

NMR6-02

Mad Baron of Pikemaster

A One-Round Dungeons & Dragons® Living Greyhawk™ Meta-Regional Adventure set in Nyronnd and her environs

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Baron Fennin Duncombe has long been known to be strange, but his recent behavior has rumor label him outright insane. He has called to him a number of priests of Pholtus to “show him the light”. He houses one of former Prince Sewardt of Nyronnd’s supporters in his house. To top it all off, he invited a number of nobles to his estate to discuss “issues of importance”. Finally, he has offered a great bounty to anyone who can find a local woman. An explosive situation to say the least... A one-round meta-regional adventure set in the County of Urnst for characters level 1-15 not afraid of dabbling in the game of houses (APLs 2-16).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
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 step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round meta-regional adventure, set in the County of Urnst. Characters from Nyronnd and her environs pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Baron of Pikemaster, Lord Baron Fennin Duncombe, has apparently gone mad. For a long time that branch of the family has been known to be eccentric. As a result of which, the city of Pikemaster has been deteriorating and is falling into ruin. The once well-crafted walls have gaping holes in them, the roads of the barony are

particularly poor, and the woods are filled with goblins, gnolls, and bandits.

The Lord Baron has invited a priest of Pholtus to his domain to "discuss with them" a number of theological ideas of his. Add to that, the Baron hosts a Nyronndese noble who exiled himself after the Imperium. Finally, he has invited a number of relatives from nearby nations to share his point of view.

His latest whim is to offer a reward of 200 gold nobles to whoever can find the local head seamstress. Rumors abound as to why the baron wants to find the woman. Some say they are lovers, some speak of long-lost siblings, and others speak of even worse reasons. (Pikemaster is not exactly the best place to be).

Mad you say? Mad indeed!

THE DUNCOMBE FAMILY

A Knowledge (nobility and royalty) or Bardic Knowledge check DC 15 (10 for County-based PCs) can reveal the following information if the PCs ask.

The Duncombe family is the second most powerful house in the County (after the ruling Gellors). They are a predominantly Oeridian family but have intermarried into Suel and Flannish holdings. The Duncombes are known for being insular, and many members spend years planning marriages to keep the bloodline strong.

The head of the family is Baron Terrard Duncombe, Arch Baron of Eastmarch, Lord of the East whose fief covers the eastern part of the County. His daughter, Lady Rachel is the Knight Paragon of the Knights of the Swan (second in command).

The branch of the family Baron Fennin belongs to is one of the mostly Suel sub-branches.

ABOUT PIKEMASTER

Pikemaster is located west of the Stone Road and is the headquarters for the East Wall. It is a crumbling castle-town ruled by a deranged old human and inhabited by peasants of strong, but debased Suloise heritage. There are many other peasant communities that have not forgotten the raids of the Bandit Kingdoms or the marauding humanoids of Iuz.

Pikemaster, though decrepit and in a bad state of disrepair is the base for the Contessa's "East Wall". The "Walls" are large units of medium cavalry used to patrol the border. Though officially the Baron is the commander of the Wall, he leaves most of it under the competent Lady Daneris Yoro, based in the city of Pikemaster.

RECENT EVENTS IN PIKEMASTER

In the weeks before this adventure takes place; the small town of Durwich in southwestern Pikemaster (near the border of Rothberry) saw a major attack by evil forces: Hextorites bandits, goblins and mercenaries were repelled by adventurers. The town suffered major damage in the process, but still stands today. The events there are the talk of the normally quiet barony.

These events occurred in URC6-102 *The Defense of Durwich*.

THE PONTIRUN FAMILY

A Knowledge (nobility) or Bardic Knowledge check DC 15 (10 for County-based PCs) can reveal the following information if the PCs ask.

One of the three largest Houses in the Duchy of Urnst, House Pontirun deals mostly with foodstuffs; its power is mostly from its size (it is the largest house, personnel-wise), but it is struggling with the bureaucratic problems within itself. Although headquartered in Goldplain, the workers of House Pontirun can be seen on every trade route in or near the Duchy. One of the problems the House is facing is the logistical difficulty of keeping so many people in touch with each other. Some say that the best thing to do would be to move to Seltaren where communication can flow much more easily, but the leaders of House Pontirun refuse to leave their ancestral home.

WHY THE PHOLTAN?

Three years ago, one of the Lord Baron's sons left on an adventure that took him far to the north and south. When he returned from his voyage laden with treasure, he presented part of it to his father as a tribute. Among the gifts were a series of very old documents. One of these documents is part of a large collection of writings called the "*Pholtae Canon Apocrypha*", an old text declared heretical by the church of Pholtus. The Lord's son has since resumed his life of adventure and cannot be found during this adventure.

Our good baron has read the text and he seems to think that maybe there is much more to them. Therefore, he plans to confront the Pholtans with his new-found views and create some kind of scandal.

WHAT ABOUT THAT NOBLE?

The Nyronde noble living in Pikemaster is a minor noble. His name is Marius Garunius and he is of Suel descent and a follower of Norebo. He hails from the County of Mowbrenn.

An opportunist who flocked to Sewardt's side when the Imperium was declared, he hoped to capitalize on the opportunities to advance himself and his wealth. The Emperor rewarded him with a commission in the army and a plot of land. In Nyronde, he has a reputation as a decent man with a particular interest in his own fortunes.

When the Imperium was overthrown, Marius fled to the County where he thought he would be safe. After all, the County was an ally of Sewardt.

Calling upon a favor from a *very* distant relative, he went to his cousin, the Baron of Pikemaster. Since then, Marius has lived idly, taking in the sights of the County, and appreciating his new life in Pikemaster.

Throughout the adventure there will be rumors of Marius being a worshiper of Hextor but that is NOT true.

WHY THE COUSINS?

Lord Baron Duncombe has invited a number of his family members to meet in Pikemaster. The Lord Baron had initially planned on having Adele sing for the assembly and use the opportunity to renew ties of friendship with his relatives.

WHAT HAPPENED TO THE WOMAN?

The woman is no one special. Her name is Adele, and she heads a seamstress shop in Pikemaster. Her work is high quality, and she demands the women working for her pay great attention to detail. The Baron simply likes to hear her sing (he listens from a window above her shop).

Adele left a few days before the start of the adventure heading towards Count's Markham. She is trying to find the place where she was born because she learned that a member of her family had moved back there following the civil war to restart the family business. She waited until she had enough money saved to make the trip there and back.

She left on a horse without escort in light armor with a sturdy weapon. She is no fighter, but most thought she would be okay...

She reached her destination, a roadside inn in a wooded area halfway between Dryburgh and Count's Markham and found that her "family" consisted of an uncle she had not seen since she was very young and his family. She did not know them at all. Though at first they were very nice, the woman became curious and began snooping around. Eventually she discovered what they were doing.

ADELE'S "FAMILY"

Adele's family is actually a group of Hextor worshippers who fled Nyronde following the Imperium and assumed the identities of their victims (who at the time were rebuilding the inn). Since she had not seen them in many years, Adele did not recognize them.

The family includes five members: Beldrin (the "father"), Mischrelle (the "mother"), Handrick and Frelkor (the "sons") and Kirieta (the "baby"). Each of them is devoted to Hextor in his aspect as the Lord of Discord and Conflict (they follow a Lawful Neutral aspect of Hextor). They have gathered together and formed this "family".

They work for someone calling themselves "the Bird of Radigast" who worships Hextor and seems to be one of the high-ranking members of the County's elite. Believing Adele to be someone the "Bird" wants to keep alive; they kidnapped her and are now holding her in the shrine.

More information about the family and their relations to each other appear in Appendix 3: Dramatis Personae.

POLITICS: COUNTY AND NYRONDE

Parts of this adventure deal with the political situation between Nyronde and the County of Urnst. During the Imperium the County signed a non-aggression pact with

the Imperium. Now that King Lynwerd has returned to power, relations between the two nations have been cold at best.

Kerrinn was made an open and free city while the County received a large tract of land from the Marches of Woodverge. This placed the city of Starkwall, the former border, firmly under the County's rule.

From the County's side, the lands are ruled as a barony but other than Elone's Wall and a series of fortresses built along the new border, very little change has been made.

Speculation as to what the Contessa wishes to do with these lands is running rampant. Some say she wishes to create a new barony, others say she plans on using the lands as a battleground with Nyronnd, yet others think she might use the lands as a bargaining chip in an upcoming war. Very few people have optimistic views of what is going to happen to these lands.

One thing is for sure: Nyronnd wants it back and the County intends to keep it.

ADVENTURE SUMMARY

Introduction: The adventure opens in one of four fashions: PCs can escort representatives of the church of Pholtus OR they can be envoys from Nyronnd wanting to bring Marius back to face justice OR they can serve as escorts for a relative of Lord Baron Duncombe OR they can simply be in town for the bounty on Adele.

Encounter 1: Meet the competition: This encounter has the PCs meet the other factions: The nobles, the Pholtan, and the "mad" baron. The nobles attempt to draw the PCs in as pawns in a wager.

Encounter 2: Asking Around town: The PCs head into town to find some information to put them on the trail of Adele. Here the PCs may learn some hints of the dangers they may face and may learn more about the current situation in the County.

Encounter 3: On the Road: The PCs get attacked while in the wild by some roaming undead forces loyal to Malachite.

Encounter 4: The Inn: The PCs investigate the family inn.

Encounter 5: The Shrine of Hextor: Kirieta sends the PCs to the shrine of Hextor. There, they have to face creatures of Hextor.

Encounter 6: The Family: The PCs, having uncovered the truth, return to the house and confront the family.

Encounter 7: Back in Pikemaster: Returning to Pikemaster, the PCs are once again used in a wager.

Conclusion: Wrap up any loose ends.

PREPARATION FOR PLAY

Before starting the adventure, you need to know if one of the PCs belongs to the Underley network. The network is composed of many adventurers gathered under the banner of the Lord Mage Jacobis Underley. For all intents and purposes this is a spying network that passes

information to the County's ruling class. PCs who belong to the Network may receive additional information.

INTRODUCTION

The adventure opens in one of 4 fashions, select the introduction that makes the most sense to your party. Have the PCs introduce themselves to each other BEFORE deciding on a path.

Note which of the following boxed texts should be used:

- They can escort a representative of the church of Pholtus from Wintershiven.
- They can be envoys from Nyronnd wanting to bring Marius back to face justice in Nyronnd.
- They can serve as escorts to a relative of Lord Baron Duncombe (either from the County or the Duchy).
- They can simply be in town for the bounty on Adele. This introduction should be a "last ditch" effort.

DIPLOMAT OF THE PALE

Do NOT use this introduction if one of the PCs is wanted in the Pale for any reason. Start by handing out [Player Handout 1: Summons](#) to the PCs.

Some PCs may have met the bishop in PAL3-07 *Champion of the Pale* where he asked the PCs to escort the candidates for champion of the Pale.

A purple banner with the sun and moon flaps in the cool, brisk wind over the single-story building where Bishop Freznook has his offices. You are quickly shown in by a young initiate in white robes.

The Bishop has a shaved head; wears no armor under his gold-trimmed white robes and wears a large golden symbol of the sun and moon. He has an endearing smile and a soft, friendly voice. The Bishop welcomes you inside his office and motions for you to take seats on comfortable sofas. He seats himself on a plush armchair with the symbols of the sun and moon highly visible.

"You were referred to me by friends who said you were resourceful and looking for adventure. Some of you may know me... I serve the Pale in various functions as needed. I am in need of escorts to the County of Urnst. Would you be willing to come with me?"

The PCs most likely have a number of questions for the Bishop. More information about the Bishop appears in Appendix 3: Dramatis Personae.

- **What are you going to do there?** Members of the Church of the One True Path in the County have reported to us that the Baron seeks the guidance of a priest of Pholtus from the Pale; however, they did not elaborate further.
- **Is this an official mission?** Yes, from a church standpoint. I am going there on a religious matter.
- **Where are we going?** I am to meet with Lord Baron Fennin Duncombe in Pikemaster.
- **How will we travel there?** I have made all the arrangements and secured a vessel.

- **How much will we get paid?** Details, details... you will receive fair compensation for your service. The church is offering a small stipend which I plan to increase with my own money. I consider my personal safety to be of highest priority.
- **Do you expect any trouble?** No.
Allow the PCs a chance to interact and discuss with the Bishop a little before proceeding to "Pikemaster". The trip from Wintershiven to Pikemaster is uneventful.
If the PCs refuse to report to the bishop, proceed to "Looking for the Bounty".

ENVOYS FROM NYROND

Do NOT use this introduction if one of the PCs is wanted in the Kingdom of Nyronnd for any reason. If the PCs refuse to report to Agrin, proceed to "Looking for the Bounty".

You enjoyed a beautiful but chilly day in Mowbrenn when two warriors dressed in the colors of Heironeous approached you and addressed each of you by name. "Agrin Forastar, warrior of Heironeous wishes to speak with you. Please come with us."

Allow the PCs a chance to react; however, the warriors know nothing.

The warriors take you to a small fortress in Mowbrenn's western district. The colors of King Lynwerd and of the Count of Mowbrenn can be seen waving in the breeze together with banners displaying the symbol of Heironeous.

Entering the fortress, you are quickly escorted to what looks like a military office. An Oeridian man dressed in military gear paces across the room while a woman with Oeridian dark hair and the pale complexion of the Suel sits in a formal chair, her silk dress is immaculate.

"Praise the Invincible, you have come. Sit down, we have much to discuss. I am Agrin Forastar, warrior of Heironeous. It has come to my attention that one of Se... the Dark Prince's supporters in this County have taken refuge in the County of Urnst. The Count and, I believe, the King himself are both quite annoyed by the state of things.

"We cannot tolerate the forces of the Scourge of Battle escaping justice. He MUST pay for his crimes. Just recently, one of my own cousins, Lady Meribeth Vendreken, has received an invitation from the Lord Baron of Pikemaster with whom the rebel has found refuge.

"Would you be willing to escort my cousin to Pikemaster and while there in the guise of her bodyguards, try and bring this criminal to justice?"

The PCs most likely have a number of questions for Agrin. More information about him and Lady Meribeth appears in Appendix 3: Dramatis Personae. Agrin speaks as if Lady Meribeth is not present.

PCs can make a Knowledge (nobility and royalty) or Bardic Knowledge check DC25 to know that Lady Meribeth's mother was the Lord Baron's sister, thus making her his niece.

- **Who is the woman?** Oh! She is my cousin, Lady Meribeth Vendreken, she is the one you are to escort to Pikemaster.
- **What exactly will we be doing?** The safety of Lady Meribeth is most important, but you should try and respect her wishes. Once you have reached Pikemaster, try and capture Marius Garunius alive and bring him back here, so justice can be served.
- **Who is the man we are looking for?** His name is Marius Garunius. He sided with the forces of Sewarndt the first chance he had.
- **What if the man is not guilty, or not who you think he is?** That will be for the court to decide. Do not let him fool you with false claims of innocence.
- **Are we officially deputized by your church?** No. Lady Meribeth is going to visit her uncle, at his request.
- **How much will we get paid?** I am no ingrate and I am sure Lady Meribeth will compensate you as well.
- **How will we travel there?** We have made all the travel arrangements. You will take a boat up the Franz to New Dosseldorf, and from there travel to Rothberry then finally to Pikemaster.
- **Do you expect any trouble?** No.
Allow the PCs a chance to interact and discuss with Agrin a little before proceeding to "Pikemaster".

RELATIVES (COUNTY)

This encounter should be used by PCs from the County of Urnst.

A cold breeze forced you into this tavern in Radigast City. Obviously, you were not the only one to have this idea. You were forced to share a table with a number of other people. One of them, a Suel gentleman in his forties ordered stew, ale and warm wine for everyone.

"Don't you think luck is a great thing?" he asks.

Allow the PCs a chance to answer and ask questions. Very informal, he asks the PCs to call him Gontran. Make sure that Sir Gontran Duncombe asks the PCs to serve as his escort all the way to Pikemaster. If they refuse, proceed to "Looking for the Bounty".

Knowledge (nobility and royalty) or Bardic knowledge check DC 20 tells the PCs that Sir Gontran was born in Pikemaster, but he has not returned to the County in 20 years. While there are many speculations for his departure, no one knows why he left.

- **Why do you say that?** Because luck and Fate are two things I find fascinating.
- **Who are you?** My name is Duncombe, Gontran Duncombe. I left my family's lands in Pikemaster as a boy and have lived in Greyhawk ever since.
- **What are you doing here?** I am heading to Pikemaster at the request of my brother, Lord Baron Fennin Duncombe.

- **What do you do in Greyhawk?** I own a shipping company. I specialize in shipping across the Nyr Dyv, from Radigast city to Chendl to Critwall.
- **Why not use some of your own guards?** I don't have guards. I am a merchant and I need my men to guard my boats and warehouses.
- **Why doesn't your brother send some of his men?** I heard there were a number of battles in the barony. I doubt he has the resources to spare.
- **What does he want?** I don't know, that's why I'm so intrigued. We haven't spoken in over 25, 30 years maybe, and now he invites me to spend some time at his estate.
- **What do you offer to pay us?** Well I am no ingrate and understand the mercenary nature of adventurers. To that end, I can promise a very large reward if you escort me there.

Presumably, the PCs agree to escort Gontran to Pikemaster. Otherwise, run them through "Looking for the Bounty."

RELATIVES (DUCHY)

This encounter should be used by PCs from the Duchy of Urnst.

You were browsing the market in Leukish for adventuring supplies when a young boy dressed in outlandish yellow and green livery approached you and handed you a piece of paper.

Hand them Player Handout 2: A Call to Adventurers. The young boy passing out the papers does not know how to read but he was promised one gold noble to distribute these papers to any adventurer he sees.

Once the PCs head to Pontirun manor, read the following:

The manor house before you is a tribute to luxury. Other adventurers have also gathered at the gates. A yellow flag with a green scorpion floats above the building.

Having confirmed why you have come, a page invites you all inside and escorts you to a salon decorated in traditional Sueloise style. "I will inform my mistress."

The PCs may now introduce each other. Give them a chance to interact with each other for a moment before proceeding.

A side-door opens and two half-orcs dressed in the yellow and green livery of the Pontirun family enter the room. Behind them is a matronly woman in her mid-forties dressed in a large flowing green dress. She is obviously of Suel descent, with red hair, pure white skin covered in freckles and piercing blue eyes. The woman smiles and takes a seat in the center of the room. Her voice has the air of superiority so common among the Suel, and her tone is that of someone used to being in charge.

"Greetings, adventurers, I take it you are here regarding my note? Good, I am Lady Guertha Pontirun, and I will be blunt. I am not here to make friends. I expect loyalty and dedication from you. I

need an escort from Leukish to Pikemaster in the County of Urnst and back again. Can you do that?"

Lady Guertha is willing to answer questions, but does not like it too much. Make it very clear that she also does not allow herself to be antagonized by hired hands.

Knowledge (nobility and royalty) or Bardic knowledge check DC 20 allows a PC to know that Lady Guertha is originally from the County and was born Lady Guertha Duncombe, and she is a first cousin of the current Lord Baron.

Why do you need to go there? I will be visiting a cousin of mine.

Why not use some of your own guards? My men are not used to the outdoors, unlike you.

What do you offer to pay us? Fear not, you will be compensated for your trouble. House Pontirun pays its debt, and we pay with gems.

Hopefully, the PCs agree to escort Lady Guertha to Pikemaster. Otherwise, run them through "Looking for the Bounty."

LOOKING FOR THE BOUNTY

This introduction should really be a "we can't fit you anywhere" type of introduction.

Offers of employment and opportunity for adventure have been slim recently, nonexistent in fact. When you heard the Baron of Pikemaster was offering a bounty, you made all haste to the County of Urnst, hoping for adventure.

If the PCs resist or refuse this opportunity, their adventure is over.

PIKEMASTER

Pikemaster comes into view. The city itself seems to be falling apart. The walls, made of stone, are breached in many places, and the streets are dirty and overcrowded. Most of the population here is of Suel descent, though Halflings are also common.

The guards eye the PCs suspiciously before allowing them entry into the town. Proceed to Encounter 1: Meet the competition.

ENCOUNTER 1: MEET THE COMPETITION

If the PCs were hired by one of the four nobles/clergy, run them through "Dinner". Otherwise, run them through "Scraps of food".

DINNER

[Name of the PCs' employer] guides you through the streets of Pikemaster, heading for the Keep in the center of town. Tight streets and homes are packed all the way to the stone walls.

The Baron's keep is in no better shape than the rest of the city. The walls are covered in ivy, and large cracks can be seen in the stonework. The guards snap to attention as the PCs approach the

gates. In the inner courtyard, two servant girls of Suel descent approach and ask the PCs to follow them.

The girls escort you to a small suite where a hot bath is ready and some local wine is there to enjoy. The girls inform the PCs that the Lord Baron will call upon them later, and they should use this time to relax and clean up.

Allow the PCs to do what they wish before dinner. They cannot meet with any of the guests, except their employer until dinner.

If the PCs ask around the keep, there is little information to learn. The other guests do not want to talk to the PCs at this time. The inside is only in slightly better shape than the outside. None of the staff know anything of importance. Most of the servants here seem "slow".

If the PCs wish to Gather Information, you can refer to the "Word on the Street" section of Encounter Two.

A page knocks on the doors of your apartments. "Milord requests your presence for dinner." The boy waits for you to be ready before escorting you through the castle.

Finally, you enter a room where a number of humans are sitting at a round table made of copperwood. Fine porcelain plates, silver drinking cups, and an impressive candelabrum cover the table.

A Suel man stands, "Ah! At last everyone is here. Please be seated. My name is Fennin Duncombe. I am the Lord Baron of this beautiful and bountiful land!" Then he sits down. His Suel heritage is obvious. He sports a well-trimmed handle bar moustache originally sandy-blond but turning platinum with age.

In turn each of the guests stand and present themselves.

A Suel man in his 40s dressed elegantly stands. "Contran Duncombe from Greyhawk City."

A charming-looking Suel man in his mid-30s with a long reddish-blond ponytail stands. "I am Marius Garunius, formerly of Nyronnd."

An Oeridian man dressed in a white robe with gold trimmings wearing a golden symbol of the sun and moon stands next. "Greetings to you all. I bring to you the blessings of Pholtus. My name is Bishop Freznook, I am from the Pale."

A beautiful woman of mixed Suel and Oeridian heritage stands. With a curtsy, she says. "I am Lady Meribeth Vendreken. I come from Nyronnd, and I thank my uncle for his invitation."

The final guest, a rather large matronly woman with red hair and a face covered with freckles calls out, still seated. "Lady Guertha Pontirun from Leukish."

The meal is rather simple but the food is plentiful. Platters of roasted boar, rich stews, and wild birds are served. The famed County wine and brandy are ever-present. For those of less-refined tastes, ale is also available.

Allow PCs an opportunity to talk and discuss with the guests then proceed to "Sad State of Affair".

SAD STATE OF AFFAIR

The Lord Baron orders everyone's cups to be filled once more. Using a spoon, he clinks on his cup.

"Family, friends, adventurers, I have invited you all here to renew ties of friendship and family. But my mind is occupied by some grave and most terrible news that prevents me from fully enjoying your company."

"Brother, what troubles you so?" asks Contran.

"Well... there is a woman from town to whom I have grown very fond of. She... she has the most angelic of voices. Like... like an angel had flown down from the Heavens to Pikemaster," responds the Baron.

"I have to say that Lord Fennin is right. The woman's voice is inspired by the gods! No mortal can sing that well," adds Marius. "I think I have an idea that could be most interesting for us all, and we could perhaps... put a wager upon it?"

"I don't like where this is going," frowns Lady Guertha.

"No, explain yourself Marius, I'm most intrigued", adds the Baron.

"Well, there are six of us and we have a group of adventurers here among us. Three to a side... We double our money..."

"I love it! That is a very good idea... We wager on whether the adventurers are able to bring her back!" adds the Baron. Turning to you, he adds, "We have decided to play a little game. You are to find the singing seamstress. Find her and bring her back to us. We will be waiting for you."

Allow the PCs to talk to the nobles once again. None of them have thought of what their wager will be. Lady Guertha and Bishop Freznook are not too thrilled with the idea. Everyone, however, tells the PCs they should participate in order not to anger the Baron and to go with it. Most of them point out that the goal, unlike the motivation, is rather noble.

The Baron knows little about her and tells the PCs to ask around town. The woman is a seamstress working near the fortress.

SCRAPS OF FOOD

Run Encounter 2 until the PCs decide to head for the Castle and inquire about the bounty for Adele. At that point, proceed with the following:

You are escorted into the castle and finally come to a large dining room. There you see a group of humans sitting at a table, having finished a rather lavish meal. A man stands and turns to face you, his Suel heritage is obvious. He sports a well-trimmed handle bar moustache originally sandy-blond but turning platinum with age.

“Praise to the gods! Marius, you proposed we find a group of adventurers and who barges in on our meal! Excellent! Well... You’ll do.

“I am Lord Baron Fennin Duncombe and you have stumbled upon a little game my guests and I have decided upon. You see, a local woman has disappeared. She sings marvelously, and I want her found and returned to Pikemaster. Some of us will bet that you bring her back and some that you will fail. Well... that’s all... You are now officially looking for that woman!”

Allow the PCs to interact with the NPCs and find out who they are. None of them have thought about what their wager will be. Lady Guertha and Bishop Freznook are not too thrilled with the idea. Everyone, however, tells the PCs they should participate so as not to anger the Baron and to go with it. Most of them point out that the goal, unlike the motivation, is rather noble. None of the nobles know the woman, Marius has heard her sing, but that is all.

The Baron knows little about her and tells the PCs to ask around town. The woman is a seamstress working near the fortress.

SEARCHING INSIDE THE CASTLE

The sitting room where Lord Fennin listens to her is located in a tower. Lord Fennin never looks outside, but Marius has. He can give a generic description of the woman (Oeridian, matronly). His description is very masculine and borderline sleazy. You should use your judgement as to how sleazy this description becomes depending on the players. For example, if there are children at the table, use less racy descriptions.

TROUBLESHOOTING: I AM NOT A PAWN

Should the PCs refuse to participate, the Baron has them arrested. Proceed to the Conclusion under “I am not a pawn”.

ENCOUNTER 2: ASKING AROUND TOWN

This encounter is really a series of mini-encounters. You may have to jump around as the PCs ask around.

WORD ON THE STREET

When the PCs want to go around asking questions, use the following table for their Gather Information checks. As usual, the PCs receive a +1 circumstance bonus for each noble (gp) they give away (up to +5).

- **DC5** you are in Pikemaster in the County of Urnst.
- **DC6** There is a large goblin army amassing south of here. They attacked Durwich (in the south of the Barony) a short while ago.
- **DC10** the Baron is eccentric and often goes on whims for weeks at a time. Those who cross him often end up in jail.

- **DC11** There is a Bishop from the Pale at the castle. I hear the Baron wishes to convert to Pholtus.
- **DC12** the Baron has been known to jail people for no reason.
- **DC13** the Baron has offered a bounty of 200 nobles for a “local woman” to be found.
- **DC14** There are a number of the Baron’s relatives staying at the castle. Even that horrible woman, Guertha, we had a celebration when she left the last time.
- **DC15** The “local woman” could be Adele? She left town a few days ago; I’d ask her son about it. He owns the textile shop, close to the castle.
- **DC16** (only to members of the Underley Network) Talk to Jonas the blacksmith.
- **DC17** You may wish to stop by the Temple of Zilchus. Adele went there quite a lot before leaving town.
- **DC18** Sir Gontran, the Baron’s brother has returned after leaving over 20 years ago.
- **DC19** I would never leave town; there are devils and undead roaming everywhere in the County.
- **DC20** If you are looking for anyone, I would see the Constable. He usually has a good idea where people are.
- **DC21** the Baron is enamored with Adele, a local seamstress. Some say that he visits her only at night.
- **DC22** the Contessa has asked the Lord of the East to send troops to man the new border with Nyronde.
- **DC23** Some adventurers were talking and said that the Contessa hired a whole army of Hextorites. That’s insane!
- **DC24** the mad lich Malachite has managed to open a portal to a plane of undead. I hear those things are swarming into the County by the thousands everyday. (This is exaggerated, but relates the event of URC6-103 *Blast from the Past*).
- **DC25** the troops of the East Wall have been patrolling the new lands more than the rest of the border.
- **DC26** The Mad Lich Malachite is trying to summon demons to the County.
- **DC27** Nyronde troops and forces loyal to the County have skirmished more than once along the border.
- **DC30** Relations between the County and Nyronde are not too good since the fall of the Imperium. The King wants the lands his brother gave to the County, but the Contessa has refused outright.
- **DC35** I heard that Nyronde is building an army to wage war upon the County in order to retake their lands and punish the County for allying with the Dark Prince.

THE CASTLE

If the PCs go to the castle, proceed to Encounter 1. However, do not run any of the boxed text unless the PCs go there for the first time. Any of the nobles can speak to the PCs, but none of them know anything really useful.

ADELE'S SON: WILBORT

Adele's son is an Oeridian man in his late teens. His name is Wilbort. He is very wily with money and quite crafty. Play Wilbort as a businessman. He is honest and quite direct. He wears a holy symbol of Fharlanghn, the Dweller on the Horizon.

Wilbort is quite easy to talk to. Until the PCs show up asking questions about his mother, he is not worried about her. Once they ask about her, Wilbort becomes genuinely concerned about his mother.

- Wilbort and his mother fled the family inn during the Civil War when devils burned out their inn.
- They managed to escape, but his brothers and father all died fighting the devils.
- They fled to Pikemaster where they used the money they had to open a textile shop.
- His mother does sing very well.
- She sews dresses, and her workshop has a view on the Baron's fortress.
- They have been saving their money for over a year to allow her to travel to the ruin of their family inn because they heard that other family members had returned and rebuilt the inn.
- The inn is located halfway between Dryburgh and Count's Markham.
- Adele left many days ago on a rented horse (rented from the Temple of Zilchus).

THE CONSTABLE

The local constable, Lady Daneris Yoro is a Knight of the Swan and a Paladin of Zodal. Getting to meet her is very easy; the PCs simply need to ask one of the guards. She is the daughter of Beltha Yoro, who was a priestess of Zodal. (She died at the hand of a drow raiding party in URC4-06 Restoration Part 2).

Her office is filled with reports of all kind. When portraying her, show her as resourceful and efficient but a little overwhelmed. Have the PCs' interview with her be interrupted periodically by couriers bringing in messages and status reports.

- She can confirm that the Baron is not very interested in the current situation about the Nyronde border.
- She can confirm that the Baron often goes on wild whims and focuses on a single issue at a time.
- To a fellow Knight of the Swan (in private), she admits that she is having trouble patrolling the border because so many Nyronde troops keep crossing in small groups. She is very worried about the situation and hopes a diplomatic situation will be found soon. Her letters to Radigast have been unanswered. If the Knight succeeds at a Diplomacy

check [DC15+APL], she confides that she is beginning to wonder if the Contessa is looking for a war. Lady Daneris does not think these lands are worth fighting over and that one hostile border (the Bandit Kingdoms) is enough.

- She does know Adele and will direct anyone to her son, Wilbort.
- She rented Adele a horse before she left and still has her deposit.
- Both Adele and her son have a good reputation in town. They run a textile shop and Adele sews for many people. They are worshippers of Fharlanghn (worshippers and Walkers of Fharlanghn often provide that service).
- Adele informed her that she would be leaving for her family estate near Count's Markham. (Lady Daneris explains Adele came asking if she had mail she wished to send.)
- If the PCs tell her they wish to leave, she warns them there are many bandits and the occasional undead or devil still roaming around the County.
- Of her own accord, she has posted a small bounty on any extra-planar creature killed in the Barony of Pikemaster.
- Lady Daneris is not looking for a page or a squire at this time.

IONAS THE BLACKSMITH

Jonas is an informant of the Underley Network, and he only speaks to fellow members, privately. Jonas is a Suel man who looks like all blacksmiths: large, powerfully built and covered in sweat and soot. He is quite competent at his job and is loved by all.

- Nyronde is building up its forces all along the border of the County.
- Lord Terard Duncombe, the Lord of the East has asked his barons to provide him with a number of troops to defend the newly-acquired lands.
- There are rumors in Radigast that the Contessa is acting strangely and has been prone to fits of anger ever since the death of her son.
- Lord Underley has asked that all members of the Network be aware and pass any information about Nyronde troop movement on as fast as possible.

TEMPLE OF ZILCHUS

Guards in half-plate armor carrying halberds with the traditional plumed helmet patrol the perimeter of the enclave. While not the most important temple in Pikemaster, the Temple of Zilchus sees a lot of coming and going.

Purchaser Azumel, a half-elf, runs the Temple of the Money Changer in Pikemaster. He is the only ordained priest in town and serves as everyone's banker. Azumel is friendly and informal.

Azumel can confirm the following if the PCs ask him.

- Adele came here and withdrew her savings before departing to her family's estate near Dryburgh.
- Adele and her son Wilbort have started a textile shop with money borrowed at the temple. The loan is being repaid.
- Adele asked him if he had any mail to deliver before she left. Though she often frequents this temple, Adele and her son are worshippers of the Dweller on the Horizon (Fharlanghn). He had none to send with her at the time (and he has none now either).
- Azumel recommends the PCs meet with Wilbort.
- He is concerned that commerce with Nyrond has slowed down significantly, and that it is affecting the locals. Correspondence beyond the border has been sporadic at best. He wonders what is going on and why the two countries do not settle this quickly.

Azumel does not say:

- Adele left some money for her son before leaving.
- Adele left a testament at the temple in case of her death. All her goods and ownership of the family lands and the shop revert to Wilbort.

ENCOUNTER 3: ON THE ROAD

This encounter takes place in a wilderness area, as the PCs make camp outside for the night. Adjust the location as you see fit. The PCs encounter some of the Mad Lich Malachite's errant forces.

APL 2 (EL4)

☛ **Human Zombies (4):** hp16 each, see *Monster Manual* p.266

☛ **Ghoul (1):** hp13, see *Monster Manual* p.118

APL 4 (EL6)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Ghouls (2):** hp13 each, see *Monster Manual* p.118

☛ **Anselme of Nerull:** Ghost Clr1, hp12, see Appendix One

APL 6 (EL8)

☛ **Human Zombies (4):** hp16 each, see *Monster Manual* p.266

☛ **Butcher of Dryburgh:** Ghost Ftr3, hp26, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr4, hp33, see Appendix One

APL 8 (EL10)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Ogre Zombies (2):** hp55 each, see *Monster Manual* p.267

☛ **Butcher of Dryburgh:** Ghost Ftr5, hp45, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr6, hp47, see Appendix One

APL 10 (EL12)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Wyvern Zombies (3):** hp94 each, see *Monster Manual* p.267

☛ **Butcher of Dryburgh:** Ghost Ftr7, hp61, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr8, hp61, see Appendix One

APL 12 (EL14)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Grey Render Zombies (3):** hp133 each, see *Monster Manual* p.267

☛ **Butcher of Dryburgh:** Ghost Ftr9, hp77, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr10, hp75, see Appendix One

APL 14 (EL16)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Grey Render Zombies (6):** hp133 each, see *Monster Manual* p.267

☛ **Butcher of Dryburgh:** Ghost Ftr11, hp93, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr12, hp89, see Appendix One

APL 16 (EL18)

☛ **Human Zombies (6):** hp16 each, see *Monster Manual* p.266

☛ **Grey Render Zombies (12):** hp133 each, see *Monster Manual* p.267

☛ **Butcher of Dryburgh:** Ghost Ftr13, hp109, see Appendix One

☛ **Anselme of Nerull:** Ghost Clr14, hp103, see Appendix One

Starting at APL8, the human zombies are not counted in the EL anymore. Make sure you are familiar with the new spells and feats used in this encounter.

Tactics: The zombies receive as much bolstering as they can (the goal of the undead is to have the PCs use their turning abilities on them. For the first few rounds of combat, both the Butcher and Anselme stay back as Anselme uses his summon undead spells to create an

additional force to support the zombies. When the ghosts attack, the butcher tries to use malevolence upon the toughest looking member of the party. Anselme of Nerull stays back and uses his spells to increase his allies' combat effectiveness or to take out spellcasters. Note that neither the Butcher nor Anselme fear for their lives unless the PCs possess a disrupting weapon.

For the purpose of feat and abilities, the undead worship Nerull and the butcher is controlled by Anselme.

Treasure: One of the human zombies has a pouch containing a number of obsidian rocks used to create more undead creatures. The ghosts' equipment disappears with them and cannot be retrieved.

👑 All APLs L: ogp; C: 300 gp; M: ogp;

Development: the PCs are free to continue to the Inn without any further problems.

ENCOUNTER 4: THE INN

COUNT'S MARKHAM OR DRYBURGH

There are no clues to find in either Count's Markham or Dryburgh. People in Dryburgh saw Adele go through, but that is as far as things go; there is no information to find there.

FINALLY, THE INN

The PCs finally arrive at Adele's family inn.

Long before you see the Inn, the delicious smell of roasted meat reaches your nostrils. Its sweet aroma almost carries you the last half-mile in a dreamy haze. Your belly rumbles and your mouth waters.

Entering a small man-made clearing, you see what must be the Inn. A blackened piece of wrought iron hangs limply over the door; perhaps it once looked like a swan or a bird of some sort. Now it's impossible to tell what it is.

A stable has been recently built behind the Inn. A woman, who cannot be described as beautiful in any way, is hanging bed sheets up to dry. As she sees you, she waves at you with an ugly smile.

"Hoy! Welcome to our inn, me husband and me boys they be out cutting wood right now. But come in, the Baby has been cooking all day."

"The Baby" is Kiriesta, not a real baby. However, unless the PCs ask, Mischrelle will not think about specifying. Have fun seeing your PCs' faces.

Currently, only Kiriesta and Mischrelle are at the inn. The men have gone "to get some wood". In fact they went to feed the blood golem.

If questioned about Adele's whereabouts, the family says that she did come, but she left for Count's Markham. They expect her to be back tomorrow morning.

THE INN

The food at the inn is delicious and plentiful, as is the ale that comes with it. Kiriesta does most of the cooking, and

the PCs can hear Mischrelle scream at her and reprimand the young girl for each of her mistakes (which is often).

The family calls the inn "The Black Rider". PCs who succeed at a Knowledge (history or local - Nyrond and her environs) or Bardic Knowledge remember this place used to be known as "The Black Stallion" before the war.

A map of the inn appears in Appendix 4: Maps.

Room A: Drinking hall

The drinking hall is empty as there are no travelers at the time of the adventure. There is almost always one member of the family here, usually Mischrelle or Beldrin. There is nothing of importance here. The prices are a little high, but the food is of good quality.

Room B: Kitchen

The kitchen is where Mischrelle and Kiriesta spend most of their time. The kitchen is well-furnished and very clean. It is very warm in here because of the constant cooking. Other than Kiriesta and Mischrelle, there is nothing of interest here.

Kiriesta sleeps on a small cot in the corner, near the stove.

Room C: The boys' rooms

These two rooms belong to Handrick and Frelkor. Both are kept locked at all times (Open Lock DC20+APL). The rooms are tidy, and sparsely furnished.

Frelkor's room has a holy symbol of Hextor under his pillow; a light flail and battle hymns dedicated to Hextor are hidden under a loose floorboard (Search check DC 20+APL to find; at higher APLs, Frelkor has been more cautious with the board making it harder to find). He also keeps a lock of hair from everyone he has sacrificed to Hextor in a small pouch with his clothes.

Room D: Luxury rooms

These single rooms are reserved for guests who have money to spend. If more than two guests require this type of room, Handrick gives up his room.

The rooms have nothing of interest for this adventure.

Room E: The parent's room

Berhnart and Mischrelle's room is full of clutter. Unlike the other rooms, this one is not very tidy; clothes lay everywhere, and the room smells like old sweat.

Room F: Common room

This is the common room and has some fresh cots. There is nothing of interest here.

THE FAMILY

Each of the family members, except Kiriesta, radiates evil (Kiriesta wears a *ring of mind shielding* she stole from a former guest of the inn). Kiriesta does her best to look like a beaten child, and makes mistakes in front of them

so Mischrelle or Frelkor reprimand her (usually by slapping her in the face).

Kiriesta's goal is to make herself look like a poor kid while everyone else is evil.

SPENDING TIME AT THE INN

All the family members admit to having seen Adele, but say that she left on an errand to Count's Markham and should be back "soon". They invite the PCs to stay the night until Adele returns.

Upon their return, the family all lead normal lives. Beldrin oversees the boys (think Paul Teutel, Sr. from "American Chopper"); Handrick cuts wood while Frelkor attends to the horses. None of them do anything out of the ordinary. Mischrelle screams after Kiriesta who slaves in the kitchen and scrubs the floors.

SPENDING A NIGHT AT THE INN

If the PCs spend time at the inn, or camp nearby, then Kiriesta comes to see them during the night. Arrange it so she comes just as a charismatic male hero is on watch or a female sympathetic to her (so far).

Kiriesta tries to talk one-on-one or one-on-two. This means she has less chance of being caught lying. If there are too many PCs, she withdraws and leaves, without giving the PCs anything.

"Listen, Adele, she is being held by these things in the woods. My brothers go there often to feed the creatures with horse meat and the occasional vagrant they come across. I have copied the map Frelkor uses to get there.

"If you leave now, you can be there before morning, rest and prepare yourselves for battle. They won't expect you coming so early."

Kiriesta can answer questions. She makes sure to appear uninvolved in anything bad or that she is forced to participate against her will. Note that most of what she says is the truth. Rather than lying, she keeps her answers short.

- **What is there exactly?** I don't know what it is, but it sure requires a lot of blood. Maybe some kind of undead (She REALLY does not know, Frelkor does not trust her enough to bring her to the shrine).
- **What are the others up to?** I don't know, they don't say much when they're around me. (True) I think they have contacted someone powerful who has promised them a lot of money if they succeed at some ritual. (True)
- **What ritual?** I don't know, they won't say and I won't ask. But it has to do with that thing, I'm sure of it. (True).
- **Why are you helping us?** Because you seem to be the only chance I have to escape from this family and this life I hate. I hate Mischrelle; I hate the men, all of them filthy pigs. (True)
- **Would you come with us?** I'm no adventurer. Although I want to leave this place, I don't want to live a life of danger like you. I just wish to find a

good man and settle down. (That last part is not quite true).

- **Are they your real family?** No, they adopted me when my parents were killed during the War in Nyrond. (True)
- **What about the other members of the family?** They are evil and rotten to the core, but the source of their power is that THING in the woods. Destroy it, and they will become as docile as sheep if they don't turn on each other first. (Somewhat true)
- **Will they retaliate against you?** Only if you fail. (True)

Development: Kiriesta returns to her room and sleeps, leaving the hero with the map.

TROUBLESHOOTING: VIOLENT PCS

If the PCs decide to attack the family or become seriously threatening towards them, Frelkor surrenders immediately, and offers to bring the PCs to where the others keep Adele. This starts a family-wide argument as they all begin pointing fingers at each other. None of them mention Hextor, only who is responsible for "holding her".

Frelkor takes the PCs to the Shrine. This triggers both encounters 5 and 6 at the same time (the devils from encounter 6 are in the shrine.)

If the PCs insist on fighting, they trigger Encounter 6 immediately. For Handrick and Mischrelle's stats use Beldrin's (if playing at APL 6 or higher, use Beldrin's APL4 statistics. Kiriesta uses the fight as an excuse to run away. Of course, this leads to the PCs having to find Adele on their own (see Encounter Five). Without food or drink, Adele dies in 2 days.

ENCOUNTER 5: THE SHRINE OF HEXTOR

The Shrine of Hextor is located about an hour's walk from the Inn in the woods. There is no one single path leading there, but rather a series of crisscrossing paths that eventually lead to the cave. The men have walked there many times.

Getting there purely by tracking is difficult (Track DC 40), not because of the lack of tracks, but rather the high number of them! The three men often take walks in the forest just to create new paths and make the shrine more difficult to locate. On more than one occasion, Frelkor has asked some of his invoked devils to help him. This has had the effect of chasing away most wildlife from the area.

If the PCs have Kiriesta's map, then the affair is a lot simpler, and can be found with a Survival check DC 15 instead of the higher Track check.

The outside of the shrine is a well-hidden cave on a hillside, requiring a Spot check DC 25 to find (the DC is 10 if the PCs have the map).

ENTERING THE SHRINE

When the PCs enter the shrine; read the following.

The room below is bathed in reddish light that seems to be coming from nowhere. The metallic taste reaching your nostrils leaves no doubt this place is an unholy temple.

The floor is covered in black tiles with deep grooves beneath them stained dull red, these must be filled with the blood of the sacrifices during rituals.

The walls are covered with scenes of battles, massive armies crushing their enemies, gigantic creatures pursuing smaller and weaker enemies. At the end of the room is a shallow pool of water.

Two altars of black marble with red veins face the east and west walls almost across the room.

The shrine's ceiling is 15 feet high. The pool of water contains a mosaic displaying Hextor [Knowledge (religion) check DC10] as the Scourge of Battle, with his 6 arms. Anyone looking at the mosaic gets an uneasy feeling of being watched. The devils, if present, are in the office, scaring Adele. They use *greater teleport* to enter the temple at the start of combat.

Any hero wearing an unholy symbol of Hextor who recites a prayer to Hextor out loud when they enter the shrine prevents the construct from activating. To know a prayer to Hextor requires a Knowledge (religion) check DC 10. Any Cleric or Paladin reciting the prayer out loud must receive an *atonement* spell.

If the prayer is not said and the unholy symbol not worn then the constructs animate two rounds after the last hero enters the room OR five rounds after the first hero enters the room. At that point, the doors slam closed behind the PCs, cutting off all non-magical retreat for the time being. It is possible that this splits the PCs into two groups.

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

The constructs are located next to the doors (on either side at APLs 4 & 16).

APL 2 (EL4)

☛ **Bone Statue of Hextor:** hp52, see Appendix One

APL 4 (EL6)

☛ **Bone Statue of Hextor (2):** hp52 each, see Appendix One

APL 6 (EL8)

☛ **Blood Golem of Hextor:** hp130, see Appendix One

APL 8 (EL10)

☛ **Advanced Blood Golem of Hextor:** hp234, see Appendix One

APL 10 (EL12)

☛ **Advanced Blood Golem of Hextor:** hp286, see Appendix One

APL 12 (EL14)

☛ **Advanced Blood Golem of Hextor:** hp390, see Appendix One

APL 14 (EL16)

☛ **Advanced Blood Golem of Hextor:** hp390, see Appendix One

☛ **Barbed devil (3):** hp126 each, see Monster Manual p.51

APL 16 (EL18)

☛ **Advanced Blood Golem of Hextor (2):** hp390 each, see Appendix One

☛ **Horned devil:** hp172, see Monster Manual p.55

Tactics: The blood golems have simple tactics: they hit until they kill. The devils use all possible advantages they can to help the golem(s) and inflict damage on their own.

Development: the doors open themselves when either the PCs are all dead OR the constructs are all destroyed.

FINDING THE SECRET DOOR

From the shrine, there is a secret door that leads to the priest's office. Finding the secret door requires a Search check DC 23. If the constructs and devils have been dispatched, the PCs can take 20 and probably find the door without a problem.

In the office, the PCs can find Adele tied and gagged on one of the beds but in good health. On the desk, they find Player handout 5: the letters. They also find a series of items the family stole from past victims (from the loot, the PCs should estimate 50-70 people).

Treasure:

👑 **All APLs:** L: 50 gp; C: 100 gp; M: 2 *potions of cure light wounds* (8 gp each per potion)

SPEAKING WITH ADELE

Adele is very happy to be rescued. She can relate most of the Adventure Background under "What happened to the woman?"

- She knows that the family men are evil and that they worship Hextor.
- She knows that Frelkor is the worst of them.
- She wants to return home to see her son.
- Kiriesta was very nice to her and tried to warn her to get away and call adventurers; however, she was caught by Beldrin and brought here. She has been here for a few days, but she is not sure of the exact number.
- She saw Frelkor talk to a number of vile and evil creatures; however, she can't identify them.
- She does not wish to return to the Inn, but understands if the PCs wish to deliver justice.

Development: Once they have freed Adele, proceed to Encounter 6: The Family.

ENCOUNTER 6: THE FAMILY

Having defeated the Hextorian creatures, the PCs should have a good idea that the family are worships Hextor. This encounter can take place at a number of locations.

If the PCs return to the inn, Frelkor awaits them, ready to fight, unless none of the family knows where the PCs went; it is possible for the PCs to surprise the family. However, if Kiriesta helped the PCs in Encounter 4: The Inn, she sends the family after them to try and get everyone killed.

If the PCs decide to rest, Frelkor and his allies wait for nightfall before attacking.

If they head straight out towards Dryburgh; deliberately avoiding the Inn, this encounter takes place on the road.

If the PCs decide to stay and wait for the Hextorites, they do not show up and instead wait and prepare an ambush for the PCs at the Inn. This allows the PCs a chance to rest if they wish.

If the PCs *teleport* to Pikemaster, they avoid the encounter but earn no experience or gold. Proceed to Encounter 7: Back in Pikemaster. Upon their return to the Inn, all the family members have scattered and are nowhere to be found.

At APLs 6 and higher, Beldrin suffers a heart attack and dies before combat starts (if the PCs somehow get him into the fight, use the APL4 version of Beldrin). Frelkor used his calling stone to summon devils to help him.

Frelkor's power-up suite depends highly on what the PCs do. If he has time to prepare and ambush the PCs at his leisure, then he has as many protective and buff spells active as possible when the PCs show up. Take a few moments to recalculate everything before starting the battle (this could be a good time to call a break).

APL 2 (EL4)

- ☛ **Frelkor:** Fav2, hp17, see Appendix One
- ☛ **Beldrin:** Ftr2/War1, hp27, see Appendix One

APL 4 (EL6)

- ☛ **Frelkor:** Fav4, hp31, see Appendix One
- ☛ **Beldrin:** Ftr2/War1, hp27, see Appendix One
- ☛ **Lemure (2):** hp9, see Monster Manual p.57

APL 6 (EL8)

- ☛ **Frelkor:** Fav6, hp45, see Appendix One
- ☛ **Chain devil:** hp52, see Monster Manual p.53

APL 8 (EL10)

- ☛ **Frelkor:** Fav8, hp59, see Appendix One
- ☛ **Erinyes:** hp85, see Monster Manual p.54

APL 10 (EL12)

- ☛ **Frelkor:** Fav10, hp73, see Appendix One
- ☛ **Erinyes (2):** hp85 each, see Monster Manual p.54

APL 12 (EL14)

- ☛ **Frelkor:** Fav12, hp87, see Appendix One
- ☛ **Bone Devils (3):** hp95, see Monster Manual p.52

APL 14 (EL16)

- ☛ **Frelkor:** Fav14, hp101, see Appendix One
- ☛ **Barbed Devil:** hp126, see Monster Manual p.51
- ☛ **Ice Devils:** hp147, see Monster Manual p.56

APL 16 (EL18)

- ☛ **Frelkor:** Fav16, hp115, see Appendix One
- ☛ **Ice Devils (3):** hp147 each, see Monster Manual p.56

Tactics: Everyone attacks immediately trying to disrupt the PCs. Frelkor casts as many buffing spells as he can before confronting the PCs. Frelkor makes sure that he and all his allies are protected by a *protection from good* spell at a minimum.

If Frelkor gets the jump on the PCs, then he is ready to fight and has used as many spells as he can. If the PCs get the jump on him, then he is almost unprepared.

Frelkor is NOT a trained priest, and he will use his spells as best he can to support himself and his allies. He uses *cure* spells upon himself as needed, much less so on his allies.

If you are running the encounter at APL6 and Frelkor has had time to prepare, he has thrown a number of chains around the area where he plans to ambush the PCs.

TROUBLESHOOTING: CAPTURING FRELKOR

It is possible for the PCs to subdue Frelkor and capture him. If they do so, he flies into a rage and it becomes impossible to get any useful information out of him. He praises Hextor a lot and dooms the County to servitude.

If brought to justice, Frelkor is judged and quickly found guilty (his Hextorian ranting does nothing to save his case). He is beheaded before his body is burned, and his ashes scattered to the winds.

MEANWHILE, OFF-CAMERA

While Frelkor and Beldrin go to face the PCs, Kiriesta murders Mischrelle and Handrick. She then steals one of the horses from the stables (preferring a fast mount) and disappears into the night (and cannot be found during this adventure).

If the PCs go back to the Inn, she left a letter addressed to whoever she talked during the night (Player Handout 6).

ENCOUNTER 7: BACK IN PIKEMASTER

When the PCs return to Pikemaster, Adele runs to see her son. If the PCs ask her, she agrees to go to the castle

afterwards. Adele embraces her son like a mother who has not seen her only child in a long time.

At the castle, the PCs are shown to the library where all the nobles are assembled.

Standing in the center of the room is Baron Fennin, reciting some kind of poem from a book he holds in his right hand. As he sees you, he has a look of surprise on his face as if he does not recognize you.

"Who are you?" He barks in your direction

"The wager milord, do you remember our wager?" Says Marius

"Oh my, yes! I'd completely forgotten about that! Tell us what happened, we are all dying to know."

Allow the PCs to explain what happened to the assembly. Gontran, Baron Fennin and Lady Guertha wagered against the PCs, while Lady Meribeth, Bishop Freznook and Marius sided with the PCs. Though the PCs will know who wagered for them, the nobles do not exchange any money in front of the PCs, nor do they reveal what they wagered.

The Baron is somewhat unhappy to have lost the wager. Marius whispers something in his ear and the Baron's face illuminates once more. He stands.

"Dear adventurers, during the time you were away, Marius proposed another game. This time, the object of the game was to declare for who you were working for. After deliberation, we decided that you could each select who you wanted to work for. Ponder your choice and announce it to the assembly. Let each one of you declare your choice openly."

This is an important choice. As the Baron stated, each hero can decide who they would have worked for. The PCs may speak with the nobles at this point if they wish; however, none of the nobles promise anything as rewards to the PCs. Note the result before proceeding to the conclusion.

CONCLUSION

"I AM NOT A PAWN"

The PCs refused to be pawns for the nobles and angered the Baron. They are imprisoned in Pikemaster for 4 TUs before the chamberlain frees them. For the purpose of crimes, the PCs were not accused or found guilty of any crimes.

Note that by this time Adele is dead and the family has moved on to other schemes.

CHOOSE YOUR FRIENDS

The Baron thanks you and organizes a feast with Adele as the sole entertainment. The man was right, her voice is angelic and her contralto voice fills the dining hall with sounds fit for the gods.

The evening is spent in a decadent feast as wines and brandy become the companions of meats, poultries and fruits.

The feasting and dancing to Adele's voice goes on late into the night. Then almost as one everyone retires for the night.

For bringing Adele back, the Baron pays them the promised bounty of 200 nobles.

Treasure:

Finding Adele

👑 All APLs: L: 0 gp; C: 200 gp; M: 0 gp;

If the PCs were hired by someone at the start of the adventure, they receive their payment at this point as well.

Treasure:

👑 All APLs: L: 0 gp; C: 300 gp; M: 0 gp;

LADY MERIBETH'S REQUEST

If the PCs were hired to escort Lady Meribeth, she summons them to her room.

Lady Meribeth sits at the window as you enter. She gestures for you to take seats on wooden chairs that have been arranged in the room.

"You have been such dear friends to me, and I value each and every one of you. Yet, I have to make a request of you..."

"You see my cousin who recruited you is embroiled in all sorts of political entanglements. And I, well... I hate those things. I have met Marius and he is not the ogre my cousin paints him to be. He lives here in Pikemaster as an exile. I see no reason to drag him away forcefully back to Nyrond. There are sufficient problems there, and we don't need any witch-hunt trials."

"Marius may be many things, but a follower of Hextor he is not. Of that I'm sure."

"Would you agree to leave him here, in the custody of Baron Fennin?"

Lady Meribeth expects a positive answer from the PCs. And is somewhat surprised should they refuse. She uses her charm to try and convince the party. Then she resorts to threats about having her uncle's favor removed from them.

If the PCs refuse, she gets angry and removes her favor from any hero who selected her.

In the morning, Marius has mysteriously vanished (he too removes his favor from the PCs).

THE BISHOP

The PCs are summoned to see the Bishop.

Entering the Bishop's apartments, you find him scrambling to pack his cases. You watch him for a moment, busy like a bee before he notices you. Never before have you seen the preist's demeanor be so erratic. Something very unsettling must have happened.

"Come in, sit down... Well find somewhere to sit down."

The Bishop takes a moment to calm down. Taking a deep breath, he begins.

"I told you earlier that I did not know why I was summoned here. Well, now I know. The Baron has found some pages from an old manuscript. This manuscript has been declared heretical by the Church of the One True Path for its contents could bring war and destruction to the Pale and its neighbors.

"I have asked the Lord to give me the pages and promised him all kinds of gifts and favors from our church, but he has refused. In fact, he pranced around me as he read from the damned pages.

"This is bad, really bad. I have to report this to Wintershiven as soon as possible. Cool heads must prevail. Cool heads indeed.

"In the name of Pholtus, I bless you. May he light your path! I'll contact you later"

The Bishop doesn't answer questions and he dismisses the PCs. The Bishop is gone within the hour, using a *stone of recall* to return to Wintershiven.

AR REWARDS

Each hero receives the reward of the person they chose in Encounter 7 and no other favors. Note that these rewards are assigned on an individual basis.

PCs who chose to "work" for Lady Meribeth or Lady Guertha receive the "patronage" AR Reward. Note that Lady Guertha only extends her reward to PCs she hired in the first place.

- PCs who chose to "work" for the Baron receive the "Mad Baron" AR Reward.
- PCs who chose to "work" for Marius receive the "Norebo's Fortunes" AR Reward.
- PCs who chose to "work" for the Bishop receive the "Favor of Bishop Freznook" AR Reward.
- PCs who chose to "work" for Gontran receive the "Greyhawk Merchant" AR Reward.

If the PCs refused Lady Meribeth's request in the Conclusion, any hero who had her or Marius' favor has it removed.

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 3: On the Road

Defeating the undead forces	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

APL 14	480 XP
APL 16	540 XP

Encounter 5: The Shrine of Hextor

Defeating the creatures in the shrine	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 6: The Family

Defeating the family.	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Story Award

Bringing back Adele to Pikemaster	
APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot

take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 3: On the Road

All APLs: L: ogp; C: 300gp; M: ogp;

Encounter 5: The Shrine of Hextor

All APLs: L: 50gp; C: 100gp; M: 2 *potions of cure light wounds* (8 gp each per potion)

Encounter 6: The Family

APL 2: L: 82gp; C: ogp; M: *flail +1* (192gp);

APL 4: L: 17gp; C: ogp; M: *flail +1* (192gp); *chain shirt +1* (104gp); *heavy steel shield +1* (98gp);

APL 6: L: 17gp; C: ogp; M: *merciful flail +1* (692gp); *breastplate +1* (113gp); *heavy steel shield +1* (98gp); *cloak of charisma +2* (333gp); *gauntlets of ogre power* (333gp); *vest of resistance +1* (83gp);

APL 8: L: 17gp; C: ogp; M: *merciful subjugating flail +1* (2692gp); *breastplate +1* (113gp); *heavy steel shield +1* (98gp); *cloak of charisma +2* (333gp); *gauntlets of ogre power* (333gp); *vest of resistance +1* (83gp); *ring of freedom of movement* (3333gp);

APL 10: L: 17gp; C: ogp; M: *merciful subjugating flail +1* (2692gp); *breastplate +2* (363gp); *heavy steel shield +1* (98gp); *cloak of charisma +4* (1333gp); *belt of giant strength +4* (1333gp); *vest of resistance +1* (83gp); *ring of freedom of movement* (3333gp); *periapt of wisdom +4* (1333gp);

APL 12: L: 17gp; C: ogp; M: *merciful subjugating humanbane flail +1* (4192gp); *breastplate +2* (363gp); *heavy*

steel shield +1 (98gp); *cloak of charisma +4* (1333gp); *belt of giant strength +4* (1333gp); *vest of resistance +1* (83gp); *ring of freedom of movement* (3333gp); *periapt of wisdom +4* (1333gp);

APL 14: L: 17gp; C: ogp; M: *merciful subjugating humanbane flail +2* (6026gp); *breastplate +2* (363gp); *heavy steel shield +1* (98gp); *cloak of charisma +4* (1333gp); *belt of giant strength +4* (1333gp); *vest of resistance +1* (83gp); *ring of freedom of movement* (3333gp); *periapt of wisdom +4* (1333gp);

APL 16: L: 17gp; C: ogp; M: *merciful subjugating humanbane flail +2* (6026gp); *breastplate +2* (363gp); *heavy steel shield +1* (98gp); *cloak of charisma +4* (1333gp); *belt of giant strength +4* (1333gp); *vest of resistance +1* (83gp); *ring of freedom of movement* (3333gp); *periapt of wisdom +4* (1333gp);

Conclusion

To PCs hired by a patron

All APLs: L: ogp; C: 300gp; M: ogp;

Finding Adele

All APLs: L: ogp; C: 200gp; M: ogp;

Total Possible Treasure

APL 2:	450gp
APL 4:	650gp
APL 6:	900gp
APL 8:	1,300gp
APL 10:	2,300gp
APL 12:	3,300gp
APL 14:	6,600gp
APL 16:	9,900gp

Special

Calling Stone: A calling stone works using the power of the Tovag (standing stones). Evil priests of Hextor crafted them during the Civil War and attuned them to the lower planes, allowing the stone to be used as a planar fork to the Nine Hells or Acheron. The stone may be used by worshippers of Hextor in different ways.

Cost: 500 gp

Patronage: For your next 10 adventures in the Nyrrond and her environs meta-region, you receive free luxury upkeep from your patron. This may also have future repercussions.

- Lady Guertha Pontirun
- Lady Meribeth Vendreken

Mad Baron: The baron offers you access to his personal smiths. You gain a one-time access to the *magic-eating* (CAr), *spell resistance* (13), or any energy resistance armor upgrades OR the *bane* (orc or goblin), *keen* or *anarchic* weapon upgrades. You may purchase more than one upgrade, but all must be bought at the same time. However, his eccentric ways means this is not reliable. When redeeming this favor, there is a 25% chance the Baron does not recognize you and throws you in jail for 1

TU before remembering who you were and giving you access to the upgrades. Cross this favor off once used.

Norebo's fortunes: Marius is thankful and he can arrange for you to get the church of Norebo to cast one spell of up to 3rd level for free. Cross this favor off once used.

Favor of Bishop Freznook: The Bishop offers to vouch for you in the event you are ever sent to a New Dawn Camp. Expending this favor cuts the sentence down to a quarter (minimum of 1 TU). Cross this favor off once used.

Greyhawk Merchant: Gontran Duncombe can use his contacts to give you a second-chance to purchase an item. By spending 2 TUs (to travel to Greyhawk), you can purchase a Frequency: Adventure item from this AR as if it were Core. However, you must pay Gontran a 10% commission. This cannot be used for item upgrades or items you have purchased in the past. Cross this favor off once used.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Calling stone* (Adventure; see above)

APL 6:

- *+1 merciful flail* (Adventure; DMG)
- *Vest of resistance +1* (Adventure; CAr)

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

- *+1 merciful subjugating flail* (Adventure; DMG+HoB)
- *Ring of freedom of movement* (Adventure, DMG)

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

- *Belt of giant strength +4* (Adventure, DMG)
- *Cloak of charisma +4* (Adventure, DMG)
- *Periapt of wisdom +4* (Adventure, DMG)

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

- *Breastplate +2* (Adventure, DMG)
- *+1 merciful subjugating humanbane flail* (Adventure; DMG+HoB)

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

- *+2 merciful subjugating humanbane flail* (Adventure; DMG+HoB)

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

- *Breastplate +3* (Adventure, DMG)

APPENDIX 1: ALL APLS

ENCOUNTER 4: THE INN

Kiriesta: Female Oeridian Rog4; CR4; Medium Humanoid; HD 4d6+8; hp 26; Init +2; Spd 30 ft; AC 13 (+1 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +3; Grp +4; Atk/ Full Atk +4 melee (1d6+1, Heavy skillet) or +4 melee (1d4+1, Kitchen knife); SA Sneak attack (+2d6); SQ Evasion, trap finding, trap sense (+1), uncanny dodge; AL NE; SV Fort +3, Ref +6, Will +2; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +14, Disable Device +7, Gather Information +9, Profession (Homemaking) +8, Search +7, Sense Motive +10, Sleight of Hand +11, Spot +8, Tumble +9. Negotiator, Persuasive, Skill Focus (Bluff).

Possessions: Thick clothes (padded armor), heavy skillet, kitchen knife, and *ring of mind shielding*.

APPENDIX 1: APL 2

ENCOUNTER 5: THE SHRINE OF HEXTOR

Bone Statue of Hextor: Large Animated Object; Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 30 ft; AC 14 (-1 Size, +5 natural), touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk +5 melee (1d8+3, heavy flail); Face/Reach 10ft/10ft; SQ Construct traits, darkvision 60ft, hardness 6, low-light vision; AL CE; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav2; CR2; Medium Humanoid; HD 2d8+4; hp 17; Init +1; Spd 30ft; AC 17 (+4 armor, +2 shield, +1 Dex), touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk/Full Atk +4 melee (1d8+3, +1 Flail) or +3 melee (1d4+2, Dagger); AL LE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 12, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Heal +7, Spellcraft +4; Great Fortitude, Iron Will, Martial Weapon Proficiency (Flail).

Spells Known (6/5; base DC = 12 + spell level): 0—[*cure minor wounds*, *detect magic*, *inflict minor wounds*, *light*, *virtue*]; 1st—[*cure light wounds*, *protection from good*].

Possessions: +1 flail, chain shirt, heavy steel shield, and calling stone**.

Bernhard: Male Oeridian Ftr2/War1; CR2; Medium Humanoid; HD 1d8+2d10+6; hp 26; Init +5; Spd 20ft; AC 16 (+5 armor, +1 Dex), touch 11, flat-footed 15; Base Atk +3; Grp +7; Atk/Full Atk +9 melee (1d10+6, Masterwork heavy flail); AL LE; SV Fort +7, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Intimidate +5. Improved Initiative, Iron Will, Power Attack, Cleave, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail, heavy flail, masterwork breastplate.

APPENDIX 1: APL 4

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr1; CR3; Medium Undead (augmented humanoid); HD 1d12; hp 12; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 21 (+6 armor, +2 shield, +3 deflection), touch 13, flat-footed 21; Base Atk +0; Grp -1; Full Atk -1 melee (1d6-1, Sickle) or +0 melee (see below, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +2, Ref +0, Will +6; Str 8, Dex 10, Con -, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +4, Diplomacy +7, Heal +6, Hide +8, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +6, Spot +12; Divine Spell Power**, Necromantic Presence**.

Spells Prepared (3/2+1; base DC = 14 + spell level): 0—*detect magic, guidance, resistance*; 1st—*cause fear**, *bles*, *doom*.

*Domain spell. Deity Nerull; *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 1d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: Splint mail, sickle, and heavy wooden shield

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+1) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you select. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC13) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a

receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 6 times per day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+4 on a successful check.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Bone Statue of Hextor: Large Animated Object; Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 30 ft; AC 14 (-1 Size, +5 natural), touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk +5 melee (1d8+3, heavy flail); Face/Reach 10ft/10ft; SQ Construct traits, darkvision 60ft, hardness 6, low-light vision; AL CE; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav4; CR4; Medium Humanoid; HD 4d8+8; hp 31; Init +1; Spd 30ft; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d8+3, +1 Flail) or +5 melee (1d4+2, Dagger); AL LE; SV Fort +8, Ref +5, Will +8; Str 14, Dex 12, Con 14, Int 8, Wis 15, Cha 14.

Skills and Feats: Heal +9, Spellcraft +6. Great Fortitude, Iron Will, Martial Weapon Proficiency (Flail), Weapon Focus (Flail), Close-Quarters Fighting**.

Spells Known (6/7/4; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, inflict minor wounds, light, resistance, virtue*; 1st—*bles*, *cure light wounds, inflict light wounds, protection from good*; 2nd—*bull's strength, death knell, silence*.

Possessions: +1 flail, +1 chain shirt, +1 heavy steel shield, and calling stone**.

Bernhard: Male Oeridian Ftr2/War1; CR2; Medium Humanoid; HD 1d8+2d10+6; hp 26; Init +5; Spd 20ft; AC 16 (+5 armor, +1 Dex), touch 11, flat-footed 15; Base Atk +3; Grp +7; Atk/Full Atk +9 melee (1d10+6, Masterwork heavy flail); AL LE; SV Fort +7, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Intimidate +5. Improved Initiative, Iron Will, Power Attack, Cleave, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail, heavy flail, and masterwork breastplate.

APPENDIX 1: APL 6

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr4; CR6; Medium Undead (augmented humanoid); HD 4d12; hp 33; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 22 (+7 armor, +2 shield, +3 deflection), touch 13, flat-footed 22; Base Atk +3; Grp+2; Atk/Full Atk +2 melee (1d6-1, sickle) or +3 melee (see below, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +4, Ref +1, Will +8; Str 8, Dex 10, Con -, Int 14, Wis 19, Cha 16.

Skills and Feats: Concentration +7, Diplomacy +10, Heal +6, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +9, Spot +12; Divine Spell Power**, Necromantic Presence**, Necromantic Might**.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*detect magic, guidance* (x2), *resistance* (x2); 1st—*cause fear**, *bless, doom, protection from good* (x2); 2nd—*desecrate**, *death knell, summon undead II***, *wave of grief***.

*Domain spell. Deity Nerull; *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 4d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: +1 *Splint mail*, sickle, and heavy wooden shield.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+4) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC15) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on

the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead(Su): Can rebuke undead 6 times per day. A rebuking check is made on 1d20+5; rebuking damage is equal to 2d6+7 on a successful check.

Butcher of Dryburgh: Male Flan Ftr3; CR5; Medium Undead (augmented humanoid); HD 3d12; hp 26; Init +6; Spd 20 ft.; Fly 30 ft. (perfect); AC 20 (+6 armor, +1 Dex, +3 deflection), touch 14, flat-footed 19; Base Atk +3; Grp +7; Atk/Full Atk +8 melee (2d6+7;19-20, +1 greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +3, Ref +3, Will +1; Str 18, Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +9, Ride +8. Blind-Fight, Improved Initiative, Power Attack, Cleave, Improved Turn Resistance**.

Possessions: Banded mail, and +1 greatsword.

Rejuvenation(Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+3) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a Fortitude save (DC 14) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC14) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving

in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Blood golem of Hextor: Large Construct; CR 8; HD 10d10+30; hp 130; Init -1; Spd 20 ft; AC 26 (-1 Size, -1 Dex +9 Natural, +9 +1 full plate), touch 7, flat-footed 26; without armor 17 (-1 Size, -1 Dex +9 natural); Base Atk +7; Grp +17; Atk +13 melee (2d6+6, masterwork heavy flail) or +12 melee (1d8+6, slam); Full Atk +13 melee (2d6+6, 2 masterwork heavy flail) or +12 melee (1d8+6, 2 slam); Face/Reach 10ft/10ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Possessions: +1 large full plate.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav6; CR6; Medium Humanoid; HD 6d8+12; hp 45; Init +1; Spd 30ft; AC 19 (+5 armor, +3 shield, +1 Dex), touch 11, flat-footed 18; Base Atk +4; Grp +7; Atk/Full Atk +9 melee (1d8+4+1d6 non-lethal, +1 merciful flail) or +7 melee (1d4+3, Dagger); SQ Fire Resistance 10; AL LE; SV Fort +9, Ref +6, Will +9; Str 14 (16), Dex 12, Con 14, Int 8, Wis 15, Cha 14 (16).

Skills and Feats: Concentration +8 (+12 cast defensively), Heal +9, Spellcraft +8. Combat Casting, Great Fortitude, Iron Will, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail), Close-Quarters Fighting**.

Spells Known (6/7/6/4; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, inflict minor wounds, light, resistance, virtue*; 1st—*bless, cure light wounds, inflict light wounds, protection from good, shield of faith*; 2nd—*bear's endurance, bull's strength, death knell, silence*; 3rd—*dispel magic, invisibility purge, protection from energy*.

Possessions: +1 merciful heavy flail, +1 chain shirt, +1 heavy steel shield, cloak of charisma +2, gauntlets of ogre power, vest of resistance +1, and calling stone**.

APPENDIX 1: APL 8

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr6; CR 8; Medium Undead (augmented humanoid); HD 6d12; hp 47; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 25 (+9 armor, +3 shield, +3 deflection), touch 13, flat-footed 25; Base Atk +4; Grp +3; Atk/Full Atk +4 melee (1d6, +1 sickle) or +4 melee (see below, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +5, Ref +2, Will +9; Str 8, Dex 10, Con -, Int 14, Wis 19, Cha 16.

Skills and Feats: Concentration +9, Diplomacy +12, Heal +6, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +10, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +9, Spot +14; Divine Spell Power**, Necromantic Presence**, Necromantic Might**, Profane Lifeleech**.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*detect magic, guidance x2, resistance (x2)*; 1st—*cause fear**, *bless, doom, protection from good (x2)*; 2nd—*desecrate**, *death knell, silence, summon undead II***, *wave of grief***; 3rd—*animate dead**, *blindness, dispel magic, wrack***. *Domain spell. Deity Nerull; Domains: [Death (You may use death touch once per day. If you touch your victim, roll 6d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: +1 full plate, sickle, and +1 heavy wooden shield.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+6) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC16) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 6 times per day. A rebuking check is made on 1d20+5; rebuking damage is equal to 2d6+9 on a successful check.

Butcher of Dryburgh: Male Flan Ftr5; CR 7; Medium Undead (augmented humanoid); HD 5d12; hp 40; Init +6; Spd 20 ft.; Fly 30 ft. (perfect); AC 20 (+6 armor, +1 Dex, +3 deflection), touch 14, flat-footed 19; Base Atk +5; Grp +9; Atk/Full Atk +10 melee (2d6+7/19-20, +1 ghost touch greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +4, Ref +3, Will +1; Str 19, Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +11, Ride +10. Blind-Fight, Improved Initiative, Power Attack, Cleave, Improved Toughness**, Improved Turn Resistance**.

Possessions: Banded mail, and +1 ghosttouch greatsword.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+5) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a Fortitude save (DC 16) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC15) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a

Fortitude save (DC17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 11), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Advanced Blood golem of Hextor: Large Construct; CR 10; HD 18d10+54; hp 234; Init -1; Spd 20 ft; AC 26 (-1 Size, -1 Dex +9 Natural, +9 +1 full plate), touch 8, flat-footed 26; without armor 17 (-1 Size, -1 Dex +9 natural); Base Atk +13; Grp +24; Atk +20 melee (2d6+9, +1 *heavy flail*) or +19 melee (1d8+8, slam); Full Atk +20 melee (2d6+9, 2 +1 *heavy flail*) or +19 melee (1d8+8, 2 slam); Face/Reach 10ft/10ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +6, Ref +5, Will +6; Str 24, Dex 8, Con -, Int -, Wis 10, Cha 1. *Possessions:* +1 *large full plate*.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average humans. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav8; CR8; Medium Humanoid; HD 8d8+16; hp 59; Init +1; Spd 20ft; AC 20 (+6 armor, +3 shield, +1 Dex), touch 11, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (1d8+4+1d6 non-lethal, +1 *merciful subjugating heavy flail*) or +9 melee (1d4+3, Dagger); Full Atk +11/+6 melee (1d8+4+1d6 non-lethal, +1 *merciful subjugating heavy flail*) or +9/+4 melee (1d4+3, Dagger); SQ Fire Resistance 10; AL LE; SV Fort +10, Ref +7, Will +11; Str 14 (16), Dex 12, Con 14, Int 8, Wis 16, Cha 14 (16).

Skills and Feats: Concentration +9 (+13 cast defensively), Heal +10, Spellcraft +12. Combat Casting, Great Fortitude, Iron Will, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail), Close-Quarters Fighting**.

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, inflict minor wounds, light, mending, resistance, virtue*; 1st—*bless, cure light wounds, inflict light wounds, protection from good, sanctuary, shield of faith*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, death knell, silence*; 3rd—*cure serious wounds, dispel magic, invisibility purge, protection from energy*; 4th—*cure critical wounds, divine power, wrack***.

Possessions: +1 *merciful subjugating heavy flail*, +1 *breastplate*, +1 *heavy steel shield*, *cloak of charisma* +2, *gauntlets of ogre power*, *vest of resistance* +1, *ring of freedom of movement*, and *calling stone***.

APPENDIX I: APL 10

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr8; CR 10; Medium Undead (augmented humanoid); HD 8d12; hp 61; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 26 (+9 armor, +3 shield, +4 deflection), touch 14, flat-footed 26; Base Atk +6; Grp +5; Atk +6 melee (1d6+1, +1 sickle) or +6 melee (see below, Draining Touch); Full Atk +6/+1 melee (1d6, +1 sickle) or +6/+1 melee (see below, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +6, Ref +2, Will +12; Str 8, Dex 10, Con -, Int 14, Wis 20 (22), Cha 16 (18).

Skills and Feats: Concentration +11, Diplomacy +14, Heal +6, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +12, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +11, Spot +14; Divine Spell Power**, Necromantic Presence**, Necromantic Might**, Profane Lifeleech**.

Spells Prepared (6/6+1/5+1/4+1/3+1; base DC = 16 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance* (x2); 1st—*protection from good**, *bles*, *entropic shield*, *doom*, *protection from good* (x2), *shield of faith*; 2nd—*desecrate**, *death knell* (x2), *silence*, *summon undead* II**, *wave of grief***; 3rd—*animate dead**, *blindness*, *dispel magic* (x2), *wrack***; 4th—*unholy blight**, *recitation***, *spell immunity*, *summon undead* IV**.

*Domain spell. Deity Nerull; *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 8d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: +1 full plate, +1 sickle, +1 heavy wooden shield, *peripat of wisdom* +2, and *cloak of charisma* +2.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+8) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC18) or immediately take 1d4 points

of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 7 times per day. A rebuking check is made on 1d20+6; rebuking damage is equal to 2d6+12 on a successful check.

Butcher of Dryburgh: Male Flan Ftr7; CR 9; Medium Undead (augmented humanoid); HD 7d12; hp 54; Init +6; Spd 20 ft/x3;Fly 30 ft.(perfect); AC 21 (+7 armor, +1 Dex, +3 deflection), touch 14, flat-footed 20; Base Atk +7; Grp +12; Atk +14 melee (2d6+10/19-20, +1 ghost touch greatsword); Full Atk +14/+9 melee (2d6+10/19-20, +1 ghost touch greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +5, Ref +4, Will +2; Str 19 (21), Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +13, Ride +12. Blind-Fight, Improved Initiative, Power Attack, Cleave, Weapon Focus (greatsword), Weapon Specialization (greatsword), Improved Toughness**, Improved Turn Resistance**.

Possessions: +1 banded mail, +1 ghosttouch greatsword, and *gauntlets of ogre power*.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+7) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a Fortitude save (DC 16) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a

Fortitude save (DC16) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Horrorific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 11), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Advanced Blood golem of Hextor: Huge Construct; CR 12; HD 22d10+66; hp 286; Init -2; Spd 20 ft; AC 28 (-2 Size, -2 Dex +12 Natural, +10 +2 full plate), touch 6, flat-footed 28; without armor 18 (-2 Size, -2 Dex +12 natural) touch 6, flat-footed 18; Base Atk +16; Grp +35; Atk +26 melee (3d6+12, +1 heavy flail) or +25 melee (2d6+11, slam); Full Atk +26 melee (3d6+12, 2 +1 heavy flail) or +25 melee (2d6+11, 2 slam); Face/Reach 15ft/15ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +7, Ref +5, Will +7; Str 33, Dex 6, Con -, Int -, Wis 10, Cha 1.

Possessions: +2 huge full plate.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid willing* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav10; CR10; Medium Humanoid; HD 10d8+20; hp 73; Init +1; Spd 20ft; AC 21 (+7 armor, +3 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +7; Grp +11; Atk +13 melee (1d8+5+1d6 non-lethal, +1 *merciful subjugating heavy flail*) or +11 melee (1d4+4, Dagger); Full Atk +13/+8 melee (1d8+5+1d6 non-lethal, +1 *merciful subjugating heavy flail*) or +11/+6 melee (1d4+4, Dagger); SQ Electricity and Fire Resistance 10; AL LE; SV Fort +12, Ref +9, Will +15; Str 14 (16), Dex 12, Con 14, Int 8, Wis 16 (20), Cha 14 (18).

Skills and Feats: Concentration +13 (+17 cast defensively), Heal +12, Spellcraft +12. Combat Casting, Great Fortitude, Iron Will, Martial Weapon Proficiency (heavy flail), Power Attack, Weapon Focus (heavy flail), Close-Quarters Fighting**.

Spells Known (6/7/7/7/6/3; base DC = 15 + spell level): o—*cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, resistance,*

virtue; 1st—bless, cure light wounds, inflict light wounds, protection from good, sanctuary, shield of faith; 2nd—bear's endurance, bull's strength, calm emotions, cure moderate wounds, death knell, silence; 3rd—blindness, cure serious wounds, dispel magic, invisibility purge, protection from energy; 4th—cure critical wounds, divine power, summon undead IV**, wrack**, 5th—dispel good, flame strike, slay living.

Possessions: +1 merciful subjugating heavy flail, +2 breastplate, +1 heavy steel shield, cloak of charisma +4, gauntlets of ogre power, periapt of wisdom +4, vest of resistance +1, ring of freedom of movement, and calling stone**.

APPENDIX 1: APL 12

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr10; CR 12; Medium Undead (augmented humanoid); HD 10d12; hp 75; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 28 (+10 armor, +4 shield, +4 deflection), touch 14, flat-footed 28; Base Atk +7; Grp +6; Atk +7 melee (1d6, +1 sickle) or +7 melee (see below, Draining Touch); Full Atk +7/+2 melee (1d6, +1 Sickle) or +7/+2 melee (see below, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +7, Ref +3, Will +13; Str 8, Dex 10, Con -, Int 14, Wis 20 (22), Cha 16 (18).

Skills and Feats: Concentration +13, Diplomacy +16, Heal +6, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +14, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +13, Spot +14; Divine Spell Power**, Daunting Presence**, Necromantic Presence**, Necromantic Might**, Profane Lifeleech**.

Spells Prepared (6/6+1/6+1/4+1/4+1/3+1; base DC = 16 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance* (x2); 1st—*protection from good**, *bless*, *entropic shield*, *doom*, *protection from good* (x2), *shield of faith*; 2nd—*desecrate**, *death knell* (x2), *desecrate*, *silence*, *summon undead II***, *wave of grief***; 3rd—*animate dead**, *blindness*, *dispel magic* (x2), *wrack***; 4th—*unholy blight**, *recitation***, *spell immunity*, *summon undead IV*** (x2); 5th—*slay living**, *flame strike*, *greater command*, *spell resistance*.

*Domain spell. Deity Nerull; Domains: [Death (You may use death touch once per day. If you touch your victim, roll 10d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: Full plate +2, +1 sickle, +2 heavy wooden shield, periapt of wisdom +2, cloak of charisma +2

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+10) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 7 times per day. A rebuking check is made on 1d20+6; rebuking damage is equal to 2d6+14 on a successful check.

Butcher of Dryburgh: Male Flan Ftr9; CR 11; Medium Undead (augmented humanoid); HD 9d12; hp 68; Init +6; Spd 20 ft.; Fly 30 ft. (perfect); AC 21 (+7 armor, +1 Dex, +3 deflection), touch 14, flat-footed 20; Base Atk +9; Grp +15; Atk +19 melee (2d6+13/19-20, +2 ghost touch greatsword); Full Atk +19/+14 melee (2d6+13/19-20, +2 ghost touch greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +6, Ref +5, Will +3; Str 20 (22), Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +15, Ride +14. Blind-Fight, Improved Initiative, Mounted Combat, Power Attack, Cleave, Weapon Focus (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword), Improved Toughness**, Improved Turn Resistance**.

Possessions: +1 banded mail, +2 ghost touch greatsword, and gauntlets of ogre power.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+9) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a

Fortitude save (DC 17) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC 17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 11), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Advanced Blood golem of Hextor: Huge Construct; CR 14; HD 30d10+90; hp 390; Init -2; Spd 20 ft; AC 28 (-2 Size, -2 Dex +12 Natural, +10 +2 full plate), touch 6, flat-footed 28; without armor 18 (-2 Size, -2 Dex +12 natural) touch 6, flat-footed 18; Base Atk +22; Grp +42; Atk +34 melee (3d6+14, +2 heavy flail) or +32 melee (2d6+12, slam); Full Atk +34 melee (3d6+14, 2 +2 heavy flail) or +32 melee (2d6+12, 2 slam); Face/Reach 15ft/15ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +10, Ref +8, Will +10; Str 35, Dex 6, Con -, Int -, Wis 10, Cha 1.

Possessions: +2 huge full plate.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless

whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav12; CR12; Medium Humanoid; HD 12d8+24; hp 87; Init +5; Spd 20ft; AC 21 (+7 armor, +3 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +9; Grp +13; Atk +15 melee (1d8+7+1d6 non-lethal, +1 *merciful subjugating humanbane heavy flail*) or +13 melee (1d4+4, dagger); Full Atk +15/+10 melee (1d8+7+1d6 non-lethal, +1 *merciful subjugating humanbane heavy flail*) or +13/+8 melee (1d4+4, dagger); SQ Electricity and Fire Resistance 10; AL LE; SV Fort +13, Ref +11, Will +17; Str 14 (18), Dex 12, Con 14, Int 8, Wis 16 (20), Cha 15 (19);

Skills and Feats: Concentration +15 (+19 cast defensively), Heal +14, Spellcraft +10. Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Martial Weapon Proficiency (heavy flail), Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail), Close-Quarters Fighting**.

Spells Known (6/7/7/7/7/5/3; base DC = 15 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, resistance, virtue*; 1st—*bles, cure light wounds, inflict light wounds, protection from good, sanctuary, shield of faith*; 2nd—*bear's endurance, bull's strength, calm emotions, cure moderate*

wounds, death knell, silence; 3rd—blindness, cure serious wounds, dispel magic, inflict serious wounds, invisibility purge, protection from energy; 4th—cure critical wounds, death ward, divine power, inflict critical wounds, summon undead IV**, wrack**; 5th—dispel good, flame strike, righteous might, slay living; 6th—harm, heal, planar ally.

Possessions: +1 merciful subjugating humanbane heavy flail, +2 breastplate, +1 heavy steel shield, cloak of charisma +4, belt of giant strength +4, periapt of wisdom +4, vest of resistance +2, ring of freedom of movement, and calling stone**

APPENDIX 1: APL 14

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr12; CR 14; Medium Undead (augmented humanoid); HD 12d12; hp 89; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 28 (+10 armor, +4 shield, +4 deflection), touch 14, flat-footed 28; Base Atk +9; Grp +8; Atk +9 melee (1d6, +1 Sickle) or +9 melee (*, Draining Touch); Full Atk +9/+4 melee (1d6, +1 Sickle) or +9/+4 melee (*, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +8, Ref +4, Will +14; Str 8, Dex 10, Con -, Int 14, Wis 23, Cha 18.

Skills and Feats: Concentration +15, Diplomacy +18, Heal +6, Hide +8, Knowledge (arcana) +8, Knowledge (religion) +16, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +15, Spot +14; Divine Spell Power**, Daunting Presence**, Necromantic Presence**, Necromantic Might**, Profane Lifeleech**, Necrotic Reserve**.

Spells Prepared (6/ 7+1/ 6+1/ 5+1/ 4+1/ 4+1/ 3+1; base DC = 16 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance* (x2); 1st—*protection from good**, *bles*, *entropic shield*, *doom*, *protection from good* (x2), *shield of faith*, *summon undead I****, 2nd—*desecrate**, *death knell* (x2), *desecrate*, *silence*, *summon undead II****, *wave of grief****, 3rd—*animate dead**, *blindness*, *dispel magic* (x2), *wind wall*, *wrack****, 4th—*unholy blight**, *recitation****, *spell immunity*, *summon undead IV*** (x2); 5th—*slay living**, *flame strike* (x2), *greater command*, *spell resistance*; 6th—*create undead**, *blade barrier*, *greater dispel magic*, *harm*.

*Domain spell. Deity Nerull; Domains: [Death (You may use death touch once per day. If you touch your victim, roll 1d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: +2 full plate, +1 sickle, +2 heavy wooden shield, *percept of wisdom* +2, and *cloak of charisma* +2.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+12) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrorific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC20) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 12), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 7 times per day. A rebuking check is made on 1d20+6; rebuking damage is equal to 2d6+16 on a successful check.

Butcher of Dryburgh: Male Flan Ftr11; CR 13; Medium Undead (augmented humanoid); HD 11d12; hp 82; Init +6; Spd 20 ft.; Fly 30 ft. (perfect); AC 22 (+8 armor, +1 Dex, +3 deflection), touch 14, flat-footed 21; Base Atk +11; Grp +17; Atk +21 melee (2d6+13/17-20, +2 ghost touch Greatsword); Full Atk +21/+16/+11 melee (2d6+13/17-20, +2 ghost touch greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +7, Ref +5, Will +3; Str 20 (22), Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +17, Ride +16. Blind-Fight, Improved Critical (Greatsword), Improved Initiative, Mounted Combat, Power Attack, Cleave, Weapon Focus (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword), Improved Toughness**, Improved Turn Resistance**.

Possessions: +2 banded mail, +2 ghosttouch greatsword, and *gauntlets of ogre power*.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+11) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a

Fortitude save (DC 18) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 11), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Advanced Blood golem of Hextor: Huge Construct; CR 14; HD 30d10+90; hp 390; Init -2; Spd 20 ft; AC 28 (-2 Size, -2 Dex +12 Natural, +10 +2 full plate), touch 6, flat-footed 28; without armor 18 (-2 Size, -2 Dex +12 natural) touch 6, flat-footed 18; Base Atk +22; Grp +42; Atk +34 melee (3d6+14, +2 heavy flail) or +32 melee (2d6+12, slam); Full Atk +34 melee (3d6+14, 2 +2 heavy flail) or +32 melee (2d6+12, 2 slam); Face/Reach 15ft/15ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +10, Ref +8, Will +10; Str 35, Dex 6, Con -, Int -, Wis 10, Cha 1.

Possessions: +2 huge full plate.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless

whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav14; CR14; Medium Humanoid; HD 14d8+28; hp 101; Init +5; Spd 20ft; AC 21 (+7 armor, +3 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +10; Grp +14; Atk +17 melee (1d8+8+1d6 non-lethal, +2 *merciful subjugating humanbane flail*) or +14 melee (1d4+4, dagger); Full Atk +17/+12 melee (1d8+8+1d6 non-lethal, +2 *merciful subjugating humanbane flail*) or +14/+9 melee (1d4+4, dagger); SQ Electricity and Fire Resistance 10; AL LE; SV Fort +15, Ref +12, Will +18; Str 14 (18), Dex 12, Con 14, Int 8, Wis 16 (20), Cha 15 (19).

Skills and Feats: Concentration +17 (21 casting defensively), Diplomacy +6, Heal +12, Spellcraft +8. Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail), Weapon Specialization (flail), Close-Quarters Fighting**.

Spells Known (6/7/7/7/7/6/5/3; base DC = 15 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, resistance, virtue*; 1st—*bless, cure light wounds, inflict light wounds, protection from good, sanctuary, shield of faith*; 2nd—*bear's endurance, bull's strength, calm emotions, cure*

moderate wounds, death knell, silence; 3rd—blindness, cure serious wounds, dispel magic, inflict serious wounds, invisibility purge, protection from energy; 4th—cure critical wounds, death ward, divine power, inflict critical wounds, summon undead IV**, wrack**; 5th—dispel good, flame strike, righteous might, slay living, spell resistance; 6th—blade barrier, harm, heal, planar ally; 7th—blasphemy, destruction, repulsion.

Possessions: Merciful subjugating humanbane Flail +2, breastplate +2, heavy steel shield +1, cloak of charisma +4, belt of giant strength +4, periapt of wisdom +4, vest of resistance +2, ring of freedom of movement, calling stone**

APPENDIX 1: APL 16

ENCOUNTER 3: ON THE ROAD

Anselme of Nerull: Male Flan Clr14; CR 16; Medium Undead (augmented humanoid); HD 14d12; hp 103; Init +0; Spd 20 ft, Fly 30 ft.(perfect); AC 29 (+10 armor, +4 shield, +5 deflection), touch 15, flat-footed 29; Base Atk +10; Grp +9; Atk +10 melee (1d6, +1 Sickle) or +10 melee (*, Draining Touch); Full Atk +10/+5 melee (1d6, +1 Sickle) or +10/+5 melee (*, Draining Touch); SA Draining touch, horrific appearance, malevolence, rebuke undead, spontaneous spellcasting; SQ Rejuvenation, turn resistance +4; AL CE; SV Fort +9, Ref +4, Will +16; Str 8, Dex 10, Con -, Int 14, Wis 21 (25), Cha 16 (20).

Skills and Feats: Concentration +17, Diplomacy +20, Heal +6, Hide +8, Knowledge (arcana) +10, Knowledge (religion) +16, Knowledge (the planes) +5, Listen +12, Search +10, Spellcraft +17, Spot +14; Divine Spell Power**, Daunting Presence**, Necromantic Presence**, Necromantic Might**, Profane Lifeleech**, Necrotic Reserve**.

Spells Prepared (6/ 7+1/ 7+1/ 6+1/ 5+1/ 4+1/ 4+1/ 3+1; base DC = 17 + spell level): 0—*detect magic* (x2), *guidance* (x2), *resistance* x2; 1st—*protection from good**, *bles*, *entropic shield*, *doom*, *protection from good* (x2), *shield of faith*, *summon undead I****, 2nd—*desecrate**, *death knell* (x2), *desecrate*, *silence* (x2), *summon undead II****, *wave of grief****, 3rd—*animate dead**, *blindness*, *dispel magic* (x3), *wind wall*, *wrack****, 4th—*unholy blight**, *castigate*, *recitation****, *spell immunity*, *summon undead IV*** (x2); 5th—*slay living**, *flame strike* (x2), *greater command*, *spell resistance*; 6th—*create undead**, *blade barrier*, *greater dispel magic*, *harm* (x2); 7th—*blasphemy**, *destruction* (x2), *energy ebb***.

*Domain spell. Deity Nerull; *Domains:* [Death (You may use death touch once per day. If you touch your victim, roll 1d6. If this at least equals the victim's hit points, it dies.); Evil (cast evil spell at +1 caster level)].

Possessions: +2 full plate, +1 sickle, +2 heavy wooden shield, *perapt of wisdom* +4, and *cloak of charisma* +4.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+14) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against

nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC22) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 14), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Rebuke Undead (Su): Can rebuke undead 8 times per day. A rebuking check is made on 1d20+7; rebuking damage is equal to 2d6+19 on a successful check.

Butcher of Dryburgh: Male Flan Ftr13; CR 15; Medium Undead (augmented humanoid); HD 13d12; hp 96; Init +6; Spd 20 ft.; Fly 30 ft. (perfect); AC 22 (+8 armor, +1 Dex, +3 deflection), touch 14, flat-footed 21; Base Atk +13; Grp +19; Atk +23 melee (2d6+15/17-20, +2 ghost touch greatsword); Full Atk +23/+18/+13 melee (2d6+15/17-20, +2 ghost touch greatsword); SA Corrupting gaze, horrific appearance, malevolence; SQ Manifestation, Rejuvenation, Turn Resistance +8; AL CE; SV Fort +8, Ref +6, Will +4; Str 21 (23), Dex 14, Con -, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +19, Ride +18; Blind-Fight, Improved Critical (greatsword), Improved Initiative, Mounted Combat, Power Attack, Cleave, Improved Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Toughness**, Improved Turn Resistance**.

Possessions: +2 banded mail, +2 ghosttouch greatsword, and *gauntlets of ogre power*.

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+13) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a

50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a Fortitude save (DC 19) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 13), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

ENCOUNTER 5: THE SHRINE OF HEXTOR

Advanced Blood golem of Hextor: Huge Construct; CR 14; HD 30d10+90; hp 390; Init -2; Spd 20 ft; AC 28 (-2 Size, -2 Dex +12 Natural, +10 +2 full plate), touch 6, flat-footed 28; without armor 18 (-2 Size, -2 Dex +12 natural) touch 6, flat-footed 18; Base Atk +22; Grp +42; Atk +34 melee (3d6+14, +2 heavy flail) or +32 melee (2d6+12, slam); Full Atk +34 melee (3d6+14, 2 +2 heavy flail) or +32 melee (2d6+12, 2 slam); Face/Reach 15ft/15ft; SA Blood siphon, whirlwind of death; SQ Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability; AL LE; SV Fort +10, Ref +8, Will +10; Str 35, Dex 6, Con -, Int -, Wis 10, Cha 1.

Possessions: +2 huge full plate.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the

round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

ENCOUNTER 6: THE FAMILY

Frelkor: Male Oeridian Fav16; CR16; Medium Humanoid; HD 16d8+32; hp 115; Init +5; Spd 20ft; AC 23 (+8 armor, +4 shield, +1 Dex), touch 11, flat-footed 22; Base Atk +12; Grp +16; Atk +19 melee (1d8+8+1d6 non-lethal/19-20, +2 *merciful subjugating humanbane flail*) or +16 melee (1d4+4, dagger); Full Atk +19/+14/+9 melee (1d8+8+1d6 non-lethal/19-20, +2 *merciful subjugating humanbane flail*) or +16/+11/+6 melee (1d4+4, dagger); SQ Cold, Electricity and Fire Resistance 10; AL LE; SV Fort +16, Ref +13, Will +19; Str 18, Dex 12, Con 14, Int 8, Wis 20, Cha 20.

Skills and Feats: Concentration +19 (+23 casting defensively), Diplomacy +9, Heal +12, Spellcraft +12; Combat Casting, Great Fortitude, Improved Critical (flail), Improved Initiative, Iron Will, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail),

Weapon Specialization (Flail), Close-Quarters Fighting**.

Spells Known (6/8/7/7/7/6/5/3; base DC = 15 + spell level): 0—cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, resistance, virtue; 1st—bless, cure light wounds, inflict light wounds, protection from good, sanctuary, shield of faith; 2nd—bear's endurance, bull's strength, calm emotions, cure moderate wounds, death knell, silence; 3rd—blindness, cure serious wounds, dispel magic, inflict serious wounds, invisibility purge, protection from energy; 4th—cure critical wounds, death ward, divine power, inflict critical wounds, summon undead IV**, wrack**; 5th—dispel good, flame strike, righteous might, slay living, spell resistance; 6th—blade barrier, greater dispel magic, harm, heal, planar ally; 7th—blasphemy, destruction, ethereal jaunt, repulsion; 8th—earthquake, fire storm, unholy aura.

Possessions: +2 merciful subjugating humanbane flail, +3 breastplate, +2 heavy steel shield, cloak of charisma +4, belt of giant strength +4, periapt of wisdom +4, vest of resistance +2, ring of freedom of movement, and calling stone**

APPENDIX 2: NEW CREATURES

BLOOD GOLEM OF HEXTOR

(From Fiend Folio)

Large Construct

Hit Dice: 10d10+30 (130 hp if supplied with blood)

Initiative: -1

Speed: 20ft

AC: 26 (-1 Size, -1 Dex +9 Natural, +9 +1 *full plate*), touch 7, flat-footed 26; without armor 17 (-1 Size, -1 Dex +9 natural)

Base Atk: +7

Grapple: +17

Attack: Masterwork heavy flail +13 (2d6+6) or slam +12 (1d8+6)

Full Attack: 2 Masterwork heavy flail +13 (2d6+6) or 2 slam +12 (1d8+6)

Face/Reach: 10ft/10ft

Special attacks: Blood siphon, whirlwind of death

Special qualities: Blood dependency, blood reservoirs, construct traits, DR 10/adamantine, magic armor, magic immunity, rust vulnerability

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

Skills: -

Feats: -

Climate/Terrain: Any land and underground

Organization: Solitary or Gang (2-4)

Challenge Rating: 8

Treasure: +1 *large full plate* (does not resize)

Alignment: Always lawful evil

Advancement: 11-20HD (Large); 21-30HD (Huge)

The blood golems of Hextor are foul constructs made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing masterwork weapons, they bring death to the enemies of the faith.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks blood wherever it goes and is often surrounded by swarms of flies and other flying vermin that dine on its leavings. Although the church of Hextor once was satisfied with this raw form, recently, the creators of these golems have added a final step in which they seal the golem in a custom-made suit of +1 *full plate* with masterwork heavy flails fused to each of its arms. This suit of armor includes two spherical reservoirs on the shoulders that store more blood to fuel the creature. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect and it still leaks fluid.

Because it is a construct, a blood golem can remain motionless in one place for days, although it requires fresh blood on a regular basis. This requirement makes a poor guardian for remote places that do not have many visitors.

Combat

A blood golem is straightforward in combat: It simply lashes out at its foes with its heavy flails, which are actually part of its body. It is a cruel and malicious combatant, in that it apparently derives satisfaction from slaying enemies despite its lacks of intelligence.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution

from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Magic armor: A blood golem is encased in a suit of full plate armor with an enhancement of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

APPENDIX 2: NEW SPELLS

ENERGY EBB

(From Spell Compendium)

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft +5ft/2 level)

Effect: Ray

Duration: 1 round / level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell functions like *enervation* except the creature struck gains negative levels over an extended period.

You must succeed on a ranged touch attack with the ray to strike a target. If the attack succeeds, the subject initially gains one negative level then continues to gain another negative level each round thereafter as its life force slowly bleeds away. The drain can be stopped only on a successful DC 23 Heal check or the application of a *heal*, *restoration* or *greater restoration* spell.

Each round after the first, on your turn, the affected creature can attempt a Fortitude saving throw to end the effect.

If you strike an undead creature, that creature gains 4d4x5 temporary hit points that last for up to 1 hour.

RECITATION

(From Spell Compendium)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, attack rolls and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

SUMMON UNDEAD I

(From Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 1, Cleric 1, Sorcerer/Wizard 1

Components: V, S, F/DF

Casting time: 1 round

Range: Close (25ft +5ft/2 level)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like a *summon monster I*, except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list on the Summon Undead table. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count towards the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle and a carved bone from any humanoid.

SUMMON UNDEAD II

(From Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 2, Cleric 2, Sorcerer/Wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30ft apart.

This spell functions like a *summon undead I*, except that you summon one undead from the 2nd-level list on the Summon Undead table or two undead of the same kind from the 1st-level list.

SUMMON UNDEAD III

(From Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 3, Cleric 3, Sorcerer/Wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30ft apart.

This spell functions like a *summon undead I*, except that you summon one undead from the 3rd-level list on the Summon Undead table or two undead of the same kind from the 2nd-level list or four undead of the same kind from the 1st-level list.

SUMMON UNDEAD IV

(From Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 4, Cleric 4, Sorcerer/Wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30ft apart.

This spell functions like a *summon undead I*, except that you summon one undead from the 4th-level list on the Summon Undead table or two undead of the same kind from the 3rd-level list or four undead of the same kind from a lower-level list.

SUMMON UNDEAD V

(From Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Cleric 5, Sorcerer/Wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30ft apart.

This spell functions like a *summon undead* I, except that you summon one undead from the 5th-level list on the Summon Undead table or two undead of the same kind from the 4th-level list or four undead of the same kind from a lower-level list.

SUMMON UNDEAD TABLE

1st Level

Human warrior skeleton

Kobold zombie

2nd Level

Owlbear skeleton

Bugbear zombie

3rd Level

Ghoul

Troll skeleton

Ogre zombie

4th Level

Allip

Ghast

Wyvern zombie

5th Level

Mummy

Shadow

Vampire spawn

Wight

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

WAVE OF GRIEF

(From Spell Compendium)

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard2, Cleric 2

Components: V, S, M

Casting time: 1 standard action

Range: 30ft

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks and skill checks.

Material component: Three tears.

WRACK

(From Spell Compendium)

Necromancy [Evil]

Level: Cleric 4, Sorcerer/Wizard 5

Components: V, S

Casting time: 1 standard action

Range: Close (25ft +5ft/2 level)

Target: One humanoid

Duration: 1 round/level+3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

APPENDIX 2: NEW FEATS

CLOSE-QUARTERS FIGHTING

[GENERAL]

(From Complete Warrior)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

DAUNTING PRESENCE [GENERAL]

(From Libris Mortis)

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an intelligence score. If the opponent fails a Will saving throw (DC 10+ ½ your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feat.

DIVINE SPELL POWER [DIVINE]

(From Complete Divine)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn undead or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of your turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

IMPROVED TOUGHNESS [GENERAL]

(From Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

NECROMANTIC MIGHT [GENERAL]

(From Libris Mortis)

Undead you control gain benefits when they are near you.

Prerequisite: Necromantic Presence.

Benefit: Whenever an undead you control are within 60 feet you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

NECROMANTIC PRESENCE [GENERAL]

(From Libris Mortis)

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

NECROTIC RESERVE [MONSTROUS]

(From Libris Mortis)

You are not immediately destroyed when your hit points fall to 0 or lower.

Prerequisite: Cha 13, supernatural ability to drain or damage an ability score or drain energy.

Benefits: Each day that you slake your hunger by draining or damaging a living creature's ability score, or draining a living creature's life force, you gain a necrotic reserve. On day when you have created a reserve, you are weakened but not destroyed when you are dealt enough damage to reduce your hit points to 0 or lower.

A weakened undead acting on the strength of its necrotic reserve may take a single move action or standard action each round (but not both, nor can it take full-round actions). It moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) immediately expends the necrotic reserve. Unless the action increased the weakened undead's hit points, it is destroyed. A weakened undead acting on the strength of its necrotic reserve is also destroyed if it is dealt additional damage after the attack that first weakened it.

An undead may only rely on a necrotic reserve up to once per day, even if it engages in additional feeding following its successful return to positive hit points.

Normal: Undead reduced to 0 hit points or lower are immediately destroyed.

PROFANE LIFELEECH [DIVINE]

(From Libris Mortis)

You can channel negative energy to draw the life force from nearby living creatures.

Prerequisite: Ability to rebuke undead.

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. The effect can't reduce any creature's current hit points to less than 0.

You are healed of an amount of damage equal to the total amount of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Special: This feat deals no damage to constructs or undead.

APPENDIX 2: NEW ITEMS

CALLING STONE

A calling stone is an item that works using the power of the Tovag (standing stones). Evil priests of Hextor crafted them during the Civil War and have tuned them to the Nine Hells, allowing it to be used as a planar fork to the Nine Hells or Acheron. Worshipers of Hextor may summon devils using the stones

Cost: 500gp

SUBJUGATING WEAPON

(From PCs of Battle)

A subjugating weapon damages an opponent's morale in addition to dealing physical damage. Any creature hit by a subjugating weapon must succeed on a DC 20 Will save or become shaken for 5 rounds. If the creature is already shaken, it becomes frightened. Multiple strikes by a subjugating weapon do not stack. This property is a mind-affecting fear effect.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +2 bonus

APPENDIX 2: NEW CLASSES

FAVORED SOUL

(From Complete Divine)

Game Rule information

Abilities: Charisma determines how many spells the favored soul can cast per day. Wisdom determines how hard the favored soul's spells are to resist (see Spells, below).

Alignment: Any

Hit Die: d8

Class skills

The favored soul's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Ste), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int), see PHB for skill descriptions.

Skill points at 1st level: (2+ Int modifier) x4.

Skill points per level: 2+ Int modifier.

Class Features

All of the following are class features of the favored soul.

Weapon and Armor proficiency: Favored souls are proficient with all simple weapons, with light and medium armor, and with shield (except tower shields). A favored soul is also proficient with her deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of at least 10 + spell level. Favored soul bonus spells are based on Wisdom and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day. Her base daily allotment is given on the table below. In addition, she receives bonus spells for a high Charisma. Upon reaching 4th level and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows. In effect, the favored soul "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare spells in advance. She can cast any spell she knows at

any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon focus feat with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th and 15th level, the character gains resistance 10 against another energy type of her choosing.

Deity's Weapon Specialization: At 12th level, a favored soul gains the Weapon Specialization with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Table 1: Favored Soul spells known

Lvl	0	1	2	3	4	5	6	7	8
1	4	3	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-
3	5	4	-	-	-	-	-	-	-
4	6	4	3	-	-	-	-	-	-
5	6	5	3	-	-	-	-	-	-
6	7	5	4	3	-	-	-	-	-
7	7	6	4	3	-	-	-	-	-
8	8	6	5	4	3	-	-	-	-
9	8	6	5	4	3	-	-	-	-
10	9	6	6	5	4	3	-	-	-
11	9	6	6	5	4	3	-	-	-
12	9	6	6	6	5	4	3	-	-
13	9	6	6	6	5	4	3	-	-
14	9	6	6	6	6	5	4	3	-
15	9	6	6	6	6	5	4	3	-
16	9	6	6	6	6	6	5	4	3

Table 2: Favored Soul Summary

Level						0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
1 st	+0	+2	+2	+2	-	5	3	-	-	-	-	-	-	-
2 nd	+1	+3	+3	+3	-	6	4	-	-	-	-	-	-	-
3 rd	+2	+3	+3	+3	Deity's weapon focus	6	5	-	-	-	-	-	-	-
4 th	+3	+4	+4	+4	-	6	6	3	-	-	-	-	-	-
5 th	+3	+4	+4	+4	Energy resistance (1st type)	6	6	4	-	-	-	-	-	-
6 th	+4	+5	+5	+5	-	6	6	5	3	-	-	-	-	-
7 th	+5	+5	+5	+5	-	6	6	6	4	-	-	-	-	-
8 th	+6/+1	+6	+6	+6	-	6	6	6	5	3	-	-	-	-
9 th	+6/+1	+6	+6	+6	-	6	6	6	6	4	-	-	-	-
10 th	+7/+2	+7	+7	+7	Energy resistance (2nd type)	6	6	6	6	5	3	-	-	-
11 th	+8/+3	+7	+7	+7	-	6	6	6	6	6	4	-	-	-
12 th	+9/+4	+8	+8	+8	Deity's weapon	6	6	6	6	6	5	3	-	-
13 th	+9/+4	+8	+8	+8	-	6	6	6	6	6	6	4	-	-
14 th	+10/+5	+9	+9	+9	-	6	6	6	6	6	6	5	3	-
15 th	+11/+6/+1	+9	+9	+9	Energy resistance (3rd type)	6	6	6	6	6	6	6	4	-
16 th	+12/+7/+2	+10	+10	+10	-	6	6	6	6	6	6	6	5	3

APPENDIX 3: DRAMATIS PERSONAE

THE GUESTS

LORD BARON FENNIN DUNCOMBE

Suel man in his 50s, rather eccentric, the Baron sports a well-trimmed handle bar blond moustache. His hair is sandy-blond with traces of platinum.

The Baron originally wanted to make the Pholtans look foolish by revealing the heretical text. However, Adele's disappearance changes his plan as he begins to focus only on Adele and her being returned safely.

His feelings towards Adele are a mix of obsession, parent-like caring and platonic love, even if she has no idea of the Baron's feelings.

The Baron is usually very focused on one thing before changing his attention to something else, at which point, he completely ignores his previous focus and obsession.

MARIUS GARUNIUS (EXILED NYRONDESE)

Suel man in his mid-30s, with his reddish-blond hair tied in a ponytail behind his head. He wears a glammered mithral chain shirt armor.

Marius can be best described as an opportunist. He has no ill-will against anyone and has (and never had) any loyalty to Sewarndt. He is a devout follower of Norebo.

Marius should appear as a charming fellow. He refuses to return to Nyronnd, and if the PCs hint about taking him back by force, he tells them that this would break the Lord Baron's hospitality and it would make them wanted in the County of Urnst.

Marius is a distant (read very distant) cousin of Lord Baron Fennin.

BISHOP FREZNOOK (PALE)

Oeridian man in his 50s with a shaved head. He wears a glammered chain shirt, and carries a quarterstaff as a walking stick.

The Bishop is a moderate among the Church of the One True Path. As long as someone does not insult Pholtus or the Pale (his 2 loves), the Bishop has a fatherly attitude toward everyone. However, if someone repeatedly insults his faith or the Pale, he ignores that person, and refuses any forms of confrontation.

The Bishop has no initial expectations. However, once he learns of the texts, he becomes highly excited and interested in obtaining them.

If the Bishop hired the PCs: He encourages the PCs to mingle and learn what the other guests are here for.

If the bishop did not hire the PCs: The Bishop acts like a true diplomat. He can truly say he does not know why the Baron asked him to come to Pikemaster. He is quite friendly to any worshiper of Pholtus (he has a

knack to know who is a real worshiper and who fakes it).

LADY MERIBETH (NYRONND)

Lady Meribeth is of mixed Suel/Oeridian origin in her early 20s

She is the Lord Baron Duncombe's niece. She is somewhat naïve and may very likely have a short fling with worshippers of Heironeous with high Charisma or paladin-types. However, it is nothing more than a fling to her. If no suitable hero returns her advances, she hooks up with Marius.

Lady Meribeth should be portrayed as a bored rich young woman. She uses her sex-appeal to get what she wants and to control men.

Her cousin is Agrin Forastar, warrior of Heironeous and head of the church of Heironeous in Mowbrenn. He wants her to bring back Marius. However she isn't really interested in this.

Lady Meribeth is a niece to Lord Baron Fennin.

If Lady Meribeth hired the PCs: She asks the PCs to find out more information about everyone else who is present. She also asks the PCs to let her do the talking about releasing Marius into her custody.

If Lady Meribeth did not hire the PCs: She is flirtatious and very friendly. She only reveals her true mission to a hero who develops a romance with her. At that point she asks the hero to do everything possible to help her bring back Marius.

GONTRAN DUNCOMBE (GREYHAWK)

Gontran is a Suel man in his 40s.

Gontran is more a merchant than a noble. He complains a lot about everything: the cold, the rain, the sunshine. However, he is a pretty decent man.

Gontran is Lord Baron Fennin's brother, and something of the black sheep of the family. Gontran is not in line to inherit the Barony, and he does not want it.

If Gontran hired the PCs: Pikemaster marks the end of the PCs' contract with Gontran. He remains thankful and friendly to the PCs but has no true agenda

If Gontran did not hire the PCs: Gontran has no real agenda and acts the same way.

LADY GUERTHA PONTIRUN (DUCHY)

Lady Guertha is a matronly Suel woman with red hair, pure white skin covered in freckles, and piercing blue eyes. Her voice has the air of superiority so common among the Suel and her tone is that of someone used to being in charge.

She is a niece to Lord Fennin and she married into the Pontirun family.

Lady Guertha agreed to travel to Pikemaster for a change of scenery. She does not relate or speak much

to the “hired hands” unless they are of Suel descent. Lady Guertha embodies many of the virtues of the Scarlet Brotherhood, but she is NOT a member herself, although she is somewhat sympathetic to them (though she’ll never admit it).

If Lady Guertha hired the PCs: She treats them like hired hands and does not mix with them much.

If Lady Guertha did not hire the PCs: She speaks to the PCs until she learns they are not relatives of the Baron. At that point, she treats them like hired hands. She might be a *tad* friendlier to any members of the Scarlet Brotherhood.

THE FAMILY

BELDRIN THE INN KEEPER

Beldrin is an Oeridian man in his late fifties.

Beldrin used to be a bandit in his younger days. He evaded capture through wits and some luck. He always thought himself to be superior to those weaker than him. He now has an eye patch and has his face covered in scars. He has a very long moustache. When he talks, it is almost like he is barking orders at people all the time (think Paul Teutel, Sr. from “American Chopper”)

Beldrin is tired of running from the law. He has been with Mischrelle for a long time, and the two seem to have a thing for each other.

MISCHRELLE THE DEVOTED WIFE

Mischrelle is an Oeridian woman in her mid-fifties.

Mischrelle never was pretty, nor did she ever have much going for her. She has a cleft lip that makes her spit when she talks with her nasty lisp. To make matters worse, she is a terrible bully and she imposes her will on all around the house.

She has been with Beldrin for a long time and the two seem to have a thing for each other. Mischrelle is a bitter old woman because she has no children of her own.

HANDRICK, THE ELDEST SON

Handrick is an Oeridian man in his late twenties.

Handrick is trim, fit and healthy. He does most of the manual work around the inn. He is the least devoted to Hextor but, oddly enough, is the one who embodies the Herald of Hell’s virtues. Handrick would be content to find himself a woman and live in peace.

FRELKOR, THE YOUNGEST SON

Frelkor is an Oeridian man in his early/mid-twenties.

Unlike Handrick, Frelkor is a rat. He is small and wiry with a nasty attitude. He constantly bullies his sister and tortures local animals. At higher APLs, Frelkor has managed to craft a blood golem. Frelkor is the spiritual leader of the family and the most hated.

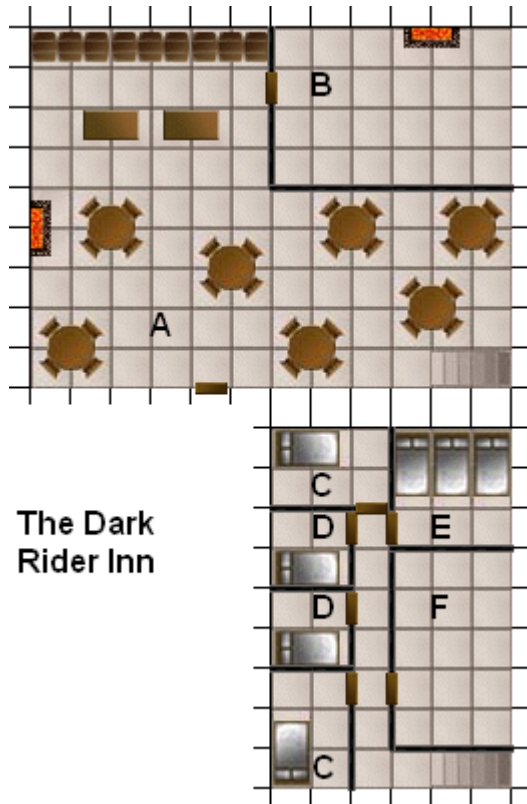
KIRIESTA, THE BABY

Kiriesta is an Oeridian girl of 16.

Kiriesta is an orphan Beldrin and Mischrelle decided to raise as their own. Mischrelle takes out all her frustrations on Kiriesta. Frelkor also terrorizes the girl.

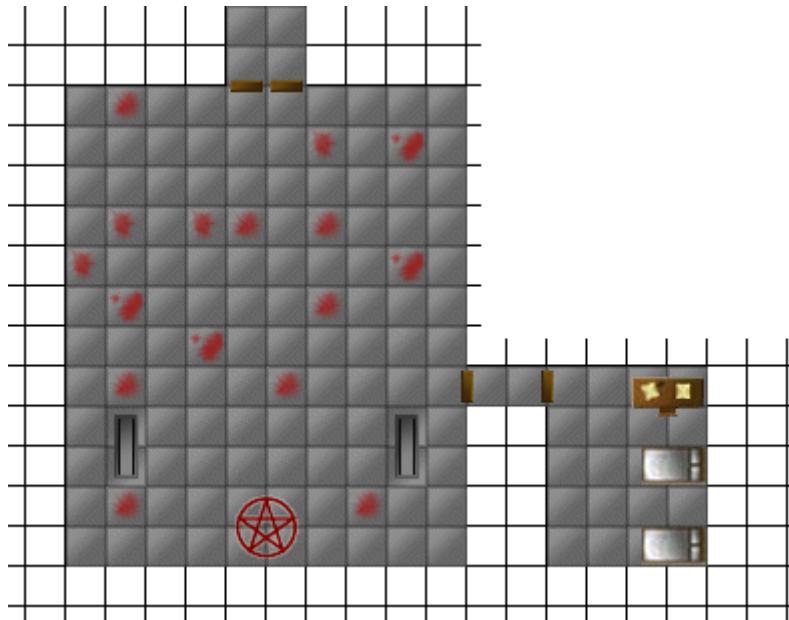
Kiriesta has grown bitter and cruel. She plots revenge upon the family and plans to have them all killed. Of the family, Kiriesta is the only one actively seeking to see the others die. To PCs who worship obvious good warrior deities (like Heironeous or St-Cuthbert) she plays the damsel in distress.

APPENDIX 4: MAPS



The Dark
Rider Inn

Map 1: The Dark Rider Inn



Map 2: The Shrine of Hextor

PLAYER HANDOUT 1: SUMMONS

[Your correct name and title],

You are to report immediately to Bishop Freznook in Wintershiven. Your assistance is requested for an important mission.

May the blinding light shine upon your path.

**Bishop Freznook
Pale Diplomatic Corp**

PLAYER HANDOUT 2: A CALL TO ADVENTURERS

*To all Adventurers,
House Pontirun is looking for
hardy and trustworthy adventurers.
Report to Pontirun Manor and
ask for Lady Guertha.
Lady Guertha will select an escort
from those adventurers who apply.
Payment in gems.*

PLAYER HANDOUT 3: THE GUESTS

LORD BARON FENNIN DUNCOMBE

Suel man in his 50s, rather eccentric, the Baron sports a well-trimmed handle bar blond moustache. His hair is sandy-blond with traces of platinum.

MARIUS GARUNIUS (EXILED NYRONDESE)

Suel man in his mid-30s, with his reddish-blond hair tied in a ponytail behind his head. He wears exquisite clothes.

BISHOP FREZNOOK (PALE)

Oeridian man in his 50s with a shaved head. He wears a white robe with gold trim and sports a golden holy symbol of Pholtus. He carries a quarterstaff as a walking stick. The Bishop has served in the Pale's Diplomatic Corp for many years and is both charming and friendly.

LADY MERIBETH (NYROND)

Lady Meribeth is of mixed Suel/Oeridian origin in her early 20s. Lady Meribeth is very pretty and her eyes keep dancing on tall, powerful men.

GONTRAN DUNCOMBE (GREYHAWK)

Gontran is a Suel man in his 40s. Gontran was born in Pikemaster but now lives in Greyhawk city where he runs a shipping business.

LADY GUERTHA PONTIRUN (DUCHY)

Lady Guertha is a matronly Suel woman with red hair, pure white skin covered in freckles and piercing blue eyes. Her voice has the air of superiority so common among the Suel and her tone is that of someone used to be in charge.

PLAYER HANDOUT 4: THE FAMILY

BELDRIN THE INN KEEPER

Beldrin is an Oeridian man in his late fifties.

Beldrin has an eye patch and has his face covered in scars. Beldrin has been married to Mischrelle for many years.

MISCHRELLE THE WIFE

Mischrelle is an Oeridian woman in her mid-fifties.

Mischrelle never was pretty, nor did she ever have much going for her. She has a cleft lip that makes her spit when she talks with nasty lisp. She has been married to Beldrin for many years.

HANDRICK, THE ELDEST SON

Handrick is an Oeridian man in his late twenties.

Handrick is trim, fit and healthy. He does most of the manual work around the inn.

FRELKOR, THE YOUNGEST SON

Frelkor is an Oeridian man in his early/mid-twenties. He is small, wiry and with a nasty attitude. Frelkor is highly unfriendly.

KIRIESTA, THE BABY

Kiriesta is an Oeridian girl of 16.

Kiriesta is a quiet child who often gets his trouble because she doesn't follow her mother's instruction. She looks nothing like her mother or father.

PLAYER HANDOUT 5: THE LETTERS

The following are excerpt from the letters found in the shrine of Hextor. All these letters are addressed to Frelkor and signed "The Bird of Radigast". They contain a lot of praising to the Herald of Hell (Hextor). The scripting was done by a feminine hand.

"...What a fool I have been all these years! The Scourge of Battle teaches strength and clarity of focus. I was a fool not to have seen this before.

"...I have heard of your successes. Make sure none of the adventurers who stop at your place suspect anything..."

"...Cyanna had wind of our current plans and must be disposed of. If she comes, feed her to the golem. I am sending this letter by other means. I believe she has spies among my personal servants. I must take care of her..."

"...A woman will arrive from Dryburgh. You are to keep her alive at all costs. I will have some of my agents come and pick her up. They will give you the usual greetings. Give them the woman, but don't show them any of our other plans..."

"...I need you to have the golem ready on-time. When I give you the word, you are to send them to Count's Markham and occupy the students of the Temple of the Vincible..."

"...Begin work on a second one. I will have you supplied with adventurers for materials..."

"...You should have the calling stone in your possession now. Use it to bring more devils to assist you in your assault..."

"...The Pholtans, I think they know something. Watch out for any of those blind fools. Sacrifice them slowly..."

PLAYER HANDOUT 6: KIRIESTA'S FAREWELL

Dear adventurers,

Thank you. Because of your actions, I am now free from these imbeciles. Without your help, they would have no doubt taken me and sacrificed me without a thought to their vile monsters. I feared my time was short so I acted.

I took care of the others for you. They will not pose a threat to anyone.

Weak girl... Baby... Imbecile... They said. Imbeciles all of them! Weaklings! The Scourge of Battle has given me both the strength and the courage to triumph over my enemies.

May Hextor bring you victory!

Kiriesta