

NO MERCY

By Ree Soesbee

The city of Rahbaud has been at peace for generations. It is a prosperous city, built on the backs of hard-work and guided by the hand of a powerful overlord. The nobility lives in splendor, trading with local areas to increase their own wealth, and capturing and breeding slaves for the benefit of all.

Until a slave rebellion in the gladiator pits threatens to destroy the prosperity and stability of this noble city. In the service of Prince Sukhir Blackhammer, known as the Iron Fist of Law, you have been enlisted to crush the rebellion. Your duty is to destroy the slaves who threaten Rahbaud's security, and bring the rebel leaders to to the justice of the Iron Fist.

There shall be no mercy for those who dare to break with order. No refuge for the murderers of peaceful merchants and nobility, for slaves who think to buy their freedom with the blood of decent citizens.

An example must be set, to keep the peace and force the other slaves back into tranquility. If these treasonous serfs think to destroy generations of work with some false hope of 'freedom', then the Prince of Rahbaud shall give them their freedom...

In death.

NO MERCY

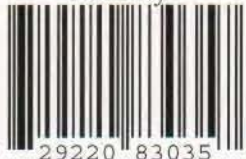
By Ree Soesbee



For use with
EVIL
d20 Sourcebook
by AEG

Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

No Mercy



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HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

UNBALANCE THE SCALES!

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GAME MASTER FEAR YOU
FOR A CHANGE!

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Who said you had to play the good guys? Being evil just got easier. This d20 system sourcebook has everything you need to run evil characters, develop evil campaigns, and make your nasty NPCs just a little bit nastier. *Evil* has rules for new prestige classes, new spells, new clerical domains, and demon summoning. If you're playing good after this book is out, you're on the wrong side of the game. 128 Pages, soft cover.



GAME MASTER BACKGROUND

No Mercy is an adventure designed for a group of four to six characters of levels seven to nine. After reading the Player Background (found on the back of the outside cover), read the module at least once to familiarize yourself with the various encounters before proceeding to play. The player characters can be of nearly any race or class, but must all either be evil, or willing to work for evil ends.

The adventure begins in the opulent city of Rahbaud, a place known for its decadence and prosperity. Every noble bears unimagined wealth and the merchants enjoy the fruits of an extremely profitable slave trade with other cities in the southern nations. Rahbaud lies in the center of a peaceful province, a peace enforced through the firm rulership of Prince Sukhir Blackhammer, known by many as the Iron Fist of Law.

Then, just a few days ago, a slave rebellion began in the gladiatorial pits. Warriors trained to fight for the sport of their masters turned their blades upon the Overseers of the pits, bloodying their swords on the flesh of free men. Their revolt has caught the city on fire, and now slaves from every walk of life are rebelling against the rule of Prince Sukhir.

Worse, one of the Northern regions — a kingdom known as Adragiae — threatens war against Rahbaud. Adragiae is a kingdom of chaos, where arguing senators rule a fractious nation of starving peasants and mismanaged funds. Their army fallow, they took some imagined offense to Sukhir's rule, and using the excuse of 'freeing the slaves,' they declared war upon the principality and city of Rahbaud. With war declared, the slaves of Rahbaud became even more untenable, and their minor revolt has turned into widespread panic, and riots.

Calling upon the known heroes within his domain, the Prince of Rahbaud outlines his plan. Four companies of soldiers will fight the enemy, under Sukhir's command. A small company, Talmak's Guard, is placed under PC control and must put down the rebellion. The PCs must face riots, gladiatorial fights, a massive fire, and the raid of a secret holy site, to reclaim the city in the name of its Overlord.

Sukhir will be in from the city during the adventure, staying to oversee troop movements, and prepare for a possible siege. He doesn't have time to squash the revolt, however, and needs the PCs to handle the internal problems while he takes care of the external threat.

BEGINNING THE ADVENTURE

The city of Rahbaud can be any known city within your campaign world, or it can be a new location. All that is needed is some excuse for Prince Sukhir to trust the PCs with the security of his city — some deed they have performed that convinces him that they are right for the job. Prince Sukhir commands their presence in his throne room at once.

1. THRONE ROOM OF THE IRON FIST

The city of Rahbaud is in flame, barely controlled by the city guards. There is rioting everywhere, and in the city square, the slaves are holding hostages. Marshall law keeps the city under some control, but the PCs can tell that things are about to break.

Through the riots in the city streets, a guards escort you to the palace of Prince Sukhir Blackhammer. Inside, you are greeted as honored guests, offered refreshment, and respectfully led to the throne room. Several aides debate over large maps, and the prince sits on his throne, chin resting upon a gauntleted fist. "Ah," he says as you approach. "Excellent."

Sukhir stands as you approach, and spreads his arms. He is dressed in ornate black chain mail, a thin crown of iron crossing his regal forehead. "Heroes of the Realm," he begins, as the aids fall silent. "This is our darkest hour. A few days ago, a slave rebellion began in the gladiatorial pits. Warriors trained to fight for the sport of their masters turned their blades upon the Overseers of the pits, bloodying their swords on the flesh of free men. Now, the nation of Adragiae threatens war against us, taking advantage of our current rioting. Now, the slaves of Rahbaud have used this opportunity to turn their minor revolt into widespread panic and rioting. We must and will crush our enemies, but not while our city rots from within."

Sukhir steps down and walks among the tables, pointing out army encampments on the maps. "It is likely that the slaves somehow knew of this imminent attack, or that they have a leader. Perhaps someone from Adragiae is behind this. My best commanders, leaders of the city guard, were murdered in their beds by foul magic. Therefore, the slaves cannot to be trifled with, and must not be underestimated. Their leadership must be destroyed and the rebellion crushed, so Rahbaud remains safe from her enemies."

"Four divisions of soldiers march to the north, prepared to meet the armies of Adragiae. The small company remains here, to safeguard the city and put down the revolts. your service to the principality has long been recognized; you are feared among the populace as loyal, brutal, and effective. Talmak's Guard is under your command. Put down the rebellion, destroy the slaves that have murdered their masters, and bring their leaders in for punishment and execution. Do this, and you earn my appreciation, favor, and reward. It is up to you to reestablish order, and bring peace." Sukhir smiles. "I will establish control of the surrounding region and prepare my troops for battle against the invaders. My son Norod, is your liaison. You report only to him or to me. If there are no questions, I expect you to act as once."

A younger man with the steel eyes and black hair of his father nods from beside the throne. This must be the Crown Prince, Norod Blackhammer.

Talmak's Guard: (60 soldiers) 3 Ftr5 (commanders), 1 Wiz5 (warguard), 6 Ftr4 (sergeants), 40 Ftr2 and 3 (legionaries), and 10 Ftr1 (conscript).

For the sake of space, no stats are provided. Develop as many or as few characters as you like.

2. RIOTING

Encounter: The city streets near the gladiatorial pits and the wharf are filled with dead bodies, rioting, screams of the dying and blood-filled massacres. PCs are encouraged to march Talmak's Guard directly into this, the worst area of town, and begin the assault against the slave forces. Although the slaves are not as well trained as the Guard, they outnumber them nearly 5 to 1. Further, some of the slaves are armed, having taken weapons from dead guardsmen or from the stores at the gladiatorial pits. They offer some resistance. Do not run every round of combat, but rather, use some of the guard here and there to add flavor to the encounter. The PCs will be fighting 1st level commoners for the most part, and combat will involve one or two deaths a round.

By the time things settle down, the area fills with marching guards, and the occasional fight between slaves and a guardsmen. Invent different scenarios based on this assault. Some ideas include:

- A group of garrisoned slaves with a barricade in an alleyway attack a group of armed guards, lead by the PCs.
- The slaves break into a magic store or apothecary and use random magic items (potions, wands, etc.).
- Suicide-strike groups locate and follow the commanders (ie, the PCs), and make armed attacks anytime the character is alone.
- One of the slaves is an experienced gladiator, taking on all comers. He holes up in a defensible position, and taunts the guard to fight him. He's already killed ten men, and is shouting for more to come through and duel him.

3. BURN THEM OUT!

As the rioting is slowly quelled, a legionnaire comes to the PCs. In the distance, the PCs see the orange glow of fire coming from the south of the city. The PCs know Rahbaud's docks are primarily made of wood and will not withstand the fire for long.

"Sir!" The legionnaire salutes. "Fire, sir!" he shouts over the noise. "The wharfs, sir! To the north they're on fire. A group of newly outgoing slaves have escaped. They fought with the guards and now the wharves are on fire. There's warehouses, shipping goods, galleons from other kingdoms. If it burns, Rahbaud loses most of its trade!" The legionnaire looks and frightened. "And more, sir, there's a group of gladiators from the pits swearing to burn the wharfs down to the very last dock. They've killed all the city guards in the area. The guards need us."

The fire on the wharves started in the large warehouse at location #2. A cluster of city guards were taking slaves off the slave ships and executing them when the guards were assaulted by ten men from the gladiatorial pits — also escaped slaves. Taken by surprise, the city guardsmen routed and were butchered. During the fight, the side of the warehouse caught fire by a lantern. The fire spreads wildly, through the warehouses and to the ships in the docks of the harbor.

The fire is pretty bad. The PCs have a choice: save the ships in the docks (many of which have slaves imprisoned in their lower levels), or put out the fires in the warehouses, and save the trade goods stored there.

3A. THE SLAVE SHIPS

Encounter: Inside the three burning slave ships, over four hundred slaves are about to roast. If the PCs can get the ships out of the harbor, they are spared the worst of the fight and are loosely 'allied' with the gladiators, who are also trying to free the slaves and rescue the ships. Any fighting that occurs between the two is incidental. Once the gladiators realize that the PCs are trying to keep the ships from burning, they stop attacking.

3B. THE WAREHOUSES

Encounter: The warehouses are mostly wooden, with stone foundations. Several of them are already on fire, the fine goods within slowly burn. The warehouses contain silks, spices, and more 'common' trade goods such as iron, copper, basic household goods, and food supplies. There are fifteen warehouses on fire, and ten more will soon be burning. This area should provide many battles, intermittent swordfights between the PCs and the gladiators, and plenty of trouble with the collapsing, burning walls and eaves of the warehouses that are on fire.

A group of gladiators ensures that the warehouses burn long enough for them to free the slaves aboard the threatened ships.

Tactics: While the PCs are using the legion to put out the wildly spreading fire, 5 of the gladiators light new ones. Their companions, another 5 gladiators, cut the traces on the ships and get them into the harbor, away from the fire. They fight against the legionaries only when necessary; their first priority is to keep the slaves aboard the ships from burning alive. As the ships begin to burn, the gladiators immediately race aboard them and open all of the slave pens. However, in their weakened condition, the slaves aboard the ship are no challenge to the legionaries or the PCs.

The gladiators are only interested in the slaves, and in slowing down the legion. They fight to the death *only* when defending an innocent. They flee to the Gladiatorial Pits as soon as the slaves aboard the ships are free, taking as many of the newly-freed slaves with them as they can.

Gladiator, Human Ftr5: CR 5; M (humanoid); HD 5d10+5; hp 38; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks Short sword +7 melee (1d6+1), or shortbow +7 ranged (1d6); SV Fort +5, Ref +5, Will +3; AL N; Str 13, Dex 15, Con 12, Int 10, Wis 15, Cha 10. Skills: Handle animal +10, Hide +2, Jump +9, Listen +3, Move silently +3, Search +3, Sense motive +5, Spot +3. Feats: Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (hand axe), Weapon Focus (short sword).

You see the gladiators fleeing through the city streets, using the smoke and cover of the wharfs to hide them from you and your men. They are heading back into the city, carrying as many of their injured and the weakened slaves as possible. Because they are slowed, you can keep sight of them, although due to the rioting you cannot gain ground on the wily slaves.

Ahead of you, the smoke of the wharf clears and you view the evening sky. A tremendous, circular stone building looms in the streets ahead of you. It is the Gladiatorial Pits of Rahbaud. This is where the slaves armed themselves.

If it can be seized, the slaves lose their center of operations, their barricade against the legions of Rahbaud. The riots would begin to break up, with no leadership and no weapons. Also, you could likely capture someone who knows where the slaves are getting their good leadership... and then, destroy him.

One of the legionnaire commanders steps forward. "Sir, I know a way in. Its used when visiting dignitaries want to watch the fights, but don't want to fight the crowds in the streets. I doubt the gladiators know about it. But it is small — the whole legion can't get through it. I recommend that the legion stay here and maintain a siege while I guide you and your compatriots inside, to slaughter their leaders and open the gates."

4. GLADIATORIAL PITS

Encounter: The Gladiatorial Arena is similar to the Roman Colluseum, but more formidable. Iron portcullises cover each of the four entrances, and high stone walls blockade the inside, while providing ampitheatre seating for the gathered crowds. The slaves inside have erected rudimentary blockades over the portcullises, piling chairs, banners, and anything movable against the heavy iron bars of the gates.

Tactics: The passage that the legionnaire commander speaks of begins in the wall of the lower district, and travels under the city until it comes up to a flight of stairs that the legionnaire will tell the PCs is within the Gladiatorial Arena's walls. The stairs lead to the noble's section, and indeed, the secret panel opens within a box that has a very good view of the sands at the center of the building. The PCs are free to decide how they assault the Arena, but any one, or all, of the following scenarios may occur.

4A. SPYING ON THE LEADERS

The leaders of the resistance in the gladiatorial pits are located in the guards chambers, sealed off behind portcullises. Getting in is difficult as two guards have been stationed at each checkpoint throughout the area. The gladiators know the grounds well. Should a PC be spotted, the gladiators shout for help and every 1d6 rounds 2 gladiators arrive to lend aid.

There are over 50 warriors in this building, with the majority of the slaves 1st level commoners. If the PCs break a guardpoint, slaves descend from every corner, attacking the them in swarms. An additional 2d4 slaves arrive each round, until their reserves are depleted. If the PCs can get inside, the leaders of the rebellion are holding a meeting in a secret chamber, but attempt to disban if the defenses are breached. They leaders are Whitestag, Rafe, and Martin.

Whitestag (hp 75) is the leader of the mercenaries. A tremendous barbarian female, she stands over six feet tall and is wears plate armor. She has four bodyguards, each wearing chain, and is in full command of the gladiators here. She is downstairs in the slave chambers, preparing the rest of the gladiators for an assault on the legion outside. they all have bows, and are planning to begin shooting flaming arrows at the legion and several nearby shops, and then charging out the central gate to the gladiatorial pits in order to engage the legion while surrounded by fire and thick smoke. It is a reasonable plan; PC warrior classes should note that it is quite possible that this plan will succeed, given a bit of luck and a good amount of fire.

Rafe (hp 39) is slender and middle-aged, his features scarred and his hands calloused. He is the obvious intelligence behind the slave revolt and carries a small pouch of material components — obviously a wizard. If the fight is going badly, he backs into a corner, shouts the words of his spell, and vanishes, teleporting to the chapel beneath the Safe House (location #5A).

Martin (hp 34) is a thief, and seems to be from out of town. He talks to the others about the impending invasion from Adragiae. He knows a great deal about the Adragiae forces, being their liaison to the slaves. In fact, if he is questioned, he provides information on Adragiae's troops, leadership, and battle-plans, including their arrangement with Whitestag to free all of the slaves as soon as Adragiae takes the city. If the PCs sneak into the compound they may listen in on the meeting.

Martin, and a few of the other gladiators, know where the local safe house in the city is. This is where escaped slaves are smuggled out of Rahbaud, and where the Adragiae spies give aid to the revolutionaries. It is located in a nice house in the upper districts of the city (the NPCs tell them where). Further persuasion reveals that the safehouse is protected by a powerful cleric named Santiago. Santiago is well-known. If running in your own campaign, Santiago is someone the PCs have come to trust and respect.

Whitestag, Human Bbn8: CR 8; M (humanoid); HD 8d12+24; hp 75; Init +1 (Dex); Spd 40 ft.; AC 11 (+1 Dex); Atks +2 *bastard sword* +15/+10 melee (1d10+6); SV Fort +9, Ref +3, Will +4; AL N; Str 19, Dex 13, Con 16, Int 4, Wis 15, Cha 11. Skills: Hide +6, Listen +7, Move silently +3, Sense motive +5, Spot +6, Use rope +4. Feats: Blind-fight, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Rafe, Human Wiz9: CR 9; M (humanoid); HD 9d4+9; hp 39; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Cudgel +4 melee (1d6); SA Spells; SQ *scroll of lightning bolt, scroll of wall of ice, wand of magic missiles* (7th level, 12 charges); SV Fort +4, Ref +4, Will +6; AL LG; Str 10, Dex 13, Con 12, Int 18, Wis 11, Cha 13. Skills: Alchemy +9, Concentration +12, Diplomacy +8, Hide +6, Knowledge (arcana) +15, Knowledge (religion) +12, Ride +7, Spellcraft +16. Feats: Alertness, Craft Rod, Dodge, Enlarge Spell, [Scribe Scroll], Silent Spell, Spell Focus (evocation). Spells: (4) 0: *daze, ghost sound, open/close, ray of frost*; (5) 1st: *chill touch, mage armor, magic missile, shield, sleep*; (5) 2nd: *blur, detect thoughts, invisibility, magic missile (silent), summon swarm*; (4) 3rd: *haste, lightning bolt, slow, summon swarm (enlarge)*; (3) 4th: *lightning bolt (silent), fire shield, slow (enlarge)*; (1) 5th: *teleport*.

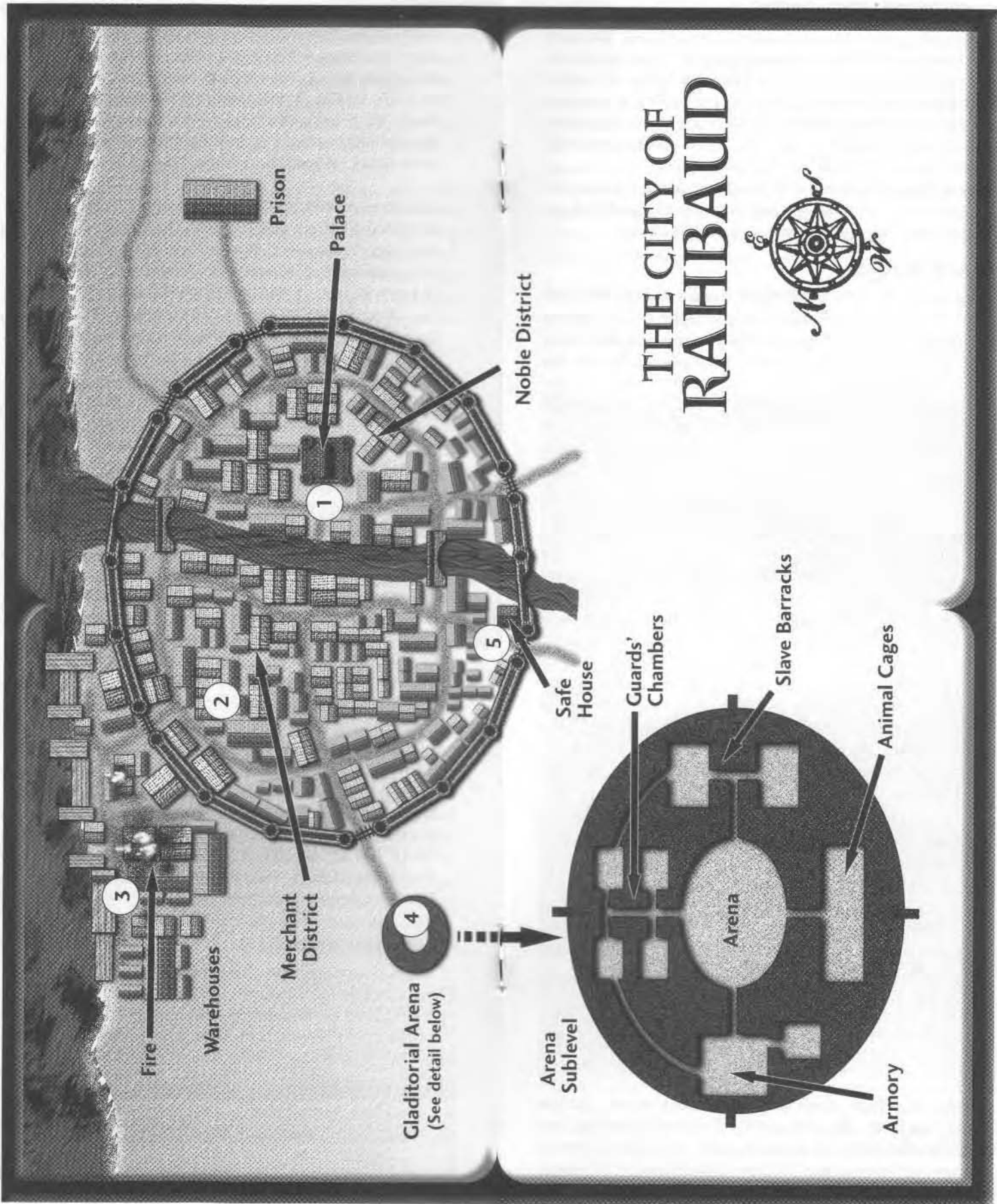
Martin, Human Rog7: CR 7; M (humanoid); HD 7d6+7; hp 34; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather); Atks +2 *short sword* +8 melee (1d6+3); SV Fort +3, Ref +9, Will +4; AL CG; Str 13, Dex 15, Con 12, Int 12, Wis 14, Cha 11. Skills: Alchemy +2, Appraise +10, Bluff +9, Diplomacy +10, Disguise +10, Hide +2, Innuendo +12, Knowledge (nature) +5, Listen +6, Move Silently +6, Pick Pocket +9, Search +11, Sense Motive +10, Spot +10, Swim +6, Use rope +9. Feats: Alertness, Dodge, Lightning Reflexes, Mobility.

Slave, Com1: CR 7; M (humanoid); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3); SV Fort +0, Ref +0, Will +1; AL N; Str 11, Dex 10, Con 12, Int 10, Wis 13, Cha 12. Skills: Hide +2, Jump +4, Sense Motive +2, Spot +5. Feats: Alertness, Run.

4B. CAGED ANIMALS

Animals are caged in the southern portion of the pits. These animals are predatory and hungry. Their cages are open and they are wandering through the lower sections of the Gladiatorial Arena. If the PCs may encounter any of the following 'wandering monsters' while in the arena:

- 1-2. Lions (1d6)
3. Black Bear (1)
4. Carrion Crawlers (4d4)
- 5-6. Jaguars (2d4)
7. Chimera (1)
8. Gnolls (2d6)
- 9-10. Ettin (1)



THE CITY OF RAHIBAUD



4C. OPENING THE GATES

Once the gates to the building are opened, Talmak's Guard may stream in and destroy the remaining gladiators holding the building. There are a number of recently freed slaves here, many of them armed with a variety of weapons from the storehouses below the fighting arena. However, most of these fighters are 1st level commoners and warriors, untrained and incompetent.

These skirmishes should be brief and bloody, giving the impression of 'mopping up' now that the PC leaders have removed the military leadership of the gladiators.

5. SAFE HOUSE

The body of Talmak's Guard are unable to enter the Safe House, as they must put down many of the riots breaking out through the city. Have the PCs use the Guard to hunt down the rest of the gladiators, stop more riots in the bazaar, or escort prisoners to the prisons, south of the Upper districts. The PCs can take a small escort (though, hopefully, the Guard is worn down and wounded from the fighting), but marching the Guard across a rebelling city just to investigate an old man's house should seem excessive. After all, they can handle this.

One of the legionaries guides the PCs to a small cottage within a garden, located at the bank of the river near the main wall separating the Upper district from the Lower district of Rahbaud. It is a well-cared for two story house, with a lovely garden and small fountain in the front yard. To the rear is a small stable, housing two horses. There is a small stone wall around the grounds (5 feet high) with sturdy, but decorative iron gates in front and back.

The guide knows the house passingly well, and gives the PCs the following information. The owner of the house is Santiago del Fuego, an elderly man with a wife and four grandchildren ranging in age from 5 to only 16. Santiago is beneath the house, in the chapel (location #5A), helping Rafe. His wife, Edrina, answers the door.

"I'm sorry, if you are looking for my husband, Santiago, he isn't home right now. He's gone into town to find the herbs I need to help my sick granddaughter. I'd be very willing to help you catch these escapees, but I'm afraid I don't know anything. My youngest girl, Marlana, has come down with a terrible ailment. You shouldn't come inside, as the disease is contagious, but if you'd like to search the grounds, you are very welcome to do so." Edrina is an elderly woman with a kind smile and blue eyes, and she leans on her cane with the infirmity of old age, though her hands are firm and do not shake.

If the PCs force their way inside the house, Edrina doesn't stop them. She protects the children, if possible, but otherwise she does not stand in their way. The house is clean — no obvious signs of slaves, contraband or anything illegal. To all appearances, Edrina, has been spending her time in a downstairs bedroom with the other children,

tending to a sick 5-year old who is resting in the bed. The little girl is partly asleep, feverish, and an untouched bowl of soup is on the bedstand beside her.

Any PC that drinks the soup makes a Knowledge (nature) check at DC 20 or Heal (DC 25) to determine that it contains a mild herbal toxin that makes one feel slightly ill, obviously resulting in the girl's condition. She is protecting someone.

A successful Search check (DC 20) reveals a secret aperture beneath the girl's bed, leading down to the banks of the river beneath the city. That is where Santiago and Rafe are currently located.

5A. BENEATH THE HOUSE

Stone stairs lead down a narrow aperture into the stone beneath the city, and the PCs can hear the rushing of water from the river as it passes beneath the house.

At the bottom of the stairs is a dark chamber, lit only by your own torches. There are sconces on the walls, holding unlit torches, and the faint smell of recent smoke. To the east is a large stone altar — carved with the symbol of Kaleme, the Goddess of Healing and Freedom. Her worship has long been forbidden in Rahbaud, and she is considered a false God. The very existence of this altar beneath Santiago's house is grounds to seize the property and execute the owners. The existence of the six pews that line the chamber is a symbol of something more — this is holy ground. A church, hidden in the heart of the city of Rahbaud, it must be destroyed.

The river crosses this chamber, and a small boat is moored near the altar stone. This is how they sneak the slaves in — and possibly, how they get the slaves out of the principality, into Adragiae. Betrayers. Seditious. There is no sign of the escaped slaves, but the scorched imprint of a white circle lies near the altar. A quick glance reveals that it is made of chalk, but recently burned.

There is a shout and a terrible winged humanoid materializes out of nothing, standing before the altar of. It strikes fear into the depths of your heart! "Surrender or die, infidels." The Celestial being speaks, its voice echoing with holy fury, "You will not defile this holy place."

Tactics: By the time the PCs arrive, Santiago finished summoning the Celestial Templar. The creature bathes the small room with a holy light (see spell and creature stats at the end of this module).

Conveniently have 6–10 Talmak Guard remaining to assist the PCs in this final encounter. The fear of seeing the Templar may cause them to run, it is very important that the PCs have a little bit of help in this final battle as Santiago is a potent foe. Tactically, the Templar protects Santiago, as does Rafe, who uses his last bit of spells and his wand of magic missiles to keep the PCs at bay. Santiago casts defensive spells the first three rounds of combat (*shield of faith*, etc.). If someone is an obvious spell-caster,

he casts *silence* at the PCs. The ground here is permanently enchanted per the spell *hallow*. Evil PCs are effected by *protection from evil* and Santiago and his allies are enchanted per the spell *bles*.

Santiago and Rafe fight to the death.

Remind the the PCs that Prince Sukhir wants the leaders captured for a public execution.

Edrina and the children know that Santigo is a priest of Kaleme. Edrina, if coerced, can provide a list of the worshippers who came to her husband's temple. The children know nothing — but are useful for leverage against Santiago or his wife. However, short of torture or mental control, Santiago does not comply. His faith is strong. He will not betray his goddess, his church, or the loyal followers of Kaleme. Not even for his grandchildren. If things are truly dire and Santiago is reduced to 10 hp, he uses his *teleport* spell to exit the fray.

During the battle, Edrina and the children try to escape, using three *potions of invisibility* she hides in her dress.

Santiago, Human Clr13: CR 13; M (humanoid); HD 13d8; hp 71; Init +0; Spd 30 ft.; AC 23 (+1 full plate, +1 large metal shield, ring of protection +1); Atks +1 morningstar +13/+8 melee (1d8+4); SA Spells; SQ ring of resistance +2, pearl of power (4th); SV Fort +10, Ref +6, Will +12; AL NE; Str 16, Dex 11, Con 11, Int 16, Wis 15, Cha 12. Skills: Alchemy +8, Concentration +15, Diplomacy +8, Forgery +8, Innuendo +9, Jump +4, Listen +2, Scry +19, Sense motive +9, Spot +2, Tumble +3, Use rope +6. Feats: Combat Reflexes, Empower Spell, Extra Turning, Forge Ring, Scribe Scroll, Still Spell. Domains: Healing, Travel. Spells: (6) 0: *create water, cure minor wounds (x2), detect poison, light, purify food and drink*; (6+1) 1st: *command, expeditious retreat, obscuring mist, remove fear, sanctuary, shield of faith, summon monster I*; (6+1) 2nd: *aid, bull strength, cure moderate wounds, hold person, shatter, silence, summon monster II*; (4+1) 3rd: *daylight, dispel magic (x2), fly, invisibility purge*; (4+1) 4th: *cure critical wounds, death ward, divine power, freedom of movement, neutralize poison*; (3+1) 5th: *celestial templar (cast), healing circle, raise dead, teleport*.

13. THE PRINCE'S REVENGE

After the battle is finished, the PCs should take any survivors to the Prince's palace, where they are tortured, condemned, and publically executed. Any and all slaves in Rahbaud accused of participation in he event are also destroyed. The good news of Rahbaud's victories over Adragiae spread through the city.

The PCs are the victors. They are rewarded with gold and prestige, and allowed to strike the death-blows against any the prisoners they returned to the Prince, should they so desire.

Bear in mind that this adventure is about maintaining the status quo. PCs that kill for the sake of killing should not be given experience points. Rather, only those PCs that act in the best interest of Prince Sukhir are rewarded with gold, experience points and fame. Ruthless murderers are not useful to the Prince.

NEW MONSTER

CELESTIAL TEMPLAR

Medium-size Outsider

The term 'celestial' refers to many beings from the planes of existence of Good. A Celestial Templar is a specific form of deva, one called to protect holy places and temples of holy gods. they are only seen when they are summoned to defend such a place from evil assault. Their entire beings radiate holy light and the power of Good, their brilliant silver skin shining with truth and inspiration.

They are natural enemies of fiends, infernal creatures, and demons and devils of all kinds. Any time an evil creature defiles a good temple or holy altar, there is a 1% chance that a Celestial Templar will arrive to defend the site. All celestials are blessed with comely looks, although their exact appearances may vary. Templars are silver-skinned, with wide golden eyes and bearing a longsword and shield that radiate with a holy aura. Their armor is comprised of flowing robes that are tougher than the strongest plate mail, and they have wings that spread from their shoulderblades.

Typically, a Celestial Templar uses its ability to dominate in order to seize control of the best fighter among their opponents, forcing that individual to attack his friends. Failing that, the Templar dominates the most powerful magic-user or cleric, thus preventing him from using his spells, and hopefully placing the spellcaster in a dangerous or even suicidal position.

Hit Dice: 10d8 + 30 (75 hp)	Con 16, In 17, Wis 16, Cha 17
Initiative: +6 (Dex, Imp Init)	Skills: Concentration +16,
Speed: 40ft	Hide +17, Knowledge (any
AC: 25 (+1 Dex, +14 Nat)	five) or Craft (ant five) +21,
Attacks: +2 Longsword (Holy)	Listen +23, Move Silently +17,
+19/+14 melee and dominate	Sense Motive +23,
Damage: As longsword, plus	Search +19, Spot +23
positive energy (+6 bonus to	Feats: Alertness, Blind-fight,
damage)	Improved Initiative
Face/Reach: 5ft by five ft/five ft.	Climate/Terrain: Any
Special Attacks: Spell-like	Organization: Solitary
abilities, spells, positive	Challenge Rating: 14
energy	Treasure: None
Special Qualities: Damage	Alignment: Always Lawful Good
Reduction +1, Celestial	Spell Use: As an 8th level Cleric
qualities	Domains: Sun, Law, Good,
Saves: Fort +9, Ref +8, Will +10	Healing
Abilities: Str 20, Dex 14,	

COMBAT

Celestials never attack without provocation, but the Celestial Templar's primary duty is to defend holy places against the invasion of forces of Evil. To them, an Evil creature setting foot in a temple of Good is provocation enough, and should that Evil creature not immediately leave

the chapel, the Templar will certainly fight to the death.

The Celestial Templar will avoid attacking or harming other good creatures, and they favor tactics that cause their enemies to fight amongst themselves.

Aura of Menace (Su): A righteous aura surrounds the Celestial Templar, and any hostile creature within a 10-foot radius must make a Will save (13) to resist its effects. Those who fail suffer a -2 to their morale penalty, AC, and attacks for one day or until they successfully hit the Celestial Templar.

Tongues (Su): All celestial creatures can speak with any creature that has a language, as though using a *Tongues* spell cast by a 14th level sorcerer.

Dominate (Su): Any creature that makes eye contact with the Celestial Templar must make a Will save (15) or lose the ability to control their own actions. Once they have fallen under the command of the Celestial Templar, they must do exactly as the Templar wills, even to the point of committing suicidal or dangerous actions. The Templar need expend no extra actions to control their new 'minion,' but must simply will them to perform. A Dominated creature does not have the capacity to cast spells of any nature, and can only perform physical actions that they would ordinarily be capable of achieving.

Immunities (Ex): All celestials are immune to electricity and petrification attacks.

Resistance (Ex): All celestials receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.

NEW SPELL

SUMMON CELESTIAL TEMPLAR

Conjuration (Summoning)

Level: Clr 5

Components: V, S, F / DF

Casting Time: two rounds

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

Effect: one summoned creature

Duration: 1 round/level

Saving Throw: none

Spell Resistance: no

This spell summons an outsider (extra planar creature) known as a Celestial Templar. This Templar can only be summoned in defense of a church, altar, or other established holy site. It appears where designated, and will immediately attack opponents to the best of its ability. Summoned creatures act normally on the last round of the spell, and disappears at the end of their initiative turn.

Unlike other summoning spells, the Celestial Templar may choose to return to the place of its summoning if it desires, arriving one full round after it has vanished due to the lapse of the spell. However, also unlike other summoning spells, the Celestial Templar is confined to the holy site or area in which it was summoned, and may not leave the area that it has been summoned to guard.

(See *Monster Description of the Celestial Templar*, for more details on the creature summoned.)



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Author: Ree Soesbee
 Project Manager: jim pinto
 Editor: Dave Lepore, jim pinto
 Creative Director: Mark Jelfo
 Graphic Design: Steve Hough
 Art Direction: jim pinto
 Illustration and Cartography: Cris Dornaus

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