

Cor03-03

Fury of a Cold Man's Heart

A One-Round D&D LIVING GREYHAWK[®]
Core Adventure

Circle Edit: Craig Hier, Creighton Broadhurst

by David Christ

Something has drawn the Old Ones attention away from his war torn border dispute with Furyondy and an old Knight of Veluna seeks to gain advantage from it. An incursion into the heart of Iuz's domain has been assembled to seek an item to right an old wrong. The question lingers though, how many wrongs can be justified for the greater good? A Core scenario for APLs 2-12. Part Two of the To Serve the Greater Good series

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following 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.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard one-round Core adventure, set in the Iuz occupied lands. This event costs two Time Units to play. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This scenario is meant to be the second part of a four to five part series. Some information has been left out on purpose as to not spoil future events for you the judge. So please take this into account when you are running the event and if it does not say why something happens then the PCs just do not find any information on it. Do not make up something as it may very well prove false later on in the series.

It is important to be familiar with COR2-07 Ashes of Innocence. If you have time please review the adventure summary of this module to better prepare.

This series deals with the Flight of Fiends, the Crook of Rao, and what really happened. So before we get into the summary lets lay the ground work for what is written about the Flight of Fiends. In Coldeven 586 cy, His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik, used the Crook of Rao to invoke the Flight of Fiends. This ritual banished thousands of demons, devils, yugoloths, and other outsiders from all parts of the Flanaess. In one single act the entire power structure of the Flanaess was changed forever. In all of recorded history nothing has had such a widespread effect on the world since the Twin Cataclysms. All that is known to the general public about the ritual is the following.

- Canon Hazen was the focal point of the ritual.
- It involved the College of Bishops (advisors to the Canon and made up of 21 of the most powerful priests in Veluna) and almost every single priest of Rao in Mitrik (over 200 of them)
- He had the aid of the Archmage Bigby
- Some of the participants become sick after the ritual and some resigned their posts.
- Rumors that the Canon actually disappeared during the ritual abound and his public appearances since the Flight have been few and far between.

What the players do not know (only giving you parts of the truth for now on purpose)

- The ritual was not nearly as successful as generally believed. Hundreds of devils left voluntarily and hundreds more were betrayed by their own kind.
- Three of the bishops from the College of Bishops betrayed the Canon. They feared he did not have the strength to do what he planned and so they made a deal with the devil. They each believed the greater good would be served by what they were doing but of course they were wrong.
- The Crook was rendered nearly powerless by the ritual. Nobody in the church knows what happened exactly but the crook's power seems to have left it.

So exactly what was this betrayal you say ? Thought you would never ask. Canon Hazen had a dream one night

and in that dream he said he was visited by Rao himself and that he laid out his plan for the ritual. Of course everybody cheered the next morning when that Canon told them of his dream and went about preparing it as if Rao himself said it to them. There were doubters though. Three of them in fact. The forces of evil seized upon this fact and started whispering dark promises into their ears if they would only help them. All they had to do was take an item into the ritual with them. This item, a medallion, held the true names of 101 devils. There was more to that bargain but that is all you need to know for now. Each of the three priests was unaware of the others and took their medallions into the ritual. The Canon started to invoke the powers of the *Crook* and the Flight of Fiends began. As the ritual progressed each of the medallions slowly dissolved into mist. The devils whose names were in the three items (303 of them total) were pulled from wherever they were and banished back to their home planes. Hundreds more left voluntarily making the ritual seem much more successful then it was (why is a secret for now). The mist that once was the medallions wrapped itself around the left arm of each bishop. As they watched in horror it seeped into the skin and formed tattoos on their arms and upper chest. The tattoos were letters in infernal that continually crawled around on their skin forming the true names of the 101 devils that were bound in the original medallion. They pulled their robes tighter around them to hide their shame and continued with the ritual until it ended.

This adventure deals with the descendant of one of those Bishops. His name is Zelt Damascus. His father Harten was a member of the College of Bishops and was one of the three who betrayed his faith. His left arm was marked with a curse like the others. This curse is known as the 'Mark of Cania' and is detailed more in Appendix 2. Unable to bear the shame of what he had done, Harten killed himself one year after the ritual in 587 CY. Unlike the Mark of Avernus from Ashes of Innocence, the Mark of Cania passes to the next oldest male relative when you die. So though Harten hoped to spare his family the burden of his shame by taking his own life he instead passed the curse to his 22 year old son Zelt.

Zelt had just finished his time as a squire to a Knight of Veluna and had been knighted three days previous to his father's death. He was sleeping the night his father died and was awakened by a cold breeze. He saw a ghostly image of his father who reached out and touched his arm. The curse quickly took hold and the runes crawled up his left arm burning as they went. The image then faded away. Unsure what to do Zelt hid the marks on his arm and rushed home. His father's death was considered an accident and he was buried with honors in the catacombs

below Mitrik. Zelt has since spent the last six years trying to find out what the markings are and how to remove them. He has found a lot of information that could be of great value to the PCs though at the same time he is unaware of his fathers betrayal at the Flight of Fiends.

Adventure Summary

The adventure can start in one of two ways. If a player at the table has the curse from Ashes of Innocence (Mark of Avernus) then it starts with a dream sequence (Handout #1). The bearer of the curse sees Zelt and knows where he is. The bearer will see a glimpse of the future that might happen. That should be more than enough motivation for him to round up his friends and head out to find Zelt. The second way is refugees start streaming into Critwall where the PCs are currently staying. They speak of a tattooed knight stirring up trouble and forces of an evil priest of Iuz gathering up people from the countryside. The priest takes them to an excavated temple where they do not return from. This should get the players motivated in the right direction. Even if a player has the curse you can layer plot hook #2 on top of #1 to give them extra urgency.

The party heads out and after a few days of travel they reach the area surrounding Rishvian, a small town between Molag and Delaquenn. Rishvian sits a days travel by horse across the Veng River from Furyondy. There they are introduced to the primary players in this scenario.

Zelt Damascus – Knight of Veluna. Son of Harten Damascus original bearer of the Curse of Cania. He believes that if he can get Aaront into the Temple in Rishvian he can remove the creature from him, which in turn will remove the curse for him. He believes that saving Aaront will make up for whatever transgression his father did. He is focused on that task and will try to get the PCs to help him sneak into the temple. He is part of Rojan's forces and 3rd in command of the Knights. No one knows about his curse or his plan to break into the temple.

Aaront – Small child who seems to follow those who are cursed from the Flight of Fiends. He contains a creature known as Theron within himself. For some reason the child cannot be harmed and always seems to find his way back to the side of the person with the curse he is following.

Alijah – Lesser Boneheart. High Priestess of Iuz. Leader of the now reclaimed Temple of Blood. She is gathering sacrifices to reanimate the army of Golems within the temple. She plans on taking out her superior and eventually taking her place as a Greater Boneheart at Iuz's side.

Sir Rojan Arden – Knight of Veluna. Zelt's commander. He is in charge of a group of knights who are investigating the excavated Temple of Blood. His secondary mission is the smuggling of slaves out of Rishvian and over the Veng into Furyondy. He will try to get the PCs to help them get as many of the slaves out of Rishvian as possible. Any information they can find out about the temple is a bonus. He is unaware of Zelt's true quest and if made aware he tries to find Zelt but does not have much time to devote to it right now.

The PCs now have several choices. They can ignore the slaves and help Zelt. He believes that by taking out the temple the slaves will be easier to free even though some may die while they are infiltrating the temple. Rojan will want to rescue as many slaves as possible now and then go after the temple. Which choice the PCs make effects what happens in the middle of the event. The two paths rejoin near the end of the scenario. The party must stay together at this point. They may want to split up and do both but there is not enough time. Keep them together.

Track A: Infiltration of the Temple

Zelt takes the players to a rear entrance of the Temple of Blood. It is lightly guarded. From there they can break into the Temple. Once in the players will need to dodge the Temple guard as they make their way to the Temple of Blood. There they will find the grisly sacrifice room. Drenched in the blood of hundreds who have died there. Zelt locks the doors to the room and informs the PCs that by placing Aaront on the altar and letting some drops of blood from his wrist fall on his head it will drive Theron from him. What he does not realize is that the sacrifices have been empowering Blood Golems beneath the floor. Before Zelt can perform the ritual they burst forth and attack the PCs. At lower APL's they will collapse quickly as they were not charged up enough to fight and instead some temple guardsmen will break into the room and the PCs will have to fight them off.

Once the room is secure again, Zelt will place Aaront on the altar and complete the ritual. He thinks Theron will be destroyed. Instead he is driven into his old physical form. Theron lets out a howl of maniacal laughter and fades away. The party has just freed a very powerful enemy. At this point the temple will start to shake.

Rojan's knights are assaulting the front gate. At this point the track A and B merge back together.

Track B: Freeing the Slaves

Zelt calls the party members fools and goes off on his own. Rojan starts working with the PCs on the plan to assault the guards of the slave pens. The party can do a lot of scouting and information gathering. The battle is tough as they have to be careful with area of effect spells as to not kill the people they are trying to rescue. Once the guards are defeated the Knights will start moving the freed slaves into the woods. A large crash will be heard from the front of the temple as large Blood Golems burst forth. The party will have to defeat or hold them off while the knights try to get as many slaves away as possible. At this point the track A and B merge back together.

Conclusion

At this point the PCs have defeated the Blood Golems, Theron has fled, and they are working their way out or they have freed the slaves and are working their way into the Temple. Both groups meet and decide what they are going to do now. Most of the Knights will head off to escort the slaves to the muster point by the Veng. The PCs can either escort away the slaves or finish taking out the Temple.

Before the attack the rear entrance or before Zelt rejoins the group to attack Alijah, he asks a noble looking PC for a great favor. He explains that if he dies his curse will pass on to his 3 year old son. He cannot let that happen. If a PC agrees to take the curse he will be most grateful. He will give the PC his father's ring if they accept. The assault on the Temple is pretty straight forward as most of the guards have fled the insane Blood Golems already. Just Alijah and the Golems under her control remain.

This module has several parts that can be very graphic at times. As a judge please take into account who you have sitting at your table when describing certain scenes. If you have younger players at your table then for example just say people are disappearing into the temple. They do not need to know the details to enjoy the event.

The weather during the module is downright miserable. It is snowing for most of the adventure and when not snowing it is raining which quickly turns to ice as the night comes.

Introduction

There are two different 'hooks' to this event. The first one is used if a player at the table has the Mark of Avernus from COR02-07 Ashes of Innocence. It is a dream sequence detailed in Handout #1. Give this handout to any player at the table who has the Mark of Avernus. It is up to them if they wish to share that information with the others at the table.

The second hook involves refugees streaming into Critwall where the PCs are currently staying. A combination of the two should be more than enough motivation to get the party moving in the right direction.

The midday sun is faint and distant looking as the snow slowly falls around you. The city of Critwall is covered with a blanket of white and it is the most peaceful the city has looked in a long time. Ducking into the Twisted Tune tavern you pull up a table with some friends and order some hot food to warm your tummy.

Do character introductions at this point.

As enjoy your noontime meal you notice a lot of ragged looking people moving down the street. They are not dressed for the weather at all and look completely lost.

The people in the street are refugees from the Rishvian and Molag area. They could not cross the Veng River with all the patrols so they headed east until they reached Law's Forge and crossed over into the Shield Lands. Most are severely malnourished and have frost bitten fingers and toes. If the PCs watch for a bit the local guard will point the refugees in the direction of Tent Town outside the city proper. Critwall is so over-populated that most people new to town that do not have enough gold are forced to live in tents in very poor conditions outside the town wall. These people are not beggars they just have nowhere else to go since Iuz has destroyed their homes.

If the PCs head out to the Tent Town area they can find a lot of information from the refugees with a few coins and some warm food or blankets.

- They are from a small town called Rishvian. It sits over the Veng River in the Horned Lands. Between Molag and Delaquaenn. <true>
- A Priestess of Iuz is rounding up anybody she can find from the surrounding countryside and taking them into her temple. None ever come

back out again. That is why they risked the overland trek in the winter months. Many of their friends and family members are still slaves back in Rishvian. <true>

- They believe she is feeding the captured people to a demon in the temple who will rain fire down upon Furyondy when sated. <false>
- They were helped by a man called Rojan. His cloak had a symbol of an old smiling man on it. Religion check (DC 12) to recognize it as a symbol of Rao. He had a bunch of other Knights helping him but they looked like they were fighting a losing battle. <true>
- They were almost killed just a bit outside of Rishvian but a black-cloaked Knight saved them. He had runes on his left arm that glowed in the night. He was dressed like Rojan but did not act nearly as stuffy as the other knights. <true>
- An old buried temple was found just outside of town about a year ago. The priestess of Iuz was sent to dig it out. It is almost complete and is where the captives are being taken. <true>
- Shadows have been moving in the darkness of night. People have been found without a mark on them dead. <false>

This should be enough hints and motivation to get the players moving towards Rishvian. It is a 6 day journey there. Most of the travel is through Furyondy so is rather uneventful.

Encounter One The Town of Rishvian

After almost a weeks travel you finally arrive at Rishvian. You thought the patrols would be harder to avoid but they were rather light and seemed preoccupied. Something definitely strange is going on. The snow is falling fast now and your tracks are quickly covered behind you as you move.

Rishvian is a small town that might have once been home to a thousand or so people. From your vantage point you can see that most of the buildings in town have collapsed or burnt down. Those that are still standing appear to have been converted into holding cells for what you are guessing to be slaves. To the north of town about a quarter of a mile you see a large excavation. A large pyramid shaped temple can be made out through the falling snow.

The PCs can make out 4 buildings where slaves are being kept. They can also make out some people digging around the temple but it is too far away to determine how many or what they are digging up. See Appendix 3 for a rough map of Rishvian.

After the PCs have watched the town for a bit they will surely want to explore more. At that point Rojan and his men show up. Two scouts are watching the party. Any PC who is keeping watch instead of studying the city can make a spot check (DC 22 + APL) to see them. The scouts are very wary and cautious with the party but will not make any hostile gestures towards them. They will wait for Rojan to show up and then present themselves to the PCs if they have not already been spotted. Rojan will keep his hand on his sword but will not draw it unless a PC draws his first.

☞ Sir Rojan Arden: male human Pal12; see Appendix 1

☞ Scouts (4): male human Ftr4/Rog4; see Appendix 1

Who are you? Speak up now.

Rojan used his *detect evil* ability before showing himself so he is already aware that the party is not evil. Any reasonable answer will be accepted as Rojan is desperate for allies right now. Any PC who makes a Spot check (DC 16) will notice a holy symbol on his shirt. A Religion check (DC 12) will recognize it as a symbol of Rao.

So you wish to see the Old One fail as well. Good good. I am Rojan Arden. Who I serve and why is mine to know for now. What brings you to Rishvian?

Rojan is looking for allies. Normally he would not be so bold as to think he could take out the temple, but with Iuz's attention turned East towards the Duchy of Tenh he has a rare opportunity to cause some serious damage. To convince him they are on his side will require a Diplomacy check (DC 14 + APL). The DM can assign a bonus or penalty up to +/- 4 based on roleplaying. The following modifiers may also apply

- +2 Telling Rojan you are here following the trail of Refugees to help free more.
- +4 Having a Cleric of Paladin of Rao in the party
- +1 Per worshipper of Rao in the party
- 2 Having a Cleric of Paladin of Wee Jas in the party (Rojan must see their holy symbol to realize this)

If the PCs fail to convince Rojan of their intentions he will allow them to stay in the camp but will not offer them much help. The party's only option at this point will be to take Zelt's offer in Encounter Two.

If they gain the trust of Rojan continue.

You are a welcome sight for sure. With your help we shall surely free the slaves and destroy the temple below. Oh wait. I am getting ahead of myself. As I said before I am Rojan Arden. Knight of Veluna in his most Venerable Canon's service. Our mission is to gather information and to free the slaves of this town and return them to safety over the Veng river. Our secondary mission is to cause as much destruction to the forces of Iuz as possible without endangering our primary mission. Additional lose of life is not an acceptable outcome. Will you help us in this? Good Good. We have a small base camp setup about a mile away. Come with me and we shall get you warmed and settled in.

Either way Rojan will take the party members back to camp. If they refuse to go they will have earned the distrust of Rojan and he will keep a careful eye on them for the rest of the adventure. In this case Zelt will sneak out to the parties camp and try to win them over to his side. Adjust Encounter Two accordingly.

Encounter Two

Zelt Damascus

The camp is nestled between two hills about a half mile out of town. You might have walked by it 2-3 times already and never noticed it. It consists of 8 tents and you would guess 20 or so people. Rojan shows you to a tent you can use. He explains it belongs to a patrol that has not returned. Your invited to supper later that day and a meeting on how they shall free the slaves immediately after. He then leaves you to settle in.

The tent is easily big enough for 6 people to sleep in and there is a spot to tie up horses outside. As the party is settling in Zelt will show up to talk to them. He is one of the Knights under Rojan's command. He has some ideas of his own though on what is the right thing to do. How this conversation goes really depends on if a party member has the Mark of Avernus and the dreams that go with it. The person who has the dreams will instantly recognize him as the man from the dream. Otherwise the PCs may not realize he bears a curse on his arm at all until he shows them. How this encounter goes really depends on the questions that the PCs ask. I have provided as much information as possible but how this encounter plays out is in the PCs hands.

As you are settling in the back of the tent opens and a man in his late 20's or early 30's enters. He has the gear of a knight on and has a large sleeved cloak on over top of it. He scans the tent quickly before speaking. "Word spreads fast of the new adventurers found near town. May I ask what brings you here?"

If the PCs do not realize who he is he continues after they give their answer. Once he shows his arm in the next bit of text the questions should start flying.

I am Zelt Damascus Knight of Veluna. Bearer of the curse of my father and keeper of the boy. You hear a slight 'thump' noise and as you look down to your right you see a small boy bouncing a ball of twine off the side of the tent. You have no clue where he came from.

At this point Zelt pulls the sleeve covering his arm up some and reveals the Mark of Cania that he bears. If a PC is present with the Mark of Avernus they will both start glowing softly and burning slightly. Zelt and the PC will both instantly know that the other one carries a Mark. The small boy is obviously Aaront and most of the PCs should recognize him instantly.

Zelt's goal is to convince the party to help sneak him and Aaront into the temple. He plans on removing the creature from Aaront and the curse from his arm. He will play up the angle that it could remove the curse from the PCs arm as well. He also believes that if they cause enough confusion in the temple while they are there it will increase the chances of the Knights being successful in rescuing the slaves outside.

Zelt is unaware of his fathers betrayal and will take the news very hard if the PCs tell him. He knew his father had to have done something wrong but never imagined it was something as bad as betraying the Canon.

☞ **Zelt Damascus:** male human Pal 8; see Appendix 1

☞ **Aaront:** male human (small boy) Com1; see Appendix 1

Information Zelt possesses:

Who is the boy? I know his name is Aaront and he appeared about three months ago. I know he is linked to the curse on my arm in some fashion but I am not sure how. He has a creature within him. You know of this? I have found that as long as I keep him within 30 feet of me the creature cannot manifest. So for three months I have spent almost every moment making sure he is by my side.

What do you know about the betrayal at the Flight of Fiends? What betrayal? I was not even there. My father was though. He belonged to the College of Bishops at that time. Does this mean something to you?

How did that curse come to be on your arm? One night 6 years ago I was awakened by a cold breeze. I saw an image of my father and he touched my arm. The runes burned into it and then he faded away. Later I learned that my father had passed away from natural causes that same night and had been buried with honors in the Catacombs below Mitrik in Veluna. I have searched since that day for a way to remove it and find out what my father did to deserve it.

What have you found so far? The names on my arm are those of devils. True names at that. They cannot be removed by any means I have found yet but I think something in the temple might change that. My research found that 3 medallions were made inside somewhere. I think each one is the cause of a curse and that I bear one of them. The altar they were made on should remove the curse from myself as well as the creature from inside the boy. Though saving slaves may be a noble cause so is saving the life of this boy and protecting all that come near him from his terrible secret.

Do you know the medallions were used in the betrayal at the Flight of Fiends? I did not know that. Are you sure? Why would a temple of Iuz create medallions that would cause his own devils to be banished? That makes no sense.

Once the party is done with questions, Zelt will divulge his plan to them.

I am here to ask your help. Rojan's plan is doomed to fail. Somebody needs to draw the Temple's attention away or they will all be killed in their attempt. I have a plan to sneak into the temple from the back and cause as much confusion as possible. At the same time this will allow us to attempt to remove the creature from Aaront and hopefully the curse from my (our) arms at the same time. It is against his orders but the good it would do far out-weighs that fact. Will you help me?

At this point the party has a choice.

If they choose to help Zelt they will take path A. Go to Encounter Three – The Back Door

If they choose to help Rojan they will take path B. Go to Encounter Six – Frontal Assault

If the players choose not to help Zelt they may rush and tell Rojan what happened. He will send out his scouts to find Zelt but they will turn up empty handed. If the PCs manage to capture Zelt he will be put into a tent with guards but will escape during the night. Rojan is not happy with what Zelt wants to do but does not have time to deal with him right now.

Many in the party will know the creature that Aaront carries within himself. It has destroyed hundreds of people and it wants out to do it again. Use this to mess with the PCs from time to time. Have flames appear in the boy's eyes or his voice take on a weird tone as they talk to him. Theron (the creature in him) will not show up until Encounter 4 though. For those wishing to read more on what Theron is please check out the Effigy listing in Monster Manual Two.

Encounter Three The Back Door

This is the start of Path A. If the party choose to help Rojan please go to Encounter Six.

I am glad for your help. Together we will break the chain of this curse and restore honor to my father's name. We must leave quickly. Rojan plans to assault the slave pens at first light tomorrow. We must be inside the temple and ready to strike before then.

Zelt will take the PCs to a small observation point he has setup behind the temple. There is a guarded entrance that leads into the temple. His plan is to attack one hour before dawn. That gives the party time to do what they have to and cause enough discord to help the Knights at the same time.

The night creeps by slowly. The cloudless sky lets the chill in and the rain that fell early now freezes on the ground and trees. From your observation point you can get a good look at the rear entrance and its guards. They change shifts every four hours. The last shift change was about an hour ago and with the dawn quickly approaching your assault is fast approaching. The entrance is a ten foot wide and 8 foot tall opening in the lower level of the temple. There are no doors that you can see which explains the extra security. Two guards stand to either side of the door. Above the door is a wooden platform where two archers sit. Two large fires flank the door and cast their light out to 60 feet from the entranceway.

You see a woman dressed in clerical attire come out and speak with the guards. She appears to be a person of some importance. Zelt notices you paying her attention. That's Alijah. Boneheart of the Old Man himself. She is not one to trifle with. We should avoid her for now and concentrate on our the task at hand.' As you watch she goes back inside.

Zelt does not have much of an assault plan. He wants to sneak up to the 60 foot darkness line then just rush the guards. If a PC has a better idea he is all for it. If the PCs want to attack while Alijah is outside Zelt does all he can to dissuade them. It would definitely set-off an alarm in the temple and would make their and the Knights jobs all but impossible. Taking her out would be great but too many would pay with their lives in the end.

Before they go Zelt is going to ask one or two PCs for a huge favor. He will first ask the PC who bears the Mark of Avernus. If he or she refuses he will then ask a priest or paladin instead. He will only ask two people and will try to do so in the most circumspect way possible. Zelt realizes that if he dies the curse will pass on to his 3-year-old son. He cannot have that happen. So he asks the PC to take the curse from him so this will not happen. After the fight in the temple he will gladly take the burden back upon himself if it is not already gone. If the PC agrees he will give them his fathers ring as payment. He will not offer the ring until they accept. A PC must be willing to do this out of the kindness of his heart not his wallet. Appendix 2 lists what the curse does by itself as well as if the person taking it already has the Mark of Avernus. To transfer the curse the two must clasp their left forearms together and hold them for one minute. What Zelt does not know is though he knows enough to transfer the curse to another the recipient does not know enough to transfer it back. So the PC who takes it will be stuck with it for longer then he thinks.

All APL's

Treasure: Ring of Damascus. See Treasure Summary or Adventure Record for stats.

Once the party has their plans ready it is time to assault the entrance. The PCs can take whatever precautions they want before the battle starts. They can sneak up to within 60 feet of the entrance without being spotted. Anything further requires spot and listen checks on the guards end. Once with 30 feet they are spotted by the archers unless invisible. The ELs for these fights have been reduced by one to take into account the preparations by the PCs before the fight. See Appendix 4 for a map of the entrance area and temple.

The guardsmen are pretty sure of themselves and will only run back into the temple when things turn really against them. With a little planning and team work the party should make it into the temple undetected.

At APL 8 and up there are additional guards. There are Earth Elementals hidden in the walls of the Temple. They are not summoned and are linked to the temple so they cannot be dispelled or dismissed. They will attack once a PC with a good alignment approaches within 20 feet of the entrance area.

APL 2 (EL 3)

☞ Guards (2): hp 12, 11; see Appendix 1

☞ Archers (2): hp 10, 11; see Appendix 1

APL 4 (EL 5)

☞ Guards (2): hp 19, 18; see Appendix 1

☞ Archers (2): hp 16, 17; see Appendix 1

APL 6 (EL 8)

☞ Guards (2): hp 44, 43; see Appendix 1

☞ Archers (2): hp 39, 38; see Appendix 1

APL 8 (EL 10)

☞ Guards (2): hp 44, 43; see Appendix 1

☞ Archers (2): hp 39, 38; see Appendix 1

☞ Huge Elemental, Earth (2): hp 152, 148; see Monster Manual

APL 10 (EL 12)

☞ Guards (2): hp 44, 43; see Appendix 1

☞ Archers (2): hp 39, 38; see Appendix 1

☞ Greater Elemental, Earth (3): hp 199, 198, 194; see Monster Manual

APL 12 (EL 12)

☞ Guards (2): hp 44, 43; see Appendix 1

☞ Archers (2): hp 39, 38; see Appendix 1

☞ Greater Elemental, Earth (3): hp 199, 198, 194; see Monster Manual

Treasure:

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

APL 6: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (2) (Value 196 gp per character); +1 Chain Shirt (2) (Value: 224 gp per character); +1 Longsword (2) (Value: 386 gp per character)

APL 8: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (2) (Value 196 gp per character); +1 Chain Shirt (2)

(Value: 224 gp per character); *+I Longsword* (2) (Value: 386 gp per character)

APL 10: L: 532 gp; C: 8 gp; M: *+I Large Steel Shield* (2) (Value 196 gp per character); *+I Chain Shirt* (2) (Value: 224 gp per character); *+I Longsword* (2) (Value: 386 gp per character)

APL 12: L: 532 gp; C: 8 gp; M: *+I Large Steel Shield* (2) (Value 196 gp per character); *+I Chain Shirt* (2) (Value: 224 gp per character); *+I Longsword* (2) (Value: 386 gp per character)

Encounter Four Temple of Blood

Once in the temple, Zelt will lead them quickly to the Temple of Blood (See map in Appendix 4). There a scene right out of somebody's nightmare will greet them.

'This way . . . quickly' whispers Zelt. As you round the next corner the stench of death hits you like an ocean wave.

All PCs need to make a Fortitude Save (DC 10 +APL) to avoid the stench. If they fail they are nauseated and are – 1 circumstance penalty to hit, damage, and skills as long as they remain in the room.

The room in front of you appears to be an ancient temple that has been put into use again. A 10 foot wide walkway leads out to an altar that rests on a 20 foot radius platform. Surrounding the platform on all sides are large pools of what appears to be boiling blood. In the top of the altar is a human sized depression that looks to be used for sacrifices and has channels to allow the blood to flow into the pools around it. In the bottom of the depression are three medallion-sized depressions that almost look like molds. Zelt quickly motions for everybody to enter the room then shuts the doors behind them.

'We made it. Now quickly place the boy on the altar. We must let three drops of blood fall on his forehead from <insert person with Mark of Cania> to drive the creature from him. We . . . holy father above. . . ' Turning to look you see a ghastly site. From the pools of blood metallic creatures are rising. Standing almost as tall as the ceiling their metallic skin glistens in the torch light as rivulets of blood pour down them. Instead of arms they have large wicked looking flails.

High Priestess Alijah has been sacrificing the local population to fuel the Blood Golems in the vats in this room. The PCs entrance has activated them and they rise without a sound from the boiling blood. At APL 2 and 4 they will quickly collapse back into the vats as they are not powered up enough to work properly while a guard patrol shows up. At APL 6 and up the party will have to defeat them before they can continue with the ritual. During the battle Zelt grabs Aaront and throws him behind the altar. He takes up a defensive position and guards him. The PCs will have to handle this fight on their own.

The pools of blood are 5 feet deep. So they come up to the waist on the large sized Golems and their knees on the huge sized ones.

APL 2 (EL 4)

☠ Guards (2): hp 12, 11; see Appendix 1

☠ Archers (2): hp 10, 11; see Appendix 1

APL 4 (EL 6)

☠ Guards (2): hp 19, 18; see Appendix 1

☠ Archers (2): hp 16, 17; see Appendix 1

APL 6 (EL 8)

☠ Golem Blood: hp 55; see Appendix 1

APL 8 (EL 10)

☠ Golem Blood (2): hp 55, 53; see Appendix 1

APL 10 (EL 12)

☠ Advanced Golem Blood (2): hp 89, 91; see Appendix 1

APL 12 (EL 14)

☠ Advanced Golem Blood (4): hp 89, 91, 92, 88; see Appendix 1

Treasure:

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

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

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

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

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

Encounter Five Freedom of Theron

Once the golems or guards are defeated Zelt yells to the party to hurry. Somebody has to be on the way to investigate soon.

Placing Aaront on the altar once again, Zelt quickly lets three drops of blood fall on the boy's forehead. With a howl a tornado of fire appears above the altar. It slowly forms into the familiar figure that some of you have done your best to forget. As you continue to watch it changes until it looks like your average looking male human in his late 40's. 'You fools' the image spits 'You have but freed me to walk this land unhindered. For that I thank you'. With that the image fades away.

Theron cannot be affected in any fashion. Nor can he affect the PCs. He is but an image. His body reformed elsewhere. The PCs should be fairly unhappy with Zelt who is not actually very happy himself. Zelt seems very disheartened by what happened. He looks to the curses (on himself or others) and lets out a yell when they do not vanish.

'Noooooo. It was not supposed to work like that. I have paid my price. It is not fair. Not fair. I want to go home. . I want to see my family. Its not fair'

If the PCs ask why he cannot go home he will have them put their hand on his chest. They will feel no heartbeat and his skin is cold as ice.

That is what the curse did to me. I am no longer the man I once was. How can I comfort my wife like this? How can I hold my son in my arms when my skin is like that of a dead man?

At this point if somebody has the Mark of Cania he will ask for it back. When it does not transfer back he gets even more depressed. He tries again and again but it fails each time. Slowly his sorrow turns to rage. He is interrupted by a large crash that shakes the entire temple.

At this point the Knights assault to free the slaves has started outside. The players can feel the temple shake as large stones slam into it. In the confusion they can easily sneak out the front door or back door and join the knights. Proceed to Encounter Eight.

Encounter Six Frontal Assault

This is the start of Path B. If the party choose to help Zelt please go to Encounter Three.

Zelt is unhappy with the PCs choice but in the end it is their choice to make. Before they go Zelt is going to ask one or two PCs for a huge favor. He will first ask the PC who bears the Mark of Avernus. If he or she refuses he will then ask a priest or paladin instead. He will only ask two people and will try to do so in the most circumspect way possible. Zelt realizes that if he dies the curse will pass on to his 3-year-old son. He cannot have that happen. So he asks the PC to take the curse from him so this will not happen. After the fight in the temple he will gladly take the burden back upon himself if it is not already gone. If the PC agrees he will give them his father's ring as payment. He will not offer the ring until they accept. A PC must be willing to do this out of the kindness of his heart not his wallet. Appendix 2 lists what the curse does by itself as well as if the person taking it already has the Mark of Avernus. To transfer the curse the two must clasp their left forearms together and hold them for one minute. What Zelt does not know is though he knows enough to transfer the curse to another the recipient does not know enough to transfer it back. So the PC who takes it will be stuck with it for longer then he thinks.

Zelt then slips out the back of the tent and leaves the camp. If the PCs inform Rojan of Zelt's plans he will send out a few men to search for him but will not find anything. He will shrug him off as a misguided man and continue with his plans to free the slaves.

Okay. The slaves are kept in four large buildings when not excavating around the temple. (See Appendix 3 for map) Our plan is to strike hard and fast. Take out the guards of the slave pens then setup a defensive front between the slaves and the temple where the reinforcements will surely come from. We have constructed several crude catapults in the woods that will start lobbing rocks at the temple itself once the reinforcements show. Hopefully this will cause them to hole up in the temple and wait it out. Hopefully by the time they realize what is going on we will be miles away. We have boats waiting on the Veng to ferry the slaves to freedom. Your first job will be to take out the guards of one of the four slave pens and then to secure the defensive line while we get them out. Any questions?

Rojan is willing to listen to the PCs suggestions but is pretty much set on his plan. Anything extra they toss in will be appreciated but he considers unnecessary to his core plan. When finished Rojan dismisses them and tells them he will send a man around to wake them when it is time.

The players can do some scouting at night and talk to the other Knights but they do not turn up anything unusual. A lot of them seem to be talking about Zelt and where he has gotten to. A guard has been setup in front of his tent to guard his belongings he left behind. He will not let the PCs in right now but if the PCs remember they could stop through later after the fight when nobody is here. The contents of the tent are detailed in the Conclusion.

The sun is barely a glimmer on the horizon when you are summoned. The assault begins in 20 minutes. The gathered force only numbers 18 men but from their look you think they could almost take down the temple by themselves. Rojan motions the group forward and with barely a sound they head towards Rishvian and the slave pens. Approximately 100 feet away Rojan drops his arm and the force of Knights surge forward. The battle is on and the time for your part in it is at hand.

Each slave pen is guarded by 4 to 8 guards. If the PCs get in dire straights a Knight may come over and help some at the DM's discretion. Use the stats for a Knight Scout in Appendix 1.

APL 2 (EL 4)

☞ Guards (2): hp 12, 11; see Appendix 1
☞ Archers (2): hp 10, 11; see Appendix 1

APL 4 (EL 6)

☞ Guards (2): hp 19, 18; see Appendix 1
☞ Archers (2): hp 16, 17; see Appendix 1

APL 6 (EL 9)

☞ Guards (2): hp 44, 43; see Appendix 1
☞ Archers (2): hp 39, 38; see Appendix 1

APL 8 (EL 11)

☞ Guards (4): hp 44, 43, 41, 40; see Appendix 1
☞ Archers (4): hp 39, 38, 36, 34; see Appendix 1

APL 10 (EL 11)

☞ Guards (4): hp 44, 43, 41, 40; see Appendix 1
☞ Archers (4): hp 39, 38, 36, 34; see Appendix 1

APL 12 (EL 11)

☞ Guards (4): hp 44, 43, 41, 40; see Appendix 1
☞ Archers (4): hp 39, 38, 36, 34; see Appendix 1

Treasure:

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

APL 6: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (2) (Value 196 gp per character); +1 Chain Shirt (2) (Value: 224 gp per character); +1 Longsword (2) (Value: 386 gp per character)

APL 8: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (4) (Value 392 gp per character); +1 Chain Shirt (4) (Value: 448 gp per character); +1 Longsword (4) (Value: 772 gp per character)

APL 10: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (4) (Value 392 gp per character); +1 Chain Shirt (4) (Value: 448 gp per character); +1 Longsword (4) (Value: 772 gp per character)

APL 12: L: 532 gp; C: 8 gp; M: +1 Large Steel Shield (4) (Value 392 gp per character); +1 Chain Shirt (4) (Value: 448 gp per character); +1 Longsword (4) (Value: 772 gp per character)

Encounter Seven March of the Golems

The battle for the slave pens is over quickly. A few knights have fallen but they are being attended to. Rojan is leading the groups out of town towards the woods. He yells back to secure the area. The temple will react quickly.

As your moving a yell comes from the temple area. People are running from the front entrance. Slaves, priests, and guards alike flee something from within. As you watch the stone around the entrance begins to crack and then finally explodes outward releasing what was inside. From the dust strides large metallic creatures. Their metal skin seems to glisten in the morning sun from some red liquid that runs down it. There must be at least a dozen of them. Some stand almost 25 feet tall. Instead of arms they have huge flails then spin in a hypnotic pattern of death destroying all that they touch.

Boulders starting arcing in from the woods at this point. A few hit the temple and cause some damage while others hit the golems themselves to no effect. A Knight near the party yells that they must delay them or the

retreating slaves will be massacred. With a yell he urges his mounts forward as the Knights try to head off the golems.

At APL 2 and 4 a full powered Blood Golem would be too much for the party to handle. So we have weakened some of them to an appropriate challenge level. Make sure the party notices the one they are fighting is damaged so they do not run off after another one and get creamed.

APL 2 (EL 4)

☛Golem Blood: hp 28 (damaged); see Appendix 1

APL 4 (EL 6)

☛Golem Blood: hp 55 (damaged); see Appendix 1

APL 6 (EL 8)

☛Golem Blood: hp 55; see Appendix 1

APL 8 (EL 10)

☛Golem Blood (2): hp 55, 53; see Appendix 1

APL 10 (EL 12)

☛Advanced Golem Blood (2): hp 89, 91; see Appendix 1

APL 12 (EL 14)

☛Advanced Golem Blood (4): hp 89, 91, 92, 88; see Appendix 1

Treasure:

APL2: L: 0 gp; C: 0 gp; M: 0

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

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

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

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

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

Encounter Eight Wrath of the Boneheart

At this point the two paths merge back together. The party that is coming from Path A will reach the outside as the Knights as just finishing up the Blood Golems that bashed out the front entrance. The PCs can help finish them up if they wish to. Zelt fights like a man possessed. Though he suffers some serious wounds he manages to survive.

PCs from Path B will see Zelt and Aaront crawl from the rubble of the front entrance. He is badly wounded but is still able to move. Aaront does not have a scratch on him. At this point if somebody has the Mark of Cania he will ask for it back. When it does not transfer back he gets depressed. He tries again and again but it fails each time. Slowly his sorrow turns to rage.

The Knights head south towards the Veng River with the newly freed slaves. The Temple is mostly in ruins and bloody shards of metal litter the ground around you. It has been an odd day for sure. Aaront sits on the ground at Zelt's feet. He plays with his ball of twine like nothing is happening around him. An odd day might be an understatement.

Aaront stands up and walks over to Zelt. He hands him his ball of twine. As you watch Zelt's skin seems to take on a more rosy tone and a look of amazement covers his face.

'How did you . . . thank you', says Zelt.

It's okay. I like you. Can I have my ball back? Aaront takes his ball and starts playing with it on the ground again. 'You know the lady of blood is getting away don't you? She doesn't like you very much.'

If asked what he is talking about he points towards the back entrance of the temple. There the PCs will see a group of people gathered around the entrance as if preparing for something.

She made three more medallions like the one your father had. The bad man inside me always wanted one. They look pretty.

Aaront then goes back to playing with his ball and ignores anything else that happens.

For those not aware of who Alijah is, Zelt will fill the party in. It is a big chance to deal a serious blow to Iuz and his forces here. So the party has a choice. They can follow the knights to the river or they can take on the remaining temple priests and guards. If they follow the knights the adventure is almost over. Head to the Conclusion. If they decide to attack the priests before they can escape continue.

High Priestess Alijah has managed to make three more medallions like the ones from the Flight of Friends betrayal. She is not sure what she will do with them but whatever it is cannot be good.

With a little work the party can work its way around the other side of the temple and get within 60 feet of the priests without being seen. They will be able to see Alijah give a medallion to a guard, another to a priest and keep one for herself. At APL 2, 4, and 6 she will then *plane shift* and is gone. The party can attack and recover 2 of the 3 medallions. At APL 8, 10, and 12 the priest she hands a medallion to will *plane shift* away and she will remain. Either way they know one medallion is currently beyond their reach.

Remember that Zelt is present during this battle. He will help when needed at lower APL's if the party runs into trouble. At higher APL's he will help and most likely die pretty quick. If he dies with the curse on his arm still a ghostly image of him will rise with a sad look on its face and disappear to the south. If he dies without the curse he will have a look of peace on his face and nothing will happen.

APL 2 (EL 4)

- ☞ Temple Guards (2): hp 12, 11; see Appendix 1
- ☞ Temple Archers: hp 10; see Appendix 1
- ☞ Priest of Iuz: hp 10; see Appendix 1

APL 4 (EL 6)

- ☞ Temple Guards (2): hp 19, 18; see Appendix 1
- ☞ Temple Archers: hp 16; see Appendix 1
- ☞ Priest of Iuz: hp 17; see Appendix 1

APL 6 (EL 9)

- ☞ Temple Guards (3): hp 44, 42, 45; see Appendix 1
- ☞ Priest of Iuz: hp 38; see Appendix 1

APL 8 (EL 11)

- ☞ Temple Guards (4): hp 44, 42, 45, 41; see Appendix 1
- ☞ Alijah, High Priestess of Iuz: hp 66; see Appendix 1

APL 10 (EL 13)

- ☞ Temple Guards (2): hp 66, 61; see Appendix 1
- ☞ Temple Wizards (2): hp 32, 31; see Appendix 1
- ☞ Alijah, High Priestess of Iuz: hp 80; see Appendix 1

APL 12 (EL 15)

- ☞ Temple Guards (4): hp 66, 61, 63, 62; see Appendix 1
- ☞ Temple Wizards (2): hp 59, 58; see Appendix 1
- ☞ Alijah, High Priestess of Iuz: hp 94; see Appendix 1

Treasure:

APL 2: L: 73 gp; C: 4 gp; M: 3 *Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character)

APL 4: L: 117 gp; C: 7 gp; M: 3 *Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); +1 *Splint Mail* (Value 113 gp per character); *Pearl of Power (1st)* (Value 84 gp per character)

APL 6: L: 150 gp; C: 10 gp; M: +1 *Large Steel Shield* (3) (Value 292 gp per character); +1 *Longsword* (3) (Value 578 gp per character); 3 *Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); +1 *Splint Mail* (Value 113 gp per character); *Pearl of Power (1st)* (Value 84 gp per character); +1 *Greatsword* (Value 195 gp per character); *Cloak of Resistance +2* (Value 335 gp per character)

APL 8: L: 0 gp; C: 28 gp; M: +1 *Large Steel Shield* (4) (Value 390 gp per character); +1 *Longsword* (4) (Value 770 gp per character); 3 *Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); +2 *Full Plate* (Value 470 gp per character); +2 *Large Steel Shield* (Value 347 gp per character); +1 *Heavy Mace* (Value 192 gp per character); *Ring of Protection +1* (Value 166 gp per character); *Pearl of Power (1st)* (Value 84 gp per character); *Cloak of Resistance +2* (Value 335 gp per character); *Scroll of Slay Living* (Value 94 gp per character); *Scroll of Hold Person* (Value 12 gp per character)

APL 10: L: 0 gp; C: 85 gp; M: +1 *Half-Plate* (2) (Value 290 gp per character); +1 *Large Steel Shield* (2) (Value 196 gp per character); +1 *Longsword* (2) (Value: 386 gp per character); +1 *Amulet of Natural Armor* (2) (Value: 333 gp per character); +1 *Ring of Protection* (2) (Value: 333 gp per character); Spellbook (Value: 24 gp per character); *Wand of Magic Missiles* (Value: 6 pg per character per charge remaining); 6 *Potions of Cure Light Wounds* (Value 26 gp per character); +2 *Full Plate* (Value: 470 gp per character); +2 *Large Steel Shield* (Value: 347 gp per character); +2 *Heavy Mace* (Value: 692 gp per character); +2 *Ring of Protection* (Value: 665 gp per character); +2 *Cloak of Resistance* (Value: 333 gp per character); *Potions of Cure Moderate Wounds* (3) (Value: 75 gp per character); *Pearl of Power (2nd)* (Value: 333 gp per character); *Periapt of Wisdom +2* (Value: 333 gp per character); *Medallion of Dis* (Value 8 gp per character)

APL 12: L: 0 gp; C: 89 gp; M: +1 *Half-Plate* (4) (Value 580 gp per character); +1 *Large Steel Shield* (4) (Value 392 gp per character); +1 *Longsword* (4) (Value: 772 gp per character); +1 *Amulet of Natural Armor* (4) (Value: 665 gp per character); +1 *Ring of Protection* (4) (Value: 665 gp per character); Spellbook (Value: 37 gp per character); +1 *Cloak of Resistance* (Value: 333 gp per character); *Wand of Magic Missiles* (Value: 6 pg per character per charge)

remaining); 6 *Potions of Cure Light Wounds* (Value 26 gp per character); +2 *Full Plate* (Value: 470 gp per character); +2 *Large Steel Shield* (Value: 347 gp per character); +2 *Heavy Mace* (Value: 692 gp per character); +2 *Ring of Protection* (Value: 665 gp per character); +2 *Cloak of Resistance* (Value: 333 gp per character); *Potions of Cure Moderate Wounds* (3) (Value: 75 gp per character); *Pearl of Power* (2nd) (Value: 333 gp per character); *Periapt of Wisdom* +4 (Value: 1,334 gp per character); *Medallion of Dis* (Value 8 gp per character)

NOTE: Though the value of the items above go way over the cap limit for this event they PCs only get the maximum allowed based on their APL per the Adventure Record. Most of this loss is from trying to sell items with the symbol of Iuz on them. Please make sure to mention this to the players as they are taking the gear. The full prices listed above are NOT indicative of how much the players can get for the gear.

Conclusion

If the party thinks to stop back at the Knight camp on their way out they can pick up Zelt's Journal. The contents of that Journal will be available as Handout #2. Remember only one person gets the handout and ONLY if they think to stop back and look through Zelt's stuff. If Zelt survives he will retrieve his journal for himself.

The Temple of Blood is in ruins. Its forces scattered and it's slaves freed. Though a victory was scored today you know it will be short lived. Already forces from Molag are on the way and soon this area will be under Iuz's iron grip once again. Taking one last breath of the fresh air you turn and head south to catch up with the Knights.

<Aaront follows whomever has the Marks>

You hear a small cough and turn to see Aaront tagging along behind you. He looks up at you with innocent eyes like nothing is wrong.

You do not want me following you do ya? That's okay. I still have another one to play with yet. Just remember that evil betrayed its own as it always does and all is not as it seems. With that Aaront fades away once again.

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. Due to the multiple paths in this event it is not possible to gain all the xp listed below.

Encounter Three: The Back Door

Defeat Guards or Bypass them into Temple undetected

APL2	90 xp
APL4	150 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	360 xp

Encounter Four: Temple of Blood

Defeat Guards or Blood Golems

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

Encounter Six: Frontal Assault

Defeat Guards

APL2	120 xp
APL4	180 xp
APL6	270 xp
APL8	330 xp
APL10	330 xp
APL12	330 xp

Encounter Seven: March of the Golems

Defeat Golems

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

Encounter Eight: Wrath of the Boneheart

Defeat Temple Guards, Priest, and/or Wizards

APL2	120 xp
APL4	180 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Discretionary roleplaying award

APL2	90 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp
APL12	315 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: The Back Door

Defeat Guards and take their gear

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

APL 6: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Chain Shirt* (2) (Value: 224 gp per character); *+1 Longsword* (2) (Value: 386 gp per character

APL 8: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Chain Shirt* (2) (Value: 224 gp per character); *+1 Longsword* (2) (Value: 386 gp per character

APL 10: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Chain Shirt* (2) (Value: 224 gp per character); *+1 Longsword* (2) (Value: 386 gp per character

APL 12: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Chain Shirt* (2) (Value: 224 gp per character); *+1 Longsword* (2) (Value: 386 gp per character

Encounter Four: Temple of Blood

Defeat Guards and take their gear

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

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

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

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

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

Encounter Six: Frontal Assault

Defeat Guards and take their gear

APL2: L: 57 gp; C: 2 gp; M: 0

APL 4: L: 157 gp; C: 4 gp; M: 0

APL 6: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Chain Shirt* (2) (Value: 224 gp per character); *+1 Longsword* (2) (Value: 386 gp per character)

APL 8: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (4) (Value 392 gp per character); *+1 Chain Shirt* (4) (Value: 448 gp per character); *+1 Longsword* (4) (Value: 772 gp per character)

APL 10: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (4) (Value 392 gp per character); *+1 Chain Shirt* (4) (Value: 448 gp per character); *+1 Longsword* (4) (Value: 772 gp per character)

APL 12: L: 532 gp; C: 8 gp; M: *+1 Large Steel Shield* (4) (Value 392 gp per character); *+1 Chain Shirt* (4) (Value: 448 gp per character); *+1 Longsword* (4) (Value: 772 gp per character)

Encounter Eight: Wrath of the Boneheart

Defeat Guards and Priests and take their gear

Treasure:

APL2: L: 73 gp; C: 4 gp; M: *3 Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character)

APL 4: L: 117 gp; C: 7 gp; M: *3 Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); *+1 Splint Mail* (Value 113 gp per character); *Pearl of Power (1st)* (Value 84 gp per character)

APL 6: L: 150 gp; C: 10 gp; M: *+1 Large Steel Shield* (3) (Value 292 gp per character); *+1 Longsword* (3) (Value 578 gp per character); *3 Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); *+1 Splint Mail* (Value 113 gp per character); *Pearl of Power (1st)* (Value 84 gp per character); *+1 Greatsword* (Value 195 gp per character); *Cloak of Resistance +2* (Value 335 gp per character)

APL 8: L: 0 gp; C: 28 gp; M: *+1 Large Steel Shield* (4) (Value 390 gp per character); *+1 Longsword* (4) (Value 770 gp per character); *3 Potions of Cure Light Wounds* (Value 13 gp per character); *Medallion of Dis* (Value 8 gp per character); *+2 Full Plate* (Value 470 gp per character); *+2 Large Steel Shield* (Value 347 gp per character); *+1 Heavy Mace* (Value 192 gp per character); *Ring of Protection +1* (Value 166 gp per character); *Pearl of Power (1st)* (Value 84 gp per character); *Cloak of Resistance +2* (Value 335 gp per character); *Scroll of Slay Living* (Value 94 gp per character); *Scroll of Hold Person* (Value 12 gp per character)

APL 10: L: 0 gp; C: 85 gp; M: *+1 Half-Plate* (2) (Value 290 gp per character); *+1 Large Steel Shield* (2) (Value 196 gp per character); *+1 Longsword* (2) (Value: 386 gp per character); *+1 Amulet of Natural Armor* (2) (Value: 333 gp per character); *+1 Ring of Protection* (2) (Value: 333 gp

per character); *Spellbook* (Value: 24 gp per character); *Wand of Magic Missiles* (Value: 6 gp per character per charge remaining); *6 Potions of Cure Light Wounds* (Value 26 gp per character); *+2 Full Plate* (Value: 470 gp per character); *+2 Large Steel Shield* (Value: 347 gp per character); *+2 Heavy Mace* (Value: 692 gp per character); *+2 Ring of Protection* (Value: 665 gp per character); *+2 Cloak of Resistance* (Value: 333 gp per character); *Potions of Cure Moderate Wounds* (3) (Value: 75 gp per character); *Pearl of Power (2nd)* (Value: 333 gp per character); *Periapt of Wisdom +2* (Value: 333 gp per character); *Medallion of Dis* (Value 8 gp per character)

APL 12: L: 0 gp; C: 89 gp; M: *+1 Half-Plate* (4) (Value 580 gp per character); *+1 Large Steel Shield* (4) (Value 392 gp per character); *+1 Longsword* (4) (Value: 772 gp per character); *+1 Amulet of Natural Armor* (4) (Value: 665 gp per character); *+1 Ring of Protection* (4) (Value: 665 gp per character); *Spellbook* (Value: 37 gp per character); *+1 Cloak of Resistance* (Value: 333 gp per character); *Wand of Magic Missiles* (Value: 6 gp per character per charge remaining); *6 Potions of Cure Light Wounds* (Value 26 gp per character); *+2 Full Plate* (Value: 470 gp per character); *+2 Large Steel Shield* (Value: 347 gp per character); *+2 Heavy Mace* (Value: 692 gp per character); *+2 Ring of Protection* (Value: 665 gp per character); *+2 Cloak of Resistance* (Value: 333 gp per character); *Potions of Cure Moderate Wounds* (3) (Value: 75 gp per character); *Pearl of Power (2nd)* (Value: 333 gp per character); *Periapt of Wisdom +4* (Value: 1,334 gp per character); *Medallion of Dis* (Value 8 gp per character)

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

APL 12: 3,000 gp

NOTE: Though the value of the items above go way over the cap limit for this event they PCs only get the maximum allowed based on their APL per the Adventure Record. Most of this loss is from trying to sell items with the symbol of Iuz on them. Please make sure to mention this to the players as they are taking the gear. The full prices listed above are NOT indicative of how much the players can get for the gear.

NOTE: The person who receives the Curse will receive 2 Adventure Records. The Second one merely records the effects of the curse. When doing the paperwork do the cert with the curse first and then the cert for the xp and

gp gained. That way they cannot discard the AR with the curse on it without leaving a gap in their paperwork.

Special

Ring of Damascus: Made of solid platinum, this ring bears the holy symbol of Rao on it. When worn it functions as a Ring of Protection +1 with the additional benefit of acting as a Ring of Sustenance. When worn by a person of Lawful Good Alignment it functions as a Ring of Protection +2 with the additional benefit of acting as a Ring of Sustenance. This ring only works for the person who was gifted it by a member of the Damascus family and may not be sold.

Caster Level: Unknown; Prerequisites: Forge Ring, Shield of Faith, Create Food and Water; Market Price: 0 gp

Medallion of Dis: This medallion is made out of a blood red stone material. It almost looks like frozen blood. An unknown symbol of a clenched fist is the only decoration on it. It radiates Abjuration type magic but what its function might be is unknown.

Caster Level: Unknown; Prerequisites: Craft Wondrous Item, Unknown; Market Price: 200 gp; Frequency: Adventure

Appendix 1: NPC's

Encounter One – The Town of Rishvian

☞ **Sir Rojan Arden:** Male Human Pal12; CR 12; Medium-sized Humanoid (Human); HD 12d10+24; hp 106; Init -1; Spd 20; AC 26 (Touch 11, Flat-Footed 26); Atk +17/+12/+7 melee (1d8+4, Longsword +2, 15-20); SA Smite Evil; SQ Detect Evil, Divine Grace, Lay on Hands (48), Aura of Courage, Remove Disease 4/week, Turn Undead, Paladins Mount; AL LG; SV Fort +13, +8, +10; Str 14, Dex 9, Con 14, Int 14, Wis 14, Cha 19
Skills and Feats: Concentration +10, Hide +13, Listen +6, Ride +11, Spot +6; Cleave, Improved Critical (Longsword), Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (Longsword)
Spells Prepared (2/2/1; Base DC 12 + spell level): 1st – Cure Light Wounds, Protection from evil; 2nd – Resist Elements, Shield Other; 3rd – Heal Mount
Possessions: +2 Longsword, +2 Full Plate, +3 Large Steel Shield, +2 Ring of Deflection, +2 Cloak of Charisma, 3 Potions of Cure Serious Wounds, Boots of Elvenkind

☞ **Knight Scouts:** Male/Female Human Ftr4/Rog4; CR 8; Medium-sized Humanoid (Human); HD 4d10+8 + 4d6+8; hp 60; Init +8; Spd 30; AC 19 (Touch 15, Flat-Footed 19); Atk +9/+4 melee (1d6+1, MW Shortsword), +12/+7 ranged (1d8+1, MW Mighty Composite Longbow +1); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL LN; SV Fort +9, Ref +11, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10
Skills and Feats: Hide +22, Listen +8, Move Silently +22, Search +10, Sense Motive +5, Spot +8, Tumble +12; Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: +2 Chain Shirt, Cloak of Elvenkind, Boots of Elvenkind, 3 Potions of Cure Serious Wounds, Ring of Deflection +1, Gauntlets of Dexterity +2

Encounter Two – Zelt Damascus

☞ **Zelt Damascus:** Male Human Pal8; CR 8; Medium-Sized Humanoid (Human); HD 8d10+16; hp 56; Init +1; Spd 20; AC 24 (Touch 13, Flat-Footed 23); Atk +14/+9 melee (1d8+5, +2 Longsword, 19-20); SA Smite Evil; SQ Detect Evil, Divine Grace, Lay on Hands (16), Aura of Courage, Remove Disease 3/week, Turn Undead, Paladin's Mount; AL LG; SV Fort +10, Ref +6, Will +7; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Concentration +6, Heal +4, Knowledge (History) +3, Ride +6; Cleave, Power Attack, Weapon Focus (Longsword), Mounted Combat
Spells Prepared (2/1; Base DC 11 + spell level): 1st – Cure Light Wounds, Protection from evil; 2nd – Resist Elements

Possessions: +2 Banded Mail, +2 Large Steel Shield, +1 Ring of Deflection, Dust of Disappearance, Necklace of Prayer Beads (Bless), 3 Potions of Cure Light Wounds, Journal of Damascus

☞ **Aaront:** male Human Com1; CR 1; Medium-sized Humanoid (Human); HD 1d6; hp 6; Init +0; Spd 30; AC 30 (touch 20, flat-footed 30); Atk +1 melee (1d6+1, staff); SQ SR 40, DR 40/+5, Immune to Fire, Cold, Lightning, Acid, and Sonic, Immune to all detection spells and scrying, Regenerate 10; AL N; SV Fort +20, Ref +20, Will +20; Str 12, Dex 11, Con 10, Int 13, Wis 14, Cha 16

Skills: Spot +30, Listen +30, Sense Motive +15,

Feats: none

Equipment: Walking stick and a few balls of string.

Child of Fate: This designation gives many of the powers listed above. The Child may teleport instantly with no chance of error to anyone bearing any of the Marks (currently following Zelt who has the Mark of Cania).

Encounter Three – The Back Door

APL 2 (EL 3)

☞ **Temple Guards:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+2, hp varies; Init +0; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +4 (1d8+2, Longsword); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +3, Ride +2, Spot +3; Cleave, Power Attack, Weapon Focus (Longsword)

Possessions: Chain Shirt, Large Steel Shield, Longsword, 3 gp, waterskin

☞ **Temple Archers:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+1, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +5 ranged (1d8, Longbow) or +1 melee (1d6, Shortsword); AL CN; SV Fort +3, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10

Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Chain Shirt, Shortsword, Longbow, 20 Arrows, 3 gp, waterskin

APL 4 (EL 5)

☞ **Temple Guards:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+4, hp varies; Init +4; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +6 (1d8+2, MW Longsword); AL CN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +3, Ride +4, Spot +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, *Masterwork* Longsword, 6 gp, waterskin

☞ **Temple Archers:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+2, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +7 ranged (1d8, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, *MW* Longbow, 20 Arrows, 6 gp, waterskin

APL 6 (EL 8)

☞ **Temple Guards:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Possessions: Half-Plate, +1 *Large Steel Shield*, +1 *Longsword*, 12 gp, waterskin

☞ **Temple Archers:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+5, hp varies; Init +7; Spd 30; AC 18 (Touch 13, Flat-Footed 14); Atk +10 ranged (1d8+2, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)
Possessions: +1 *Chain Shirt*, Shortsword, *MW* Longbow, 20 Arrows, 12 gp, waterskin

APL 8 (EL 10)

☞ **Temple Guards:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Half-Plate, +1 *Large Steel Shield*, +1 *Longsword*, 12 gp, waterskin

☞ **Temple Archers:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+5, hp varies; Init +7; Spd 30; AC 18 (Touch 13, Flat-Footed 14); Atk +10 ranged (1d8+2, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)
Possessions: +1 *Chain Shirt*, Shortsword, *MW* Longbow, 20 Arrows, 12 gp, waterskin

APL 10 (EL 12)

☞ **Temple Guards:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Possessions: Half-Plate, +1 *Large Steel Shield*, +1 *Longsword*, 12sg waterskin

☞ **Temple Archers:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+5, hp varies; Init +7; Spd 30; AC 18 (Touch 13, Flat-Footed 14); Atk +10 ranged (1d8+2, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)
Possessions: +1 *Chain Shirt*, Shortsword, *MW* Longbow, 20 Arrows, 12 gp, waterskin

APL 12 (EL 14)

☞ **Temple Guards:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Half-Plate, +1 *Large Steel Shield*, +1 *Longsword*, 12 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+5, hp varies; Init +7; Spd 30; AC 18 (Touch 13, Flat-Footed 14); Atk +10 ranged (1d8+2, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)
Possessions: +1 *Chain Shirt*, Shortsword, MW Longbow, 20 Arrows, 12 gp, waterskin

Encounter Four – Temple of Blood

APL 2 (EL 3)

☛ **Temple Guards:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+2, hp varies; Init +0; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +4 (1d8+2, Longsword); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +3, Ride +2, Spot +3; Cleave, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, Longsword, 3 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+1, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +5 ranged (1d8, Longbow) or +1 melee (1d6, Shortsword); AL CN; SV Fort +3, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, Longbow, 20 Arrows, 3 gp, waterskin

APL 4 (EL 5)

☛ **Temple Guards:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+4, hp varies; Init +4; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +6 (1d8+2, MW Longsword); AL CN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +3, Ride +4, Spot +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, *Masterwork* Longsword, 6 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+2, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +7 ranged (1d8, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, MW Longbow, 20 Arrows, 6 gp, waterskin

APL 6 (EL 8) & APL 8 (EL 10)

☛ **Golem, Blood:** CR 8; Large Construct; HD 10d10; hp varies; Init -1; Spd 20 ft (cannot run); AC 26 (Touch 8, Flat-Footed 26); Atk +13/+13 (1d10+7, +1 Heavy Flail); Face/Reach 5'x5'/10'; SA Whirlwind of Death (Ex); SQ Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

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

creatures. Separating the +1 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 to melee, 1d8+6 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

APL 10 (EL 12) & APL 12 (EL 14)

🔧 **Advanced Golem, Blood:** CR 10; Huge Construct; HD 15d10; hp varies; Init -2; Spd 20 ft (cannot run); AC 28 (Touch 7, Flat-Footed 30); Atk +20/+20 (2d8+12, +3 Heavy Flail); Face/Reach 5'x10'/15'; SA Whirlwind of Death (Ex); SQ DR 20/+2, Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +5, Ref +3, Will +5; Str 32, Dex 6, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +3 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+16 to melee, 2d6+9 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Encounter Six – Frontal Assault

APL 2 (EL 4)

🔧 **Temple Guards:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+2, hp varies; Init +0; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +4 (1d8+2, Longsword); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +3, Ride +2, Spot +3; Cleave, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, Longsword, 3 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+1, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +5 ranged (1d8, Longbow) or +1 melee (1d6, Shortsword); AL CN; SV Fort +3, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, Longbow, 20 Arrows, 3 gp, waterskin

APL 4 (EL 6)

☛ **Temple Guards:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+4, hp varies; Init +4; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +6 (1d8+2, MW Longsword); AL CN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +3, Ride +4, Spot +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, *Masterwork* Longsword, 6 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+2, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +7 ranged (1d8, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, *MW* Longbow, 20 Arrows, 6 gp, waterskin

APL 6 (EL 9) , APL 8 (EL 11), APL 10 (EL 11), & APL 12 (EL 11)

☛ **Temple Guards:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Possessions: Half-Plate, +1 *Large Steel Shield*, +1 *Longsword*, 12 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+5, hp varies; Init +7; Spd 30; AC 18 (Touch 13, Flat-Footed 14); Atk +10 ranged (1d8+2, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow)
Possessions: +1 *Chain Shirt*, Shortsword, *MW* Longbow, 20 Arrows, 12 gp, waterskin

Encounter Seven – March of the Golems

APL 2 (EL 4)

☛ **Golem, Blood (Damaged):** CR 4; Large Construct; HD 10d10; hp varies; Init -1; Spd 20 ft (cannot run); AC 17 (Touch 8, Flat-Footed 26); Atk +8 (1d6+3, Slam); Face/Reach 5'x5'/10'; SA Whirlwind of Death (Ex); SQ Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +3, Ref +2, Will +3; Str 14, Dex 8, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +1 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 to melee, 1d8+6 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action

APL 4 (EL 6)

Golem, Blood (Damaged): CR 6; Large Construct; HD 10d10; hp varies; Init -1; Spd 20 ft (cannot run); AC 17 (Touch 8, Flat-Footed 26); Atk +12 (1d10+4, Slam); Face/Reach 5'x5'/10'; SA Whirlwind of Death (Ex); SQ Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour

until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +1 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 to melee, 1d8+6 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action

APL 6 (EL 8) & APL 8 (EL 10)

Golem, Blood: CR 8; Large Construct; HD 10d10; hp varies; Init -1; Spd 20 ft (cannot run); AC 26 (Touch 8, Flat-Footed 26); Atk +13/+13 (1d10+7, +1 Heavy Flail); Face/Reach 5'x5'/10'; SA Whirlwind of Death (Ex); SQ Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort

+3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +1 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 to melee, 1d8+6 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

APL 10 (EL 12) & APL 12 (EL 14)

Advanced Golem, Blood: CR 10; Huge Construct; HD 15d10; hp varies; Init -2; Spd 20 ft (cannot run); AC 28 (Touch 7, Flat-Footed 30); Atk +20/+20 (2d8+12, +3 Heavy Flail); Face/Reach 5'x10'/15'; SA Whirlwind of Death (Ex); SQ DR 20/+2, Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +5, Ref +3, Will +5; Str 32, Dex 6, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +3 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow

spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+16 to melee, 2d6+9 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Encounter Seven: Wrath of the Boneheart

APL 2 (EL 4)

☛ **Temple Guards:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+2, hp varies; Init +0; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +4 melee (1d8+2, Longsword); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13
Skills and Feats: Listen +3, Ride +2, Spot +3; Cleave, Power Attack, Weapon Focus (Longsword)
Possessions: Chain Shirt, Large Steel Shield, Longsword, 3 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 1; CR 1; Medium-Sized Humanoid (Human); HD 1d10+1, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +5 ranged (1d8, Longbow) or +1 melee (1d6, Shortsword); AL CN; SV Fort +3, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10
Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Chain Shirt, Shortsword, Longbow, 20 Arrows, 3 gp, waterskin

☛ **Priest of Iuz:** Male Human Clr1 (Iuz); CR 1; Medium-sized Humanoid (Human); HD 1d8+2, hp varies; Init +0; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +2 melee (2d6+3, Greatsword, 19-20); AL CE;

SV Fort +4, Ref +0, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Concentration +5, Heal +3, Knowledge (Religion) +3; Martial Weapon Proficiency (Greatsword)

Spells Prepared (3/2+1; Base DC 12 + spell level): 0 – create water, detect magic (2); 1st – Bane, Cause Fear, Protection from Law*

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: Splint Mail, Greatsword, 3 *potions of Cure Light Wounds*, *Medallion of Dis*, 12 gp

APL 4 (EL 6)

☛ **Temple Guards:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+4, hp varies; Init +4; Spd 30; AC 16 (Touch 10, Flat-Footed 16); Atk +6 melee (1d8+2, MW Longsword); AL CN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +3, Ride +4, Spot +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)

Possessions: Chain Shirt, Large Steel Shield, *Masterwork* Longsword, 6 gp, waterskin

☛ **Temple Archers:** Male Human Ftr 2; CR 2; Medium-Sized Humanoid (Human); HD 2d10+2, hp varies; Init +7; Spd 30; AC 17 (Touch 13, Flat-Footed 14); Atk +7 ranged (1d8, MW Longbow) or +2 melee (1d6, Shortsword); AL CN; SV Fort +4, Ref +3, Will +1; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10

Skills and Feats: Listen +3, Ride +2, Spot +3, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Chain Shirt, Shortsword, *MW* Longbow, 20 Arrows, 6 gp, waterskin

☛ **Priest of Iuz:** Male Human Clr2 (Iuz); CR 2; Medium-sized Humanoid (Human); HD 2d8+4, hp varies; Init +0; Spd 30; AC 17 (Touch 10, Flat-Footed 17); Atk +3 melee (2d6+3, Greatsword, 19-20); AL CE; SV Fort +5, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Concentration +7, Heal +3, Knowledge (Religion) +4; Martial Weapon Proficiency (Greatsword)

Spells Prepared (4/3+1; Base DC 12 + spell level): 0 – create water, detect magic (2), detect good; 1st – Bane, Cause Fear, Cure Light Wounds, Protection from Law*

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: *+1 Splint Mail*, Greatsword, *3 potions of Cure Light Wounds*, *Pearl of Power (1st)*, *Medallion of Dis*, 24 gp

APL 6 (EL 8)

Temple Guards: Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 melee (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Half-Plate, *+1 Large Steel Shield*, *+1 Longsword*, 12 gp, waterskin

Priest of Iuz: Male Human Clr 5 (Iuz); CR 5; Medium-sized Humanoid (Human); HD 5d8+10, hp varies; Init +0; Spd 30; AC 22 (Touch 10, Flat-Footed 22); Atk +3 melee (2d6+3, Greatsword, 19-20); AL CE; SV Fort +8, Ref +3, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills and Feats: Bluff +3, Concentration +11, Heal +4, Knowledge (Religion) +5; Martial Weapon Proficiency (Greatsword), Weapon Focus (Greatsword)

Spells Prepared (5/4+1/3+1/1+1; Base DC 12 + spell level): 0 – create water, detect magic (2), detect good(2); 1st – Bane(2), Cause Fear, Cure Light Wounds, Protection from Law*; 2nd – Bull Strength, Hold Person (2), Invisibility*; 3rd – Dispel Magic, Magic Circle against Law*;

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: *+1 Splint Mail*, *+1 Greatsword*, *Cloak of Resistance +2*, *3 potions of Cure Light Wounds*, *Pearl of Power (1st)*, *Medallion of Dis*, 24 gp

APL 8 (EL 11)

Temple Guards: Male Human Ftr 5; CR 5; Medium-Sized Humanoid (Human); HD 5d10+10, hp varies; Init +4; Spd 30; AC 20 (Touch 10, Flat-Footed 20); Atk +10 melee (1d8+5, +1 Longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Half-Plate, *+1 Large Steel Shield*, *+1 Longsword*, 12 gp, waterskin

Alijah, High Priestess of Iuz: Female Human Clr 9 (Iuz); CR 9; Medium-sized Humanoid (Human); HD 9d8+18, hp 66; Init +5; Spd 20; AC 26 (Touch 12, Flat-Footed 25); Atk +9/+4 melee (1d8+2, Heavy Mace); AL CE; SV Fort +10, Ref +8, Will +11; Str 12, Dex 12, Con 14, Int 12, Wis 17, Cha 14

Skills and Feats: Concentration +14, Diplomacy +6, Heal +13, Knowledge (Arcana) +6, Knowledge (History) +3, Knowledge (Local) +3, Knowledge (Religion) +11, Spellcraft +4; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (Heavy mace), Skill Focus (Knowledge: Religion)

Spells Prepared (6/5+1/4+1/4+1/2+1/1+1; Base DC 13 + spell level): 0 – create water, detect magic (2), detect poison, light, read magic' 1st – Bane, Cause Fear, Protection from Good, Sanctuary, Summon Monster 1, Protection from Law*; 2nd – Bull Strength (2), Hold Person (2), Shield Other, Invisibility*; 3rd – Deeper Darkness, Dispel Magic, Prayer, Searing Light, Magic Circle against Law*; 4th – Divine Power, Summon Monster IV, Chaos Hammer*; 5th – Flame Strike, Dispel Law*

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: *+2 Full Plate*, *+2 Large Steel Shield*, *+1 Heavy Mace*, *Ring of Protection +1*, *Cloak of Resistance +2*, *3 potions of Cure Light Wounds*, *Pearl of Power (1st)*, *Medallion of Dis*, *Scroll of Slay Living*, *Scroll of Hold Person*, ~~*Scroll of Plane Shift*~~, 124 gp

APL 10 (EL 13)

Temple Guards: Male Human Ftr 7; CR 7; Medium-Sized Humanoid (Human); HD 7d10+14, hp varies; Init +4; Spd 30; AC 23 (Touch 10, Flat-Footed 23); Atk +12/+7 melee (1d8+5, +1 Longsword); AL CN; SV Fort +9, Ref +4, Will +6; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Great Fortitude. Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: *+1 Half-Plate*, *+1 Large Steel Shield*, *+1 Longsword*, *+1 Amulet of Natural Armor*, *+1 Ring of Protection*, 12 gp, waterskin

Temple Wizard: Male Human Wiz 5/Palemaster 1; CR 6; Medium-sized Humanoid (Human); HD 5d4+10 + 1d6+2; hp 32; Init +6; Spd 30; AC 14 (touch 12, flat-footed 12)(+2 Natural Armor, +2 Dex); Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8, 19-20, light crossbow); SA Spellcasting; SQ Bonemail +2; AL NE;

SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 10

Skills and Feats: Concentration +11, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Planes) +7, Knowledge (Religion) +11, Spellcraft +10, Tumble +4; Scribe Scroll, Improved Initiative, Skill Focus (Knowledge (Religion)), Spell Focus (Invoke/Evoke), Lightning Reflexes, Brew Potion
Spells Prepared (4/4/4/3; Base DC 13 + spell level; +2 DC Invoke/Evoke; 6th level caster): 0th – Read Magic, Detect Magic, Ray of Frost, Daze; 1st – Shield, Mage Armor, Cause Fear, Change Self; 2nd – Resist Elements x 2, Scare, Web; 3rd – Fireball, Haste, ~~Dispel Magic~~

Spellbook: 0 – all cantrips; 1st – Cause Fear, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Cat's Grace, Flaming Sphere, Resist Elements, Scare, Web; 3rd – Dispel Magic, Fireball, Haste, Vampiric Touch

Possessions: Toad (familiar), *Wand of Magic Missiles 12 charges (5th Caster)*, *Potion of Cure Light Wounds x 3*, Quarterstaff, Light Crossbow, 2 flasks of oil, 182 gp

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allows him to wear the bonemail like a second skin – that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail. At 1st level, the bonemail grants a +2 natural armor bonus to its wearer.

☞ **Alijah, High Priestess of Iuz:** Female Human Clr11 (Iuz); CR 11; Medium-sized Humanoid (Human); HD 11d8+22, hp 80; Init +5; Spd 20; AC 28 (Touch 13, Flat-Footed 27); Atk +12/+7 melee (1d8+3, Heavy Mace); AL CE; SV Fort +11, Ref +9, Will +12; Str 12, Dex 12, Con 14, Int 12, Wis 20, Cha 14

Skills and Feats: Concentration +17, Diplomacy +9, Heal +13, Knowledge (Arcana) +8, Knowledge (History) +4, Knowledge (Local) +3, Knowledge (Religion) +11, Spellcraft +7; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (heavy mace), Skill Focus (Knowledge: Religion)
Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/1+1; Base DC 15 + spell level): 0 – create water, detect magic (2), detect poison, light (2), read magic; 1st – Bane, Cause Fear, Cure Light Wounds, Protection from Good, Sanctuary, Summon Monster I, Protection from Law*; 2nd – Bull Strength (2), Hold Person (2), Shield Other, Invisibility*; 3rd – Deeper Darkness, Dispel Magic, Prayer, Searing Light (2), Magic Circle against Law*; 4th – Divine Power, Spell Immunity, Summon Monster IV (2), Chaos Hammer*; 5th – Flame Strike, Slay Living, Spell Resistance, Dispel Law*; 6th – Blade Barrier, Mislead*

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +2 *Full Plate*, +2 *Large Steel Shield*, +2 *Heavy Mace*, *Ring of Protection +2*, *Cloak of Resistance +2*, 3 *potions of Cure Moderate Wounds*, *Pearl of Power (2nd)*, *Periapt of Wisdom +2*, *Medallion of Dis*, *Scroll of Slay Living*, *Scroll of Hold Person*, ~~*Scroll of Plane Shift*~~, *Potion of Haste*, *Potion of Gaseous Form*, 124 gp

APL 12 (EL 15)

☞ **Temple Guards:** Male Human Ftr 7; CR 7; Medium-Sized Humanoid (Human); HD 7d10+14, hp varies; Init +4; Spd 30; AC 23 (Touch 10, Flat-Footed 23); Atk +12/+7 melee (1d8+5, +1 Longsword); AL CN; SV Fort +9, Ref +4, Will +6; Str 15, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Listen +6, Ride +5, Spot +6; Cleave, Great Fortitude. Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +1 *Half-Plate*, +1 *Large Steel Shield*, +12 *Longsword*, +1 *Amulet of Natural Armor*, +1 *Ring of Protection*, 12 gp, waterskin

☞ **Temple Wizard:** Male Human Wiz5/Palemaster5; CR 10; Medium-sized Humanoid (Human); HD 5d4+10 + 5d6+10; hp 59; Init +6; Spd 60; AC 14 (touch 12, flat-footed 12)(+2 Natural Armor, +2 Dex); Atk +5 melee (1d6+1, quarterstaff) or +6 ranged (1d8, 19-20, light crossbow); SA Spellcasting; SQ Bonemail +4, Animate Dead, Darkvision, Summon Undead, Deathless Vigor; AL NE; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +17, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Planes) +11, Knowledge (Religion) +13, Spellcraft +13, Tumble +8; Scribe Scroll, Improved Initiative, Skill Focus (Knowledge (Religion)), Spell Focus (Invoke/Evoke), Lightning Reflexes, Brew Potion, Iron Will

Spells Prepared (4/6/4/4/3; Base DC 14 + spell level; +2 DC Invoke/Evoke; 8th level caster): 0th – Read Magic, Detect Magic, Ray of Frost, Daze; 1st – Shield, Magic Missile, Mage Armor, Cause Fear x2, Change Self; 2nd – Resist Elements x 2, Scare, Web; 3rd – Fireball x2, Haste, Dispel Magic; 4th – Ice Storm, Phantasmal Killer, Minor Globe of Invulnerability

Spellbook: 0 – all cantrips; 1st – Cause Fear, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Cat's Grace, Flaming Sphere, Resist Elements, Scare, Web; 3rd – Dispel Magic, Fireball, Haste, Lightning Bolt, Vampiric

Touch; 4th - Ice Storm, Minor Globe of Invulnerability, Phantasmal Killer

Possessions: Toad (familiar), Cloak of Resistance +1, *Wand of Magic Missiles* (5th lvl caster) 10 charges, *Potion of Cure Light Wounds* x 3, Quarterstaff, Light Crossbow, 2 flasks of oil, 182 gp

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allows him to wear the bonemail like a second skin – that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail. At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level this increases to +4.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use animate dead without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of animate dead still apply. For example, a 6th level sorcerer/2nd level pale master can only animate up to 9 HD of undead with a single use of this ability. Likewise, he can only control up to 16 HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) with 60 feet, and they act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above). At this APL the pale master can summon two Wights. All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

☛ **Alijah, High Priestess of Iuz:** Female Human Clr13 (Iuz); CR 13; Medium-sized Humanoid (Human); HD

13d8+26, hp 94; Init +5; Spd 20; AC 28 (Touch 13, Flat-Footed 27); Atk +13/+8 melee (1d8+3, +2 Heavy Mace); AL CE; SV Fort +12, Ref +10, Will +15; Str 12, Dex 12, Con 14, Int 12, Wis 23, Cha 14

Skills and Feats: Concentration +19, Diplomacy +9, Heal +13, Knowledge (Arcana) +11, Knowledge (History) +6, Knowledge (Local) +5, Knowledge (Religion) +13, Spellcraft +10; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (heavy mace), Skill Focus (Knowledge: Religion) Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; Base DC 16 + spell level): 0 – create water, detect magic (2), detect poison, light (2), read magic' 1st – Bane, Cause Fear (2), Cure Light Wounds, Protection from Good, Sanctuary, Summon Monster I, Protection from Law*; 2nd – Bull Strength (2), Endurance, Hold Person (2), Shield Other, Invisibility (2)*; 3rd – Deeper Darkness, Dispel Magic (2), Prayer, Searing Light (2), Magic Circle against Law*; 4th – Cure Critical Wounds, Divine Power, Spell Immunity, Summon Monster IV (2), Chaos Hammer*; 5th – Flame Strike (2), Plane Shift, Slay Living, Spell Resistance, Dispel Law*; 6th – Blade Barrier, Harm, Summon Monster (VI), Misdemeanor*; 7th – Blasphemy, Word of Chaos*

* Domain Spell. Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +2 Full Plate, +2 Large Steel Shield, +2 Heavy Mace, Ring of Protection +2, Cloak of Resistance +2, 3 potions of Cure Moderate Wounds, Pearl of Power (2nd), Periapt of Wisdom +4, Medallion of Dis, Scroll of Slay Living, Scroll of Hold Person, ~~Scroll of Plane Shift~~, Potion of Haste, Potion of Gaseous Form, 124 gp

Appendix 2: Curses

This series is about three men who betrayed their faith during the Flight of Fiends. So they were cursed with three different curses. The first one was known as the Mark of Avernus. It is detailed below. The second presented in this adventure is known as The Mark of Cania. It acts in its own fashion as well as differently if on the same character as the Mark of Avernus.

Mark of Avernus: These runes appear as tattoo's on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and Fire Resist 5. Any wounds suffered by the PC cannot be healed by non-magical means and if the PC is ever dropped to 0 hp's or less he dies instantly. The runes cannot be removed by any known means. At the end of each adventure have the DM mark you ending hp's in the play notes section on your adventure cert. This is your starting hp's for your next adventure.

magical means. The bearer's skin loses its color and looks dead. The bearer also does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer of the curse is also immune to 1st level Cure spells. He must have a higher level priest cast a 2nd or higher Cure spell on him

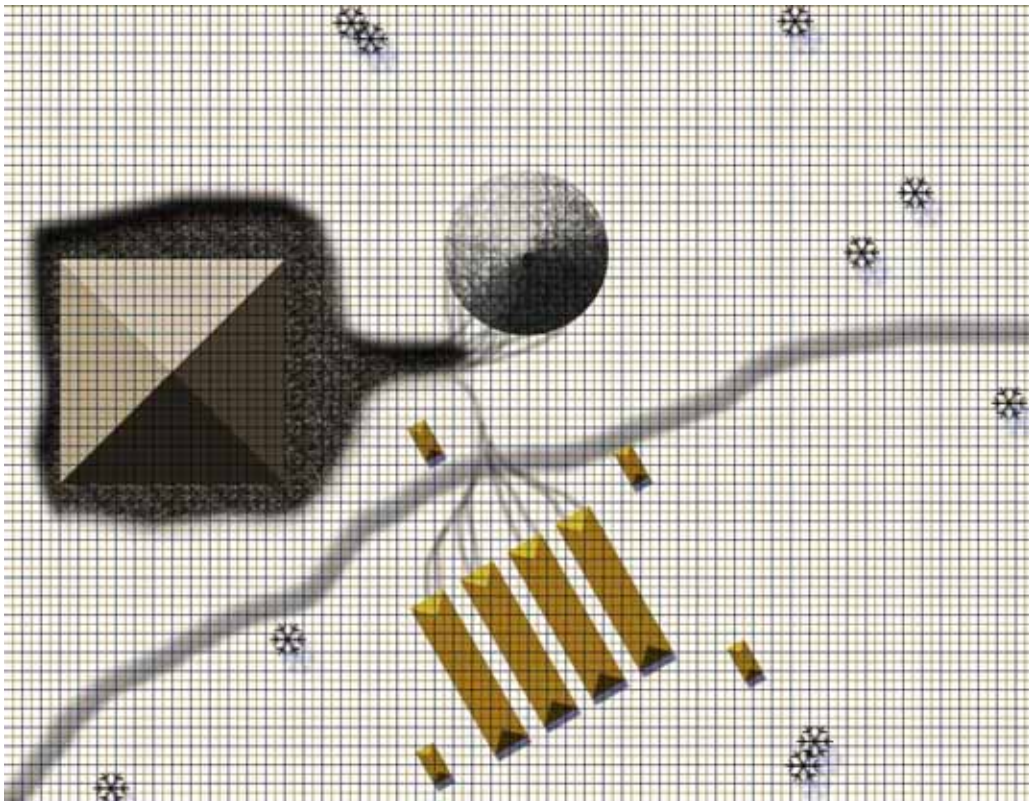
Mark of Cania: These runes appear as tattoo's on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted Cold Resistance 5 and is immune to paralysis and being stunned. At the same time the bearer's skin loses its color and looks dead. The bearer also does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer of the curse is also immune to 1st level Cure spells. He must heal naturally or have a higher level priest cast a 2nd or higher cure spell on him. The runes cannot be removed by any known means. At the end of each adventure have the DM mark you ending hp's in the play notes section on your adventure cert. This is your starting hp's for your next adventure.

Mark of Stygia: This mark happens when a character has both the Mark of Avernus and the Mark of Cania. These runes appear as tattoo's on the left arm, chest, and back of the person cursed with them. The runes are in infernal and spell out the true names of 202 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted DR 5/+1, Cold and Fire Resistance 5, and is immune to paralysis and being stunned. Any wounds suffered by the PC cannot be healed by non-

Appendix 3: Map of Rishvian

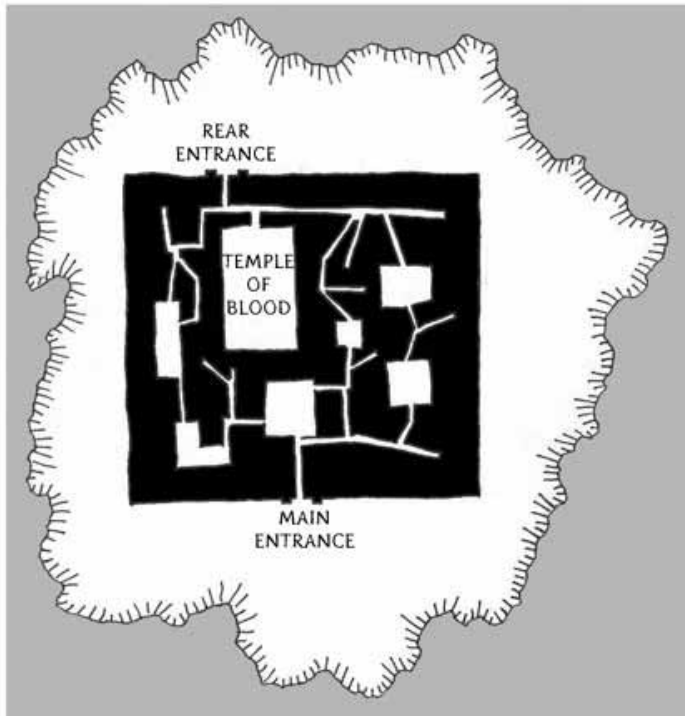


Brown colored houses have been destroyed. The excavation area is just to the north of the top edge of this map.

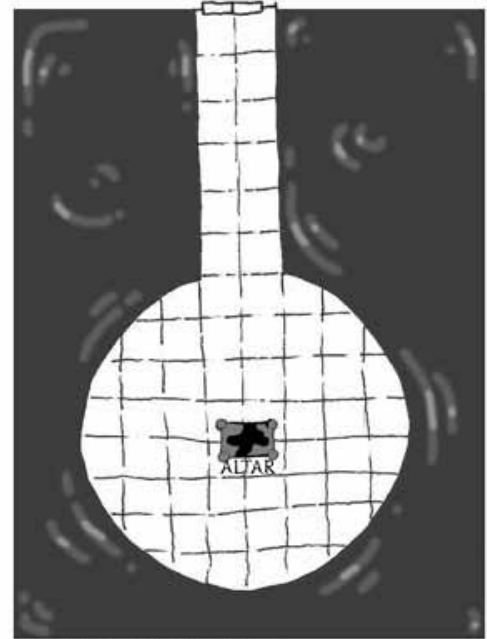


See Appendix 4 for details on the excavation area. The small buildings are guard posts while the longer ones are the slave pens themselves. The large cone shape in the middle of the map is the dirt from the excavation.

Appendix 4: Map of Excavation and the Temple of Blood



EXCAVATION MAP
1 IN. = 150 FT.



TEMPLE OF BLOOD MAP
1 SQ. = 5 FT

Appendix 5: New Creatures

From Living Greyhawk Journal #8 by Sean K Reynolds

Blood Golem

Large Construct

Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (cannot run)
AC:	26 (-1 size, -1 Dex, +9 natural, +9 +1 Full Plate)
Attacks:	2 +1 Heavy Flails +13 melee
Damage:	+1 Heavy Flail 1d10+7
Face/Reach:	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Blood Siphon, Whirlwind of Death
Special Qualities:	Blood Dependency, Construct, Damage Reduction 10/+1, Magic Armor and Weapons, Magic Immunity, Rust Vulnerability
Saves:	Fortitude +3, Reflex +2, Will +3
Abilities:	Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or Gang (2-5)
CR:	8
Alignment:	Always Neutral

The blood golem is a foul construct made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing magic weapons, they bring only death.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks small amounts of blood, and it is often surround by swarms of flies and other flying vermin that dine on its leavings. Although the church that created it was once satisfied with this raw form, recently they have added a final step in which they seal the golem in a custom-made suite of +1 Full Plate with +1 heavy flails fused to each of its arm. This suit of armor includes two large spherical reservoirs on the shoulders that store blood to fuel the creature's power. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect, and it still leaks fluid, albeit at a reduced rate.

Because it is a construct, the blood golem can remain in one place for hours or days, although it requires fresh blood on a regular basis, making it suitable as a guardian only if there are acolytes or other

cultists available to attend to the golem's recurrent thirst.

Combat

A blood golem is straightforward in combat, lashing out at its foes with its weapons. It seems to be a cruel and malicious combatant, torturing and inflicting the maximum amount of pain on its enemies despite its lack of true intelligence.

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +1 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 to melee, 1d8+6 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Girded in thicker armor with more powerful weapons the Advanced Blood Golem can lay waste to entire companies of men without hesitating for a second.

Advanced Golem, Blood: CR 10; Huge Construct; HD 15d10; hp varies; Init -2; Spd 20 ft (cannot run); AC 28 (Touch 7, Flat-Footed 30); Atk +20/+20 (2d8+12, +3 Heavy Flail); Face/Reach 5'x10'/15'; SA Whirlwind of Death (Ex); SQ DR 20/+2, Construct, Blood Dependency (Ex), Blood Siphon (Ex), Darkvision 60'; Magic Armor, Magic Immunity (Ex), Rust Vulnerability (Ex); AL N; SV Fort +5, Ref +3, Will +5; Str 32, Dex 6, Con -, Int -, Wis 10, Cha 1

Construct: 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. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Blood Dependency (Ex): Because a Blood Golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died with the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store

enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enchantment bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the +3 heavy flails from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a slow spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from Tome and Blood function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the rusting grasp spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+16 to melee, 2d6+9 damage) instead of the flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures with its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Appendix 6: New Rules

Pale Master as present in Tome and Blood

“The dead aren’t so bad once you get to know them.”

Necromancy is usually a poor choice for arcane spellcasters – those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale master still end up supplementing their arcane power with levels of divine magic. The mixture of ‘pale lore’ and clerical abilities to sway, create, command, and destroy undead can be a potent one.

NPC pale master head special strike groups comprising lesser undead, supplemented as needed with more powerful summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcaster with Death as one of their domains. Wherever pale master go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2 nd	+1	+3	+0	+3	Animate Undead	
3 rd	+1	+3	+1	+3	Darkvision	+1 level of existing class
4 th	+2	+4	+1	+4	Summon Undead, Bonemail +4	
5 th	+2	+4	+1	+4	Deathless Vigor	+1 level of existing class
6 th	+3	+5	+2	+5	Undead Graft	
7 th	+3	+5	+2	+5	Tough as Bone	+1 level of existing class
8 th	+4	+6	+2	+6	Graf upgrade, Bonemail +6	
9 th	+4	+6	+3	+6	Summon Greater Undead	+1 level of existing class
10 th	+5	+7	+3	+7	Deathless Mastery	

Requirements:

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

Alignment: Any nongood

Knowledge (religion): 8 ranks

Feat: Skill Focus (Knowledge [religion])

Spells: Ability to cast arcane spells of 3rd level or higher

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the result level loss may delay compliance with other prerequisites.

Class skills

The pale master’s class skills (and the ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Class Features

Spells per Day: At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding 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, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an

increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin – that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally with the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use animate dead without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of animate dead still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 total HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and they act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

Caster Level	Undead Summoned
5 th	Ghoul
6 th	Shadow
7 th	Ghast
8 th	Wight
9 th	Wraith

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

Player Handout #1

Dream Sequence for the player (or players) who have the Mark of Avernus from CORo2-07 Ashes of Innocence

At first you thought the dream meant nothing. Just a bad memory from Zulern and what happened there. In the past few weeks it has become so much more than that. You barely close your eyes now and the dream starts. It is the same every night and when you awaken from it the markings on your arm burn like fire before returning to normal. It means something.

The dream always starts with you standing on a hill. Below you see slaves digging. Hundreds of them shuffle through the snow carting dirt away from an ever growing hole in the ground. The whips of the slave drivers always at their backs. One of the slaves seems to be in better shape than the others and not quite so malnourished. As you watch the slave breaks away from the rest and sneaks up to hill where you are watching. He quickly removes his rags and puts his armor back on. As he removes his shirt you see familiar runes move along his left arm and chest. He seems tall . . . tall. Then your view changes and you are looking out from the slaves eyes. You see a small boy standing next to you. He has a small ball of twine in his hand and you realize who he is and who this man is. The boys eyes light up with an inner fire and an evil grin creeps across his face. You turn to look back to the slaves but all you see is fire. Fire and the screams of those trapped within it.

A voice rings in your head.

You have what is mine and I want it back

Player Handout #2

Notes from the Tent of Zelt Damascus

- Curse will not come off no matter what method I try. I traveled to the City of Greyhawk and has the most powerful wizard I could find try and he failed. It cost too much to try again
- My skin has grown pale and cold. It gets worse each passing year. I told my wife I had to leave for a while and it has been almost a year since I have been home. I miss her so much.
- I am searching for a Temple that was once 'drowned in blood' per the book's reference. Three medallions were made there that I think caused this curse I have.

Notes on Aaront

- I cannot get rid of the boy. No matter what I do he returns within the hour. I have since given up trying to find his home and turned to finding out who or what he is.
- Theron came out today. This creature of flame appears to use the boy as a host. It killed over 20 people before I figured out how to get Aaront to make him go away. I have been meditating with the boy and as long as I keep him near the creature cannot get out. I must find a way to remove his curse as well as my own.
- The boy is remarkable. He cannot be hurt. I saw an orc on horseback heave a heavy spear right into his chest and it shattered.
- The boy talks to himself a lot. I believe he is talking to somebody. Who I am not sure of but I know there are two different ones. He gets frightened when talking with Theron but seems very peaceful when speaking to the other.

Notes on the Curse

- There are three of them. I am not sure what they will do if brought together.
- Each one is 101 names of devils. I tried having a wizard use one to summon him but it failed. He said the creature was somewhere beyond his reach.
- I think the devils on my arm were sent away for a purpose. To return at a later date. I do not know where or why but I must try to find out.

Critical Event Summary

Events that happen in this adventure can have serious future effects on the plot and the campaign. Please take the time to fill this out completely and turn in.

Did the players help Zelt or Rojan ?

Did the players tell Zelt his father betrayed his faith ?

If the players went to the Temple of Blood did the players release Theron ?

If the players did Path B did they free the slaves ?

Did the players manage to stop all of the Blood Golems or did some escape ?

If the party was APL 8 or higher did they defeat High Priestess Alijah or did she escape ?

Did the party get zero, one, or two of the Medallions of Dis from the final encounter ?

Did the party gain Zelt's journal ?

Did Zelt Damascus survive ?

If so does he still have the curse or does a PC have it ?

IF the PC has the curse does he also have the Mark of Avernus ?

Thanks for your help.