

NYR4-06

Heironeous Conclusions

A One-Round D&D LIVING GREYHAWK® Nyronnd and Her Environs Regional Adventure

Version 1.6

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with special thanks to Eddy Roberts

There is unrest in the kingdom of Nyronnd; although some threats have been dealt with others have only gained strength. Rumors of a gathering army of humanoids in the Bone March again spread throughout the land, but this time there are more than just rumors. The Glaive Valorous of the church of Heironeous has called for the aid of the adventurers at this pivotal time for the Kingdom. The conclusion of the Heironeous series, it is highly recommended that players go through NYR3-05 Heironeous Impressions and NYR4-04 Heironeous Assumptions before playing this module as it may contain spoilers. Characters who have gone through the previous modules will find this module more interesting and informative. A Module for APLs 6-12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard One-round Regional adventure, set in the Kingdom of Nyronnd. Characters native to the Kingdom of Nyronnd pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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 scenario.

A character who 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 Survival check (DC 20), 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 church of Heironeous in Nyronnd has been having trouble with the followers of Hextor for some time now. In response the church of Heironeous called an inquisition to root out the infiltrators in their own midst, and to locate and bring to civil authorities all of the followers hiding within the borders of Nyronnd.

So far the inquisition has seen a great deal of success, they have discovered many infiltrators and brought dozens of followers to justice. There have also been a substantial number of public executions of heretics found within the ranks of the church.

In a last desperate attempt to lash out at the church of Heironeous Hextorites sent an assassin to try and kill the leader of the church (the Glaive Valorous).

Fortunately for the church and the kingdom the plot was discovered in time and the assassination attempt failed.

Recently the divinations of Lord Inquisitor Umberre have hinted at a coming war and King Lynwerd has been mobilizing his legions in order to try and counter this threat. The King has left many lesser problems to the Glaive Valorous and the trusted members of the Church of Heironeous. As such the Glaive Valorous has called for the help of the adventurers to try and head off a problem brewing in the Flinty Hills.

Adventure Summary

This module is a fairly straightforward and linear adventure with several fights and little else but flavor. Most of the complexity will be in the atmosphere and NPC interactions. The flavor of the module should be fairly similar to a James Bond or Anime movie with a complex plot and scheming overconfident villain hiding in his secret lair.

Characters start out in Rel Mord where they have received a message from the Lord Inquisitor requesting that they help with a rising threat to the kingdom. They are then informed that the Lord Inquisitor has foreseen an army of humanoids gathering in the Bone March. General Osmeran has confirmed this and has a plan to try and disperse the army.

From here characters head off to the Flinty Hills to consult with General Osmeran and learn that his plan is to have the party sneak into the enemy camp and eliminate the leaders. He believes that the army will disperse on it's own at that point.

After eliminating the enemy leaders the party discovers a plot to assault the Garefroide Monastery (from NYR3-05 Heironeous Impressions). At this point it is assumed that the characters head off to the keep to head off the attack.

Upon arriving at the keep the characters discover that the residents are well aware of the impending attack and are preparing for it. Abbot Eadwig Beddar has a mission for the characters to help with the impending attack however, he wants them to investigate some ruins nearby where he is certain evil forces lurk.

Investigating the cave the characters discover a secret hideout of Hextorites doing unnatural research. There is much fighting here and much is revealed about the plot to overthrow the kingdom.

Preparation for Play

It is important for the judge to know about Heironeous and Hextor, their outlook, and a little about their churches. This information can be found in the Players, Handbook, Living Greyhawk Gazetteer, Complete Divine and Dieties and Demigods.

Even though every attempt was made to make boxed text generic for this module, it does assume that at least one character has gone through NYR3-05: Heironeous Impressions and at least one character has gone through NYR4-04: Heironeous Assumptions. If this is not the case then the judge will have to be careful of certain sections of boxed text.

There are several judge aids in the back of the module, many of which may not be necessary during play. The judge should familiarize themselves with the contents of these aids.

Introduction

You once again find yourself in the city of Rel Mord heading around the great hill toward the Via Regus and the temple of Heironeous. The Lord Inquisitor of the Church of Heironeous has asked that you come and meet him today concerning an urgent matter.

It is a crisp autumn morning and a light fog still clings to the streets of the city. Although everything seems normal, you can't escape a sense of uneasy anticipation in the air; the city is definitely on edge. It may be the usual concerns over the coming winter, but somehow there is a greater feeling of foreboding. It is as if the entire population of the city, both human and animal, is awaiting the arrival of a great winter storm.

You arrive at the temple quickly enough and find that it is alive with activity. The normal sense of tranquility is gone as priests hurry about on unknown errands, and almost everyone is dressed in armor instead of the usual temple robes.

This is just a very brief and rough introduction, if the characters have not played any of the Heironeous series then the judge may have to improvise a bit to bring the party together here.

Encounter One: Never say Never Again

You are quickly led through the temple to an antechamber where Lord Inquisitor Umberre awaits you. It is sometimes hard to remember that this unassuming man holds such great authority. Only his unnaturally penetrating gaze suggests the true power this man wields.

"Greetings friends, I am glad that you are here today. The church has a very important mission that it would like your assistance with; however I will let people more skilled at such things than myself explain what it is that we would ask of you."

With that the Lord Inquisitor opens a large wooden door and leads you into a conference room

where two men sit at a great table, and several guards stand at attention against the walls. The man at the head of the table could easily be sixty years old, but seems to be quite energetic and alert despite his age. He wears fairly simple yet august priestly robes. The other man is much younger, perhaps early thirties, and wears an extremely ornate set of plate armor.

“Allow me to introduce The Lord Arafeld, Glaive Valorous, and High Priest of the church of Heironeous in Nyronnd and Sir Guillaume field commander of the Heironean militia. My lord, these are the adventures that you requested to see.”

Lord Arafeld rises and confidently addresses the group, his voice both stern and gentle at the same time. “We are quickly approaching a time of crisis for the kingdom, and there is much to be done for those who would prevent the traitor Sewarndt and his Hextorite allies from plunging the country into war and tyranny. As such the King has entrusted many matters to his loyal allies, including the leaders of many churches. We in turn are attempting to recruit trusted members of the adventurers and other groups in order to accomplish the tasks that we have been given. What we are about to reveal to you is of critical importance to the kingdom and I must ask that you swear that you will reveal nothing of what is said here today except to those directly involved. If you will agree to that then we will continue, otherwise I will send you home with our thanks for your indulgence.”

At this point all of the characters must agree to these terms or leave the table, players need not take an AR nor spend any time units but they may not continue the module.

Lord Arafeld will answer questions that do not pertain directly to the mission from Encounter Two, but in the end every character must agree to not reveal anything about their mission to anyone not directly involved.

Encounter Two: For Your Eyes Only

After all the characters have agreed Lord Arafeld continues.

“Good then, it looks as if you are as stalwart as Lord Umberre has indicated. I will let Sir Guillaume explain the plan to you since it is he and General Osmeran who came up with it in the first place.” The Glaive then sits and the young paladin stands.

“Those loyal to the King have recently uncovered information that forces allied with prince Sewarndt have managed to assemble two

armies with which he intends to invade Nyronnd and claim the throne. The first and largest of these armies is located in Almor and the King is currently maneuvering his legions and Navies into position to counter this threat.”

“However, we have also discovered the existence of a second army forming in the Flinty Hills just inside the Bone March. Although this army is of much less military strength, it is a serious concern because it keeps General Osmeran and the second legion pinned down in the Flinty Hills. If we can eliminate this threat then General Osmeran’s forces will be free to support the forces in Almor.”

“To this end we have contrived a plan to chop off the head of the beast so to speak. With the help of some of Osmeran’s scouts we intend to sneak in a small force and eliminate the leaders of the army in the Bone March. As it is mainly comprised of Gnolls and Orcs who are generally incapable of organizing themselves, this should effectively disperse this army and render it ineffective.”

“Lord Umberre’s visions have confirmed that if we can eliminate the leaders then the army will disperse. His divinations have also revealed however, that our best chance of success is to once again enlist the aid of the adventurers for this task and that is why we called upon yourselves.”

“We ask that you undertake a mission to eliminate the leaders of this humanoid army with the support of General Osmeran’s troops.”

With that Sir Guillaume looks expectantly at the party waiting for a response. At this point the party will probably want to ask a great many questions. A list of responses to some of the most likely questions follows.

- **Why us?** Because some of you have helped the church in the past and we hope that you would be willing to again. Also Lord Umberre believes that your party has the best chance.
- **What about rewards?** The church will of course be very grateful as will the King himself once the current crisis has abated. At the moment there is little they can offer.
- **What about supplies and equipment?** The church stores will be open for the characters to use. E.g. characters may purchase items that are freely available from LGCS.
- **Tactical Information?** General Osmeran will provide all tactical information later.
- **Why aren’t the Heironeans dealing with this themselves?** They are currently gathering their forces to support the King in Almor. Also Umberre has foreseen that the best chance of success is to ask for the help of the adventurers.

- **How did the church get this information?** The King and royal organizations provided most of it. Specifics on this mission were discovered by General Osmeran and his scouts.
- **What is the church doing while we are away?** Sir Guillaume is going to be leading the church militia into Almor, to places that Lord Umberre has foreseen as crucial in the coming war.
- **What has Lord Umberre Foreseen?** Parties may know that Lord Inquisitor Umberre is a diviner in which case they may ask this. Umberre's divinations reveal that the best chance for success in this matter lies in relying on the party. He has foreseen the coming war and knows that if the humanoid army is not stopped then it bodes poorly for the kingdom in the coming war. If the party is successful then war will still come but Lynwerd's forces will have the advantage.
- **Where do we go from here?** It would be best if the party left immediately for Pelleur Keep in the Flinty Hills. General Osmeran is waiting there for the party. Sir Guillaume will be going with you and the church will provide mounts and magic to speed travel.

Assuming the characters accept then they are lead to the temple stables where those who don't have appropriate mounts (light or heavy horses) are provided them and all pack animals that must be left behind are stabled.

Encounter Three: Thunderball

As you begin to leave the temple Sir Guillaume and a companion, already mounted and ready to go, greet you. "Come my friends, time is wasting and we have many miles to cover before the sun sets."

With that Guillaume turns his mighty steed and sets off out of the city. Once you are outside of the city walls Guillaume gathers your mounts together and he and his companion offer a prayer to Heironeous and blesses each of your mounts. Suddenly your mounts are filled with amazing vigor and begin to gallop tirelessly down the road with amazing speed.

As the day wears on you begin to wonder if your mounts will ever tire or slow down. You have already traveled twice as far as a normal mount possibly could have in a day and still your horses press on as if supplied with endless endurance by Heironeous himself.

As the sun begins to set, after many hours of travel, you come to the fork in the road near Kurast's Keep and realize that you have traveled over a hundred miles in a single day and you are already half way to your destination. As you approach a small palisade at the fork in the road Guillaume and

his companion dismount, bid an affectionate farewell to their mounts, and then the mighty steeds disappear in a shimmering light.

"We will rest here for the night, nothing ever bothers this outpost with Kurast's Keep so nearby."

The night passes uneventfully but allow the characters to make any preparations that they wish to.

Encounter Four: License to Kill

As a new day dawns you yet again set out upon the road to Pelleur Keep, and again Guillaume and his companion offer prayers to Heironeous and bless your mounts. After only two days knowing this young knight it is obvious to you why he was chosen to be the field commander for the Heironeans. He is smart, determined, insightful, decisive, and charismatic. Those faithful who follow him would surely be willing to face the hordes of hell under his command.

After nearly another full day of travel you reach Pelleur Keep and without hesitation Guillaume rides through the gates and up to the main fortifications. You hand off your mounts to the stable hands and make your way to the great hall.

Gathered around a great table, still littered with the remains of dinner, a dozen warriors of all kinds pour over maps. By his bearing and attitude you assume that the large middle-aged man at the head of the table must be General Osmeran. He looks up from his work as Guillaume stops at the other end of the table.

"Ah Guillaume, it seems you are finally back from Umberre with our 'special' troops. Alright the rest of you hangers on, now that you've filled your bellies get the hell out and we'll finish this tomorrow, I've got 'secret' plotting to discuss!"

General Osmeran is an impressive figure, at least six feet tall and half that wide. Although middle age has added a bit to his girth, he still has the walk of a great cat stalking its prey. His stance and the scars on his face give you the distinct impression that the sword at his waist has been used in a great many battles and was never just for show. Once everyone else is out of the room he addresses your group.

"So you are our merry band of assassins, before we get too deep into our plotting how about a drink and maybe something to eat."

With that Osmeran offers a drink from a cask containing some very stout ale, and will order some dinner for those who are interested.

Encounter Five: Goldeneye

"I guess the first thing I should do is introduce you to your guide, Binibik Soil something LeafChewer BirdSpotter Goldeneye something or another." He indicates a gnome sitting at the edge of the room who had gone almost unnoticed until now. The gnome nods his head in recognition to the party. He's a very odd looking gnome with very pale skin, pale blonde hair, and amber eyes (possibly albino).

"Fortunately he doesn't get too upset about my mangling his name and most the time he doesn't seem to mind if I just call him Binibik, but if you want the whole thing pronounced correctly you'll have to ask him yourself. He's going to find you a way into the enemy camp so you can do your bit of dirty business. Best damn scout in my whole army so if he can't get you inside then no one can; leastwise without magic."

"Anyway, I'm tired of being pinned down here waiting for the other damn shoe to drop, I want to get my army off of it's butt and moving into Almor where we're needed, and you probably have a lot of questions before you go so let's get down to it."

The characters will likely have a great many questions for General Osmeran or Binibik.

- **So what is Binibik's full name?** Binibik SoilTreader LeafChewer GnollTickler StreamForder BirdSpotter BellyWasher WagonRider GoldenEye Crinik
- **How big/what kind of army?** It's growing every day but they estimate that it is somewhere around 3,000 right now comprised mainly of Orcs and Gnolls, but also a significant number of Ogres.
- **How many leader types are there?** As near as we can tell there are a handful of guards and three leaders (one human, one gnoll, and one orc).
- **What kind of abilities do the leaders have?** At least a couple seem to be priests as they have been seen leading the troops in religious services.
- **Where are they?** They are one day's hard travel to the north. Almost due East of Breakrock Monastery, just a few miles into the Bone March.
- **Where are you getting information?** The army's scouts have been watching them for many days now.
- **Who will be going with us?** Just Binibik, the larger the force the higher the risk of being detected.
- **How are we getting in?** Binibik will find a way; he knows these hills better than any man or beast. If there is a way in he'll find it.

- **How do we get out?** Hopefully you sneak out with the help of Binibik, but if worse come worst then I suggest running your asses off.

After answering the characters questions Osmeran will continue.

"Well, now that we've got all of that out of the way you should all settle in for the night, you'll probably want to get an early start tomorrow. I'll wish you good night, and good fortune in your dirty mission. Oh and a couple of last things, if you happen to stumble on any of their secret plans after you've killed them I'd appreciate you bringing them back for me to take a look at. I've also informed Binibik that his life is more important to me than your mission so when he abandons you to your fate you'll want to curse my name and not his."

Binibik finally speaks, "I'll show you to your rooms for the night, and I'll be by at first light to make sure we're on the road early. If your looking to sneak off before the sheep hits the fen this would be a good opportunity." He then shows you to some simple quarters inside the keep

The rest of the night passes uneventfully unless the characters decide to end the module.

Good as his word Binibik rousts any late risers out of bed just before first light. "Get up you lazy moles, time to get on the road"

Once outside you see Sir Guillaume and his companion waiting at the stables. They once again offer prayers to Heironeous and blesses you mounts. "May Heironeous guide your steps my friends and give you valor in combat. I am off to rally the forces of the Arch Paladin"

The miles drop away behind you once again and before you know it you are well into the Flinty Hills "We are getting close to the Enemy camp, we should find a place to rest for the night" Binibik quickly finds a sheltered hollow suitable for the purpose.

Again the night passes uneventfully.

Encounter Six: A View to a Kill

Once again Binibik wakes the party as the sun is barely rising above the horizon. "Let's get going and try to get close while the sun is in their eyes." You may not appreciate his tendency for early rising but it is hard not to appreciate his skill at moving through the wilderness. Without his help this trip through the Flinty Hills would have taken at least twice as long, and your likelihood of being spotted would have been much greater.

You leave your mounts in your camp and after only few miles of easy climbing you come up over a ridge and overlook the valley below with the sun at your back. Below an army of humanoids mills around in a loose camp. There are easily three thousand individuals in the valley including an alarming number of ogres. Most seem to be settling in for the day and seeking shelter from the sun in makeshift tents.

On a nearby smaller hill is a large finely crafted blood red tent with the fist of Hextor embroidered on the tent flap. The guards out front and the fist symbol convince you that this is probably the command tent for the army.

The party will probably want to talk strategy at this point. Binibik will tell the party that he is reasonably certain that he can get the party to within a few dozen yards of the tent but from there it will be up to them (he intends to report back to General Osmeran whether the party succeeds or fails).

Note: Remember that there is a massive army nearby. The GM should warn against any suicidal strategies. If the party settles on a plan that would alert the army to their presence the judge should declare all characters captured or killed and proceed to the conclusion. If the players object give them a sample attack of 100 arrows each for a few rounds and then have the 100 ogres charge the characters.

Encounter Seven: From Russia With Love

If the characters insist on getting to the command tent by their own methods then skip the following encounter and improvise.

With the sun still at your backs Binibik leads you down the hill through sheltered washes and brush covered areas to within a few hundred yards of the tent; and then he starts rummaging around as if looking for something. After a few moments searching he seems to find what he is looking for.

“Ah ha, I thought so.” With that he lifts up a small rock and a bush, revealing the opening to a small tunnel. “My people have lived in these hills for thousands of years, almost every hill and valley has been used by someone for some purpose during that time. If you know what you are looking for you can find old tunnels everywhere.”

He motions for you and your companions to enter the tunnel. Unfortunately it was never meant for anyone larger than a gnome to pass through and anyone over five feet tall will have to squeeze. After scrabbling through the dark tunnel for quite some time it opens out into some larger rooms filled with broken furniture. It looks to have been abandoned

for some time. The only thing intact in any of the rooms is a small sturdy chest that bears the inscription “property of Tatiana Romanov OdeSinger PotBanger BlueDress Russia”

Binibik speaks up “We’re getting close, if there are any preparations that you want to make I suggest you get it done now.”

If the characters open the chest (it is unlocked)

Inside are some very old and rotting spare clothing and a handful of love songs that seem to have been written by Tatiana, why they were left behind you will probably never know.

The players should be allowed to make any reasonable preparations that they wish to make at this point as the next encounter assumes that they are fully prepared.

Encounter Eight: Live and Let Die

If the characters did not go through the tunnels then skip the first section of read aloud text and improvise.

Binibik quickly leads you out of the living area through another passage and after a short time he stops. “Now don’t forget that Osmeran is of course interested in any intelligence that these guys may have, so if you are successful see if you can’t grab any papers, letters, or maps that are laying around before you bug out. I’ll stick around in the tunnel for a bit but if things look bad I’ll rabbit out fast. Are you all ready then?”

With that Binibik throws open the bolthole and you see that you are about thirty feet from the command tent, and the two guards dressed in black tabards with the holy symbol of Hextor embroidered on them seem oblivious to your arrival as yet.

As soon as the characters indicate that they are ready to attack use Map #1 for the battle and the characters should be allowed a surprise round against the guards unless they have done something very badly. If the characters used the tunnel to approach the tent, they will emerge from the rock face at the door directly north of the command tent.

Note: The guards should be surprised and easy pickings. It is extremely likely that the noise of combat or a screaming guard will alert the nearby army. If the party cannot end the combat and be away from the tent ten rounds after the army is alerted then they are captured or killed by the army and the judge should proceed to the conclusion.

Tactics: There are few tactics to this fight since the enemy is going to be caught by surprise. They will of course try to alert the army and simply stay alive until they come.

As soon as the characters can see the inside of the tent read the following.

The inside of the tent is decorated with expensive furnishings; however it is far from opulent. Three people stand around a table full of maps and letters spread out on a table. There is a one eyed orc, a massive gnoll, and Bernar D'Gui. Bernar speaks

Those who saw Bernar die (from NYR3-05 Heironeous Impressions) will probably be quite surprised to see him here. Bernar will of course soliloquize as soon as he sees the characters.

"Fie! So Lynwerd and his cronies have finally sent their flunkies to assassinate me! The power of Hextor will strike you down and his armies will grind the false kings armies beneath their heels!"

APL 6 (EL 7)

- Hextorite Guard (2): hp 35 ea. see Appendix One
- Male Gnoll Taugh: hp 59 see Appendix One
- Wolf Animal Companion: hp 13 see *Monster Manual* page 283
- Male Orc Zabghat: hp 59 see Appendix One
- Warleader Bernar: hp 52 see Appendix One

APL 8 (EL 9)

- Hextorite Guard (2): hp 51 ea. see Appendix Two
- Male Gnoll Taugh: hp 75 see Appendix Two
- Wolf Animal Companion: hp 27 see Appendix Two
- Male Orc Zabghat: hp 77 see Appendix Two
- Warleader Bernar: hp 68 see Appendix Two

APL 10 (EL 11)

- Hextorite Guard (2): hp 67 ea. see Appendix Three
- Male Gnoll Taugh: hp 91 see Appendix Three
- Wolf Animal Companion: hp 27 see Appendix Three
- Male Orc Zabghat: hp 95 see Appendix Three
- Warleader Bernar: hp 84 see Appendix Three

APL 12 (EL 13)

- Hextorite Guard (2): hp 78 ea. see Appendix Four
- Male Gnoll Taugh: hp 107 see Appendix Four
- Wolf Animal Companion: hp 41 see Appendix Four

➤ Male Orc Zabghat: hp 113 see Appendix Four

➤ Warleader Bernar: hp 100 see Appendix Four

Note: In order to continue the module it is necessary to capture the correspondence on the table or on Bernar's person (be careful of those flame spells!). If the characters fail to do this they may be able to get the information from a captured leader (judge will have to improvise this). If none of the above happens then proceed to the conclusion.

Encounter Nine: The Spy Who Loved Me

You make it back to your camp after an hour of darting through the hills trying to keep up with Binibik. Finally you have time to take a look through the captured papers. There are several maps and letters of interest.

Give the Player Handout #1 if they took the notes from the table

Give the Player Handout #2 if they searched Bernar

After reading the message and/or the journal Binibik will suggest that the characters should make haste to go warn Garefroide Monastery of the imminent attack. He will head back to Pelleur Keep and try to get the rest of the papers to General Osmeran before he heads out to Cordrend, as this was his plan last Binibik knew.

If the characters decide not to go warn Garefroide Monastery then the module is over, go to the conclusion.

Binibik busily draws out a quick map "This is the best way that I know to get to the monastery, if you push yourself you should be able to get there in two days. I only pray that you arrive in time, good luck and good fortune to you all." And with that he rides off into the hills.

After traveling for several days with help from Guillaume and Binibik it now seems like your horses hooves are weighted with lead. You make comparatively slow progress for two days but fortunately they are uneventful and Garefroide is now in sight.

Encounter Ten: Diamonds are Forever

You approach Garefroide Monastery as the sun is beginning to set, and you bitterly recall how early winter comes in the heights of the Flinty Hills. As the shadows of the hills sweep over you, the temperature drops quickly below what is comfortable.

Approaching the gate of the Monastery you are of course challenged by the guards standing watch.

“Ho there, what business brings you here to the edge of the kingdom?”

Characters should have little trouble talking their way into the Monastery, especially if they explain that they are working for General Osmeran, mention Binibik, explain they have critical information or are recognized from visiting here before in NYR3-05 Heironeous Impressions.

Characters that have been here before may remember NPCs from that module and want to talk to them, they are listed in Judges Aid #1. Remember that they are all busy with preparations and don't let players slow things down too much with side issues. Things have been going very well since the characters were last here, no more signs of heresy, all the students re-trained, etc.

Once inside the monastery you discover that there is a more heightened sense of tension than what you would expect. Individual sparing and training seems be put on hold and everyone is busy working on group tactics and maneuvering in full armor. None of the students seem to be studying scripture but instead they all seem to be readying for combat.

You are immediately taken to Abbot Eadwig Beddar's offices where he greets you all warmly. “Well met, I understand that you were in a great hurry to see me, what can this humble servant of the Arch Paladin do for you this evening?”

He will patiently wait while characters explain as much of what they have discovered as they are want to before letting him speak.

“While I appreciate your efforts on our behalf we are aware of the attack force of humanoids preparing to siege the monastery. Our patrols spotted their pickets a couple days ago and we have been watching them ever since. I would have already mustered my forces and driven them off but I have had another concern.

In this area there are a great number of ancient ruins. At about the same time that we discovered the massing humanoids, a scout also discovered that messengers were being sent back and forth from the dungeons of one of these ruins to the massing forces.

I don't know what lies in wait within and I fear that it may be some powerful evil. I don't have enough men to split my forces to attack both and I dare not leave one unchecked while I attack the other. However; since Heironeous has seen fit to guide a party of great adventurers again to my monastery in its hour of need, I think that maybe together we can defeat this enemy.”

Players are apt to have a great many questions to for the Abbot at this point.

- **Where is the Dungeon?** Just over the next hill, an hour or two walking at most. Eadwig can provide a rough map to guide the characters.
- **What lives in the dungeons?** Eadwig doesn't know but monstrous unnatural creatures drove off a patrol he sent to investigate. Eadwig suspects that demonic influences may be at work.
- **How many are there?** No idea, only a handful drove off the patrol but they were very tough customers.
- **Is there some way to trick our way in?** There is no way that they have noticed that someone could trick their way into the dungeon, no passwords, no uniforms or secret knocks. They seem to notice anyone who comes too close.
- **Is there anyway to sneak in?** You can try and the characters are probably more sneaky than the priests but again they seem to notice anyone who comes too close.
- **Are there any other ways in?** Only the front door as far as they can tell, they have looked around a bit and found nothing.
- **What equipment can you give us?** Very little, any freely available items from the PHB or DMG that the Judge estimates a remote fortress monastery would have, players can buy.
- **What is the plan?** Eadwig would like the party to go and investigate the caves while his forces attack the gathering humanoids. If the party can't defeat whatever lurks there then at least they will be busy.
- **When are we going to try it?** Eadwig would like to attack first thing in the morning.

After finishing the discussion Eadwig will suggest that everyone get a good night's sleep and be ready for the attack in the morning. If the characters refuse to help then the adventure ends and the judge should go to the conclusion.

Encounter Eleven: The Living Daylights

Unlike Binibik, the priests of Heironeous do not wake you before the sun comes up, but they are all up and active while the sun is still low on the horizon. Some hundred men and sixty horses are arrayed in front of the monastery. Abbot Beddar begins leading his followers in morning prayers as the first golden rays of sunlight glisten off the white tabards and shining holy symbols of the assembled host.

As the prayers finish a few dozen more horses appear in the midst of the already sizeable herd, and

the every man in the group mounts a horse and they form up into riding formation.

Eadwig comes over to the party "You only need keep whatever lurks in that dark cave occupied for a few hours, we shall either be victorious or defeated in that time. May Heironeous give you strength and guide you through the darkness that awaits."

He then turns to his warriors "Honor and glory awaits my compatriots! Our future begins today, and our enemies will tremble at the sight of our righteous might!" A great cheer issues forth and Eadwig leads the thundering host of cavalry off over the hills.

Though you have never seen the enemy encampment, you feel certain that it will take a great many Orcs and Gnolls to stand against that mass of men, horses, and steel. Even were there enough monsters to stand against them you feel that the very sight of the holy men of Heironeous may set them running for their lives.

After taking a few moments to gather your thoughts, you begin making your way towards your own challenge just over the next hill.

Characters should be allowed to make any preparations they wish before arriving at the ruins.

Encounter Twelve: Goldfinger

As you approach the collection of ruins Eadwig had described you notice a finger of yellow stone, turned golden by the morning light, The Abbot had indicated that near the foot of this rock was the cave that you seek.

Advancing through a number of ancient ruins, you discover a kind of cavern created by the recent cave-in of an underground tunnel about ten feet from the finger of yellow rock.

There is a silent alarm spell cast on the golden finger of rock. Any character approaching within 20' will alert Dr. Knogh of their presence (the password to disable the alarm is Octopussy). The characters will enter the complex (map #2) in the section marked "cave-in".

As you make your way down into a long hallway that is collapsed on this end, Bernar's voice rings out from down the hall.

"Ah, the defenders of goodness and light have arrived to vanquish the evil tyrants of Hextor. Come then foolish adventures and match your mettle against the might of the Scourge of Battle."

After 30 feet from the entrance on Map #2

Bernar's voice again rings out, "Come come now, rush forward to your impending doom, those of you

who are worthy may yet live to be slaves for the new lords of Nyrond!"

The voices are coming from two magic mouth spells located 60' and 90' from the entrance.

Encounter Thirteen: Die Another Day

Once the characters reach Map #2 room A read the following.

Ahead lies a scene of darkest nightmares, glass cylinders as tall as a man pack this large room; although more than half are empty, the watery contents of the other half could easily rattle even the most stalwart adventurer.

Abominations of flesh and steel cry out from their murky coffins, faces twisted not just from tormented anguish but also distorted by demonic or monstrous heritage. Whatever foul mind created these unnatural things, it is certain that their creator is just as vile and ugly on the inside as they are on the outside.

From the other end of the chamber Bernar's voice again rings out. "So in the ultimate act of arrogance you invade my very lair and seek to bring to ruin all which I have wrought. Well you are too late, I have already safeguarded that which was created here, all that remains is a death trap for you."

With that Bernar steps out from behind one of the glass coffins, but then another Bernar appears in a like manner and finally another! Lastly a trio of identical disfigured dwarves step from behind the tables and racks of chemicals at the far end of the room.

See Map #2 Room A

Note: Two of the Bernars are actually half-doppelgangers shifted to look like Bernar. Two of the Dr. Knoghs are actually mindless half-golems made from his clones so they look like him.

Preparations: Make sure to keep play balanced for this encounter, if you allow players preparation rounds then allow villains preparation time as well or don't let anyone have preparation rounds. The Bad guys should know the characters are coming thanks to the alarm and magic mouth spells. As preparation Guardian Bernar will begin by casting Freedom of Movement then if he has time he will buff Half-Doppelgangers with Bull Strength. Dr. Knogh will prepare by casting one of his Globe of invulnerability type spells then will cast Mirror Image and possibly Shield.

APL 6 (EL 9)

➤ **Half-Doppelgangers (2):** hp 42 ea. see Appendix One

➤ **Flesh Half-Golem (2):** hp 13 ea. see Appendix One

➤ **Dr. Knogh:** hp 37 see Appendix One

➤ **Guardian Bernar:** hp 52 see Appendix One

APL 8 (EL 11)

➤ **Half-Doppelgangers (2):** hp 56 ea. see Appendix Two

➤ **Half-Clay Golem (2):** hp 23 ea. see Appendix Two

➤ **Dr. Knogh:** hp 49 see Appendix Two

➤ **Guardian Bernar:** hp 68 see Appendix Two

APL 10 (EL 13)

➤ **Half-Doppelgangers (2):** hp 70 ea. see Appendix Three

➤ **Half-Stone Golem (2):** hp 33 ea. Appendix Three

➤ **Dr. Knogh:** hp 61 see Appendix Three

➤ **Guardian Bernar:** hp 84 see Appendix Three

APL 12 (EL 15)

➤ **Half-Doppelgangers (2):** hp 84 ea. see Appendix Four

➤ **Half-Iron Golem (2):** hp 43 ea. see Appendix Four

➤ **Dr. Knogh:** hp 73 see Appendix Four

➤ **Guardian Bernar:** hp 100 see Appendix Four

Tactics: The villains who look the same will always go on the same initiative (they will delay for each other). They will then use their similar appearance to try and confuse the combat. They will move through one another's squares as much as possible in order to conceal which is the real person. They are using a combination of bluff/tumble/sleight of hand/detect thoughts to pull off the trick (of course the Half-Doppelgangers are much better at it). Each time two of the "clones" pass through the same square, characters must make a spot check (DC=10+APL for the doppelgangers or DC=APL for the Half-Golems) in order to keep track of which is which. Think of it as a big game of Three Card Monty, but you may want to restrict player communications in order to keep them from blurting out which is which. A few other quick notes

- Generally the spell casters will try and get off some of their better spells but Bernar will want to get into combat at some point.
- The creatures will mainly act as distractions and then as guardians when the characters close to melee.
- Bernar may decide to animate some of the dead inside the tanks for reinforcements.

Encounter Fourteen: Dr. No

As you finally have time to take stock of your surroundings, you realize that it is a complete wreck, only partially due to the recent combat here. Notes, alchemical equipment, and arcane scribblings lie scattered everywhere throughout the room though most are concentrated on the desk. Bits of flesh and strange metals lie scattered everywhere as well, altogether it is quite a mess and you doubt that anyone could make sense of what happened here without spending weeks sorting through the mess. On top of all of that two of the Bernars now wear the face of the traitorous prince Sewardt.

Once the characters begin poking around the lab they will probably discover much of the following.

- Searching the desk will reveal Player Handout #3
- Searching Bernar reveals Player Handout #4
- Knowledge (Dungeoneering) DC 15 will identify the fact that creatures in the tanks are partially Doppelganger
- Knowledge (Arcana) DC15 will identify that the creatures in the tanks are partially constructs (golems).
- Craft (Alchemy) check DC 20 will reveal that several different solutions are in use in the lab including ingenious preservatives and nutrient baths for growing his creatures.
- Examining the notes on the desk and a Spellcraft DC 20 check will reveal that Dr. Knogh had perfected a new ritual which is a perverted combination of the Simulacrum and Clone spells which used his creations instead of the normal ice and snow to create a simulacrum which was more powerful and clone like.

Encounter Fifteen: You Only Live Twice

This room was once some kind of temple though what kind of god held sway here is forever lost to decay and ruin. Great pillars reach to the ceiling and rotting decorations adorn almost every surface. The now all too familiar voice of Bernar echoes through the great hall.

"I am The Prime and all those you have slain were created in my image. I am the first and greatest and I will wreak bloody vengeance upon you for the deeds you have done in the service of that wretched whelp of a King.

Pray to whatever weakling gods you worship, for the mighty fist of Hextor is about to crush you and it is my honor to be the instrument of his mighty wrath!"

Finally appearing out of darkness Bernar strides towards you, as he does so however his form twists and deforms until he looks more like the creatures in the lab than an actual human being.

The Prime Bernar is overconfident and a megalomaniac, he will continue to speak even if characters are preparing for combat. He is not stupid however and will make his own preparations (primarily casting) as the characters prepare themselves.

In the end it is really up to the party when they attack, as Bernar will want to gloat and posture far too much to initiate the combat himself.

Preperations: The Prime Bernar will have precast Resist Energy(Acid) and Resist Energy(Electricity) before the characters enter the room but will not have precast any other spells.

APL 6 (EL 9)

➤ **The Prime Bernar:** hp 66 see Appendix One

APL 8 (EL 11)

➤ **The Prime Bernar:** hp 75 see Appendix One

APL 10 (EL 13)

➤ **The Prime Bernar:** hp 93 see Appendix One

APL 12 (EL 15)

➤ **The Prime Bernar:** hp 111 see Appendix One

Tactics: The Prime Bernar is a megalomaniac and overconfident he will gloat and posture as long as characters tolerate it. Once characters have entered the room he will start casting buff spells but not offensive spells until he is attacked (preferring to make himself even more powerful).

Assuming the characters search the room then they Find Player Handout #5

Encounter Sixteen: Tomorrow Never Dies

As you make your way back to Garefroide Monastery you see the returning Heironeans. Their tabards now stained with dirt and blood from the battle. A great number lie lifeless strapped to their mounts like bloody baggage. You estimate that a third of their number perished or were badly wounded, but as they come nearer you can hear that they are singing battle hymns of glorious victory.

Once Eadwig spots you he spurs his mount faster and rides over to you. "It was a great battle,

probably not heroic enough to warrant a record among the great heroes, but a great battle none the less. So what did you find in that pit of evil, did you reap a glorious victory as well?"

If the party explains they were successful.

"We are doubly blessed this day then and we must have a truly heroic feast in honor of our victories. Come now, off to the keep for a feast!"

If the party explains they were unsuccessful.

"It is sad that you did not rid the world of that evil but at least you kept them busy while their minions were cut down. In any event it is cause for celebration for their horde of evil will threaten Nyronnd no more. Come now, off to the keep for a feast!"

Eadwig will not want to go into great detail about what the party found in the dungeons, it is enough for him for the moment that they are defeated or driven off.

Back at Garefroide the dead are blessed and taken to the temple until tomorrow, when they will be buried with all of the honor and ceremony due to those who have fallen in combat. Tonight though, a great feast is prepared in honor of the surviving heroes. It seems as if everyone involved in the attack has a story of valor and bravery to tell, and almost no one speaks of their own exploits but instead expounds on the great valor of their companions; especially those who had fallen in combat. Several scribes diligently take down every bit of information that they can so that this day will be remembered for many years to come."

If the characters want to share the story of their exploits in the dungeons, the assembly will be more than happy to hear them. They will quickly tire of anyone who seems to merely be patting themselves on the back, but will listen intently to any who expound on the bravery and valor of others. The scribes will of course write everything down.

Conclusion

Quit Early: Any character that leaves the module before following Binibik into the Flinty Hills should not receive an AR and should leave the table immediately.

Captured by the army: If any of the characters did something foolish and ended up being captured by the army they need to make a Fortitude Save DC=10+APL. If successful the character survives but is captured and ransomed back to Nyronnd, if failed then they are dead. In either event all items carried by the character are lost.

Rewards:

- Those who eliminate the army's leaders will gain the favor of General Osmeran.

- Those who defeat everything in the dungeon gain the favor of the church of Heironeous.
- If anyone takes the songs of Tatiana then they have access to them on the AR.

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 Eight

Defeat Warleader Bernar and his allies

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp

Encounter Thirteen

Defeat Guardian Bernar, Dr. Knogh, and their duplicates

APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Encounter Fifteen

Defeat The Prime Bernar

APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Discretionary roleplaying award

APL6	150 xp
APL8	195 xp
APL10	240 xp
APL12	285 xp

Total possible experience:

APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Eight:

APL 6: L: 320 gp; C: 0 gp; M: 412 gp - +1 Heavy Flail, Cloak of Resistance +1

APL 8: L: 150 gp; C: 0 gp; M: 1,412 gp - +1 Short Sword (x2), +1 Orc Double Axe, +1 Heavy Flail, Cloak of Resistance +1

APL 10: L: 150 gp; C: 0 gp; M: 1,562 gp - +1 Short Sword (x2), +1 Orc Double Axe, +1 Flaming Heavy Flail, Cloak of Resistance +1, Ring of Protection +1

APL 12: L: 150 gp; C: 0 gp; M: 1,562 gp - +1 Short Sword (x2), +1 Orc Double Axe, +1 Flaming Heavy Flail, +1 Full Plate, Cloak of Resistance +1, Ring of Protection +1

Encounter Thirteen:

APL 6: L: 185 gp; C: 0 gp; M: 415 gp - +1 Heavy Flail, Cloak of Resistance +1, Potion of Cure Light Wounds

APL 8: L: 185 gp; C: 0 gp; M: 435 gp - +1 Heavy Flail, Cloak of Resistance +1, Potion of Cure Moderate Wounds

APL 10: L: 150 gp; C: 0 gp; M: 1,575 gp - +1 Frost Heavy Flail, Cloak of Resistance +1, Potion of Cure Serious Wounds, Ring of Protection +1

APL 12: L: 75 gp; C: 0 gp; M: 1,605 gp - +1 Full Plate, +1 Frost Heavy Flail, Cloak of Resistance +1, Potion of Cure Serious Wounds (x2), Ring of Protection +1, +4 Belt of Giant Strength

Encounter Fifteen:

APL 6: L: 185 gp; C: 0 gp; M: 412 gp - +1 Heavy Flail, Cloak of Resistance +1

APL 8: L: 185 gp; C: 0 gp; M: 412 gp - +1 Heavy Flail, Cloak of Resistance +1

APL 10: L: 185 gp; C: 0 gp; M: 1,525 gp - +1 Heavy Flail, Cloak of Resistance +1, Ring of Protection +1

APL 12: L: 75 gp; C: 0 gp; M: 6,875 gp - +1 Full Plate, +1 Unholy Heavy Flail, Cloak of Resistance +1, Ring of Protection +1

Total Possible Treasure

APL 6: L: 875 gp; C: 0 gp; M: 1,239 gp - Total: 2,114 gp (Cap = 900)

APL 8: L: 520 gp; C: 0 gp; M: 2,259 gp - Total: 2,779 gp (Cap = 1,300)

APL 10: L: 520 gp; C: 0 gp; M: 4,662 gp - Total: 5,182 gp (Cap = 2,300)

APL 12: L: 300 gp; C: 0 gp; M: 10,042 gp - Total: 10,342 gp (Cap = 3,300)

Items for the Adventure Record

Favor of General Osmeran: The character has earned the personal thanks of General Osmeran and through his connections at Mistwatch he will obtain one of the

following item upgrades for the character for the normal price. Once the item is purchased mark this favor as used. Add any one energy resistance special ability (not improved or greater) to any shield or armor, add the Animated special ability to any shield, or add the Ghost Touch special ability to any armor.

Tatiana's Love Ballads: This collection of poems and ballads gives a unique perspective into the gnomish mindset. Any character with ranks in any Perform skill that possesses these songs gains a +2 insight bonus to diplomacy and gather information checks with gnomes.

Favor of the Church of Heironeous: The characters have done a great service for the church of Heironeous and they are willing to return service in kind. This favor can be used once for the free casting of any clerical spell of third level or less by an NPC follower of Heironeous. If used at the same time as the Favor of the Church of Heironeous from NYR03-05 Heironeous Impressions or NYR4-04 Heironeous Assumptions, both favors can be used once for the free casting of any clerical spell of fourth level or less (although any material costs must still be paid). If used at the same time as both the Favor of the Church of Heironeous from NYR03-05 Heironeous Impressions and NYR4-04 Heironeous Assumptions, all three favors can be used once for the free casting of any clerical spell of Fifth level or less including any material costs (may be used for free Raise Dead).

Strange Metals: You took many of the strange metals from Dr. Knogh's laboratory. The exact nature of the metal remains a mystery. Hopefully it will turn out to be valuable but first you need to find somebody to identify it.

Item Access

APL 10:

- +1 Flaming Heavy Flail (Adventure; DMG; 8,315 gp)
- +1 Frost Heavy Flail (Adventure; DMG; 8,315 gp)

APL 12 (all of APL 2 plus the following):

- +4 Belt of Giant Strength (Adventure; DMG; 16,000 gp)
- +1 Unholy Heavy Flail (Adventure; DMG; 18,315 gp)

Appendix One – Combat Encounters

APL 6

Encounter Eight

Hexorite Guard: Medium Humanoid War4; CR 4; HD 4d8+8; hp 35; Init +2; Spd 20 ft/x3; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grapple +4/+7; Full Atk +8 One-handed (1d8+3; 20/x2, Flail); AL LE; SV Fort +6, Ref +3, Will +1; Str 17(+3), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate^I +7, Listen^I +5, Spot^I +5; Alertness, Weapon Focus (Flail), Improved Toughness

Equipment: Banded Mail, Heavy Steel Shield, Flail, Short Sword

Taugh: Male Gnoll Rgr5; Medium Humanoid; CR 6; HD 7d8+21; hp 59; Init +6; Spd 30 ft/x4; AC 18 (+4 armor, +1 shield, +2 dex, +1 natural), touch 12, flat-footed 16; Base Atk/Grapple +6/+10; Full Atk +10/+5 Two-Weapon (primary) (1d6+4; 19-20/x2, Masterwork short sword), +10 Two-Weapon (secondary) (1d6+2; 19-20/x2, Masterwork short sword), +8/+3 Two-Weapon (primary) (1d6+4; 20/x3, Handaxe), +8 Two-Weapon (secondary) (1d6+2; 20/x3, Handaxe); AL CE; SV Fort +10, Ref +6, Will +1; Str 18(+4), Dex 15(+2), Con 16(+3), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate^I +5, Listen^I +10, Spot^I +10, Survival^I +10; Improved Initiative, Two-Weapon Defense, Weapon Focus (Short Sword)

Equipment: Masterwork Short Sword (x2), Handaxe (x2), Masterwork Chain Shirt

Zabghat: Male Orc Bbn6; Medium Humanoid (Orc); CR 6; HD 6d12+12; hp 59; Init +2; Spd 30 ft/x4; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +6/+11; Full Atk +11/+6 Double-weapon (primary) (1d8+5; 20/x3, Masterwork orc double axe), +11 Double-weapon (secondary) (1d8+2; 20/, Masterwork orc double axe), +11/+6 One-handed (1d8+5; 20/x3, Battleaxe); AL CE; SV Fort +7, Ref +4, Will +1; Str 20(+5), Dex 15(+2), Con 14(+2), Int 6(-2), Wis 8(-1), Cha 10(+0);

Skills and Feats: Intimidate^I +9, Jump^I +11, Survival^I +8; Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting, Weapon Focus (Orc Double Axe)

Equipment: Masterwork Orc Double Axe, Battleaxe, Masterwork Breastplate

Warleader Bernar: Male Human Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft/x3; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grapple +5/+7; Full Atk +9 Two-handed

(1d10+4; 19-20/x2, +1 Heavy Flail), +8 One-handed (1d8+2; 20/x2, Flail), +7 One-handed (1d8+2; 20/x2, Morningstar); AL LE; SV Fort +8, Ref +3, Will +9; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 12(+1);

Skills and Feats: Bluff^I +5, Concentration^I +12, Diplomacy^I +11, Heal^I +7, Intimidate^I +4, Knowledge (religion) +8, Sense Motive^I +8; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th – Freedom of Movement, Unholy Blight*.

* Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Heavy Flail, Flail, Morningstar, Masterwork Full Plate, Cloak of Resistance +1

Encounter Thirteen

Half-Doppelgangers (2): Medium Monstrous Humanoid (Shapechanger) Rog1; CR 4; HD 1d6+4d8+15; hp 42; Init +4; Spd 30 ft/x4; AC 22 (+4 armor, +4 dex, +4 natural), touch 14, flat-footed 18; Base Atk/Grapple +4/+7; Full Atk +8 Primary Natural (1d6+4; 20/x2, Slam); AL N; SV Fort +4, Ref +10, Will +6; Str 17(+3), Dex 18(+4), Con 16(+3), Int 12(+1), Wis 14(+2), Cha 12(+1);

Skills and Feats: Bluff^I +13, Jump^I +9, Sleight of Hand +10, Tumble +12; Deft Hands, Weapon Finesse

Equipment: Masterwork Chain Shirt

Half-Flesh Golem (2): (Was Dwarf) Male War 2; CR 4; Medium Construct (Half-Golem); HD 2d8; hp 13; Init +1; Spd 30 ft (cannot run); AC 20 (+1 Dex, +5 Natural Armor, +4 Chain Shirt), touch 11, flat footed 19; Base Atk +2; Grp +8; Atk +9 melee (1d10+9; 20/x3 two-handed Dwarven Waraxe); Full Atk +9 melee (1d10+9; 20/x3 two-handed Dwarven Waraxe); SA –; SQ Construct traits, Damage Reduction 5/Adamantine, Berserk, Immune to magic, Darkvision 60'; AL NE; SV Fort +5, Ref +1, Will +0; Str 22 (+6), Dex 12 (+1), Con –, Int 4 (-3), Wis 10 (+0), Cha 4 (-3).

Skills and Feats: Climb +9, Intimidate +2, Jump +3; Weapon Focus (Dwarven Waraxe (Martial)).

Equipment: Dwarven Waraxe

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its normal hit point total, it gains the excess as temporary hit points.

Dr. Knogh: Male Dwarf (Mountain) Wiz6; Medium Humanoid; CR 6; HD 6d4+18; hp 37; Init +1; Spd 20 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +3/+3; Full Atk +4 Two-handed (1d8; 19-20/x2, Light Crossbow), +3 One-handed (1d4; 19-20/x2, Dagger); AL NE; SV Fort +7, Ref +3, Will +4; Str 10(+0), Dex 12(+1), Con 16(+3), Int 18(+4), Wis 8(-1), Cha 8(-1);

Skills and Feats: Concentration^I +12, Craft (Alchemy)^I +13, Knowledge (arcana) +13, Knowledge (dungeoneering) +7, Knowledge (the planes) +13, Spellcraft +15; Combat Casting, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item

Spells Prepared: (4/3/3/2; base DC = 14 + spell level): 0 – Acid Splash, Daze, Flare, Ray of Frost; 1st – Burning Hands, Ray of Enfeeblement, Shield; 2nd – Bull's Strength, Mirror Image, Scorching Ray; 3rd – Lightning Bolt, Slow

Equipment: Light Crossbow, Dagger, Potion of Cure Light Wounds

Guardian Bernar: Male Human Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft/x3; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grapple +5/+7; Full Atk +9 Two-handed (1d10+4; 19-20/x2, +1 Heavy Flail), +8 One-handed (1d8+2; 20/x2, Flail), +7 One-handed (1d8+2; 20/x2, Morningstar); AL LE; SV Fort +8, Ref +3, Will +9; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 12(+1);

Skills and Feats: Bluff^I +5, Concentration^I +12, Diplomacy^I +11, Heal^I +7, Intimidate^I +4, Knowledge (religion) +8, Sense Motive^I +8; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive,

Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th – Freedom of Movement, Divine Power*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: Masterwork Full Plate, +1 Heavy Flail, Flail, Morningstar, Cloak of Resistance +1

Encounter Fifteen

Prime Bernar: Was Male Human Clr7; Medium Humanoid (augmented humanoid - half golem, extraplanar); CR 10; HD 7d8+28; hp 66; Init -1; Spd 20 ft/x3; AC 22 (+8 armor, -1 dex, +5 natural), touch 9, flat-footed 22; Base Atk/Grapple +5/+10; Full Atk +12 Two-handed (1d10+8; 19-20/x2, +1 Heavy Flail), +11 One-handed (1d8+5; 20/x2, Flail), +10 One-handed (1d8+5; 20/x2, Morningstar); AL LE; SV Fort +10, Ref +2, Will +9; Str 20(+5), Dex 8(-1), Con 18(+4), Int 6(-2), Wis 17(+3), Cha 6(-2);

Skills and Feats: Bluff^I +2, Concentration^I +14, Diplomacy^I +8, Heal^I +7, Intimidate^I +1, Knowledge (religion) +5, Sense Motive^I +8; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds*; 2nd – bull's strength x2, resist energy x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light; 4th –divine power*, freedom of movement,

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: Masterwork Full Plate, +1 Heavy Flail, Flail, Morningstar, Cloak of Resistance +1

APL 8

Encounter Eight

Hextorite Guard: Male Human War6; Medium Humanoid; CR 6; HD 6d8+12; hp 51; Init +2; Spd 20 ft/x3; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grapple +6/+9; Full Atk +11/+6 One-handed (1d8+3;20/x2, Masterwork flail); AL LE; SV Fort +7, Ref +4, Will +4; Str 17(+3), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate¹ +9, Listen¹ +6, Spot¹ +6; Alertness, Improved Critical (Flail), Iron Will, Weapon Focus (Flail), Improved Toughness"

Equipment: Banded Mail, Heavy Steel Shield, Masterwork Flail, Short Sword

Taugh: Male Gnome Rgr7; Medium Humanoid; CR 8; HD 9d8+27; hp 75; Init +7; Spd 30 ft/x4; AC 19 (+4 armor, +1 shield, +3 dex, +1 natural), touch 13, flat-footed 16; Base Atk/Grapple +8/+12; Full Atk +12/+7 Two-Weapon (primary) (1d6+5;17-20/x2, +1 Short Sword), +12/+7 Two-Weapon (secondary) (1d6+3;17-20/x2, +1 Short Sword), +10/+5 Two-Weapon (primary) (1d6+4;20/x3, Handaxe), +10/+5 Two-Weapon (secondary) (1d6+2;20/x3, Handaxe); AL CE; SV Fort +11, Ref +8, Will +2; Str 18(+4), Dex 16(+3), Con 16(+3), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate¹ +7, Listen¹ +12, Spot¹ +12, Survival¹ +12; Improved Critical (Short Sword), Improved Initiative, Two-Weapon Defense, Weapon Focus (Short Sword)

Equipment: +1 Short Sword (x2), Handaxe (x2), Masterwork Chain Shirt

Animal Companion Wolf: Medium Magical Beast (Animal Companion); HD 4d8+8 hp 27; Init +3; Spd 50 ft; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat footed 14; Base Atk +3; Grp +5; Atk +7 melee (1d6+2 Bite); Full Atk +7 melee (1d6+2 Bite); SA Trip; SQ Low-light Vision, Scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14 (+2), Dex 16 (+3), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-2).

Skills and Feats: Hide +3, Listen +3, Move Silently+4, Spot +3, Survival +3; Track, Weapon Focus (bite), Weapon Finesse.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 Check Modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Zabghat: Male Orc Bbn6/Eye2; Medium Humanoid (Orc); CR 8; HD 8d12+16; hp 77; Init +3; Spd 30 ft/x4; AC 18 (+5 armor, +3 dex), touch 13, flat-footed 18; Base

Atk/Grapple +8/+13; Full Atk +13/+8 Double-weapon (primary) (1d8+6;20/x3, +1 Orc Double Axe), +13 Double-weapon (secondary) (1d8+3;20/, +1 Orc Double Axe), +13/+8 One-handed (1d8+5;20/x3, Battleaxe); AL CE; SV Fort +10, Ref +5, Will +1; Str 20(+5), Dex 16(+3), Con 14(+2), Int 6(-2), Wis 8(-1), Cha 10(+0);

Skills and Feats: Intimidate¹ +11, Jump¹ +6, Survival¹ +4; Exotic Weapon Proficiency Orc Double Axe), Two-Weapon Fighting, Weapon Focus (Orc Double Axe), Blind-Fight, Command the Horde (Ex), Swing Blindly (Ex)

Equipment: +1 Orc Double Axe, Battleaxe, Masterwork Breastplate

Warleader Bernar: Male Human Clr7/WaP2; Medium Humanoid; CR 9; HD 7d8+2d10+18; hp 68; Init +0; Spd 20 ft/x3; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grapple +7/+9; Full Atk +11/+6 Two-handed (1d10+4;19-20/x2, +1 Heavy Flail), +10/+5 One-handed (1d8+2;20/x2, Flail), +9/+4 One-handed (1d8+2;20/x2, Morningstar); AL LE; SV Fort +11, Ref +3, Will +9; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 13(+1);

Skills and Feats: Bluff¹ +5, Concentration¹ +14, Diplomacy¹ +15, Heal¹ +7, Intimidate¹ +5, Knowledge (religion) +8, Sense Motive¹ +12; Combat Casting, Negotiator, Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer, Rally (Ex), Inflare (Ex)

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness x2, magic vestment*, searing light x2; 4th – Freedom of Movement, Unholy Blight* x2.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Heavy Flail, Flail, Morningstar, Masterwork Full Plate, Cloak of Resistance +1

Encounter Thirteen

Half Doppelgangers (2): Medium Monstrous Humanoid (Shapechanger) Rog3; CR 6; HD 3d6+4d8+21; hp 56; Init +8; Spd 30 ft/x4; AC 22 (+4 armor, +4 dex, +4 natural), touch 14, flat-footed 18; Base Atk/Grapple +6/+9; Full Atk +10 Primary Natural (1d6+4;20/x2, Slam); AL N; SV Fort +5, Ref +11, Will +7; Str 17(+3), Dex 18(+4), Con 16(+3), Int 12(+1), Wis 14(+2), Cha 12(+1);

Skills and Feats: Bluff^I +15, Escape Artist^I +13, Jump^I +9, Sleight of Hand +14, Tumble +14; Deft Hands, Improved Initiative, Weapon Finesse

Equipment: Masterwork Chain Shirt

Half-Clay Golem (2): (Was Dwarf) Male War 4; CR 6; Medium Construct (Half-Golem); HD 4d8; hp 23; Init +1; Spd 30 ft (cannot run); AC 22 (+1 Dex, +7 Natural Armor, +4 Chain Shirt), touch 11, flat footed 21; Base Atk +4; Grp +11; Atk +12 melee (1d10+10; 20/x3 two-handed Dwarven Waraxe); Full Atk +12 melee (1d10+10; 20/x3 two-handed Dwarven Waraxe); SA Wound; SQ Construct traits, Damage Reduction 5/Adamantine and Bludgeoning, Berserk, Haste, Immune to magic, Immune to Piercing and Slashing, Darkvision 60'; AL NE; SV Fort +6, Ref +2, Will +1; Str 24 (+7), Dex 12 (+1), Con -, Int 4 (-3), Wis 10 (+0), Cha 4 (-3).

Skills and Feats: Climb +11, Intimidate +4, Jump +6; Power Attack, Weapon Focus (Dwarven Waraxe (Martial)).

Equipment: Dwarven Waraxe

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Magic Immunity (Ex): Clay golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake cast directly at a clay golem stops it from moving that round and deals 5d10 points of damage. The golem gets no saving throw against any of these effects. Any magical attack that does acid damage heals 1 point for every 3 points of damage it would have otherwise caused. If the amount of healing would cause the golem to exceed its normal hit point total, it gains the excess as temporary hit points.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

These golems still have their original racial desire to use their Dwarven Waraxes in combat, and will not use their natural attacks. The cursed wound ability of clay golems only applies to natural attacks, and will not come in to play in this combat.

Dr. Knogh: Male Dwarf (Mountain) Wiz8; Medium Humanoid; CR 8; HD 8d4+24; hp 49; Init +1; Spd 20 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +4/+4; Full Atk +5 Two-handed (1d8;19-20/x2, Light Crossbow), +4 One-handed (1d4;19-20/x2, Dagger); AL NE; SV Fort +7, Ref +3, Will +5; Str 10(+0), Dex 12(+1), Con 16(+3), Int 19(+4), Wis 8(-1), Cha 8(-1);

Skills and Feats: Concentration^I +14, Craft (Alchemy)^I +15, Knowledge (arcana) +15, Knowledge (dungeoneering) +11, Knowledge (the planes) +15, Spellcraft +15; Combat Casting, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item

Spells Prepared: (4/4/3/3/2; base DC = 14 + spell level): 0 – Acid Splash, Daze, Flare, Ray of Frost; 1st – Burning Hands, Ray of Enfeeblement (x2), Shield; 2nd – Bull's Strength (x2), Mirror Image, Scorching Ray; 3rd – Lightning Bolt (x2), Slow; 4th – Animate Dead, Globe of Invulnerability (Lesser)

Equipment: Light Crossbow, Dagger, Potion of Cure Moderate Wounds

Guardian Bernar: Male Human Clr7/Tem2; Medium Humanoid; CR 9; HD 7d8+2d10+18; hp 68; Init +0; Spd 20 ft/x3; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk/Grapple +7/+9; Full Atk +11/+6 Two-handed (1d10+4;19-20/x2, +1 Heavy Flail), +10/+5 One-handed (1d8+2;20/x2, Flail), +9/+4 One-handed (1d8+2;20/x2, Morningstar); AL LE; SV Fort +11, Ref +3, Will +13; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 18(+4), Cha 12(+1);

Skills and Feats: Bluff^I +5, Concentration^I +14, Diplomacy^I +11, Heal^I +8, Intimidate^I +6, Knowledge (religion) +10, Sense Motive^I +9; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Extra Smiting, True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th – Freedom of Movement x2, Divine Power*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Templar Spells Prepared (2; base DC = 14 + spell level): 1st – Doom, Inflict Light Wounds.

Equipment: Masterwork Full Plate, +1 Heavy Flail, Flail, Morningstar, Cloak of Resistance +1

Encounter Fifteen

Prime Bernar: Was Male Human Clr8; Medium Humanoid (augmented humanoid - half golem, extraplanar); CR 12; HD 8d8+32; hp 75; Init -1; Spd 20 ft/x3; AC 24 (+8 armor, -1 dex, +7 natural), touch 9, flat-footed 24; Base Atk/Grapple +6/+12; Full Atk +14/+9 Two-handed (1d10+10;19-20/x2, +1 Heavy Flail), +13/+8 One-handed (1d8+6;20/x2, Flail), +12/+7 One-handed (1d8+6;20/x2, Morningstar); AL LE; SV Fort +11, Ref +2, Will +10; Str 23(+6), Dex 8(-1), Con 18(+4), Int 6(-2), Wis 17(+3), Cha 6(-2);

Skills and Feats: Bluff^I +2, Concentration^I +14, Diplomacy^I +8, Heal^I +7, Intimidate^I +1, Knowledge (religion) +5, Sense Motive^I +8; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds*; 2nd – bear's endurance, bull's strength, resist energy x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th –divine power*, freedom of movement, poison

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: Masterwork Full Plate, +1 Heavy Flail, Flail, Morningstar, Cloak of Resistance +1

APL 10

Encounter Eight

Hextorite Guard: Male Human War8; Medium Humanoid; CR 8; HD 8d8+16; hp 67; Init +2; Spd 20 ft/x3; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grapple +8/+12; Full Atk +14/+9 One-handed (1d8+4;20/x2, Masterwork flail); AL LE; SV Fort +8, Ref +4, Will +4; Str 18(+4), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate¹ +11, Listen¹ +7, Spot¹ +7; Alertness, Iron Will, Weapon Focus(Flail), Improved Toughness"

Equipment: Masterwork Banded Mail, Heavy Steel Shield, Masterwork Flail, Short Sword

Taugh: Male Gnoll Rgr9; Medium Humanoid; CR 10; HD 11d8+33; hp 91; Init +7; Spd 30 ft/x4; AC 19 (+4 armor, +1 shield, +3 dex, +1 natural), touch 13, flat-footed 16; Base Atk/Grapple +10/+14; Full Atk +14/+9 Two-Weapon (primary) (1d6+5;17-20/x2, +1 Short Sword), +14/+9 Two-Weapon (secondary) (1d6+3;17-20/x2, +1 Short Sword), +12/+7 Two-Weapon (primary) (1d6+4;20/x3, Handaxe), +12/+7 Two-Weapon (secondary) (1d6+2;20/x3, Handaxe); AL CE; SV Fort +12, Ref +9, Will +3; Str 18(+4), Dex 16(+3), Con 16(+3), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Climb¹ +7, Intimidate¹ +9, Listen¹ +14, Spot¹ +14, Survival¹ +14; Improved Critical (Short Sword), Improved Initiative, Two-Weapon Defense, Weapon Focus (Short Sword)

Equipment: +1 Short Sword (x2), Handaxe (x2), Masterwork Chain Shirt

Animal Companion Wolf: Medium Magical Beast (Animal Companion); HD 4d8+8 hp 27; Init +3; Spd 50 ft; AC 17 (+3 Dex, +4 Natural Armor), touch 13, flat footed 14; Base Atk +3; Grp +5; Atk +7 melee (1d6+2 Bite); Full Atk +7 melee (1d6+2 Bite); SA Trip; SQ Low-light Vision, Scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14 (+2), Dex 16 (+3), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-2).

Skills and Feats: Hide +3, Listen +3, Move Silently+4, Spot +3, Survival +3; Track, Weapon Focus (bite), Weapon Finesse.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 Check Modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Zabghat: Male Orc Bbn6/Eye4; Medium Humanoid (Orc); CR 10; HD 10d12+20; hp 95; Init +3; Spd 30 ft/x4; AC 20 (+5 armor, +1 shield, +3 dex, +1 natural),

touch 13, flat-footed 20; Base Atk/Grapple +10/+15; Full Atk +15/+10 Double-weapon (primary) (1d8+6;20/x3, +1 Orc Double Axe), +15 Double-weapon (secondary) (1d8+3;20/, +1 Orc Double Axe), +15/+10 One-handed (1d8+5;20/x3, Battleaxe); AL CE; SV Fort +11, Ref +6, Will +2; Str 20(+5), Dex 16(+3), Con 14(+2), Int 6(-2), Wis 8(-1), Cha 10(+0);

Skills and Feats: Intimidate¹ +13, Jump¹ +6, Survival¹ +4; Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (Orc Double Axe), Blind-Fight, Command the Horde (Ex), Swing Blindly (Ex), Ritual Scarring (Ex), Blinding Spitfire (Ex)

Equipment: +1 Orc Double Axe, Battleaxe, Masterwork Breastplate

Warleader Bernar: Male Human Clr7/WaP4; Medium Humanoid; CR 11; HD 7d8+4d10+22; hp 84; Init +0; Spd 20 ft/x3; AC 20 (+9 armor, +1 deflection), touch 11, flat-footed 20; Base Atk/Grapple +9/+11; Full Atk +13/+8 Two-handed (1d10+4 + 1d6 fire;19-20/x2, +1 Flaming Heavy Flail), +12/+7 One-handed (1d8+2;20/x2, Flail), +11/+6 One-handed (1d8+2;20/x2, Morningstar); AL LE; SV Fort +12, Ref +4, Will +10; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 13(+1);

Skills and Feats: Bluff¹ +5, Concentration¹ +16, Diplomacy¹ +17, Heal¹ +7, Intimidate¹ +6, Knowledge (religion) +8, Sense Motive¹ +14; Combat Casting, Negotiator, Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), True Believer, Rally (Ex), Inflare (Ex), Mass Cure Light Wounds (Sp)

Cleric Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x3; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness x2, magic vestment*, searing light x2; 4th – Freedom of Movement, Unholy Blight* x2; 5th – Flame Strike, Dispel Good*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Flaming Heavy Flail, Flail, Morningstar, +1 Full Plate, Cloak of Resistance +1, Ring of Protection +1

Encounter Thirteen

Half Doppelgangers (2): Medium Monstrous Humanoid (Shapechanger) Rog5; CR 8; HD 5d6+4d8+27; hp 70; Init +8; Spd 30 ft/x4; AC 23 (+5 armor, +4 dex, +4 natural), touch 14, flat-footed 23; Base Atk/Grapple +7/+11; Full Atk +11 Primary Natural (1d6+6;20/x2, Slam);

AL N; SV Fort +5, Ref +12, Will +7; Str 18(+4), Dex 18(+4), Con 16(+3), Int 12(+1), Wis 14(+2), Cha 12(+1);

Skills and Feats: Bluff^I +17, Escape Artist^I +15, Jump^I +10, Sense Motive^I +10, Sleight of Hand +18, Tumble +16; Deft Hands, Improved Initiative, Weapon Finesse

Equipment: +1 Chain Shirt

Half-Stone Golem (2): (Was Dwarf) Male War 6; CR 8; Medium Construct (Half-Golem); HD 6d8; hp 33; Init +1; Spd 30 ft (cannot run); AC 24 (+1 Dex, +9 Natural Armor, +4 Chain Shirt), touch 11, flat footed 23; Base Atk +6; Grp +14; Atk +15 melee (1d10+12; 20/x3 two-handed Dwarven Waraxe); Full Atk +15/+10 melee (1d10+12; 20/x3 two-handed Dwarven Waraxe); SA Slow; SQ Construct traits, Damage Reduction 10/Adamantine, Darkvision 60'; AL NE; SV Fort +7, Ref +3, Will +2; Str 27 (+8), Dex 12 (+1), Con -, Int 4 (-3), Wis 10 (+0), Cha 4 (-3).

Skills and Feats: Climb +13, Intimidate +6, Jump +9; Improved Overrun, Power Attack, Weapon Focus (Dwarven Waraxe (Martial)).

Equipment: Dwarven Waraxe

Slow (Su): A stone golem can use slow as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 17) to negate. The ability is otherwise the same as the spell.

Magic Immunity (Ex): A stone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Dr. Knogh: Male Dwarf (Mountain) Wiz10; Medium Humanoid; CR 10; HD 10d4+30; hp 61; Init +1; Spd 20 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +5/+5; Full Atk +6 Two-handed (1d8; 19-20/x2, Light Crossbow), +5 One-handed (1d4; 19-20/x2, Dagger); AL NE; SV Fort +8, Ref +4, Will +6; Str 10(+0), Dex 12(+1), Con 16(+3), Int 19(+4), Wis 8(-1), Cha 8(-1);

Skills and Feats: Concentration^I +16, Craft (Alchemy)^I +17, Knowledge (arcana) +17, Knowledge (dungeoneering) +15, Knowledge (the planes) +17, Spellcraft +17; Combat Casting, Eschew Materials, Magical Aptitude, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item

Spells Prepared: (4/4/4/3/3/2; base DC = 14 + spell level): 0 – Acid Splash, Daze, Flare, Ray of Frost; 1st – Burning Hands, Ray of Enfeeblement (x2), Shield; 2nd – Bull's Strength (x2), Mirror Image, Scorching Ray; 3rd – Lightning Bolt (x2), Slow, Vampiric Touch; 4th –

Animate Dead, Globe of Invulnerability (Lesser), Stoneskin; 5th – Cone of Cold, Magic Jar

Equipment: Light Crossbow, Dagger, Potion of Cure Serious Wounds

Guardian Bernar: Male Human Clr7/Tem4; Medium Humanoid; CR 11; HD 7d8+4d10+22; hp 84; Init +0; Spd 20 ft/x3; AC 20 (+9 armor, +1 deflection), touch 11, flat-footed 20; Base Atk/Grapple +9/+11; Full Atk +13/+8 Two-handed (1d10+6 + 1d6 frost; 17-20/x2, +1 Frost Heavy Flail), +12/+7 One-handed (1d8+4; 20/x2, Flail), +11/+6 One-handed (1d8+2; 20/x2, Morningstar); AL LE; SV Fort +12, Ref +4, Will +14; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 18(+4), Cha 12(+1);

Skills and Feats: Bluff^I +5, Concentration^I +16, Diplomacy^I +11, Heal^I +8, Intimidate^I +8, Knowledge (religion) +12, Sense Motive^I +9, Combat Casting, Improved Critical (Heavy Flail), Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Weapon Specialization (Heavy Flail), Extra Smiting, True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th – Freedom of Movement x2, Divine Power*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Templar Spells Prepared (2/2; base DC = 14 + spell level): 1st – Doom, Inflict Light Wounds; 2nd – Inflict Moderate Wounds, Zeal.

Equipment: +1 Full Plate, +1 Frost Heavy Flail, Flail, Morningstar, Cloak of Resistance +1, Ring of Protection +1

Encounter Fifteen

Prime Bernar: Was Male Human Clr10; Medium Humanoid (augmented humanoid - half golem, extraplanar); CR 14; HD 10d8+40; hp 93; Init -1; Spd 20 ft/x3; AC 28 (+9 armor, -1 dex, +9 natural, +1 deflection), touch 10, flat-footed 28; Base Atk/Grapple +7/+14; Full Atk +16/+11 Two-handed (1d10+11; 19-20/x2, +1 Heavy Flail), +15/+10 One-handed (1d8+7; 20/x2, Flail), +14/+9 One-handed (1d8+7; 20/x2, Morningstar); AL LE; SV Fort +12, Ref +3, Will +11; Str 25(+7), Dex 8(-1), Con 18(+4), Int 6(-2), Wis 17(+3), Cha 6(-2);

Skills and Feats: Bluff^I +2, Concentration^I +14, Diplomacy^I +8, Heal^I +7, Intimidate^I +1, Knowledge

(religion) +5, Sense Motive^t +8; Combat Casting, Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Extra Smiting, True Believer

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x3; 2nd – aid, bear's endurance, bull's strength, resist energy x2, spiritual weapon*; 3rd – blindness/deafness x2, magic vestment*, searing light x2; 4th – death ward, divine power*, freedom of movement, poison x2; 5th – flame strike* x2, righteous might, symbol of pain

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Full Plate, +1 Heavy Flail, Flail, Morningstar, Cloak of Resistance +1, Ring of Protection +1

APL 10

Encounter Eight

Hextorite Guard: Male Human War10; Medium Humanoid; CR 10; HD 10d8+20; hp 78; Init +2; Spd 20 ft/x3; AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grapple +10/+14; Full Atk +16/+11 One-handed (1d8+4; 19-20/x2, Masterwork flail); AL LE; SV Fort +9, Ref +5, Will +5; Str 18(+4), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Intimidate¹ +13, Listen¹ +8, Spot¹ +8; Alertness, Improved Critical (Flail), Iron Will, Weapon Focus (Flail), Improved Toughness

Equipment: Masterwork Banded Mail, Masterwork Heavy Steel Shield, Masterwork Flail, Short Sword

Taugh: Male Gnoll Rgr11; Medium Humanoid; CR 12; HD 13d8+39; hp 107; Init +7; Spd 30 ft/x4; AC 20 (+4 armor, +2 shield, +3 dex, +1 natural), touch 13, flat-footed 17; Base Atk/Grapple +12/+16; Full Atk +16/+11/+6 Two-Weapon (primary) (1d6+5; 17-20/x2, +1 Short Sword), +16/+11/+6 Two-Weapon (secondary) (1d6+3; 17-20/x2, +1 Short Sword), +14/+9/+4 Two-Weapon (primary) (1d6+4; 20/x3, Handaxe), +14/+9/+4 Two-Weapon (secondary) (1d6+2; 20/x3, Handaxe); AL CE; SV Fort +13, Ref +10, Will +3; Str 18(+4), Dex 17(+3), Con 16(+3), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills and Feats: Climb¹ +9, Intimidate¹ +11, Listen¹ +16, Spot¹ +16, Survival¹ +16; Improved Critical (Short Sword), Improved Initiative, Two-Weapon Defense, Weapon Focus (Short Sword), Improved Two-Weapon Defense

Equipment: +1 Short Sword (x2), Handaxe (x2), Masterwork Chain Shirt

Animal Companion Wolf: Medium Magical Beast (Animal Companion); HD 6d8+12 hp 41; Init +3; Spd 50 ft; AC 19 (+3 Dex, +6 Natural Armor), touch 13, flat footed 16; Base Atk +4; Grp +6; Atk +8 melee (1d8+2 Bite); Full Atk +8 melee (1d8+2 Bite); SA Trip; SQ Low-light Vision, Scent; AL N; SV Fort +7, Ref +8, Will +3; Str 15 (+2), Dex 17 (+3), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-2).

Skills and Feats: Hide +4, Listen +3, Move Silently+5, Spot +3, Survival +3; Improved Natural Attack, Track, Weapon Focus (bite), Weapon Finesse.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 Check Modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Zabghat: Male Orc Bbn6/Eye6; Medium Humanoid (Orc); CR 12; HD 12d12+24; hp 113; Init +3; Spd 30 ft/x4; AC 21 (+5 armor, +1 shield, +3 dex, +2 natural), touch 13, flat-footed 21; Base Atk/Grapple +12/+17; Full Atk +17/+12/+7 Double-weapon (primary) (1d8+6; 20/x3, +1 Orc Double Axe), +17/+12 Double-weapon (secondary) (1d8+3; 20/, +1 Orc Double Axe), +17/+12/+7 One-handed (1d8+5; 20/x3, Battleaxe); AL CE; SV Fort +12, Ref +7, Will +3; Str 20(+5), Dex 17(+3), Con 14(+2), Int 6(-2), Wis 8(-1), Cha 10(+0);

Skills and Feats: Intimidate¹ +15, Jump¹ +6, Survival¹ +4; Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Focus (Orc Double Axe, Blind-Fight, Command the Horde (Ex), Swing Blindly Ex), Ritual Scarring (Ex), Blinding Spittle (Ex), Blindsight (Ex)

Equipment: +1 Orc Double Axe, Battleaxe, Masterwork Breastplate

Warleader Bernar: Male Human Clr7/WaP6; Medium Humanoid; CR 13; HD 7d8+6d10+26; hp 100; Init +0; Spd 20 ft/x3; AC 20 (+9 armor, +1 deflection), touch 11, flat-footed 20; Base Atk/Grapple +11/+13; Full Atk +15/+10/+5 Two-handed (1d10+4+1d6 fire; 19-20/x2, +1 Flaming Heavy Flail), +14/+9/+4 One-handed (1d8+2; 20/x2, Flail), +13/+8/+3 One-handed (1d8+2; 20/x2, Morningstar); AL LE; SV Fort +13, Ref +5, Will +11; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 16(+3);

Skills and Feats: Bluff¹ +7, Concentration¹ +18, Diplomacy¹ +21, Heal¹ +7, Intimidate¹ +9, Knowledge (religion) +8, Sense Motive¹ +16; Combat Casting, Negotiator, Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Divine Might, True Believer, Rally (Ex), Inflamm (Ex), Mass Cure Light Wounds (Sp), Fear Aura (Su), Heroes' Feast Sp

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x3; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness x2, magic vestment*, searing light x2; 4th – Freedom of Movement, Inflict Critical Wounds, Unholy Blight* x2; 5th – Flame Strike x2, Dispel Good*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Flaming Heavy Flail, Flail, Morningstar, +1 Full Plate, Cloak of Resistance +1, Ring of Protection +1, Cloak of Charisma +2

Encounter Thirteen

Half Doppelgangers (2): Medium Monstrous Humanoid (Shapechanger) Rog7; CR 10; HD 7d6+4d8+33; hp 84; Init +8; Spd 30 ft/x4; AC 23 (+5 armor, +4 dex, +4 natural), touch 14, flat-footed 23; Base Atk/Grapple +9/+13; Full Atk +13 Primary Natural (1d6+6;20/x2, Slam); AL N; SV Fort +6, Ref +13, Will +8; Str 18(+4), Dex 18(+4), Con 16(+3), Int 12(+1), Wis 14(+2), Cha 12(+1);

Skills and Feats: Bluff^I +19, Escape Artist^I +17, Jump^I +13, Sense Motive^I +16, Sleight of Hand +21, Tumble +18; Deft Hands, Dodge, Improved Initiative, Weapon Finesse

Equipment: +1 Chain Shirt

Half-Iron Golem (2): (Was Dwarf) Male War 8; CR 10; Medium Construct (Half-Golem); HD 8d8; hp 43; Init +1; Spd 30 ft (cannot run); AC 26 (+1 Dex, +11 Natural Armor, +4 Chain Shirt) touch 11, flat footed 23; Base Atk +8; Grp +18; Atk +19 melee (1d10+15; 20/x3 two-handed Dwarven Waraxe); Full Atk +19/+14 melee (1d10+15; 20/x3 two-handed Dwarven Waraxe); SA Breath Weapon; SQ Construct traits, Damage Reduction 15/Adamantine, Rust Vulnerability, Magic Immunity, Darkvision 60'; AL NE; SV Fort +8, Ref +3, Will +2; Str 30 (+10), Dex 12 (+1), Con -, Int 4 (-3), Wis 10 (+0), Cha 4 (-3).

Skills and Feats: Climb +19, Intimidate +7, Jump +9; Improved Overrun, Power Attack, Weapon Focus (Dwarven Waraxe (Martial)).

Equipment: Dwarven Waraxe

Breath Weapon (Su): First or second round of combat-cloud of poisonous gas, 10-foot cube directly in front of the golem lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 19), initial damage 1d4 temporary Constitution, secondary damage death.

Magic Immunity (Ex): An iron golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the slow spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. If the amount of healing exceeds its maximum it gains the excess as temporary hit points. The golem rolls no saving throw against fire effects.

Rust Vulnerability (Ex): An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Dr. Knogh: Male Dwarf (Mountain) Wiz12; Medium Humanoid; CR 12; HD 12d4+36; hp 73; Init +1; Spd 20 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +6/+6; Full Atk +7/+2 Two-handed (1d8;19-20/x2, Light Crossbow), +6/+1 One-handed

(1d4;19-20/x2, Dagger); AL NE; SV Fort +9, Ref +5, Will +7; Str 10(+0), Dex 12(+1), Con 16(+3), Int 20(+5), Wis 8(-1), Cha 8(-1);

Skills and Feats: Concentration^I +18, Craft (Alchemy)^I +20, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (the planes) +20, Spellcraft +19; Combat Casting, Eschew Materials, Magical Aptitude, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Silent Spell

Spells Prepared: (4/4/4/4/3/3/2; base DC = 15 + spell level): 0 – Acid Splash, Daze, Flare, Ray of Frost; 1st – Burning Hands, Ray of Enfeeblement (x2), Shield; 2nd – Bull's Strength (x2), Mirror Image, Scorching Ray; 3rd – Lightning Bolt (x2), Slow, Vampiric Touch; 4th – Animate Dead, Globe of Invulnerability (Lesser), Stoneskin; 5th – Cone of Cold, Magic Jar, Telekinesis; 6th – Globe of Invulnerability, Chain Lightning

Equipment: Light Crossbow, Dagger, 2 Potions of Cure Serious Wounds

Guardian Bernar: Male Human Clr7/Tem6; Medium Humanoid; CR 13; HD 7d8+6d10+26; hp 100; Init +0; Spd 20 ft/x3; AC 20 (+9 armor, +1 deflection), touch 11, flat-footed 20; Base Atk/Grapple +11/+15; Full Atk +17/+12/+7 Two-handed (1d10+9+1d6 cold;17-20/x2, +1 Frost Heavy Flail), +16/+11/+6 One-handed (1d8+6;20/x2, Flail), +15/+10/+5 One-handed (1d8+4;20/x2, Morningstar); AL LE; SV Fort +13, Ref +5, Will +15; Str 22(+6), Dex 10(+0), Con 14(+2), Int 13(+1), Wis 18(+4), Cha 12(+1);

Skills and Feats: Bluff^I +5, Concentration^I +18, Diplomacy^I +11, Heal^I +8, Intimidate^I +10, Knowledge (religion) +14, Sense Motive^I +9; Combat Casting, Improved Critical (Heavy Flail), Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Weapon Specialization (Heavy Flail), Extra Smiting, Power Critical (Heavy Flail), True Believer

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x2; 2nd – bull's strength x2, bear's endurance x2, spiritual weapon*; 3rd – blindness/deafness, magic vestment*, searing light x2; 4th – Freedom of Movement x2, Divine Power*.

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Templar Spells Prepared (2/2/2; base DC = 14 + spell level): 1st – Doom, Inflict Light Wounds; 2nd – Inflict Moderate Wounds, Zeal; 3rd – Contagion, Inflict Serious Wounds.

Equipment: +1 Full Plate, +1 Frost Heavy Flail, Flail, Morningstar, Cloak of Resistance +1, Ring of Protection +1, +4 Belt of Giant Strength

Encounter Fifteen

Prime Bernar: Was Male Human Clr12; Medium Humanoid (augmented humanoid - half golem, extraplanar); CR 16; HD 12d8+48; hp 111; Init -1; Spd 20 ft/x3; AC 30 (+9 armor, -1 dex, +11 natural, +1 deflection), touch 10, flat-footed 30; Base Atk/Grapple +9/+18; Full Atk +20/+15 Two-handed (1d10+14+2d6 evil; 17-20/x2, +1 unholy Heavy Flail), +19/+14 One-handed (1d8+9;20/x2, Flail), +18/+13 One-handed (1d8+9;20/x2, Morningstar); AL LE; SV Fort +13, Ref +4, Will +12; Str 28(+9), Dex 8(-1), Con 18(+4), Int 6(-2), Wis 17(+3), Cha 6(-2);

Skills and Feats: Bluff^I +2, Concentration^I +14, Diplomacy^I +8, Heal^I +7, Intimidate^I +1, Knowledge (religion) +5, Sense Motive^I +8; Combat Casting, Improved Critical (Heavy Flail), Martial Weapon Proficiency (Heavy Flail), Persuasive, Power Attack, Weapon Focus (Flail, Heavy Flail), Extra Smiting, True Believer

Cleric Spells Prepared
(6/7+1/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds x2, detect magic x2, mending x2; 1st – cause fear x2, doom x2, inflict light wounds* x4; 2nd – aid, bear's endurance, bull's strength, resist energy x2, spiritual weapon*; 3rd – bestow curse, blindness/deafness x2, magic vestment*, searing light x2; 4th – death ward, divine power*, freedom of movement, poison x2; 5th – flame strike* x2, righteous might, symbol of pain, 6th - blade barrier, harm*, heal

*Domain spell. Deity: Hextor. Domains: Destruction (1/day smite: +4 attack, +7 damage), War (free Martial Weapon Proficiency and Weapon Focus feats for heavy flail and flail).

Equipment: +1 Full Plate, +1 Unholy Heavy Flail, Flail, Morningstar, Cloak of Resistance +1, Ring of Protection +1, +4 Belt of Giant Strength

Appendix Two – Template Information

Eye of Gruumsh

Most people think they have seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop-until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision complements that of their deity. Thus, symbolically at least, eyes of Gruumsh can see what Gruumsh cannot. These living martyrs are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the orc double axe and has no moral code to stand in the way of his service, only the test remains – to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the test. No consequences for failure exist, except that the candidate can never thereafter become an eye of Gruumsh- and he has lost an eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling. Some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

Requirements

To qualify to become an eye of Gruumsh, a character must fulfill all of the following criteria.

Race: Orc or half-orc

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if the character regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb(Str), Intimidate (Cha), Jump(Str), Ride(Dex), Survival(Wis), and Swim(Str). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2+ Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Blind-Fight, command the horde, rage
2 nd	+2	+3	+0	+0	Swing blindly
3 rd	+3	+3	+1	+1	Ritual scarring +1
4 th	+4	+4	+1	+1	Blinding spittle 2/day
5 th	+5	+4	+1	+1	Blindsight 5ft.
6 th	+6	+5	+2	+2	Ritual scarring +2
7 th	+7	+5	+2	+2	Blinding spittle 4/day
8 th	+8	+6	+2	+2	Blindsight 10 ft.
9 th	+9	+6	+3	+3	Ritual scarring +3
10 th	+10	+7	+3	+3	Sight of Gruumsh

Class Features

All of the following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*). An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability. Add together the character's levels in the eye of Gruumsh and barbarian classes and refer to Table 3-3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day. For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus). This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch blinding spittle at any opponent within 20 feet. With a successful ranged touch attack (at a -4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh's class level + eye of Gruumsh's Con modifier) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable twice per day at 4th level and four times per day at 7th level.

Blindsight (Ex): At 5th level, an eye of Gruumsh gains Blindsight (see page 306 of the *Monster Manual*) out to 5 feet. The range increases to 10 feet at 8th level.

Sight of Gruumsh (Ex): At 10th level, an eye of Gruumsh gains the ability to see the moment of his own death through his missing eyes. This foreknowledge gives him a +2 morale bonus on all saving throws and Armor Class from then on. He also does not go unconscious when reduced to negative hit points; however, the character still dies at -10 hit

points. (Whether or not the vision is accurate is irrelevant-the character believes it to be true.)

Half-Golem (Monster Manual II)

Half-golems are the result of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of an ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique—many people who received one or more limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravaging, unholy crosses between living being and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Molding a limb from clay, preparing one from flesh, carving it from stone or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach a limb. All that is left to do is perform the final gestures and speak the words needed to imbue the limb with magic. A; the limbs to be attached to a particular body

must be of the same type—it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	Save DC
First New Limb	15
Second New Limb	19
Third New Limb	25
Fourth New Limb	33
Fifth New Limb	43
Sixth New Limb	55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below—except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of the required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and the character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It

	Flesh	Clay	Stone	Iron
Natural Armor	+5	+7	+9	+11
Special Attacks		Cursed Wounds	Slow	Breath Weapon
Damage Reduction	5/adamantine	10/adamantine and bludgeoning	10/adamantine	15/adamantine
Special Qualities	Berserk	Berserk, Haste		
Strength	+6	+8	+10	+12
Magic Immunity	As flesh golem	As clay golem	As stone golem	As iron golem

demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

“Half-golem” is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice

requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone, or iron) as described later in this section

A half-golem's abilities are primarily those of the character, with the following exceptions.

Hit Dice: The character gains bonus hit points according to his size: one-half the bonus construct hit points for his size if he keeps his original type, or all the bonus hit points if he is now a construct.

Initiative: Same as character -1 , to account for the half-golem's reduced Dexterity (see Abilities, below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have with a new natural armor bonus (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armor Class.

Attacks: Same as character.

Damage: Same as character.

Space/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character; plus construct traits (upon a failed will save), damage resistance (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus on Fortitude saves; otherwise same as character.

Abilities: Half-golems have -2 Dex, $+4$ Con (or no Con upon a failed Will save), -6 Int, $+0$ Wis, and -6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair, or squad (5-20).

Challenge Rating: Same as character $+3$.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Advancement: By character class.

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unobtrusive combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation, even when banded together.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): A half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in the appropriate golem descriptions (see MONSTER MANUAL).

Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

Flesh Half-Golem

A flesh half-golem is a tortured soul whose replacement limbs were stolen from the dead. Flesh golem's replacement limbs are rudely stitched to their bodies and may have a different skin color or texture from the rest of character's skin.

Berserk (Ex): See MONSTER MANUAL.

Construction

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance, a Medium-size humanoid character cannot use Small animal limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals cost 10,000 gp and 200 XP and require *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Clay Half-Golem

A clay half-golem has a grotesquely distorted musculature, such as an oversize chest, arms attached by thick knots of muscle at the shoulder, stubby fingers, or arms that hang to the ground. Its features

often appear partially melted. Typically it drips bits of clay, and its slimy replacement “flesh” coats its weapons.

Cursed Wound (Ex): See MONSTER MANUAL.

Berserk (Ex): See MONSTER MANUAL.

Haste (Su): See MONSTER MANUAL.

Construction

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds. The sculpting requires a successful Craft (sculpting) or Profession (Mason) check (DC 20). The rituals cost 12,000 gp and 240 XP and require *animate object* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level divine spells.

Stone Half-Golem

A stone half-golem drags thick limbs of roughly chiseled stone, stylized to suit its creator. For example, one might appear armored, have a particular symbol carved into it, or have designs worked into it. The limbs may be of different types of stone.

Slow (Su): See MONSTER MANUAL.

Construction

A stone limb must be chiseled from a single block of stone weighing at least 300 pounds. The carving requires a successful Craft (stoneworking) check (DC 20). The rituals cost 16,000 gp and 320 XP and require *geas/quest* and *stone to flesh*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Iron Half-Golem

The limbs of an iron half-golem appear bolted or riveted to the flesh. Irregular and haphazard iron plates join flesh and metal limbs. The limbs can be fashioned in any manner, just like those of a stone half-golem, although they usually appear armored. They are much smoother than those of a stone half-golem.

Breath Weapon (Su): See MONSTER MANUAL.

Construction

An iron limb is sculpted from 500 pounds of pure iron. The sculpting requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 20). The rituals cost 20,000 gp and 400 XP and require *cloudkill* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Pious Templar (Complete Divine)

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Rangers/pious templars serve in temples of Ehlonna and Obed-Hai, while barbarian/pious templars are not unknown in the temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige Class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Requirements

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

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New Feat, described elsewhere in the appendices

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day:			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	0	+2	Mettle	0	--	--	--
2 nd	+2	+3	0	+3	Smite 1/day	1	--	--	--
3 rd	+3	+3	+1	+3	Damage Reduction 1/--, Weapon Specialization	1	0	--	--
4 th	+4	+4	+1	+4	Bonus Feat	1	1	--	--
5 th	+5	+4	+1	+4	--	1	1	0	--
6 th	+6	+5	+2	+5	Smite 2/day	1	1	1	--
7 th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8 th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9 th	+9	+6	+3	+6	--	2	2	1	1
10 th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

(Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

The Pious Templar

Class Features

All of the following are features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of

10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Warpriest (*Complete Divine*)

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying military history or tactics.

Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Adaptation: This prestige class is designed to represent the cleric who leads large numbers of troops into battle. Accordingly, members of this class are likely to be part of a military organization. It's probable, though not strictly necessary, that the followers are also members of the faith as the warpriest.

Hit Die: d10

REQUIREMENTS

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

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feats: Combat Casting

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War. A character who can cast at least one spell from a domain counts as having access for this purpose.

The Warpriest						
Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Bonus domain, rally, turn or rebuke undead	--
2	+2	+3	+0	+0	Inflame +2	+1 level of existing divine spellcasting class
3	+3	+3	+1	+1	Mass cure light wounds	--
4	+4	+4	+1	+1	Inflame +4	+1 level of existing divine spellcasting class
5	+5	+4	+1	+1	Fear aura	--
6	+6	+5	+2	+2	Heroes' feast, inflame +6	+1 level of existing divine spellcasting class
7	+7	+5	+2	+2	Haste	--
8	+8	+6	+2	+2		+1 level of existing divine spellcasting class
9	+9	+6	+3	+3	Mass heal	--
10	+10	+7	+3	+3	Implacable foe, inflame +8	+1 level of existing divine spellcasting class

Special: Ability to turn or rebuke undead.

CLASS SKILLS

The warpriest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day / Spells Known: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric / 2nd level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric / 3rd-level warpriest, his number of divine spells does not change; but when he improves his warpriest levels to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 for each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains this bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for 1 round per level. Foes must make a Will save (DC

10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a *fear* spell.

Heroes' Feast (Sp): Once per day, a warpriest of 6th level or higher can use *heroes' feast* as a spell-like ability.

Haste (Sp): At 7th level, a warpriest gains the ability to use *haste* three times per day as a spell-like ability.

Mass Heal (Sp): Once per day, a warpriest of 9th level or higher can use *heroes' feast* as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level the warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds. Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius. Allies within the radius may ignore the effects of being reduced to 0 or less hp. However, any creature reduced to -20 hp dies immediately. When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies. If the warpriest normally rebukes undead, this ability affects undead allies.

Appendix Three – Feats

True Believer [General] (Complete Divine)

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of Complete Divine) of the deity you worship.

Divine Might [Divine] (Complete Warrior)

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefits: As a free action, Spend one of your turn or rebuke undead attempts to add your charisma bonus to your weapon damage for 1 full round.

Extra Smiting [General] (Complete Warrior)

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4

Benefits: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example)

Special: You can take this feat multiple times. Its effects stack.

Power Critical [General] (Complete Warrior)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Judge Aid #1 NPC Cheat Sheet

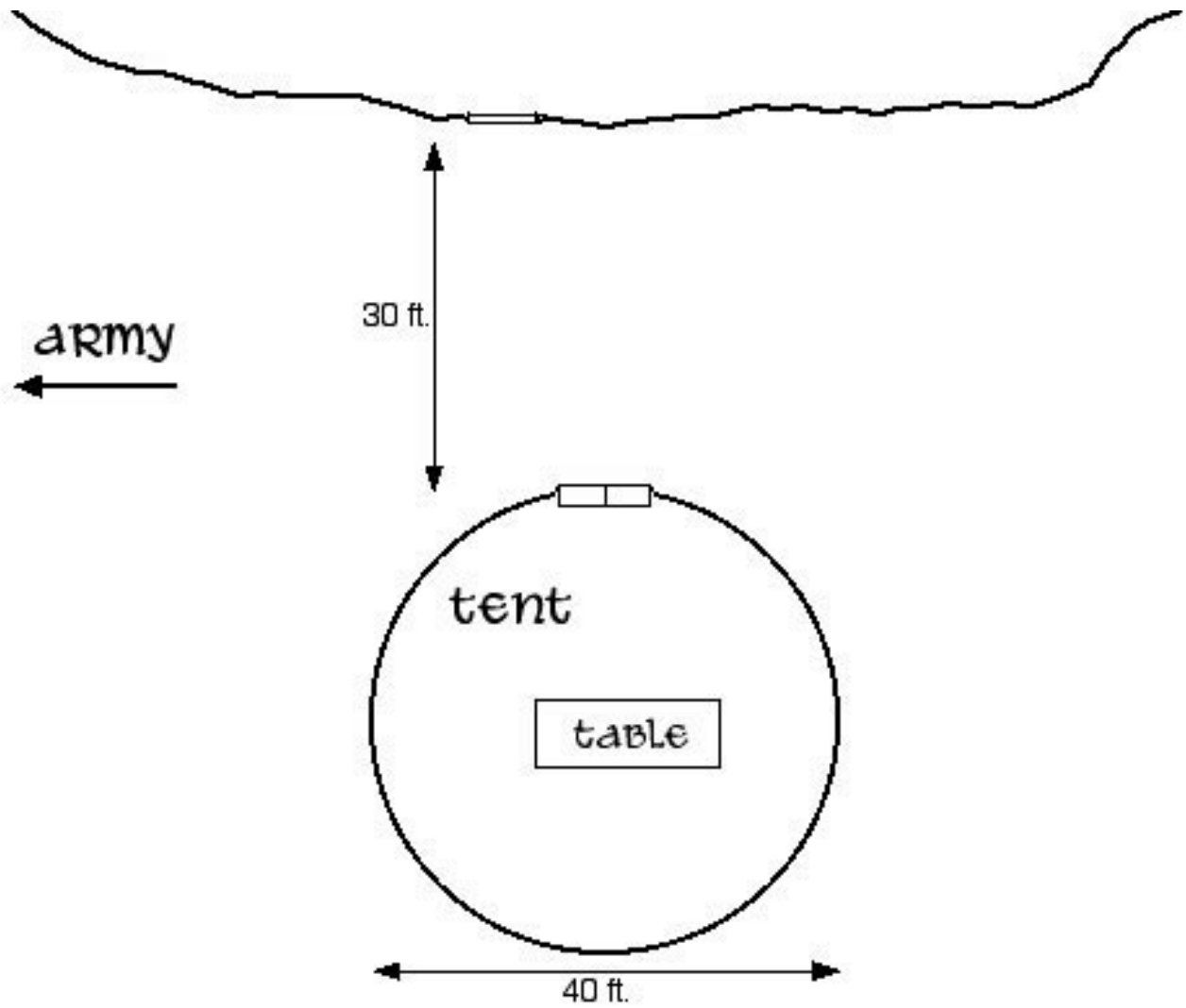
Name	Location	Description	Personality
Lord Inquisitor Umberre	Rel Mord	A very plain and unassuming middle-aged man with brown hair and brown eyes and simple robes, but has a deeply penetrating gaze.	Very humble and kind but also very confident man who wields much more power than his demeanor would indicate.
Lord Arafeld Glaive Valorous	Rel Mord	Quite old but still cognizant and able with steel grey hair and tan skin. Rarely wears armor anymore in favor of priestly robes.	Kind but stern man who tolerates no disagreement and is very direct and to the point. Kind of a stern grandfatherly type.
Sir Guillaume	Rel Mord Pelleur Keep	A young handsome and fit knight of the kingdom with sandy blonde hair and blue eyes. Always in plate armor and armed, think Galahad of Arthurian legend.	Humble yet compelling man who speaks little and always comes quickly to the point. Again think Galahad of Arthurian legend.
General Osmeran	Pelleur Keep	A massive middle-aged man, but not fat, with graying brown hair and beard with blue eyes. Has a very poised, careful, and confident demeanor.	A boisterous and irreverent man who believes in enjoying life to the fullest, but also a seasoned and patient leader and warrior.
Binibik Soiltreader Leafchewer Gnolltlicker Streamforder Birdspotter Bellywasher Wagonrider Goldeneye Crinik	Pelleur Keep	A very pale and unusual gnome of average build with light blonde hair and amber eyes. Wears a chain shirt, sword, bow and dresses in earth tones.	Quiet and introverted for a gnome, he is generally very serious when he does speak.
Abbot Eadwig Beddar	Garefroide Monastery	A rather tall, fit, and imposing Suel man with blond hair and blue eyes who dresses rather plainly but is always clean and well kept.	An enthusiastic and direct man with few political aspirations. However he is an inspiring and beloved leader.
Arlin Emrey Master of the Sword	Garefroide Monastery	A sinewy, quick, but not particularly large man with a pointed face, black hair, and brown eyes. Has the steady stance of a great swordsman.	A bit aloof, overbearing, and confrontational man, who can be a bit overconfident.
Willem Basker Head Healer	Garefroide Monastery	An average sized man with dark hair, dark eyes and a medium complexion. His face is a bit angular and he always seems a bit distracted.	Willem is fairly reserved and a bit shy. He isn't very friendly and has a bad habit of staring. He always has the look of someone who has slept in their clothes.

Judge Aid #2 The Playbill

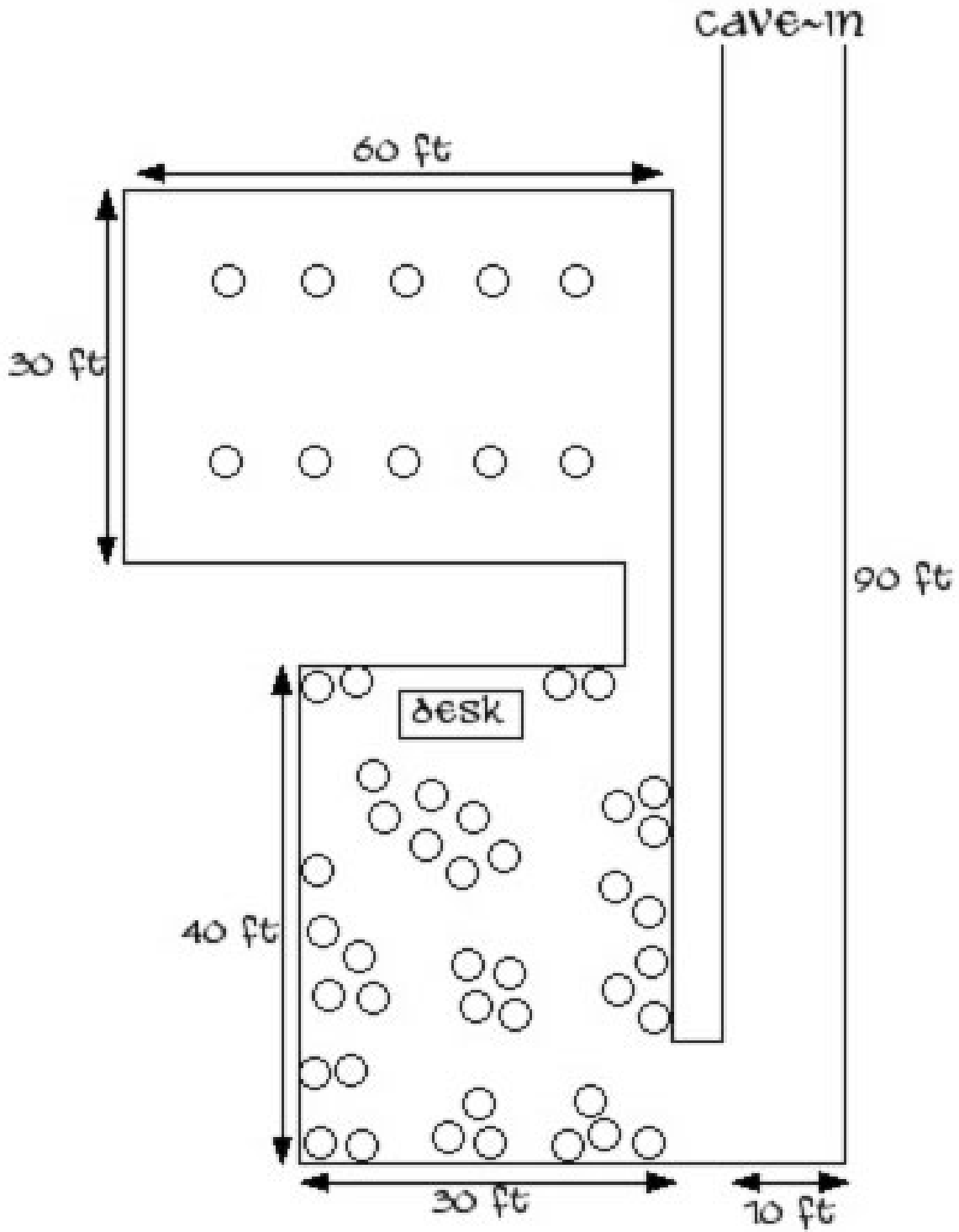
There are a number of confusing locales in this module so another cheat sheet seemed in order.

Name	Locale	Importance	Appearing in this module
Sewarndt's First Army	Somewhere in Almor	Referenced by Lord Arafeld in the briefing	NO
Sewarndt's Second Army	Flinty Hills near Breakrock Monastery	Characters are recruited to eliminate leaders and thus disperse army	YES
Humanoid Assault Force	Flinty Hills near Garefroide Monastery	Threatening attack on Garefroide Monastery	KIND OF
Breakrock Monastery	Northeast border of Nyronnd in the Flinty Hills	Nearest civilized outpost to Sewarndt's Second Army and the first target for attack by that army	NO
Garefroide Monastery	High in the Flinty Hills overlooking the pass to Glandeven and the Bone March	Setting for Heironeous Impressions, characters go off to warn against impending attack	YES

Map #1 Command Tent



Map #2 The Dungeons



Player Handout #1

This message is dated from two days ago and was in a stack of new dispatches

Bernar, Warleader of the Bone March Army

The attack against Garefroide Monastery is almost ready; as soon as we secure the pass we will be able to ensure supplies and reinforcements to your army from Glandeven. We expect to attack before the end of the week and I will send a messenger as soon as we are in control of the keep. From there it will be a simple matter to sweep down Snake Pass to Schukendale and meet with you there after you have finished the Breakrock Monastery.

Hextor's blessings upon our endeavors, death to those who oppose his will.

The Prime.

Player Handout #2

From the Journal of Warleader Bernar

They tell me that I should keep a journal, that doing so will help me keep my thoughts in order so that I can more quickly learn to be a good servant of Hextor. All I know is that my instincts tell me to follow Them and I know that I cannot help but trust in The Prime and follow his orders, so I do as he wishes and I keep this journal...

They say that I am to be the warleader of a great army to the East; I have no reason to doubt Them so I will train to do as They ask. They say that in time I may even have the opportunity for vengeance on those who killed me. I remember little before the searing pain of my death but if I concentrate I remember it all, and I have sworn that I will stand and watch Lynwerd's adventurers die just as they stood and watched me die. So we have all sworn...

I have left Garefroide Monastery and taken command of the Bone March Army, the two generals think that I am just an advisor but they are easily manipulated and they are quickly becoming subservient to my will. The army is not what I had hoped though, these chattel are too undisciplined to make a real army but they are fierce warriors and I will whip them into an army capable of serving Hextor's will ...

War comes soon and I can hardly wait! General Osmeran will be a worthy opponent but for now I wait for word from The Prime...

Player Handout #3

Although there are far too many notes that are far too chaotic for you to analyze here, the following can be found in Dr. Knogh's most recent notes.

Eureka! After years of failures I have finally perfected the process. The key was the doppelganger blood that Bernar acquired for me recently, with it I was able to tie everything else together.

Those fools at the AAAA will finally have to acknowledge my brilliance; they will finally have to admit that I am the most brilliant member to have ever lived! I have created the most brilliant combinations of magic and alchemy ever; my new Knogh bodies and Knogh's stupendous cloning will revolutionize magic forever. Those squeamish gnomes who complained that my work was "evil" will finally see the beauty of my creations; the perfection of it all, the beauty of it all, they will be forced to admit my brilliance when Sewarndt uses my creations to put himself on the throne of Nyronnd! I will be at the right hand of the new rulers and all the AAAA will have to bow before the brilliant Dr. Knogh!

Player Handout #4

From the journal of Gaurdian Bernar

They tell me that I should keep a journal, that it will help me to more quickly learn to be a good servant of Hextor. I feel that I must follow The Prime, Hextor would want me to, so I will do as he asks and keep this journal...

The Prime says that I am to be a guardian of Hextor, that I will learn to protect him and the holy sites of Hextor against those who would defile them. It is a noble task and I will study to perform my duty well. Some day the enemies of Hextor and the Prime will come and I will crush them, I will show them the power of the Scourge of Battle...

The Prime says that they will come soon, almost all of the creations have been taken only a few remain to serve Dr. Knogh and myself in setting a trap for those who will surely come. I will be ready and they will feel my wrath, I cannot wait to finally serve.

Player Handout #5

From the journal found on The Prime Bernar

I have begun to keep this secret diary because I fear what I am now considering. I have long had questions about the wisdom of the path of Heironeous, it seems much more effective to strictly enforce the peace and tranquility that law provides instead of using the soft hand of mercy which only goes to undermine the strength of law. The more I talk with Quarlanth the more these thoughts plague me, would not the greater good be served by the strong and unyielding enforcement of just laws than letting mercy soften our mettle against law breaking..

I am tired of watching men get off without just punishment because of this insanity called mercy, justice has no mercy! Every day I go to court and nearly every criminal is given less punishment than he deserves, this kingdom is weak with mercy it is only a matter of time until it is overthrown by the strong..

I have finally done it, I have broken with Heironeous, his is not the true path for it is clouded and confused by mercy instead of justice. Quarlanth will be my teacher now and I will learn the way of Hextor for it is though justice and not mercy that we are made strong..

I have been asked to take a new position as Master of Theology at a remote monastery; Quarlanth thinks that I should go. He thinks that it will be an excellent opportunity to educate the young minds of the corrupt church about where true strength lies. I am beginning to agree with him so I suppose I will go..

All is going well, I have managed to convert several of my students to the true faith although it is a slow process they will be among the strong when the time comes..

Blasted adventurers could ruin everything. Willem was getting too close to the truth so I had to kill his meddling assistant. No matter I will make it look like Willem himself did it and if all else fails I will set the pests after the doppelgangers who have infested the guards..

(Continued)

At this point there is a marked change in the handwriting, although similar it is different in many ways

I remember pain and darkness of dying but I don't remember being dead, They say that I am Bernar reborn but the memories of my life before are hazy and only come in bits and pieces so far.

Quarlanth keeps telling me that I am the first, but I remember being Bernard D'Gui, They tell me that Bernar was killed by adventurers and that I am Bernar risen from the grave through the power of Hextor and arcane magics. They also tell me that it is my destiny to wreak vengeance on those who killed me. I have no reason to doubt Quarlanth and I know that Hextor also blesses him so I believe him..

It has been many moons now but I have become comfortable with who and what I am. I have thought hard about whether or not I am actually Bernar for I know that I no longer look like him unless I expend effort to look so, but I have decided that it is not relevant for I am all that is left of Bernar, I am his knowledge his determination, his inheritor in all things. It does not matter whether I am a reconstruction or a remaking of the original, there were no Bernar's before me and I remember the birth of all that have followed. I am the first, I am The Prime Bernar for all those that follow are made in my image and we have a great destiny in store for us as servants of the mighty Hextor..

Quarlanth has come again and informed me that blessed war is coming. I have sent Warleader Bernar out to unite, train, and command an army in the Flinty Hills. I have no doubt that he will succeed as he has learned his lessons well..

I am massing a sizeable force in order to storm the monastery and open the pass for an invasion. So far the foolish Heironeans are wracked with indecision, such is the curse This area will quickly become of interest to those who oppose us though so in order to preserve the great work that Dr. Knogh has achieved I am moving nearly everything to another location with the help of Quarlanth. If we are successful in taking the monastery then all is well and if for some reason we fail then the knowledge will not be lost with us..

Warleader Bernar is gone, I felt it this morning, and I do not know if he is dead but I suspect that he is. Lynward or Osmeran must be moving against us, Guardian Bernar says that we are prepared but I will make my own preparations in case he and Dr. Knogh fail..