0 gp; M: 379 gp

APL 4: L: 4 gp; C: 0 gp; M: 379 gp

APL 6: L: 4 gp; C: 0 gp; M: 379 gp

APL 8: L: 4 gp; C: 0 gp; M: 379 gp

APL 10: L: 4 gp; C: 0 gp; M: 379 gp

APL 12: L: 4 gp; C: 0 gp; M: 379 gp

Encounter Four:

APL 2: L: 0 gp; C: 0 gp; M: 22.5 gp

APL 4: L: 0 gp; C: 0 gp; M: 30 gp

APL 6: L: 0 gp; C: 0 gp; M: 37.5 gp

APL 8: L: 0 gp; C: 0 gp; M: 37.5gp

APL 10: L: 0 gp; C: 0 gp; M: 37.5gp

APL 12: L: 0 gp; C: 0 gp; M: 37.5gp

Encounter Eight:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

APL 6: L: 0 gp; C: 0 gp; M: 193.33 gp

APL 8: L: 0 gp; C: 0 gp; M: 693.33 gp

APL 10: L: 0 gp; C: 0 gp; M: 1,385.42 gp

APL 12: L: 0 gp; C: 0 gp; M: 1,843.75 gp

Conclusion:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

APL 4: L: 20 gp; C: 0 gp; M: 168.75 gp

APL 6: L: 26.67 gp; C: 0 gp; M: 225 gp

APL 8: L: 30 gp; C: 0 gp; M: 406.25 gp

APL 10: L: 70 gp; C: 0 gp; M: 415 gp

APL 12: L: 78.33 gp; C: 0 gp; M: 515 gp

Total Possible Treasure

APL 2: L: 4 gp; C: 0 gp; M: 401.83 gp - Total: 406 gp

APL 4: L: 24 gp; C: 0 gp; M: 578.05 gp - Total: 602.25 gp


APL 6: L: 30.67 gp; C: 0 gp; M: 835.17 gp - Total: 866 gp


APL 8: L: 34 gp; C: 0 gp; M: 1,516.42 gp - Total: 1,540.58 gp


APL 10: L: 70 gp; C: 0 gp; M: 2,217.25 gp - Total: 2,291.42 gp


APL 12: L: 82.33 gp; C: 0 gp; M: 2,775.58 gp - Total: 3,858.08 gp

Special

 **Sheath, Boot:** A boot sheath is easily concealed, making it useful for those who want to appear unarmed. Boot sheaths can hold only Small or Tiny bladed weapons. Characters attempting to conceal an item in a boot sheath gain a +4 bonus on their Sleight of Hand check (opposed by either Spot or Search, depending on the situation). If the character using the boot sheath does not have ranks in Sleight of Hand, noticing the sheath requires a successful Spot or Search check (DC 10). *Cost:* 30 gp; *Frequency:* Region (*Source:* Arms and Equipment)

 **Sheath, Wrist:** This sheath fits along the inside of the forearm. Allowing weapons stored inside it to be drawn quickly. A wrist sheath can hold one Tiny weapon, such as a dagger, or a wand. Weapons of unusual shape, like a bladed gauntlet, do not fit into a wrist sheath regardless of size. Drawing or replacing the contents of a wrist sheath is a move-equivalent action. *Cost:* 20 gp; *Frequency:* Region (*Source:* Arms and Equipment)

 **Ring of Llerg's Might:** These rings are forged by clerics of Llerg. The wearer of a *ring of Llerg's might* is treated as armed even when unarmed (as the Improved Unarmed Strike feat). His unarmed attacks deal 1d8 points of damage (normal, not nonlethal). Any target damaged by a punch bears a little imprint of a bear paw from the blow until the damage is healed. *Caster Level:* 1st; *Prerequisites:* Forge Ring, *magic weapon*, creator must be a cleric of Llerg; *Market Price:* 4,000 gp. (*New*)

 **+1 silvered vicious impact heavy flail:** *Impact:* Any bludgeoning weapon with this ability has its threat range doubled. Thus an *impact heavy flail* scores a threat on a 17–20. This ability does not affect piercing or slashing weapons. *Caster Level:* 10th; *Prerequisites:* Craft Magic

Arms and Armor; *Price bonus: +1*(*Source: Arms and Equipment*)

☛ **Contact with Magsmen's Association:** This PC has encountered a Magsman during play, thus granting eligibility to join the Shield Lands' meta-org at a future date.

☛ **Contact with The Guild:** This PC has encountered a member of The Guild during play, thus granting eligibility to join the Shield Lands' meta-org at a future date.

Items for the Adventure Record

Item Access

APL 2:

Boot sheath (Adventure, Arms and Equipment)
wrist sheath (Adventure, Arms and Equipment)

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

Cloak of resistance +2 (Adventure, DMG)

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

+2 *full plate* (Adventure, DMG)
ring of protection +2 (Adventure, DMG)
+1 bane (orc) greataxe (Adventure, DMG)

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

amulet of natural armor +2 (Adventure, DMG)
+1 lawful halberd (Adventure, DMG)
+1 silvered vicious impact heavy flail (Adventure, See Above)
potion of heroism (Adventure, DMG),

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

Brooch of shielding (Adventure, DMG)
monk's belt (Adventure, DMG)
potion of haste (Adventure, DMG)

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

Ring of Llerg's Might (Adventure, DMG)
potion of shield of faith +4 (Adventure, DMG)
potion of cure serious wounds (Adventure, DMG)

Appendix 1: NPC Stats

Encounter 6

APL8 (EL10)

☛ **Vampire Monk:** Male Vampire Mnk5; CR 7; Medium Undead; HD 5d12 (Monk); hp 50; Init +9; Spd 40 ft.; AC 26/27 (touch 20/21, flat-footed 20/21) [+5 Dex, +6 natural, +4 Wis, +1/+2 intrinsic]; Atk +8 melee [1d8+3 or 1d10+3, unarmed]; SA Blood drain, children of the night, create spawn, domination, energy drain, flurry of blows, *ki* strike (magic); SQ Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, purity of body, resistance to cold 10 and electricity 10, slow fall (20 ft.), spider climb, still mind, undead traits, vampire weaknesses; AL LE; SV Fort +4, Ref +9, Will +7; Str 16, Dex 20, Con —, Int 12, Wis 18, Cha 14.

Skills and Feats: Balance +11, Bluff +10, Concentration +8, Escape Artist +11, Hide +13, Jump +9, Listen +12, Move Silently +13, Search +11, Sense Motive +12, Spot +14, Tumble +11; Alertness, Combat Reflexes, Deflect Arrows [b], Dodge, Improved Initiative, Lightning Reflexes, Stunning Fist [b], Weapon Finesse (Unarmed).

Possessions (1st): Brooch of shielding, monk's belt.

Possessions (2nd): Brooch of shielding.

Flurry of Blows (Ex): See *Player's Handbook*.

Ki Strike (Su): See *Player's Handbook*.

Evasion (Ex): See *Player's Handbook*.

Purity of Body (Ex): See *Player's Handbook*.

Slow Fall (Ex): See *Player's Handbook*.

Still Mind (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

APL10 (EL12)

☛ **Vampire Monk:** Male Vampire Mnk8; CR 10; Medium Undead; HD 8d12 (Monk); hp 72; Init +9; Spd 50 ft.; AC 26/27 (touch 20/21, flat-footed 20/21) [+5 Dex, +6 natural +4 Wis, +1/+2 intrinsic]; Atk +11/+8 melee [1d10+3 or 2d6+3, unarmed]; SA Blood drain, children of the night, create spawn, domination,

energy drain, flurry of blows, *ki* strike (magic); SQ Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, purity of body, resistance to cold 10 and electricity 10, slow fall (40 ft.), spider climb, still mind, undead traits, vampire weaknesses, wholeness of body; AL LE; SV Fort +6, Ref +11, Will +9; Str 16, Dex 20, Con —, Int 12, Wis 19, Cha 14.

Skills and Feats: Balance +13, Bluff +12, Concentration +8, Escape Artist +13, Hide +13, Jump +11, Listen +12, Move Silently +13, Search +11, Sense Motive +12, Spot +14, Tumble +13; Alertness, Combat Reflexes, Deflect Arrows [b], Dodge, Improved Initiative, Improved Trip [b], Lightning Reflexes, Mobility, Stunning Fist [b] Weapon Finesse (Unarmed).

Possessions (1st): Brooch of shielding, monk's belt.

Possessions (2nd): Brooch of shielding.

Flurry of Blows (Ex): See *Player's Handbook*.

Ki Strike (Su): See *Player's Handbook*.

Evasion (Ex): See *Player's Handbook*.

Purity of Body (Ex): See *Player's Handbook*.

Slow Fall (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

APL12 (EL14)

☛ **Vampire Monk:** Male Vampire Mnk10; CR 12; Medium Undead; HD 10d12 (Monk); hp 90; Init +9; Spd 60 ft.; AC 27/28 (touch 21/22, flat-footed 21/22) [+5 Dex, +6 natural, +4 Wis, +2/+3 intrinsic]; Atk +12/+9/+6 melee [1d10+3 or 2d6+3, unarmed]; SA Blood drain, children of the night, create spawn, domination, energy drain, flurry of blows, *ki* strike (magic); SQ Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, improved evasion, purity of body, resistance to cold 10 and electricity 10, slow fall (50 ft.), spider climb, still mind, undead traits, vampire

weaknesses; AL LE; SV Fort +7, Ref +12, Will +10; Str 16, Dex 20, Con —, Int 12, Wis 19, Cha 14.

Skills and Feats: Balance +14, Bluff +14, Concentration +8, Escape Artist +14, Hide +14, Jump+14, Listen +12, Move Silently +14, Search +11, Sense Motive + 12, Spot +14, Tumble +14; Alertness, Combat Reflexes, Deflect Arrows [b], Dodge, Improved Initiative, Improved Trip [b], Lightning Reflexes, Mobility, Spring Attack, Stunning Fist [b] Weapon Finesse (Unarmed).

Possessions (1st): Brooch of shielding, monk's belt.

Possessions (2nd): Brooch of shielding.

Flurry of Blows (Ex): See *Player's Handbook*.

Ki Strike (Su): See *Player's Handbook*.

Improved Evasion (Ex): See *Player's Handbook*.

Purity of Body (Ex): See *Player's Handbook*.

Slow Fall (Ex): See *Player's Handbook*.

Wholeness of Body (Su): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Encounter 7

APL 2 (EL4)

☛ **Common Guard:** Human War2; CR1: Medium humanoid; HD 2d8+4; hp 17; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13)[+1 Dex, +3 armor]; Atk +4 melee (1d6+2, silvered short sword) or +5 melee (1d6+2 nonlethal, sap) or +3 ranged (1d4+2/19-20, dagger); LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +3, Intimidate +6, Ride +3, Spot +3, Swim +0; Improved Initiative, Weapon Focus (sap).

Possessions: Studded leather armor, silvered short sword, 2 daggers, sap, 2 *oils of magic weapon*.

Tactics: The guards move to immediately confront the PCs. They will use their saps when it appears an opponent is sufficiently wounded already. The guards prep by using their *oil of magic weapon* on their silvered shortsword. Using the oil should be done in front of the PCs, where the guard grabs one of the two *oils* on his belt and applies it to the shortsword.

☛ **Gregon:** Male human Clr3; CR 3; Medium humanoid [human]; HD 3d8+6; hp 24; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18)[+0 Dex, +8 armor]; Atk +5 melee (1d10+3/19-20, +1 *silvered heavy flail*) or +2 ranged (1d8+2/x3 masterwork heavy crossbow with masterwork bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +5, Ref +1 Will +6; Str 12, Dex 11, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Bluff +3, Concentration +8, Diplomacy +4, Heal +8, Knowledge (religion) +4, Sense Motive +4, Spellcraft +6; Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Scribe Scroll, Weapon Focus (heavy flail).

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*guidance, light, resistance, virtue*, 1st—*divine favor, endure elements, inflict light wounds**, *shield of faith*, 2nd—*bull's strength, hold person, spiritual weapon**.

*Domain spell. *Domains:* Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: full plate, +1 *silvered heavy flail*, masterwork heavy crossbow, and 10 masterwork crossbow bolts.

APL4 (EL6)

☛ **Temple Guard:** Human Ftr1/Clr1; CR2 Medium humanoid; HD 1d10+1 plus 1d8+1; hp 17; Init +1; Spd 20ft.; AC 20 (touch 11, flat-footed 19)[+1 Dex, +2 shield, +7 armor]; Atk +4 melee (1d10+2/19-20, silvered masterwork heavy flail) or +3 ranged (1d8+2/x3

masterwork mighty composite longbow [+2 Str bonus]); SA Rebuke Undead 3/day; SQ Spontaneous casting (*inflict* spells); AL LN; SV Fort +5, Ref +1, Will +3; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Knowledge (religion) +2, Listen +5, Sense Motive +3, Spot +5; Alertness, Blind-Fight, Weapon Focus (heavy flail).

Spells Prepared: (3/3; Base DC = 11 + spell level): 0—*detect magic, resistance, virtue*, 1st—*command, endure elements, magic weapon**.

*Domain spell. *Domains:* Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: Half-plate, large steel shield, silvered masterwork heavy flail, masterwork mighty composite longbow (+2 Str bonus), 20 arrow, *potion of bull's strength, potion of bear's endurance*, scroll of *cure light wounds*, acid flask, thunderstone.

Tactics: Before closing to engage, a temple guard will use their thunderstones to disable a foe and alert the rest of the temple to danger. Then will try to settle the matter with *command* spells to make the foe cease, or go back where they came from if the thunderstone didn't resolve the situation. If the matter continues they close to melee. Any PC with overt displays of religious symbols will be subject to a smite, if possible.

☛ **Gregon:** Male human Clr5; CR 5; Medium humanoid [human]; HD 5d8+10; hp 38; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19)[+0 Dex, +9 armor]; Atk +6 melee (1d10+3/19-20, +1 *silvered heavy flail*) or +3 ranged (1d8+2/x3 masterwork heavy crossbow with masterwork bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +6, Ref +1 Will +7; Str 12, Dex 11, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Bluff +4, Concentration +10, Diplomacy +4, Heal +9, Knowledge (religion) +6, Sense Motive +5, Spellcraft +7; Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Brew Potion, Weapon Focus (heavy flail).

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *light*, 1st—*command, cure light wounds, doom* (2), *inflict light wounds*, 2nd—*bull's strength, hold person* (2), *spiritual weapon**; 3rd—*contagion**, *dispel magic, prayer*.

*Domain spell. *Domains:* Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +1 *full plate*, +1 *silvered heavy flail*, masterwork heavy crossbow, 10 masterwork crossbow bolts.

APL 6 (EL8)

☛ **Temple Guard:** As APL4

☛ **Gregon:** Male human Clr7; CR 7; Medium humanoid [human]; HD 7d8+14; hp 52; Init +4; Spd 20 ft.; AC 22 (touch 12, flat-footed 22)[+0 Dex, +2 deflection, +10 armor]; Atk +8 melee (1d10+3/19-20, +1 *silvered heavy flail*) or +5 ranged (1d8+2/x3 masterwork heavy crossbow with masterwork bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +7, Ref +2 Will +8; Str 12, Dex 11, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Bluff +4, Concentration +12, Diplomacy +4, Heal +9, Knowledge (religion) +6, Sense Motive +7, Spellcraft +8; Blind-Fighting, Brew Potion, Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail).

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *light* (2); 1st—*command*, *cure light wounds*, *doom* (2), *inflict light wounds**, *shield of faith*; 2nd—*bull's strength*, *hold person* (2), *silence*, *spiritual weapon**; 3rd—*contagion**, *dispel magic*, *invisibility purge*, *prayer*; 4th—*cure critical wounds*, *divine power**, *summon monster IV*.

*Domain spell. *Domains:* Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +2 *full plate*, *ring of protection +2*, +1 *silvered heavy flail*, masterwork heavy crossbow, 10 masterwork crossbow bolts, *cloak of resistance +2*.

Tactics: Gregon's first offensive act will be to call upon a fiendish dire ape to flank foes and to replace fallen guards.

☛ **Fiendish Dire Ape:** CR—; Large magical beast (augmented animal, extraplanar); HD 5d8+13; hp 35; Init +2 Spd 30 ft., climb 15 ft.; AC 15 (touch 11, flat-footed 13)[-1 size, +2 Dex, +4 natural]; Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d8+3 bite), SA Smite good, rend 2d6+12; SQ Darkvision 60 ft., scent, resistance to cold 5 and fire 5, damage reduction 5/magic; SR 10; AL NE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skill and Feats: Climb +14, Hide +3, Listen +5, Move Silently +4, Spot +6, Survival +1 (+4 when tracking by scent); Alertness, Toughness.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +5 additional damage against a good foe.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

APL 8 (EL10)

☛ **Temple Guard:** As APL4

☛ **Gregon:** Male human Clr8; CR 8; Medium humanoid [human]; HD 8d8+16; hp 59; Init +4; Spd 20 ft.; AC 24 (touch 12, flat-footed 24)[+0 Dex, +2 deflection, +2 natural, +10 armor]; Atk +9/+4 melee (1d10(-1)+3/17-20 plus 2d6 to target and 1d6 to self, +1 *silvered vicious impact heavy flail*) or +6 ranged (1d8+2/x3 masterwork heavy crossbow with masterwork bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +8, Ref +2 Will +9; Str 12, Dex 11, Con 14, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +4, Concentration +13, Diplomacy +4, Heal +9, Intimidate +1, Knowledge (religion) +7, Sense Motive +7, Spellcraft +8; Blind-Fighting, Brew Potion, Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail).

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *light* (2); 1st—*command*, *cure light wounds*, *doom* (2), *inflict light wounds**, *shield of faith*; 2nd—*bull's strength*, *hold person* (2), *silence*, *spiritual weapon**; 3rd—*contagion**, *dispel magic*, *invisibility purge*, *prayer protection from elements*; 4th—*cure critical wounds*, *discern lies*, *divine power**, *summon monster IV*.

*Domain spell. *Domains:* Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +2 *full plate*, *amulet of natural armor +2*, *ring of protection +2*, +1 *silvered vicious impact heavy flail*, masterwork heavy crossbow, 10 masterwork crossbow bolts, *boots of speed*, *cloak of resistance +2*.

Tactics: Gregon first offensive weapon will be to call upon a fiendish dire ape to flank foes and to replace fallen guards. (See APL 6 for fiendish dire ape stats).

☛ **Bekayr:** Male human Ftr5/Fst2; CR 7; Medium humanoid; HD 7d10+21; hp 63; Init +1 Spd 20 ft.; AC 20 (touch 12, flat-footed 18)[+2 Dex, +8 armor]; Atk +10/+5 melee (1d10+6/x3 plus 2d6 against all chaotic, +1 *lawful halberd*); SA Brutal strike +1, strength boost 1/day; AL LN; SV Fort +10, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +11, Intimidate +4, Jump +11, Knowledge (religion) +4, Ride +5, Spot +4 Swim +6; Blind-Fight, Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Brutal strike: Declare at start of action, add bonus to either attack or damage rolls.

Strength boost: Once per day add +4 bonus to Str, bonus lasts 4 rounds plus Fst levels.

Possessions: +1 half plate, +1 silvered lawful halberd, *potion of bear's endurance*, *potion of heroism*, *potion of cure moderate wounds*, *potion of shield of faith* (+3)

Tactics: Bekayr will begin by using his Strength boost ability and attack anyone who threatens Gregon. Unless surprised, Bekayr has already quaffed his potions in preparation of battle.

APL10 (EL12)

☛ **Temple Guard:** As APL4

☛ **Temple Warden:** Human Mnk2/Ftr2; CR 4; Medium humanoid; HD 2d8+2 plus 2d10+2; hp 28; Init +1; Spd 30ft.; AC 15 (touch 15, flat-footed 13)[+2 Dex, +3 Wis]; Atk +6 melee (1d8+3/1d8+3/x2, masterwork dire flail) or +6 melee (1d6 unarmed strike plus stunning fist) or +6 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus] with masterwork arrows; SA Flurry of blows, stunning attack 2/day (Fort save DC 14); SQ Evasion; AL LN; SV Fort +7, Ref +4 Will +6; Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +6, Climb +5, Hide +6, Listen +10, Move Silently +6, Sense Motive +6, Spot +6; Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (gyrspike), Stunning Fist, Two-Weapon Fighting, Weapon Focus (unarmed strike).

Possessions: Silvered masterwork dire flail, masterwork mighty composite longbow (+2 Str bonus), 20 masterwork arrows, *everburning torch*, *potion of bull's strength*, *potion of cure moderate wounds*, *boots of speed*, 2 flasks of alchemist's fire, 2 tanglefoot bags, thunderstone.

Tactics: The wardens usually try flanking maneuvers, depending on the guards to keep opponents locked in place. When combating lightly armored enemies, wardens make unarmed attacks, using their flurry of blows ability to deal nonlethal damage. Against better-equipped opponents, they drink their *potions of haste*, then harass spellcasters with bow fire, toss tanglefoot bags to immobilize foes, and use their gyrspeaks as a double weapon, or reach weapon. If a quick victory seems possible, they move in and use stunning attacks; otherwise they wield bows and gyrspeaks.

☛ **Gregon:** Male human Clr10; CR 10; Medium humanoid [human]; HD 10d8+20; hp 63; Init +4; Spd 20 ft.; AC 24 (touch 12, flat-footed 24)[+0 Dex, +2 deflection, +2 natural, +10 armor]; Atk +10/+5 melee

(1d10(-1)+3/17-20 plus 2d6 to target and 1d6 to self, +1 silvered vicious impact heavy flail) or +7 ranged (1d8+2/x3 masterwork heavy crossbow with +1 crossbow bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +9, Ref +3 Will +11; Str 12, Dex 11, Con 14, Int 12, Wis 21, Cha 12.

Skills and Feats: Bluff +4, Concentration +15, Diplomacy +4, Heal +9, Intimidate +4, Knowledge (religion) +7, Sense Motive +7, Spellcraft +8; Blind-Fighting, Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Scribe Scroll, Brew Potion, Weapon Focus (heavy flail).

Spells Prepared (6/6/6/5/5/4; base DC = 15 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *light* (2); 1st—*command*, *cure light wounds*, *doom* (2), *inflict light wounds**, *shield of faith*; 2nd—*aid*, *bull's strength*, *hold person* (2), *silence*, *spiritual weapon**; 3rd—*contagion**, *dispel magic*, *invisibility purge*, *prayer protection from elements*; 4th—*cure critical wounds*, *discern lies*, *divine power**, *greater magic weapon*, *summon monster IV*; 5th—*circle of doom*, *flame strike**, *greater command*, *spell resistance*.

*Domain spell. **Domains:** Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +2 full plate, *amulet of natural armor* +2, *ring of protection* +2, +1 silvered vicious impact heavy flail, masterwork heavy crossbow, 10 masterwork crossbow bolts, *boots of speed*, *cloak of resistance* +2, *peripat of Wisdom* +2.

Tactics: Gregon will prep by casting *divine power* and then *spell resistance* on himself.

Gregon first offensive action will be to cast *flame strike* on as many foes as he can catch, then call upon a fiendish dire ape to flank foes and to replace fallen guards. (See APL 6 for fiendish dire ape stats).

☛ **Bekayr:** Male human Ftr5/Fst4; CR 9; Medium humanoid; HD 9d10+27; hp 87; Init +1 Spd 20 ft.; AC 20 (touch 12, flat-footed 18)[+2 Dex, +8 armor]; Atk +12/+7 melee (1d10+6/x3 plus 2d6 against all chaotic, +1 lawful halberd); SA Brutal strike +2, strength boost 1/day; SQ Frightful presence 1/day; AL LN; SV Fort +11, Ref +4, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +11, Intimidate +5, Jump +11, Knowledge (religion) +4, Ride +5, Sense Motive +5, Spot +4 Swim +6; Blind-Fight, Cleave, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Brutal strike: Declare at start of action, add bonus to either attack or damage rolls.

Strength boost: Once per day add +4 bonus to Str, bonus lasts 4 rounds plus Fst levels.

Frightful presence: See Appendix.

Possessions: +1 half plate, +1 lawful halberd, *potion of bear's endurance*, *potion of heroism*, *potion of cure moderate wounds*, *potion of shield of faith* (+3)

Tactics: Bekayr will begin by using his Strength boost ability and attack anyone who threatens Gregon. Unless surprised, Bekayr has already quaffed his potions in preparation of battle. Bekayr will use his Frightful Presence when the temple guards have been defeated.

APL 12 (EL14)

☛ **Temple Warden:** As APL 10

☛ **Senior Temple Guard:** Human Ftr3/Clr3; CR 6; Medium humanoid; HD 3d10+3 plus 3d8+3; hp 40; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21)[+1 Dex, +3 shield, +8 armor]; Atk +9 melee (1d10+3/19-20, +1 heavy flail) or +7 ranged (1d8+2x3, masterwork mighty composite longbow [+2 Str bonus]); SA Rebuke Undead 2/day; SQ Spontaneous casting (*inflict* spells); AL LN; SV Fort +7, Ref +3, Will +8; Str 15, Dex 13, Con 13, Int 12, Wis 15, Cha 8.

Skills and feats: Climb +1 Concentration +7, Ride +7, Spot +5, Swim +8, Wilderness Lore +5; Combat Casting, Dodge, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail).

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*guidance*, *light*, *resistance*, *virtue*; 1st—*divine favor*, *endure elements*, *inflict light wounds**, *shield of faith*; 2nd—*bull's strength*, *hold person*, *spiritual weapon**.

*Domain spell. Domains: Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +1 half-plate, +1 large metal shield, +1 silvered heavy flail, masterwork might composite longbow (+2 Str bonus), *potion of cure moderate wounds*, *potion of bear's endurance*, 2 tanglefoot bags, thunderstone.

Tactics: Senior Temple guards cast *bull's strength* and *endure elements* (usually fire) on themselves when going on duty. This gives them an average Strength score of 18 and the ability to ignore the first 5 points of damage from the chosen element each round. Before joining battle, they will try to cast *divine favor* and *shield of faith* on themselves. The combination gives them AC 23, and average melee attack bonus of +12, and average heavy flail damage of 1d10+7. If not being immediately threatened they first try to eliminate physically dangerous opponents with *hold person* and tanglefoot bags, then moving close to make melee attacks or use *inflict* spells against anyone still

moving. If they can't reach an opponent, they fire their bows.

☛ **Gregon:** Male human Clr12; CR 12; Medium humanoid [human]; HD 12d8+24; hp 77; Init +4; Spd 20 ft.; AC 24 (touch 12, flat-footed 24)[+0 Dex, +2 deflection, +2 natural, +10 armor]; Atk +12/+7 melee (1d10(-1)+3/17-20 plus 2d6 to target and 1d6 to self, +1 silvered vicious impact heavy flail) or +9 ranged (1d8+2/x3 masterwork heavy crossbow with masterwork bolts); SA Rebuke undead 4/day, smite 1/day; SQ Spontaneous casting (*inflict* spells); AL LE; SV Fort +12, Ref +6 Will +15; Str 12, Dex 11, Con 14, Int 12, Wis 24, Cha 12.

Skills and Feats: Bluff +4, Concentration +17, Diplomacy +4, Heal +11, Intimidate +4, Knowledge (religion) +8, Sense Motive +9, Spellcraft +9; Blind-Fighting, Brew Potion, Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy flail), Scribe Scroll, Spell Penetration, Weapon Focus (heavy flail).

Spells Prepared (6/8/6/6/5/5/3; base DC = 17 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *light* (2); 1st—*bane*, *bless*, *command*, *cure light wounds*, *doom* (2), *inflict light wounds**, *shield of faith*; 2nd—*aid*, *bull's strength*, *hold person* (2), *silence*, *spiritual weapon**; 3rd—*contagion**, *dispel magic*, *invisibility purge*, *prayer*, *protection from elements*, *searing light*; 4th—*cure critical wounds*, *discern lies*, *divine power**, *greater magic weapon*, *summon monster IV*; 5th—*circle of doom*, *ethereal jaunt*, *flame strike**, *greater command*, *spell resistance*; 6th—*animate objects*, *blade barrier**; *word of recall*.

*Domain spell. Domains: Destruction (smite 1/day), War (Martial Weapon Proficiency and Weapon Focus with heavy flail).

Possessions: +2 full plate, amulet of natural armor +2, ring of protection +2, +1 silvered vicious impact heavy flail, masterwork heavy crossbow, 10 masterwork crossbow bolts, *boots of speed*, *cloak of resistance* +2, *ioun stone* (vibrant purple prism) with *cure serious wounds* (12th lvl caster) spell stored in it, *peripart of Wisdom* +4.

Tactics: Gregon will prep by casting *divine power* and then *spell resistance* on himself.

Gregon first offensive action will be to cast *flame strike* and *blade barrier* on as many foes as he can, and then call upon a fiendish dire ape to flank foes and to replace fallen guards. (See APL 6 for fiendish dire ape stats).

If heavily damaged, he activates his *ioun stone* and casts *cure serious wounds* on himself, after first stepping out of reach so an opponent can't grab the

stone. If he feels he's in true danger, he escapes via *word of recall*.

☛ **Bekayr:** Male human Ftr6/Fst5; CR 11; Medium humanoid; HD 11d10+33; hp 97; Init +1 Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +16/+11/+6 melee (1d10+6/x3 plus 2d6 against all chaotic, +3 *lawful halberd*); SA Brutal strike +2, strength boost 2/day; SQ Frightful presence 1/day; AL LN; SV Fort +12, Ref +5, Will +3; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +12, Intimidate +6, Jump +12, Knowledge (religion) +4, Ride +6, Sense Motive +5, Spot +6 Swim +6; Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (halberd), Mobility, Power Attack, Spring Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Brutal strike: Declare at start of action, add bonus to either attack or damage rolls.

Strength boost: Twice per day add +4 bonus to Str, bonus lasts 4 rounds plus Fst levels.

Frightful presence: See Appendix.

Possessions: +1 *half plate*, +1 *silvered lawful halberd*, *potion of bear's endurance*, *potion of heroism*, *potion of cure moderate wounds*, *potion of shield of faith (+4)*

Tactics: Bekayr will begin by using his Strength boost ability and attack anyone who threatens Gregon. Unless surprised, Bekayr has already quaffed his potions in preparation of battle. Bekayr will use his Frightful Presence when the temple guards have been defeated.

Encounter 8

APL 2 (EL4)

☛ **Vanachek:** Male human Bbn 2; CR 4; Medium undead [augmented humanoid]; HD 2d12; hp 19; Init +8; Spd 40 ft.; AC 20 (+4 Dex, +6 natural) (touch 14, flat-footed 16); Atk +7 melee (1d8+5/x3, battleaxe) or +7 melee (1d6+5/x2 slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, rage 1/day; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 5, fast movement, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +2, Ref +6 Will +1; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +10, Hide +12, Intimidate +7 Jump +10, Listen +14, Move Silently +12, Search +9, Sense Motive +10, Spot +9, Survival +6; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack.

Possessions: Battleaxe.

Fast Movement (Ex): See *Player's Handbook*.

Uncanny Dodge (Ex): See *Player's Handbook*.

Rage (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination ability, Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death.

At APL2, Vanachek will not call any rat swarms from the cellar. He will not use his domination ability after he asks PCs to join him. He will not assume alternate forms. He will not energy drain, instead favoring the battleaxe through the whole combat. He will not assume gaseous form until he has been defeated.

APL4 (EL6)

☛ **Vanachek:** Male human Bbn 4; CR 6; Medium undead [augmented humanoid]; HD 4d12; hp 33; Init +8; Spd 40 ft. (30 ft. hide); AC 23 (+4 Dex, +3 hide, +6 natural) (touch 14, flat-footed 19); Atk +9 melee (1d12+7/x3, greataxe) or +9 melee (1d6+5/x2 slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, rage 2/day; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 5, fast movement, gaseous form, resistance to cold 10 and electricity 10, spider climb, trap sense +1, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +4, Ref +7 Will +2; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 15.

Skills and Feats: Bluff +10, Climb +12, Hide +12, Intimidate +9 Jump +12, Listen +16, Move Silently +12, Search +9, Sense Motive +10, Spot +10, Survival +8; Alertness, Cleave, Intimidating Rage, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack.

Possessions: Greataxe.

Fast Movement (Ex): See *Player's Handbook*.

Rage (Ex): See *Player's Handbook*.

Trap Sense (Ex): See *Player's Handbook*.

Uncanny Dodge (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination ability, Vanachek will command his rats to attack, preferring spellcasters. The rats are already under his command in the cellar. Depending on which floor Vanachek fights the PCs, they take two rounds to show for every level above the cellar, by climbing within gaps between the walls, and on the ceilings.

Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death. If he feels he is outmatched badly, Vanachek will occasionally assume gaseous form for a few rounds to allow his fast healing extraordinary ability to replenish his hit points.

Vanachek will make full use of his Intimidating Rage. He will target his Intimidating Rage at those who try to flank him.

Vanachek will favor his greataxe out of habit, but if one opponent looks particularly menacing Vanachek will smack the target with his fist and use energy drain. At APL₄, Vanachek will not use his domination ability after he asks PCs to join him. He will not assume alternate forms.

APL 6 (EL8)

☛ **Vanachek:** Male human Bbn 6; CR 8; Medium undead [augmented humanoid]; HD 6d12; hp 47; Init +8; Spd 40 ft.; AC 24 (+4 Dex, +4 chain shirt, +6 natural) (touch 14, flat-footed 20); Atk +12/+7 melee (1d12+8/x3, +1 *bane (orc) greataxe*) or +11/+6 melee (1d6+5/x2 slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, rage 2/day; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 5, fast movement, gaseous form, improved uncanny dodge, resistance to cold 10 and electricity 10, spider climb, trap sense +2, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +5, Ref +8 Will +3; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 15.

Skills and Feats: Bluff +10, Climb +14, Hide +12, Intimidate +11 Jump +14, Listen +18, Move Silently +12, Search +10, Sense Motive +10, Spot +10, Survival +10; Alertness, Cleave, Intimidating Rage, Combat Reflexes, Destructive Rage, Dodge, Improved Initiative, Lightning Reflexes, Power Attack.

Possessions: +1 *greataxe*.

Fast Movement (Ex): See *Player's Handbook*.

Improved Uncanny Dodge (Ex): See *Player's Handbook*.

Rage (Ex): See *Player's Handbook*.

Trap Sense (Ex): See *Player's Handbook*.

Uncanny Dodge (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination

ability, Vanachek will command his rats to attack, preferring spellcasters. The rats are already under his command in the cellar. Depending on which floor Vanachek fights the PCs, they take one round to show for every level above the cellar, by climbing within gaps between the walls, and on the ceilings.

Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death. He will not resort to dominate again, or blood drain, or attempt assuming an alternate form during combat. If he feels he is outmatched badly, Vanachek will occasionally assume gaseous form for a few rounds to allow his fast healing extraordinary ability to replenish his hit points.

Vanachek will make full use of his Intimidating Rage. He will target his Intimidating Rage at those who try to flank him.

Vanachek will favor his greataxe out of habit, preferring half-orcs, but if one opponent looks particularly menacing Vanachek will smack the target with his fist and use energy drain.

APL 8 (EL10)

☛ **Vanachek:** Male human Bbn 6/FrzBsk 2; CR 10; Medium undead [augmented humanoid]; HD 8d12; hp 61; Init +8; Spd 40 ft.; AC 24 (+4 Dex, +4 chain shirt, +6 natural) (touch 14, flat-footed 20); Atk +14/+9 melee (1d12+8/x3, +1 *bane (orc) greataxe*) or +13/+8 melee (1d6+2/x2 slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, frenzy 1/day, rage 2/day, supreme cleave; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 5, fast movement, gaseous form, improved uncanny dodge, resistance to cold 10 and electricity 10, spider climb, trap sense +2, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +8, Ref +8 Will +3; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Climb +14, Hide +12, Intimidate +14 Jump +16, Listen +19, Move Silently +12, Search +10, Sense Motive +12, Spot +10, Survival +10; Alertness, Cleave, Intimidating Rage, Combat Reflexes, Destructive Rage, Diehard, Dodge, Improved Initiative, Lightning Reflexes, Power Attack.

Possessions: +1 *berserker greataxe*.

Fast Movement (Ex): See *Player's Handbook*.

Frenzy (Ex): At 1st level, a frenzied berserker can enter a frenzy during combat as a free action. While frenzied he gains a +6 bonus to Strength and a single extra attack each round at his highest bonus. (The extra attack is no cumulative with *haste*.) However, he also suffers a -4 penalty to AC and takes 2 points of nonlethal damage per round. A frenzy lasts for a

number of rounds equal to 3 + the frenzied berserker's Constitution modifier.

If the frenzied berserker suffers damage from an attack, spell, trap or any other source, he automatically enters a frenzy at the start of his next action. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage) at the start of his next action.

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until he enters another frenzy, whichever comes first.

Improved Uncanny Dodge (Ex): See *Player's Handbook*.

Rage (Ex): See *Player's Handbook*.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is limited to one such adjustment per round.

Trap Sense (Ex): See *Player's Handbook*.

Uncanny Dodge (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination ability, Vanachek will command his rats to attack, preferring spellcasters. The rats are already under his command in the cellar. Depending on which floor Vanachek fights the PCs, they take one round to show for every level above the cellar, by climbing within gaps between the walls, and on the ceilings.

Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death. He will not resort to dominate again, or blood drain, or attempt assuming an alternate form during combat. If he feels he is outmatched badly, Vanachek will occasionally assume gaseous form for a few rounds to allow his fast healing extraordinary ability to replenish his hit points.

Vanachek will make full use of his Intimidating Rage. He will target his Intimidating Rage at those who try to flank him.

Vanachek will favor his greataxe out of habit, preferring half-orcs, but if one opponent looks particularly menacing Vanachek will smack the target with his fist and use energy drain.

APL10 (EL12)

☛ Vanachek: Male human Bbn 6/FrzBsk 4; CR 12; Medium undead [augmented humanoid]; HD 10d12; hp 84; Init +8; Spd 40 ft.; AC 24 (+4 Dex, +4 chain shirt, +6 natural) (touch 14, flat-footed 20); Atk +16/+11 melee (1d12+8/x3, +1 *bane (orc) greataxe*) or +15/+10 melee (1d6+2/x2 slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, frenzy 2/day, rage 2/day, supreme cleave; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., deathless frenzy, fast healing 5, fast movement, gaseous form, improved uncanny dodge, resistance to cold 10 and electricity 10, spider climb, trap sense +2, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +10, Ref +9 Will +4; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Climb +14, Hide +12, Intimidate +16 Jump +18, Listen +20, Move Silently +12, Search +10, Sense Motive +13, Spot +10, Survival +10; Alertness, Cleave, Giant's Toughness, Intimidating Rage, Combat Reflexes, Destructive Rage, Diehard, Dodge, Improved Initiative, Lightning Reflexes, Power Attack.

Possessions: +1 berserker greataxe.

Deathless Frenzy (Ex): At 4th level, should the frenzied berserker's hit points fall to 0 or below because of hit point loss, he continues to fight normally until his frenzy ends. At that point the effects of his wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Fast Movement (Ex): See *Player's Handbook*.

Frenzy (Ex): At 1st level, a frenzied berserker can enter a frenzy during combat as a free action. While frenzied he gains a +6 bonus to Strength and a single extra attack each round at his highest bonus. (The extra attack is no cumulative with *haste*.) However, he also suffers a –4 penalty to AC and takes 2 points of nonlethal damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier.

If the frenzied berserker suffers damage from an attack, spell, trap or any other source, he automatically enters a frenzy at the start of his next action. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage) at the start of his next action.

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable

to charge or run) for the duration of the encounter, or until he enters another frenzy, whichever comes first.

Improved Uncanny Dodge (Ex): See *Player's Handbook*.

Rage (Ex): See *Player's Handbook*.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is limited to one such adjustment per round.

Trap Sense (Ex): At 3rd level a barbarian gets a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination ability, Vanachek will command his rats to attack, preferring spellcasters. The rats are already under his command in the cellar. Depending on which floor Vanachek fights the PCs, they take one round to show for every level above the cellar, by climbing within gaps between the walls, and on the ceilings.

Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death. He will not resort to dominate again, or blood drain, or attempt assuming an alternate form during combat. If he feels he is outmatched badly, Vanachek will occasionally assume gaseous form for a few rounds to allow his fast healing extraordinary ability to replenish his hit points.

Vanachek will make full use of his Intimidating Rage. He will prefer to target his Intimidating Rage at those who try to flank him or rogues.

Vanachek will favor his greataxe out of habit, preferring half-orcs, but if one opponent looks particularly menacing Vanachek will smack the target with his fist and use energy drain.

Important: Vanachek's Deathless Frenzy ability will keep Vanachek from becoming gaseous if his hit points drop below 0 if he is in a frenzy. However,

Vanachek will become gaseous before he is able to activate another of his frenzy/day.

APL 12 (EL14)

☛ Vanachek: Male human Bbn 6/FrzBsk 6; CR 14; Medium undead [augmented humanoid]; HD 12d12; hp 101; Init +8; Spd 40 ft.; AC 24 (+4 Dex, +4 chain shirt, +6 natural) (touch 14, flat-footed 20); Atk +18/+13/+8 melee (1d12+8/x3, +1 bane (orc) greataxe) or +17/+12/+7 melee (1d8+5/x2 ring of might slam plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, frenzy 3/day, improved power attack, rage 2/day, supreme cleave; SQ Alternate form, damage reduction 10/magic and silver, darkvision 60 ft., deathless frenzy, fast healing 5, fast movement, gaseous form, improved uncanny dodge, inspire frenzy 1/day, resistance to cold 10 and electricity 10, spider climb, trap sense +2, turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +11, Ref +10 Will +5; Str 20, Dex 18, Con —, Int 12, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Climb +14, Hide +13, Intimidate +18 Jump +20, Listen +20, Move Silently +12, Search +10, Sense Motive +14, Spot +10, Survival +10; Alertness, Cleave, Dragon's Toughness, Intimidating Rage, Combat Reflexes, Destructive Rage, Diehard, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Reckless Offensive.

Possessions: +1 berserker greataxe, ring of might.

Deathless Frenzy (Ex): At 4th level, should the frenzied berserker's hit points fall to 0 or below because of hit point loss, he continues to fight normally until his frenzy ends. At that point the effects of his wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Fast Movement (Ex): See *Player's Handbook*.

Frenzy (Ex): At 1st level, a frenzied berserker can enter a frenzy during combat as a free action. While frenzied he gains a +6 bonus to Strength and a single extra attack each round at his highest bonus. (The extra attack is no cumulative with *haste*.) However, he also suffers a -4 penalty to AC and takes 2 points of nonlethal damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier.

If the frenzied berserker suffers damage from an attack, spell, trap or any other source, he automatically enters a frenzy at the start of his next action. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage) at the start of his next action.

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable

to charge or run) for the duration of the encounter, or until he enters another frenzy, whichever comes first.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on his melee damage rolls for every –2 penalty he takes on his melee attack rolls when using the Power Attack feat.

Improved Uncanny Dodge (Ex): See *Player's Handbook*.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in his allies while he himself is frenzied. When he uses this ability, all allies within 10 feet of him gain the benefits and the disadvantages of frenzy as if they had that ability themselves.

Rage (Ex): See *Player's Handbook*.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is limited to one such adjustment per round.

Trap Sense (Ex): See *Player's Handbook*.

Uncanny Dodge (Ex): See *Player's Handbook*.

Domination (Su): See *Monster Manual*.

Energy Drain (Su): See *Monster Manual*.

Blood Drain (Ex): See *Monster Manual*.

Children of the Night (Su): See *Monster Manual*.

Create Spawn (Su): See *Monster Manual*.

Undead: See *Monster Manual*.

Damage Reduction (Su): See *Monster Manual*.

Turn Resistance (Ex): See *Monster Manual*.

Resistance (Ex): See *Monster Manual*.

Gaseous Form (Su): See *Monster Manual*.

Spider Climb (Ex): See *Monster Manual*.

Alternate Form (Su): See *Monster Manual*.

Fast Healing (Ex): See *Monster Manual*.

Tactics: After the initial invitation to PCs to voluntarily fail their Will save against his domination ability, Vanachek will command his rats to attack, preferring spellcasters. The rats are already under his command in the cellar. Depending on which floor Vanachek fights the PCs, they take one round to show for every level above the cellar, by climbing within gaps between the walls, and on the ceilings.

Vanachek will use his vampire abilities as they best suit melee combat. He intends to fight to the death. He will not resort to dominate again, or blood drain, or attempt assuming an alternate form during combat. If he feels he is outmatched badly, Vanachek will occasionally assume gaseous form for a few rounds to allow his fast healing extraordinary ability to replenish his hit points.

Vanachek will make full use of his Intimidating Rage. He will prefer to target his Intimidating Rage at those who try to flank him or rogues.

Vanachek will favor his greataxe out of habit, preferring half-orcs, but if one opponent looks particularly menacing Vanachek will smack the target with his fist and use energy drain.

If any PC voluntarily failed his Will save when Vanachek offered the “alliance”, they will be subject to Vanachek’s Inspire Frenzy supernatural ability.

Important: Vanachek’s Deathless Frenzy ability will keep Vanachek from becoming gaseous if his hit points drop below 0. However, Vanachek will be forced to change to gaseous before he is able to activate another of his frenzy/day.

Appendix 2: New Rules

[Source: Masters of the Wild]

Nondescript Box:

A *nondescript box* is perfectly ordinary in appearance, and it always seems to fit in with its surroundings. In fact, it fits in so well that it is very difficult to notice. The eye seems to skip over it, and the mind forgets its presence immediately. Characters walk around a *nondescript box* without even realizing they have done so, and observers find nothing strange about such detours. Search attempts always fail to locate this item, and it radiates no magic. However, a successful Spot check (DC 25) enables the mind to pierce the box's protections and see it clearly. Once someone has pointed it out, others can see it as well. So well is it protected, however, that a character who does find it must make a successful Will save (DC 25) or forget to take it along upon departure. The *nondescript box* becomes a normal box in every way once its contents are removed.

Those who can afford *nondescript boxes* typically use them to stash valuables, incriminating documents, or other items that they wish to keep others from finding. A typical *nondescript box* is about the size of a small coffer—18 inches long by 1 foot deep by 1 foot high. *Caster Level* 13th; *Prerequisites*: Craft Wondrous Item, *sequester*; *Cost*: 4,552; *Weight* 10 lbs. [Source: Song and Silence]

Destructive Rage [General]

You shatter barriers and objects when enraged.

Prerequisite: Ability to rage.

Benefit: While raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

[Source: Masters of the Wild]

Dragon's Toughness [General]

You are incredibly tough.

Prerequisite: Base Fort Save bonus +11.

Benefit: You gain +12 hit points.

Special: You can gain this feat multiple times.

A fighter may select Dragon's Toughness as one of his bonus fighter feats.

[Source: Masters of the Wild]

Giant's Toughness [General]

You are amazingly tough.

Prerequisite: Base Fort Save bonus +8.

Benefit: You gain +9 hit points.

Special: You can gain this feat multiple times.

A fighter may select Giant's Toughness as one of his bonus fighter feats.

Intimidating Rage [General]

You are amazingly tough.

Prerequisite: Ability to rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a –2 morale penalty on attack rolls, saves, and checks.) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

[Source: Masters of the Wild]

Reckless Offensive [General]

You lower your guard in order to make a telling attack.

Prerequisite: Base attack bonus +2 or higher, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to take a –4 penalty to your AC during the round to gain a +2 competence bonus on all melee attacks in the same round. The penalty to AC and bonus on melee attacks apply until your next action. You cannot use Reckless Offensive with ranged attacks.

[Source: Enemies and Allies]

Fist of Hextor Prestige Class

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars, sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality. Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10.

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5

Feats: Power attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks

Knowledge (religion): 4 ranks

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha),

Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: All Fists of Hextor are proficient with all simple and martial weapons, with all types of armor, and with shields.

Brutal Strike +1: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus to either one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill *fear* in other as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5D6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

	Base Attack				
Class Level	Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal Strike +1
2 nd	+2	+3	+0	+0	Strength Boost 1/day
3 rd	+3	+3	+1	+1	Frightful Presence 1/day
4 th	+4	+4	+1	+1	Brutal Strike +2
5 th	+5	+4	+1	+1	Strength Boost 2/day
6 th	+6	+5	+2	+2	Frightful Presence 2/day
7 th	+7	+5	+2	+2	Brutal Strike +3
8 th	+8	+6	+2	+2	Strength Boost 3/day
9 th	+9	+6	+3	+3	Frightful Presence 3/day
10 th	+10	+7	+3	+3	Brutal Strike +4

Frenzied Berserker Prestige Class

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses—it is the thrill of combat that draws her. For the frenzied berserker, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead war bands that include a variety of character types—and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact, for which the peace-lovers of the world can be thankful. Because of their traditional love of battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven fighters also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12

Requirements

To qualify to become a frenzied berserker, a character must fulfill all the following criteria.

Alignment: Any nonlawful

Base Attack Bonus: +6

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no proficiency in any weapon or armor.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While

frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with *haste*.) However, she also suffers a -4 penalty to AC and takes 2 points of nonlethal damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as *Move Silently*), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the nonlethal damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

Remain Conscious: At 2nd level, the frenzied berserker gains Diehard as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy.

Should her hit points fall to 0 or below because of hit point loss, she continues to fight normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, the frenzied gains a +3 bonus on her melee attack rolls when using the Power Attack feat.

Inspire Frenzy (Su): Beginning at 6th level, frenzied berserkers gain the ability to inspire frenzy in their allies. A frenzied berserker must himself be frenzied before using this ability. Allies gain the benefits (and the disadvantages) of the frenzy ability as if they had the ability themselves. Allies that do not wish to be frenzied can make a Will save (DC 10 + the frenzied berserker's class level + Charisma modifier). The frenzied berserker can inspire frenzy only once per encounter, and only a certain number of times per day (determined by level).

Supreme Power Attack: At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls using the Power Attack feat. This effect does not stack with Improved Power Attack.

TABLE 5–11: THE FRENZIED BERSERKER

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+0	Frenzy 1/day, Remain Conscious
2nd	+2	+3	+0	+0	Supreme cleave
3rd	+3	+3	+1	+1	Frenzy 2/day
4th	+4	+4	+1	+1	Deathless frenzy
5th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6th	+6	+5	+2	+2	Inspire frenzy 1/day
7th	+7	+5	+2	+2	Frenzy 4/day
8th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9th	+9	+6	+3	+3	Frenzy 5/day
10th	+10	+7	+3	+3	Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack

Appendix 3: Critwall, Bastion of Hope

By Rick LaRue

Residing on the banks of the Veng River near the only ford for miles in either direction, Critwall is the proud bastion of hope for the people of the Shield Lands in their battle with Iuz in the War of Reclamation.

Critwall (large city): Conventional; AL LG; 40,000 gp limit; Assets 17,142,000 gp; Population 16,743; Integrated (human 79%, halfling 9%, elf 5%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%).

Authority Figures: Earl Lyndon Bohdon (Knight of Holy Shielding, member of the Council of Lords, ruler of the city and earl of Bohdon County); Countess Katarina Walworth (Knight Commander of the Knights of Holy Shielding, Countess of Walworth Isle (in exile), leader of the Council of Lords, former High Lady Marshall of the Armies of the Great Northern Crusade); High Captain Jerrell Bohdon (High Captain of the City Watch).

Important Characters: The Council of Lords, the Church of Holy Shielding, the Knights of Holy Shielding, the Night Watch of Critwall, Guild of Merchants and Traders, the Guild of Critwall, and the Open Spirit.

Notable Imports: Food, many craft goods.

Notable Exports: Very few at present. Food and livestock in the past.

Critwall is a small walled city on the banks of the Veng River. The city is divided into four quarters, each of which is further separated into several districts. Each quarter is divided by a stout inner wall running roughly northwest to south east and southwest to northeast across the city. Where each inner wall meets the main city wall, a small keep sits to protect access to the walls. The inner walls meet at Bohdon Center. Streets running north to south and east to west further divide each quarter. The street running north to south, called the Procession, begins at Southgate and runs to Northgate. The Riverrun extends from the wharfs in the west to Eastgate in the East Quarter. Both roads pass through gates at Bohdon Center.

Starting in the north, Northbank is named for the small portion of the Veng River bank falling within the northwestern most part of the city. Northbank is home of Castle Critwall, the walled citadel of the Bohdon family and acting headquarters of the Council of Lords. South of the castle is the Garrison district housing most of the soldiers stationed at Critwall including many officers and Knights of Holy Shielding. South of the garrisons near Bohdon Center is the Cathedral of the Shield Reclaimed; a mighty stronghold in its own right and center of worship for the Archpaladin in the Shield Lands. The Procession

heads north through the well fortified Northgate and becomes the Ritensa Road.

East of Northbank is the East Quarter which holds the majority of the housing within the city. In the north along the city wall is the Noble District; home to a large majority of the Shield Lands' nobility until their lands can be reclaimed from Iuz. South of that on both sides of the Tradeway are the homes of many craftsmen. Still further south are the Commons, or as they are often called, Low Town. The Commons is home to many of the simple common folk that perform the manual labor of the city. Some sections tend to be a bit shady, particularly along the inner wall adjacent to the Merchant's Quarter, but the City Watch still patrols the Commons regularly. In the east outer wall at the end of the Eastway is Eastgate. Eastgate's twin guard towers protect Critwall from threats coming southwest along the Middleroad.

Along the Veng River, squeezed between Northbank and the Merchant's Quarter is Southbank, the River Quarter. The smallest of the four, River Quarter is home to many of the people who make their trade on the Veng River. It is also the location of the Guild of Merchants and Traders' warehouses. Non-members of the Guild own very few warehouses, and most of those are owned by nobles with trading interests who ultimately work with the Guild in some capacity anyway. The narrow streets are filled with small fishing shanties, rundown alehouses and brothels. Like the other quarters, a gatehouse, in this case, Westgate, protects egress to Southbank. Outside the walls, about one hundred yards down towards the water, the wharfs form a narrow strip of land along the river banks. Traffic through Westgate is always thick carts coming and going to the boats moored at the docks.

The Merchant's Quarter is the first seen by most visitors to Critwall as Southgate sees the heaviest use into and out of the city. Southgate exits the city onto the Tradeway heading south and west into Furyondy. A wide street called the Procession leads from Southgate north through Bohdon Center and into Northbank. On either side of the Procession along the southern portion of the quarter are the homes and shops of the majority of the city's merchants (to the west) and the homes of visiting foreigners, nobles attending court and other visitors to the city. To the north is Market Square; the center for trade within the city. Numerous markets are open daily, specializing in a vast number of items from across the Flanaess. Because trade is only now starting to pick up within

the Shield Lands, many prices, particularly on food, are unusually high within the city. Merchants are forbidden by Guild edict to artificially raise prices, but shortages and the added cost of importing through what most non-Shield Landers consider hostile territory make wholesale prices higher which merchants have no choice but to pass along to customers. This does little to reduce the traffic in Merchant's Square, but most people come now only for the necessities.

Visiting Critwall

Visitors to Critwall find a very different place than in previous years. Once a prosperous stop on three major trade roads, the city was surprisingly clean and reasonably safe, it is now vastly overpopulated and still suffering from the neglect and abuse it suffered under Iuz's rule. Since its reclamation in 588 CY the City's pre-war population has increased to nearly half again as many inhabitants reaching a staggering 16,000 plus citizens in a city that was beginning to feel too small at 12,000. As a walled city, the overflow had no choice but to burst free from the walls and spill forth into the surrounding area. Tent Town (see below) now houses, if such living conditions can be called that, the remainder of the population. Efforts are being made to reduce the population by reclaiming the manors and villages on recovered land, but the process is agonizingly slow as even "free" lands hide dangers left behind by Iuz.

Most of the buildings within Critwall have at most two or three stories and usually a cellar. Buildings, as in most cities, are built close together with narrow alleys between. The streets are for the most part cobbled with stones from a nearby quarry and tend to range from barely wider than an alley to broad enough for two laden carts to pass abreast. With most of the buildings limited to but a few stories, they seem to loom over the streets far less than other cities. This gives Critwall (at least in some areas) an open feeling, aside from the overcrowding, that is.

While plumbing does not exist, the city is built upon a series of sewers and residents often have outhouses which deposit into them. Otherwise, residents must empty bed pans into the sewers by hand. The presence of the sewers helps reduce the typical city stench as the contents of the sewers are carried away with each rain. Unfortunately, the sewers eventually drain into the Veng, making the river below Critwall somewhat murky and unclean.

Prominent Temples

Critwall is a home to churches, temples and shrines devoted to nearly two dozen religions. Religions following evil deities are outlawed within the city (and the Shield Lands in general) and thus if found are usually small hidden shrines.

Heironeous's congregation in the Church of Holy Shielding is the largest of the religions, followed distantly by Pholtus' Church of the Righteous Truth, and St. Cuthbert's Church of the Honest Protectorate, but all three have at least a large temple within the city. Both Mayaheine and Trithereon have growing followings in the city, as do the Oeridian agricultural gods of the Church of All Winds, Zilchus, Pelor and even Fharlanghn, but their houses of devotion tend to be small.

Most religions place temples and shrines close to their congregation, but a few place them in parts of the city where they compliment the activities favored by their gods. Thus you'll find many shrines to Zilchus in Market Square and shrines of Fharlanghn near each gate.

Noted Taverns

Frothy Mug: Located in the lower section of the Market District. It is a rough section of the city, especially at night. It is very close to "Low-Town" (i.e., the housing district for most of the common folk living in Critwall). The Frothy Mug caters to workers returning home from their jobs in the Market District. The bartender's name is Jorig. He knows a lot of local gossip for the nearby districts

His Lord's Delight: A tavern in a nicer section of the Merchant's Quarter a few blocks off the Market Plaza.

The Return: A rowdy tavern in Market Square; popular with Pathfinders.

Whistling Pig: A tavern outside the city along the Ritensa Highway. Popular with bards of the College.

Major Inns

Brightdawn Inn: Located along the border between Market and Visitor's Squares, this posh Inn caters to the wealthy, usually visiting merchants from Furyondy. Its Innkeeper, Emripes is known for his strict rule of confidentiality towards his patrons and never reveals any information regarding who is at the Inn or what room they stay in.

Dewey's: Dewey's is a two level inn that caters to the grizzled pathfinder type. Dewey, the proprietor is a red-haired human with an ever-present big grin and the build of an oversized dwarf. A jovial man, he responds best to people who are polite and mind their manners. Prices are fair and quality is good,

particularly the spicy sausages from Arvid a trader from Furyondy. Dewey keeps a greatclub hanging over the bar with the word "Equalizer" carved into it. Many suspect that Dewey is an ex-campaigner with connections in the Shield Lands army and within the Pathfinders.

The Twisting Tune: A well-sized, respectable establishment. Generally a place for visiting knights, merchants and particularly bards; above average prices, average quality. Most patrons come for the music and news from afar (i.e., gossip).

Brief History

Critwall began as an outpost for the Aerdy Empire back in its days of expansion. Its position on the only river ford south of where the Ritensa flows into the Veng placed early Critwall at the forefront of trade between Aerdy and its western provinces. Over time the outpost grew from a simple keep and garrison where travelers paid their bridge tax and learned of news from the road ahead to a major trade route stop with many inns, taverns and eventually its own merchants and markets.

Important Sites

Castle Critwall: Located in Northbank at the highest point in the city. The castle (often called Critwall Keep, as the original keep still stands within the larger castle walls) over looks the city and the Veng River. One of two protective citadels within the city, the castle acts as the headquarters of the Council of Lords and the army of the Shield Lands. Prior to the war, the castle was the ancestral seat of the Bohdon family.

Cathedral of the Shield Reclaimed: Center of the Church of Holy Shielding and currently the largest temple to any deity in the Shield Lands, the Cathedral of the Shield Reclaimed is as much a place of worship as a stronghold. With Admundfort still occupied, the church has made the Shield Reclaimed the temporary seat of the High Justice of Heironeous in the Shield Lands until the proper seat, the Church of the Holy Shield in Admundfort, can be reclaimed. One wall tower within the Shield Reclaimed called Valorkeep acts as the headquarters for the Knights of Holy Shielding and contains a barracks, armory and food stores on par with Critwall Castle. Located near the center of the city in Northbank just north of Bohdon Center.

Bohdon Center: A large set of parks, squares and gardens located in the center of the city north of Market Square and south of the Cathedral of the Shield Reclaimed. Bohdon center is surrounded by the inner city walls and pierced by four gates allowing access to all four quarters of the city. Where each inner wall

meets Bohdon Center is a garrisoned tower and a manned gatehouse protects each gate. All four gates are closed at sundown and reopened at sunrise.

Court of Honor: A plain brownstone building not far from the Cathedral of the Shield Reclaimed. This building houses the courts from which the Shield Lands magistrates dispense justice in the name of the Council of Lords.

Critwall Bridge: A massive stone bridge spanning the only Veng River ford south of the Ritensa River. Rebuilt in Readying 591 CY. The Tradeway from Furyondy crosses the bridge to Critwall and continues east across the Shield Lands. Critwall Bridge is four hours south along the river from Southgate.

Eldritch Library of the Arcanists' Society: A vast library of arcane knowledge under the control of the Arcanists' Society. Located in the Noble District near Northgate. Because much lore was lost during the occupation by Iuz, the library serves as an important tool for relearning and locating lost knowledge. Though typically forbidden to non-members (with rare exceptions), the library contains all manner of arcane lore and knowledge and seeks to re-establish the glory of the days before the occupation. Only the Bardic College's library might compare to the library as a storehouse of knowledge.

Library of the Bardic College: An impressive library of lore on a huge variety of subjects. Located at the Bardic College of Agridagh Cuach in the Merchants' Quarter the library contains the largest collection of books and scrolls in the Shield Lands. Focusing mostly on subjects such as history, politics, economics, not to mention performance arts of every imaginable type.

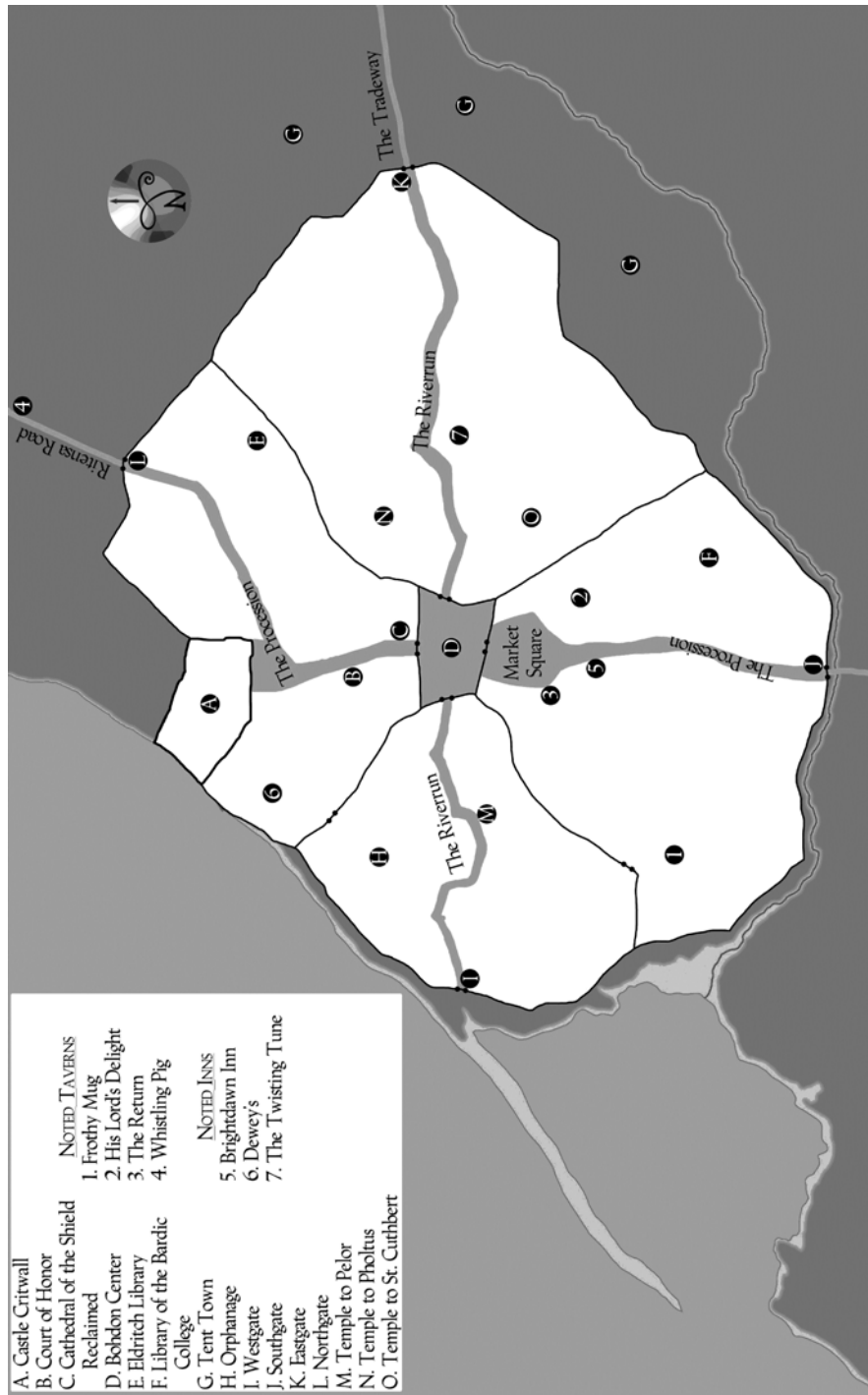
Tent Town: The large sprawling mass of tents and small communities living outside Critwall (primarily on the east side of the city) due to gross overpopulation. Despite the poverty, there are surprisingly few beggars and most people, while poor, dirty and tired looking, carry themselves with at least a small measure of pride and hope. Tent town has a little stream running near it that fills its banks only after heavy rains, during these times it supplements the wells that are scattered throughout the area for the refugees to use. The stream starts as a spring in some hills to the north and east of Critwall. The recently built Temple of Spirit is the only permanent structure in Tent Town and acts as the center of the Open Spirit congregation.

The Middleroad: A road heading northeast from Critwall to Gensal, Lardon, Docamald, Eastfork and then north to Nalren and finally Stahzer. Properly named the Critwall-Docamald Highway, most people just call it the Middleroad. This road is most heavily traveled from within the Shield Lands as it, or a road

crossing or branching from it leads to most other places within the Holy Realm. Along with the Ritensa Road and the Tradeway, the Middleroad was meticulously maintained prior to the invasion. Now, all three roads are in comparatively poor condition, though still better than many roads in other parts of the Flanaess.

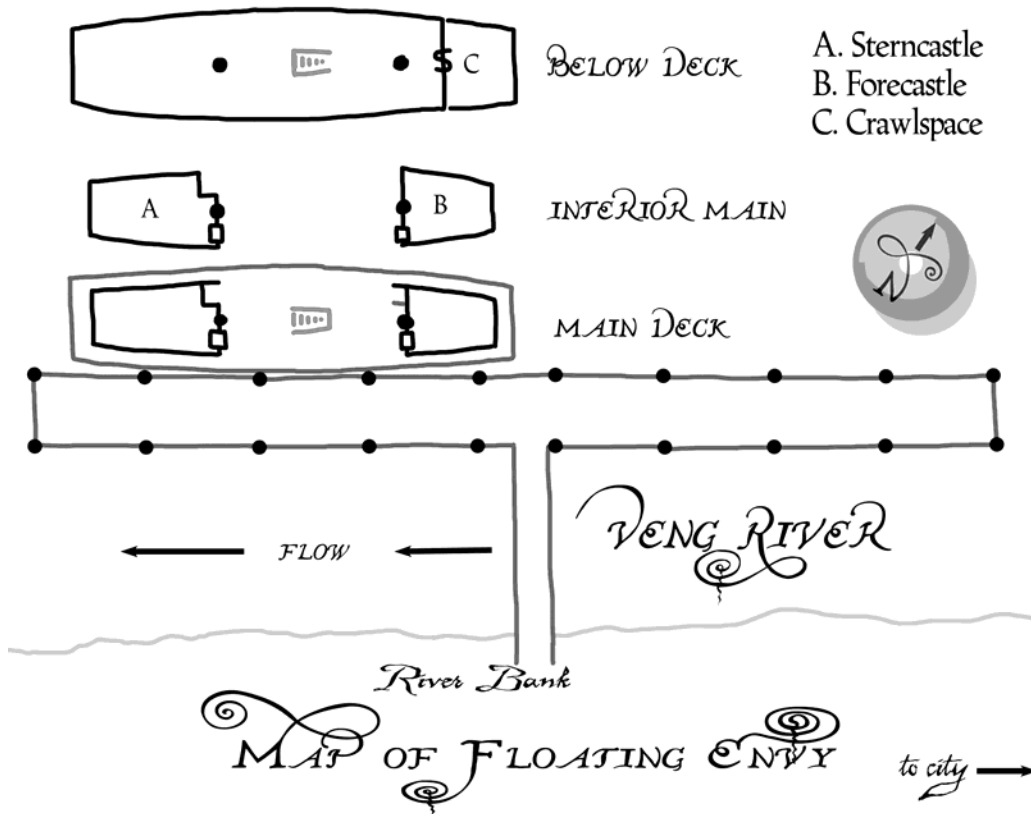
The Ritensa Road: This road heads north from Critwall along the Veng and Ritensa Rivers turning east at Law's Forge and looping around through Stahzer, Bolam, the Plaque Fields and eventually into Alhaster where it becomes the Tradeway.

The Tradeway: The main highway from Furyondy into the Shield Lands, crossing the Veng River at Critwall Bridge. The Tradeway continues east into occupied lands and eventually through the Bandit Kingdoms (including the former province of Redhand) and eventually into the County of Urnst.



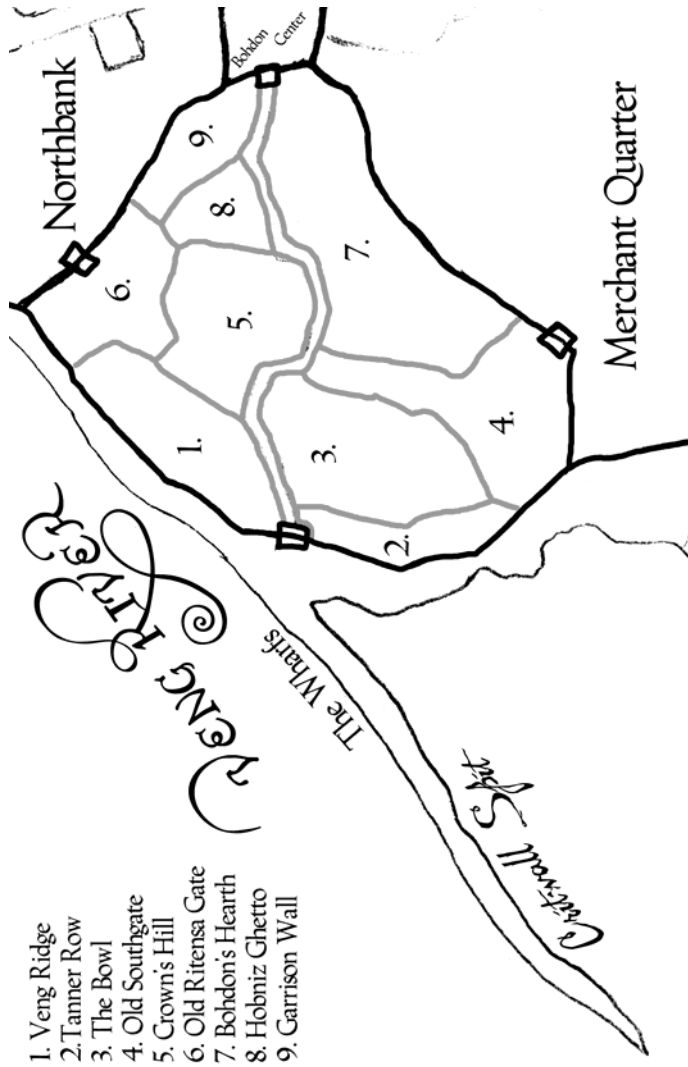
DM Aids & Player's Handouts

Map of Barge "Floating Envy"

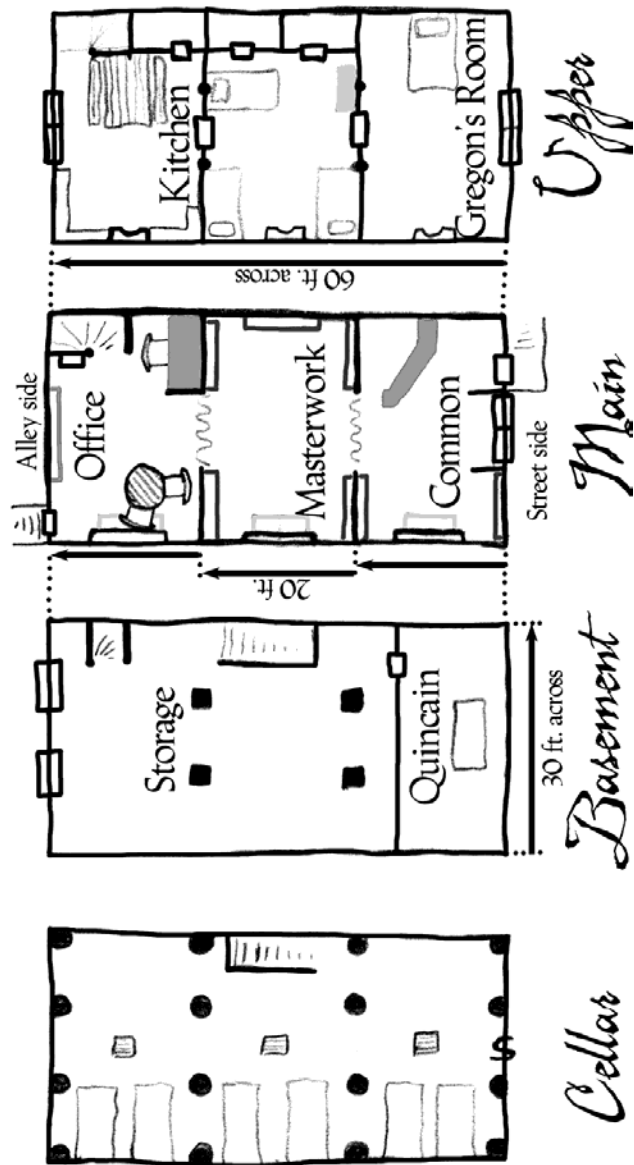


The barge Floating Envy has a 60 ft. keel length and 15 ft. beam. At 10 ft. high the forecastle is slightly higher than sterncastle. Below deck, heights are only 6 ft.

Map of Southbank



Map of Champions of Battle



Player Handout #1: The Meeting

Not two hours ago you were secretly contacted by someone claiming to be a Magsman. You have heard of them; a reputed band of Critwall burglars. The message stated that it was a matter of some import and urgency. The precautions you were asked to take just to meet them did nothing to reduce your perception that the sender of the message considered this a serious matter. You were told to meet someone at the Waghalter's Best, afterwards you were taken to several other homes, where you were made to change clothes in between each, and lastly taken on a winding course through the River Quarter's narrowest walkways to be put inside a covered wagon.

The wagon stopped, and you heard doors close and a loud latch click. You could no longer hear street sounds. You were hooded, brought out for the briefest moment and then inside a building. You were shuffled through some rooms and sat down in a chair. You were told not to remove your hood while you were subject to several magical detection spells and enchanted to prevent scrying.

You heard a few people leave the room, and a voice told you that you could remove your hood now.

A human man, in his mid-twenties you think, with a baldhead is sitting on the only other chair in the empty wood room. There are no windows, two doors and no sound. Three lanterns light the room. The man is peculiar looking with black & red tattoos covering his face and arms.

He breaks the silence. "You are a Pathfinder, I know this. There is a delicate matter that you will be asked to attend to. About twelve hours ago a man named Quincain Marl disappeared. Eyes have been on him only recently, that he is an agent for people against the Shield Lands is without doubt.

"Someone has taken him but evidence hints that he's still in the city. Now street thugs who owe allegiance to the Guild are unleashing whispered rumors to the Knights of Holy Shielding that we the Magsmen have a spy of the Boneheart in custody and are not turning him over to the Council of Lords".

He pauses for no reason that you can see, and then continues. "This is how it turns delicate. The Council of Lords now thinks the Magsmen have an Iuzian spy and are not turning him over. Pathfinders are being organized to go find the spy. They all think the Magsmen have Marl. They are wrong. With enough time, Quincain Marl will be found.

"Information can't be turned over to the lawful authorities quite yet, there seems to be a mole that is compromising the Magsmen. The belief is, that the mole is working for the abductors. If the Knights and Pathfinders come crashing in too early, the mole will vanish before it is learned how much he knows."

"This where you come in. As a Pathfinder, it is arranged that you will be in one of those units. Hope is that you help them out to the best of your ability as long as you keep them out of the Magsmen's way for the next twelve hours. By then, everything should be nailed down, the mole and the spy. This is all there is for you now."

The man stands. "Stay seated. Another is going to come in and show you a few hand signs. If you Pathfinders are poking around someplace you shouldn't be yet, you will be signaled to get them out and away."

"Research on you shows you can be trusted in this, if that is wrong?" He shrugs, "Everyone else just might hear that you can't be." He walks to one of the doors.

"Twelve hours. After that, it may be too late." He exits and a halfling comes in, who ... oddly, looks very similar to the man who left, though you think this person is female.

You are shown a few hand signals and code words that will be active for the next 12 hours, after that, they won't be used again. She asks you to put the hood on and the return trip begins.

In the cart, out of the cart, wandering, you are eventually dehooded and left in an alleyway. Slightly disorientated you check the surroundings; you're a few blocks from the meeting place with the Pathfinders.

Player Note: Your character is not in anyway compelled to listen to, believe, or trust the mysterious man if you do not want to. You can assume they are telling the truth and help them, or you can assume they are not, and tell the Pathfinders whatever you want. The choice is yours.

Handout 2: Further Information

You separate from the other Pathfinders and follow the halfling. He does not lead you far. You meet up in the shadows of a cobblestone alley with the bald halfling, male you think.

“Things moved faster than anticipated. We caught wind of a man named Gregon pulling some strings. He’s a Hextorian priest that we haven’t been able to catch up with yet. But he’s been busy lately, and either getting braver or sloppier. He sprung someone named Meticar from the Critwall donjon; don’t know what happened to that but soon there after he brought outside help; a barbarian vampire from the far North.

“Seems like this particular vampire has been in the Shield Lands before. Almost two years back he caused some havoc and murders in Bright Sentry. He was killed, but obviously, not a final death.

“So now to tell you that we know Gregon was the one who abducted Quincain, probably by the aid of the Vampire. Gregon turns out to be an opportunist feeding upon dissatisfied Shield Landers, preaching that if the Shield Lands followed Hextor instead of Heironeous, the Shield Lands never would have fallen.

“This kidnapping may be some play by Gregon to elevate his secret cell into a formidable power. To show his Shield Lands’ followers that he is willing to put his gold where his mouth is, and to leverage whatever knowledge he learns to further Hextor in the Shield Lands.

“I guess Hextor and Iuz never got along much anyway huh?”