

ESA2-02

Legacy of Madness

A Continuous Two-Round Meta-regional
LIVING GREYHAWK Adventure

APLs 2-10

Part One of the Shadows of Empire Cycle
Version 1

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From once-proud Rauxes rises a dark legacy gifted to Ahlissa by Ivid himself. A missing peasant girl last seen in the dreary village of Barillich draws our heroes into the machinations of one whose vengeance is eternal. Ahlissa's fate hangs in the balance by the banks of the Arisum, awaiting Istus knows what...

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

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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 rule books 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	5	6	7

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 face 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.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

Time Units and Upkeep

This is a two-round Meta-regional adventure, set in Ahlissa. All characters from Metaregion Five pay two Time Unit to participate in the adventure. All other adventurers pay four Time Units to participate.

Adventurer's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp. Luxury Upkeep is unavailable in this scenario.

Is It A Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon

lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

A Note About Stat Blocks

Stat blocks can be found in several places in this module; either in the body of the text or in Appendices One – Four. Stat blocks presented in the body of the module do not change according to the APL of the module. Those appearing in the Appendices depend on the APL of the party. Simply discard the unneeded appendices before play commences.

Adventure background

Prior to the Greyhawk Wars, Prince Farland of Naelax was a minor noble administering a smallholding of land on the Idee/South Province border. A brilliant warrior and cruel tactician his troops guarded his land zealously, occasionally “accidentally” straying over the border into Idee.

With the fall of Idee to the Scarlet Brotherhood in 584 CY, Farland's position became even more important. Forced to stay ever vigilant against the threat of Scarlet agents slipping across the border his forces constantly ranged along and across the border. Several spectacular successes include the capturing of an entire cell of Brotherhood agents and the enslavement of several large groups of fleeing Idians brought Farland to the attention of Rauxes.

Ivid, seemingly fixated on the minor trivia of his realm, seized upon Farland as the perfect embodiment of loyal service to the Malachite Throne and summoned him to Rauxes in late 585 CY.

Transformed into an animus scant months before the proclamation by a high priest of Hextor that Ivid was no longer Overking, Farland was one of the last to undergo this ghastly procedure. Far from turning on his master after his transformation, Farland's loyalty instead deepened as his new form granted him many new immunities and powers.

In the weeks following his transformation, Farland was despatched to South Province with orders to ensure that realm's loyalty to the Malachite Throne. The new Graf of the province, the Reydrich had been appointed to replace Herzog Chelor who had failed to give Ivid his wholesale support during the Greyhawk Wars. A powerful archmage in his own right and scion of house Naelax, Reydrich's was essential to Ivid's deranged plans.

Farland never reached Zelradton. Instead he returned to his lands, planning to gather his loyal troops before marching on the capital to ensure Reydrich's

compliance with Ivid's edicts. Returning to demesne he discovered that a greedy and power-hungry relative, Garlann of Naelax, had (rightly) proclaimed him dead as soon as he had set off for Rauxes. Seizing his land and banishing or slaying Farland's loyal followers they now held his lands in an unshakable grasp. Turning on the newly returned Farland they branded him a traitor and impostor and attempted to slay him. Fierce fighting inevitably broke out around Barlich but Farland was finally overmatched and forced to flee.

Fleeing, Farland nevertheless decided to travel to Zelradton to ensure Reydrich's loyalty to the Malachite Throne. Almost at his goal he learned of the devastating events that had transpired in Rauxes after his departure.

In early 586 CY a widely reported proclamation by a high priest of Hextor declared that Ivid V was no longer Overking. Within the hour Rauxes was in flames as powerful spell casters battled to attain the Malachite Throne. Reports from the few souls brave enough to creep close to the ruins of the city indicate that although the city still stood strange magical effects dominated the landscape for leagues about. Few willingly would approach Rauxes and no reliable facts regarding Ivid's fate was known.

Immediately abandoning his mission to Zelradton, Farland marched his few remaining followers to Rauxes in a desperate bid to rescue his liege-lord. Since 586, Farland has lost most of his followers trying to break into the shattered capital of the former Great Kingdom. Bandits, rival lords and the hazards of the ruins themselves have kept Farland from his goal.

Six months ago, with his forces dwindling to barely a handful of faithful retainers Farland had at last begun to despair of ever reaching Ivid and had been planning one last glorious assault on the ruins in the name of the Scourge of Battle.

The night before launching his final assault however Farland entered a strange dream in which he believes the Champion of Evil himself appeared to him. The six-armed warrior of awesome aspect bade him return to his lands and revenge himself on his former relatives and to retrieve a sacred item hidden within his castle. The figure whispered dark dreams of power into Farland eager ears, telling him of a great destiny awaiting him beyond the Mikar and that all is not yet lost in Rauxes.

Recent Events

Farland has returned to his home estates with the intent of slaying his unsuspecting relatives and retrieving the holy relic described to him in his dream.

Several months ago in the dead of night he lead his men into the castle and slew his cousin's retainers while they slept. For Garlann however, Farland has reserved a

special fate akin to the Endless Death. Shacked in the Kitchen Tower, Garlann is tortured every night until he lapses into unconsciousness. Then, Pyrrandern who is a priest of Hextor and one of Farland's most loyal henchmen heals him and the cycle begins anew. In this way the fiendish Farland exacts his revenge upon his usurping cousin.

When not torturing his cousin, Farland spends the nights exploring the castle searching for that which he came here to find.

While Farland pursues his joint goals however life goes on around Barlich. The inhabitants of the small hamlet huddled outside the walls continue to tend their crops and to service the inhabitants of Barlich. One of these, Lerial, is a young peasant girl displaced here by the tides of war.

Serving in the castle she recently came to the attentions of Farland as she worked in the kitchens. Her youthful innocence sparked an unholy desire within Farland and he has imprisoned her. Although he could easily force himself on her for him this would not be enough. Rather he wishes to corrupt Lerial so that eventually she falls in love with him, willingly entering into a dark pact with him.

Up until she was captured, Lerial contacted her relatives frequently, entrusting missives to merchants and other travellers. These relatives have become concerned for her safety and have been actively searching for a band of adventurers willing to travel to Barlich to investigate.

Adventure Synopsis

Harendal, Lerial's uncle, will enlist the PCs to assist him in his quest to uncover Lerial's fate. (The exact location at which the PCs encounter Harendal is determined by in which part of Metaregion Five this event is being run in).

Accepting Harendal's charge the PCs will travel to Barlich. Travel to Barlich will be uneventful and boring, although much of the route taken will likely pass through Ahlissa.

Arriving at Barlich the PCs will discover that the hamlet is a wretched place.

Part One

In Part One the PCs arrive in the village of Barlich and start their search for Lerial. They will be able to talk to a variety of villagers, some of whom may have useful information. They also have the opportunity to investigate the Black Water and the Champion's Hall. Eventually they will get enough information to discover that Farland is holding Lerial in the castle.

Part Two

In Part Two the PCs enter Barlich Castle and rescue Lerial. How they do this, and how much conflict they come into with Farland and his forces depends on their approach. They could attempt to sneak over the walls, talk their way in or opt for a straightforward assault.

They may also rescue Garlann from Farland's clutches and slay several powerful followers of Hextor. They may also discover the *Gauntlet of the Champion*.

Conclusion

Once they have rescued Lerial and possibly Garlann they will no doubt return Lerial to her relations. If they also return Garlann to his family he will reward them to the letter of their agreement.

The Flow of Play

This module is very open and free flowing in nature. The PCs have eight hours of game time to investigate the village and then free Lerial from the castle. At the end of 4 hours play does not have to immediately move from the village to the castle, allow the PCs to explore at their own pace.

They have a variety of options to consider when they finally decide they need to investigate the castle further. They can opt to talk their way in during the day (perhaps by assisting with food deliveries or can request an audience with any of the named NPCs. They could also attempt to sneak over the walls during the night or could opt instead for the frontal assault method.

It must be remembered that PCs attempting to slay everyone in the castle will probably fail. Lerial and Garlann are in separate parts of the castle to Farland et. al. and it is not necessary to slay these individuals to rescue Lerial.

The DUNGEON MASTER should also attempt to give the PCs as much time as they require in the village as some important clues can be gained therein.

A Note About Religion and Alignment

Whilst running this module the DUNGEON MASTER is encouraged to remember that The United Kingdom of Ahlissa is predominantly an evil realm. Although not all Ahlissa's inhabitants are evil most of the ruling hierarchy are. Thus PCs will come across a number of sights, such as a Temple of Hextor and a priest of the Champion of Evil openly moving around the village, which they would not normally encounter.

Such things may offend good-aligned PCs but it must be remembered that this is the norm here. Openly defacing the temple or attacking evidently evil NPCs will bring the PCs to the attention of Prince Farland, who will retaliate as swiftly as possible with deadly

force. For all intents and purposes as lord of Barlich, Farland is the law here. Transgressors will be dealt with harshly.

If they interact with any of the named foes herein – Farland, Pyrrandern or Walfrenden – PCs bearing sigils of good-aligned gods will come in for abuse at the hands of these thoroughly lawful evil individuals. Followers of Heironeous will be particularly reviled and will likely be targeted first if/when combat breaks out.

For more information regarding Hextor refer to Appendix Six.

Player's Introduction

Once the players are settled and you have answered any initial questions they might have, read or paraphrase the following:

Not often in an adventurer's life is the chance given to fulfil a quest for purely altruistic reasons. Harendal, a spice merchant of poor means based in Irongate, has contacted you with a desperate request.

It seems that Harendal had a cousin, who after the wars, settled in the southern Ahlissa village of Barlich. Originally a native of Idee she fled the Brotherhood when they invaded her land and did not return when the forces of the United Kingdom of Ahlissa "liberated" Idee in late 586.

Contact was maintained between the two by business associates of Harendal who would deliver missives whenever they passed through the area.

Now however it seems that she has not replied to her uncle's last two letters and he has become afraid that something terrible has befallen her.

You encountered Harendal by chance on your travels and around a campfire one night he poured his heart out to you. Hearing of his plight you offered to travel to Barlich to discover Lerial's fate and, if you are able, return her unharmed.

Harendal was not able to give you much information except the location of Barlich and a sketchy physical description of Lerial, but Lerial is an uncommon name for a peasant to possess and you are confident that you will be able to track her down. She is about five feet six inches tall, has long dark brown hair and has eyes the colour of the morning mist.

Harendal will be returning to Irongate as soon as he has completed his business and will await you there.

Alternative Starting Points

At the DM's discretion this module can start at other places other than that described in the Player's

Introduction. If this is the case select one of the entries below and modify the information in the Player's Introduction accordingly.

Onnwal

If the PCs are based in Onnwal you can optionally use the introductory text below. Read the paragraphs below and then continue with the second paragraph of the main introductory text.

An invitation to attend the court at Dunheern is rare in itself, but it is to this summons that you travel. The note, written in a hasty scrawl, addresses each of you by name, and asked for your discretion in a matter of the utmost urgency.

Dunheern lies within the Eastern Marchlands and there has been tales of attacks by the Brotherhood's fell enchanted trolls and worse about. Your journey was pleasant, and you reached the village of Dunheern without incident. It is a small place, with quiet streets. Those who live here do not care for strangers and in the town there is but one tavern and two temples. At the north end of the village, by the Gearnat Sea, stands a Temple dedicated to Procan, the God of the Sea, and by the docks is an ornate, temple to Heironeous. By it stands the Baron's Keep, part of a line of fortifications that protect the village. It is to the Keep you are directed, and from there guardsmen wearing the gold lightning bolt of the Lorendrenn family allow you entry.

The name of the signatory of the invitation grants you swift entry into the darkened halls, and it is there you meet your quarry - the Steward of the Halls, Patern Velstaad. Sat by him sits a man with a distinctly worried look upon his face.

The reason for the summons is simple - the man is Harendal, an ally who tended the Baron Halrend when he campaigned in Idee during the Greyhawk Wars. Halrend and Patern owe Harendal a debt of honour, but with troops ever needed to defend the homeland, Baron Halrend can ill afford to send his men east towards Idee, though it would grieve him to allow the summons of a loyal servant such as Harendal to go unanswered.

Sunndi

If the PCs are based in Sunndi you can optionally use the introductory text below. Read the paragraphs below and then continue with the second paragraph of the main introductory text.

The best place for a person looking for able adventurers of good heart is at the tavern known as "The Broken Manacles" which is located in Pitchfield. The

dwur owner, a female by the name of Vella Ironbeard, is a respected follower of Trithereon and a cousin to the representative of the Congress of Lords from the dwarf kingdom the Glorioles. Her tavern is a favourite haunt with adventurers of all kind, but especially those who value freedom and equality between all races.

DUNGEON MASTERS interested in more details on "The Broken Manacles" should check out <http://sunndi.blackstar.nl/downloads/index.html> (the mini-module Freedom of Speech contains an appendix with details on the tavern).

Due to Vella Ironbeard's reputation, people looking for adventurers do not just wander in and start asking customers if they are interested in a job. Most customers are not adventurers anyway, they just like to hear their stories or enjoy the sense of excitement of the place. Instead they talk with Vella, who will look for the right people for the right job. So Harendal went to Vella Ironbeard, who in return sent an invitation to the PCs. Read out aloud the following text before the adventure starts:

Some time ago, you received a message from Vella Ironbeard, the famous owner of the just as famous tavern "The Broken Manacles." The short note contained no more information then the fact that Vella had a job, which might interest you and that if you were interested; you should visit the tavern at noon tomorrow.

Since you have got nothing worthwhile to do and turning down an invitation by Vella Ironbeard is never a good idea for an adventurer – it might cost you a lot of worthwhile jobs - that is exactly where you are at noon the next day: at the Broken Manacles. Obviously you were not the only person Vella invited, because there are various other people sitting around the table -some of them known to you and others strangers. You chat for a few moments until Vella appears. Walking with her is a man that none of you recognise.

"Welcome friends, I am glad you could come on such a short notice, but it is important. This is Harendal and he is in desperate need for a few trustworthy brave adventurers. I leave him to you." With that Vella nods to Harendal and returns to her work at the bar.

Approaching Barlich

Dependent on the start point of the party they will approach the village from one of three directions. These are marked on the village map. The PCs will arrive during the mid afternoon.

Your goal is now in sight. Ahead of you nestled amongst the wooden slopes of the foothills of the Hollow Highlands lies the village of Barlich. It is bounded on one side by a narrow, swiftly running river that flows into a small lake while on its other boundaries lie woods and fields.

A three towered castle guards the village from bluffs overlooking the river and you can make out at least two other substantial buildings that could be places of worship.

The gentle afternoon breeze carries the sounds of labour to you and you see that many peasants are abroad working in the large fields that surround the village or toiling in their own meagre plots. A few peasants trudge along the muddy tracks that run between the thatched cottages and barns of this village.

A small lake nestles on one edge of the village and you can make out several small craft bobbing up and down on its placid waters.

All looks peaceful, but you know that in this seemingly tranquil village a young woman has disappeared. What diabolical fate has she met? Is she still alive, and are you in time to rescue her?

You remember that although the village below seems peaceful it stands within the heartlands of the United Kingdom of Ahlissa. Tales from other travellers met on the road tell of greedy merchants aplenty, foreign practises and temples dedicated to gods reviled in your homeland. You realise that this could be unlike any adventure you have undertaken before!

All that remains now is for you to enter the village, begin your investigations and save the girl you have come so far to rescue.

Travellers are moderately common in Barlich and the PCs appearance will be noted but generally ignored. Unless they take great pains to avoid detection however their arrival will be noted by the tower top sentries of the castle, who will pass this information along to Walfrenden at the changing of the guard. Walfrenden will in turn pass this information along to Pyrrandern and Farland but unless the PCs do anything to "distinguish" themselves no action will be taken. Of course if any of the PCs openly wears the device of any good aligned god, particularly Heironeous, eventually Pyrrandern or Farland will appear to goad and torment the unfortunate.

Time Table of Events

Although much of the action in this module is PC driven some events will transpire no matter what the PCs do.

The adventurers arrive in the village late in the afternoon on Sunday.

Moonday: Late in the evening a brawl breaks out in the Hooded Man between 1d8 farmers who have drunk too much and started to argue about the harvest. Svenser will reward PCs who break-up the fight. He will impart two pieces of information to them that they did not know.

Godsday: On Godsday, Luna is full in the sky. Thus on this evening the Arisum is seemingly transformed into a river of silver fire. Refer to the Arisum section for more information regarding this effect. Note: by this time the PCs should have heard the local legends regarding this.

Waterday: A farmer is injured while toiling in his field. Neighbours who witness the accident will carry the stricken man, who has lost a lot of blood, to the Serrand at the Hall of the Velaeri. Serrand will heal the injured man but will look well upon any PC who assists him. The farmer will also be thankful if the PCs assist and will help them in the future if he can (without risking his life).

Freeday: On this, the last day of the month, Walfrenden drills the militia. Several members of the garrison will also be present. They will jeer the attempts of the farmers to drill and will generally act in a derisive manner.

The Village of Barlich

The name Barlich refers to both the hamlet and the protective castle established along the banks of the Arisum and around Deep Water Lake.

Maps for the Village of Barlich can be found in Appendix Seven.

Barlich is very much a settlement in decline. The focal point of near constant skirmishing across the border into Naerie when that state professed independence, and one of the jumping off points for the full-scale invasion of the country in 586 the hamlet is a shadow of its former self. Several outlying farms have been burned or abandoned and some of the population have moved away.

 **Barlich (Hamlet):** Conventional; AL LN (LE); 100 gp limit; Assets # gp; Population 191; Isolated (human 187, half-elf 3, halfling 1).

Authority Figures: Farland (male animus Ftr), Pyrrandern (male human Clr), Walfrenden (male human Ftr).

Important Characters: Anderann the Miller (male human Com1), Serrand of the Velaeri (male human Clr1), Svenser the Barkeep (male human Com1),

Others: Barlich Resident (male or female Com1).

 **Barlich Resident, male or female human:** CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd

30 ft.; AC 10 [touch 10, flat-footed 0]; Atk +0 melee (1d4 [19-20], dagger) or +0 ranged (1d4, sling); AL LN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +5, Spot +3, Profession (various) +2; Alertness, Endurance.

Possessions: 1d6 sp, 1d10 cp, dagger, sling, 4 stones, peasant's outfit.

Inhabitants

The inhabitants of Barlich are predominantly of Oeridian stock. Most are oval or square faced and sport strong jaw lines. Their hair ranges from light brown to black in colour and their eyes are predominantly brown or grey in hue. Most are clothed in tunics and hose of solid colour and possess a cloak, some of which will have a hood edged with rabbit fur.

Only important NPCs are detailed in the module. If the PCs interact with normal inhabitants of Barlich use the information in this section to role-play these NPCs.

Most of the normal inhabitants of Barlich are either Lawful Neutral; a few are Lawful Evil in outlook. They will only assist the PCs if there is something in it for them as they are thoroughly cowed after living all their lives in such an evil state. It should be noted that on no account will the village rise against Farland; they have been beaten and brutalised for too long now and do not have the stomach for it.

The Militia: The village possesses a militia of 53 individuals made up of the farmers and their eldest sons. These individuals all possess at the least leather armour, a small wooden shield, spear, sling and dagger. A few own a longbow, while several own axes. The militia are under the control of Walfrenden and are drilled on the last day of every month.

Names

The following names are examples of the type and style of personal name found within Barlich.

Male Names: Haldred, Llarnen, Hastern, Parenn, Shalaster, Strychann.

Female Names: Karasin, Lisara, Prsytenn, Sheleern, Serennnd.

Local Knowledge

All of the inhabitants of Barlich have certain knowledge that may or may not be of interest to the characters. When PCs interact with normal inhabitants of the hamlet dispense some of the following information in the order that it is presented below. Reward good play with additional information. Paraphrase the following:

1. Barlich was used as a staging post for the invasion of Naerie.
2. This hamlet was once used as a base for patrolling the South Province/Idee border.
3. When Luna is full the Arisum is transformed into a river of silver fire. Where that river ends in the Black Water can be found a great treasure.
4. The Chapel of the Champion was often used as a mustering point for armies of conquest heading south. Folk say that it is haunted, although I dare not tread there myself.
5. Many have drowned beneath Black Water Lake. Some say something ancient lurks in its depths.
6. Farland recently returned to reclaim his castle and that same night Garlann (the incumbent lord) disappeared. No one has seen him since.
7. Several years ago as the Greyhawk Wars raged Farland was called to Rauxes. He returned several months later.
8. When Farland returned to Barlich in early 586 he fought with the usurper Garlann but was eventually driven off.
9. Several nights ago while hunting for mushrooms near the castle I thought I heard a terrible scream. I was so terrified I fled!
10. Garlann was a greedy, self-centred Hextorite but he was nothing compared to Farland. Farland is cruel and brutal but a superb warrior. All fear him.
11. Barlich was settled centuries ago. The motte atop which the castle stands was stone clad by order of the third lord. No one knows why he ordered the mound thus.
12. Farland is a prince of Naelax but he has long been out of favour with the rest of his family due to his rabid support of Ivid.

Village Life

The villagers arise early, often at sunrise before working until breaking for a midmorning breakfast. They then continue to work until dusk when an evening meal is taken.

All members of a household are involved in some way in the day's activities. Young children may collect wood or acorns and fruits and berries from the forest whilst the adults tend the crops. Thus it is more likely that PCs wandering the woods may encounter children or elderly grandparents while those exploring the village will interact with farmers and their wives.

Food for the peasants normally consists of oats, barley or wheat eaten in the form of porridge, broths and bread. Meats and eggs are rarely eaten except in

times of great need but some small amount of fish can be had from the waters of the Arisum and attendant lake that dissect part of the village.

The system of work during the week follows the following pattern:

Starday: Work

Sunday: Work

Moonday: Work

Godsday: Worship

Waterday: Work

Earthday: Work

Freeday: Rest

Geographical Features

Barlich stands at the base of the wooded foothills of the Hollow Highlands. It is surrounded on most sides either by hills or forest. The villagers graze their pigs and forage for nuts, berries and firewood in the forest. Several charcoal burners can be found about the fringes of the wood and hunting is good here.

Bandits have not haunted this area since the invasion of Idee when the army units garrisoning this area rooted out a large camp of them and so travel in the woods is largely safe.

The Arisum

Named by the elves Arisumamma millennia ago, Arisum is a corruption of this elder word, meaning in elvish "river of the silver water." Bestowed its name from a strange property given its waters by the minerals it still carries down from the Hollow Highlands, this effect is now much reduced.

Although much reduced by the incessant mining carried out in those uplands the effect is still apparent when Luna is full. On these nights the waters of Arisum seem lit from within by a pale silvery light. Local legend has it that at the point at which the effect becomes indiscernible from the surrounding waters of the Black Water there can be found a great treasure.

As it passes through the village, Arisum is normally no more than thirty feet wide. It is deep however and swift. Halfway along its length it descends through a series of steps known as the Three Sisters.

The Black Water

The Black Water lies to the northwest of the village proper. Known as the Black Water due to the hue of the waters here the lake is, in places over sixty feet in depth. Black Water is well stocked with fish of many kinds including trout, carp and several large pike. Several villagers, whose lands border the lake own small boats, which they use to fish the depths of the lake.

The waters here are cold and in several places underwater currents lurk ready to drown the unwary. Since the area was settled the lake has claimed a few victims each generation prompting some to speculate that a great monster lurks in the depths. This is however, untrue; most deaths here being caused by a combination of vicious currents, alcohol and darkness.

The tales of great treasure hidden beneath the waters of the lake are also untrue although this has not stopped the occasional adventurer exploring the lake bottom. If the PCs which to do so indulge them until it becomes clear to them that there is nothing of interest here.

Features of Barllich

The following locations can be found in the village of Barllich. When portraying minor NPCs such as farmers refer to the Inhabitant section at the beginning of this section.

Normal Dwelling

This building holds a farmer and his family. The exact details of the inhabitants are left for the DM to improvise using the information found in the Inhabitants section of Barllich. Read or paraphrase the following:

This small dwelling stands slightly back from the road upon which you stand. This whitewashed single storey house is small, thatched and constructed predominantly of plastered wattle and daub around a framework of wooden beams. Several small windows pierce the walls and currently the shutters of these have been thrown back to admit the sunlight. A thin wisp of smoke emerges from the centre of thatched roof – no doubt food is being prepared within.

Between the road and the house has been laid out a small fenced yard containing a small ramshackle barn of sorts. About the yard peck several chickens.

Behind the house you can make out another much larger area girded by ditches used for the cultivation of vegetables and other crops. Several people are tending these crops as you approach.

Dependant on the time of day the PCs visit this locale members of the farmer's family may be tending the crops or engaged in other activities. Modify the read aloud text accordingly.

Occupants: A farmer, his wife, 1d6 children and 1d2 surviving grandparents dwell here. Nothing of interest will be found within, these are simple, poor

peasant folk who posses nothing of interest to the adventurers.

Interior: Inside the floor is of beaten earth over which has been scattered a mix of reeds and straw. The atmosphere is smoky. Many houses will have a cat or dog, which is likely to be encountered here, lying by the fire. The furniture here is basic – a trestle table surrounded by benches or stools, a single cupboard, a few chests and several straw pallets for the inhabitants to sleep on. Bags and baskets are hung from the ceiling.

Abandoned Dwelling

These dwellings are similar to the normal dwelling detailed above, except that no one now lives here and that the land to the front and rear of the house are overgrown, or have been taken over by unscrupulous neighbours. Modify the following read aloud text accordingly.

This small dwelling stands slightly back from the road upon which you stand. Surrounded by a small, over grown garden it appears deserted. The shutters here are firmly closed, as is the door. No smoke rises from the house and beyond you can see that the land has become untamed. Here and there wild stands of wheat and other crops grow, but mainly weeds and other noisome growths have taken over this area.

Several birds have nested on the roof and if the PCs poke about they could conceivably disturb a large wasp nest.

Interior: There is nothing of interest here for the PCs although they could conceivably spend quite some time investigating these buildings.

The Champion's Hold

A place of ill aspect this small but ornate temple dedicated to Hextor squats slightly removed from the main part of the village. Built atop a long, low hill only Pyrrandern regularly still comes here.

The surrounding land was oft used for the mustering of armies bent on the conquest of Idee. Last used in the successful campaigns of 586 CY the land about has only just fully recovered. Even so diligent searchers can still discover the occasional piece of broken, discarded equipment. The villagers (wrongly) believe this area is haunted by the souls of those slain in distant wars that have returned to torment the living.

This small chapel radiates a sinister aura that is easily noticeable. No birds sing near the structure itself and judging by the lack of signs few folk or animals stray to close to this malign structure.

Its roof is decorated with a number of brooding gargoyles and its red-flecked walls seem to leach the light from their surrounds. A single door pierces one wall of the structure although several narrow stain glass windows showing several battle scenes are in evidence on the opposite wall.

The door is locked; an Open Lock check (DC 15) is needed to bypass it. Pyrrandern has the key.

Interior: The interior of this chapel is composed of a single room running the length of the building. At one end stands a blood-red altar over which the stain glass windows mentioned above let a weak light filter. Pews line the rest of the room. The walls are bare apart from several shields and one banner bearing the crest of the Brotherhood. All show signs of battle damage.

Occupants: There are no occupants here; although there is a 10% chance that Pyrrandern will be encountered here praying.

Development: If Pyrrandern is assaulted or killed here, Farland will come to hear of it unless the PCs make strenuous efforts to hide the body. As newcomers they will automatically be to blame. In this incidence Farland and Walfrenden will lead half the garrison to the village to deal with the interlopers.

For more information regarding Hextor refer to Appendix Six.

Hall of The Velaeri

Located on a hill near the Black Water, the hall of the Velaeri is the closest thing to the spiritual centre of the village. (The Velaeri is a term that describes the four Oeridian agricultural gods – Telchur, Atroa, Sotillon, Wenta and Velnius). When the PCs first approach read or paraphrase the following:

Set back from the road and surrounded by tree-lined, lush gardens growing a wide variety of flowers, crops and vegetables this simple temple is wreathed in vines and other creeping growths.

As you approach a man straightens from his labours amongst a dazzling array of roses and makes his way toward you. He wears typical peasant garb and his shoulders and forearms are deeply tanned – evidence of long hours spent in the outdoors.

Tended by Serrand, the only true priest in the village, services are held here every Godsdays. The Velaeri are only venerated here in their aspect of providers of fair weather and fertility. They are worshipped out of a need for their benevolence rather than through any deep-seated religious beliefs.

Interior: a large, domed chamber takes up much of the interior of the chapel. A large window has been cut

into the dome at each of the cardinal compass points, and the walls are decorated with a series of frescos depicting the four seasons. In the centre of the chamber stands a wooden altar, seemingly carved from a single, gnarled, tree trunk. It is here that services are held. Worshippers stand during the services, which at different times of the year are directed at different compass points to represent the different facets of the Velaeri.

A set of three chambers at the rear of the chapel acts as Serrand's personal chambers. He also receives members of his congregation in these chambers as well as storing various sacred objects here.

Treasure: There is little of interest here for the PCs, apart from ceremonial, but mostly valueless items.

Serrand

Serrand actually venerates Atroa, goddess of spring, east wind and renewal but tends this church for all the Velaeri.

A pleasant individual, Serrand is under no illusions that the majority of village folk only pay his patron lip service. Still, he remains, deeming his few devout parishioners reward enough for his labours. In particular he has gathered around him a small circle of particularly devout farmer's wives who idolises the charismatic young priest. Unsurprisingly this has caused some resentment amongst the farmers.

He is an inquisitive, precise and initially suspicious of any requests made to him by non-villagers. Some in the village (particularly several farmers) deride Serrand because he speaks in a particularly high-pitched voice.

☛ **Serrand, male human Clr1:** CR 1; Medium-size humanoid; HD 1d8+2; hp 10; Init +1 (+1 Dex); Spd 20 ft.; AC 11 [touch 11, flat-footed 10]; Atk +1 melee (1d16+1, light mace) or +1 ranged (1d4, sling); SA Turn undead; AL NG; Fort +4, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 11, Wis 16, Cha 12.

Skills and Feats: Diplomacy +1, Heal +6, Knowledge (religion) +3, Profession (farmer) +6; Endurance, Skill Focus (profession [farmer]).

Spells Prepared (3/2+1; base DC = 13 + spell level): *o- detect magic, guidance, light; 1st - bless, entangle.*

*Domain Spell. **Domains:** Plant (command plant creatures), Sun (use greater turning 1/day instead of normal turning).

Possession: leather armour, sling, 10 bullets, dagger, cleric's vestments, 5 sp.

The Hooded Man

The only inn in the village, The Hooded Man, is the hub of Barlich's social life as well as the only place at which travellers can lodge whilst staying in the village.

The Hooded Man is also the only place at which travellers could normally purchase provisions and other equipment. However with the recent troubles in the village few travellers now pass through Barlich and so Svenser has no one to acquire items for him in the nearby towns and cities. Thus he only has items that a typical peasant family would require in stock.

There are no travellers at the inn, save the PCs, and none will arrive while they are in town.

The inn is one of the only buildings of stone construct in the village and even so, only the ground floor is constructed thus. Read or paraphrase the following:

Standing back from the road stands a large, two-storey building partially constructed of stone. To its left stands a large, sturdy barn, from within which can be heard the sound of several horses and other animals. Several large windows look into the interior and the hubbub of conversation can be heard from within. Above the only visible door hangs the crudely painted sign of a hooded man.

The upper floor of this place has been white washed in the same fashion as many of the peasant dwellings and a thatched roof tops the whole.

The proprietor of the inn is Svenser, a middle-aged ex soldier who is assisted by his wife and three daughters.

♣ **Svenser** (male human Com1; hp 4; LE; Profession (innkeep) +4) is a stout fellow and jovial with all that have coin but has little patience for beggars and thieves. He has a large hooked nose, which he is very sensitive about.

♣ **Ferann** (female human Com1; hp 4; LE; Profession (cook) +3) is Svenser's wife. She is haughty and fastidious although a mediocre cook. She has a hacking cough and thinks of herself as important.

♣ **Vendrenn, Jireen and Marcenn** (female human Com1; hp 3; LE) are Svenser's daughters and assist him in running the inn. They pay particularly close attention to strangers and travellers. Vendrenn is unlike her family in that she is Lawful neutral in outlook and will not cheat the PCs at every opportunity she will get. She is miserable and if offered the opportunity will leave Barlich with the PCs.

The Offering

The offering here is but a shadow of what could be expected in a city tavern but it still substantially better than the lot of most peasants.

Ale, mug	4 sp
Wine, pitcher, local	2 sp
Bread, loaf	2 cp
Cheese, hunk of	1 sp

Meal, Poor	1 sp
Meal, Common	3 sp
Meal, Good	5 sp

Accommodation

Most rooms are small, have two straw sleeping pallets, a couple of other minor pieces of furniture and little else. Grenell does however have two rooms that are somewhat better. Each has three beds and is blessed with the heat from a fireplace connected to the main common room. Travellers may also sleep in the common room. Svenser and family sleep in the attic.

The Common Room

This large chamber is heated by the warmth from two fireplaces and is dimly lit by several lanterns placed strategically around the walls. A variety of tables and benches can be found here. The bar is in one corner of the room and beyond that can be seen the kitchen. Several large barrels have been set up on a trestle table behind the bar and it is from these that beer is dispensed.

During the day the common room is almost empty, only the occasional traveller tarrying here. Early evening farmers meet here to swap tales and to escape the drudgery of their lives. Most leave drunk. Several farmers' wives also congregate here and drink just as heartily as the men. There is a 20% on any given night that d4 members of the garrison will have come down from the castle and will be drinking here. If brought several rounds of ale these individuals will be able to confirm if asked that Lerial did work at the castle but that "she has been taken by the Prince." They will say no more.

The Mill

Located near the castle the miller sees much of what goes on at the castle as not only does he live nearby but also he has to deliver flour to the castle kitchens on a regular basis. Anderann and Marinne also act as the village bakers, making bread for the inhabitants in return for a share of the finished product.

Near to the stout stone bridge that spans the swiftly flowing Arisum stands a small mill. Although a small mill, this is nevertheless one of the largest buildings in the village. A smaller wing runs off the main house parallel to the river at it is here that you suspect lives the miller and his family.

As you get closer you can hear the rushing of the waters of the Arisum and the creaking of the mill wheel. There is no one in sight.

PCs will have to knock on the front door of this place to get any response from the miller.

Interior: The interior of the mill is a loud, dusty place full of whirling gears and clouds of grain dust. Naked flames are absolutely forbidden here as they can spark an explosion. The couple live in a small annex to the main building and will not invite strangers there.

Occupants: Anderann is by nature a friendly man, but recent events at the castle have made him more suspicious of late. A burly man perpetually covered in flour he has bad breath and in the mornings is normally suffering from a hangover. His wife, Marinn is a shy, timid woman who will not be seen by the PCs unless they befriend Anderann. They have no children, their only child being killed in a milling accident half a decade ago.

Development: Anderann can tell the PCs much of what has been occurring at the castle. He knows the following pieces of information:

1. Lights often blaze late a night at top of the keep tower.
2. Yes, Lerial used to work in the kitchens of the castle but Anderann hasn't seen her for several months.
3. He has seen Farland since his return and he gives Anderann the shakes. "There is something unnatural about him!"
4. When Farland came to take back his castle I saw him hit by a ballista bolt. It bounced right off him, causing no injury!

Note: Anderann will only give out fact 4 if he trusts the party and has been befriended by them. Use point 4 as a reward for good play.

Blacksmith

The blacksmith's workshop is located in the centre of the village. Read or paraphrase the following adding details dependant on the time of time.

Although no sign adorns this building it is obvious that this is a blacksmiths. The shop portion of the building is unwallled and is dominated by a large bellows and anvil.

Interior: PCs will not be allowed to enter the family part of the building although they will be allowed into the shop portion.

Occupants: Benzedden is the smith here. His two burly sons, Toran and Plandarn, assist him here. He is married to Immonoara. Brenzedden is a large man with a broken nose. A devout follower of the Velaeri, he carries out most of his work on damaged or broken farmyard implements. His two sons are taciturn, although they will speak if their father gives them leave.

Development: Brenzedden will do small repair work for the PCs but will not forge any new weapons or armour as Farland has forbidden this kind of work. Occasionally he does work for the castle inhabitants; indeed recently he delivered a large consignment of heavy crossbow bolt tips.

Treasure: Apart from the smithing tools, which would be very hard to steal due to their sheer weight and size there, is nothing of interest or value here.

Barlich Castle

This section details the layout and inhabitants of Barlich castle. Maps for Barlich Castle can be found in Appendix Eight.

During the day, the main gates will be open and although PCs entering the castle will be challenged they will be allowed to enter if they have a plausible reason. If they request it they will be able to gain an audience with Farland, Pyrrandern or Walfrenden. They will not however be left alone at any time while they are in the castle. Any audiences will take place in the Banqueting Hall. During the day a trickle of peasants and men-at-arms will also be passing into and out of the castle at irregular intervals as they go about their daily business.

At night most of the inhabitants of the castle remain indoors (apart from any guards) and the main gates will be shut. For more information regarding troop dispositions during the day and night refer to the Garrison section below.

Important NPCs

The important NPCs within the castle all have distinct personalities and goals.

☛ **Prince Farland of Naelax:** Farland is a cold, calculating monster intent on wreaking his revenge upon his kinsmen and finding the *Gauntlet of the Champion*. He is following the commandments given to him in his dreams and will stop at nothing to achieve his goals. His capture of Lerial is nothing more than a pleasant distraction for him. If given the choice between the gauntlet and Lerial he will pick the gauntlet.

He appears human but is actually an animus. His hair is dark brown, his eyes are dark grey but his skin is very pale. He normally dresses in rich robes or armour.

APL 2: Prince Farland Naelax, male animus Nob1; see Appendix One.

APL 4: Prince Farland of Naelax, male animus Nob1/Ftr2; see Appendix Two.

APL 6: Prince Farland of Naelax, male animus Nob1/Ftr4; see Appendix Three.

APL 8: Prince Farland of Naelax, male animus Nob1/Ftr6; see Appendix Four.

APL 10: Prince Farland of Naelax, male animus Nob1/Ftr8; see Appendix Five.

☛ **Walfrenden:** Walfrenden has known Farland all his life and is utterly loyal to him. He refers to Farland as "My Prince" and will follow his commands unquestioningly. Walfrenden is also a devout follower of Hextor and a well trained warrior who always favours attack as his preferred method.

Muscular and graceful of movement, Walfrenden is a born warrior. He keeps his hair closely cut and his eyes

are a hard grey colour. He speaks his mind and expects others to do the same.

APL 2: Walfrenden, male human Ftr2; see Appendix One.

APL 4: Walfrenden, male human Ftr4; see Appendix Two.

APL 6: Walfrenden, male human Ftr6; see Appendix Three.

APL 8: Walfrenden, male human Ftr8; see Appendix Four.

APL 10: Walfrenden, male human Ftr10; see Appendix Five.

☛ **Pyrrandern:** A cleric of Hextor, Pyrrandern has followed Farland since he encountered the animus near Rauxes. He feels drawn to the animus and will protect him with his life; he believes Farland is Hextor's chosen one.

He is a large burly man perpetually clad in armour. Bald with large bushy eyebrows he has bad breath and a forthright attitude.

APL 2: Pyrrandern, male human Clr3; see Appendix One.

APL 4: Pyrrandern, male human Clr5; see Appendix Two.

APL 6: Pyrrandern, male human Clr7; see Appendix Three.

APL 8: Pyrrandern, male human Clr9; see Appendix Four.

APL 10: Pyrrandern, male human Clr11; see Appendix Five.

Movements

The important NPCs within the castle do not merely wait in a given area for the PCs to come to them. They can be encountered in a variety of places during this module as they move about the castle performing their daily duties. Whenever the PCs visit the castle determine using a d6 and the charts below determine the location of Farland, Pyrrandern and Walfrenden.

During the Day

1. **Farland** and **Pyrrandern** are plotting and scheming in The Audience Chamber. **Walfrenden** is inspecting the portcullis mechanisms and may (30%) be encountered on the drawbridge itself.
2. **Farland** is in the chapel, praying to Hextor. **Pyrrandern** is in the chapel praying to his patron. **Walfrenden** is inspecting the guards on the roof of the Kitchen Tower and then will walk the Gallery.
3. **Farland** is brooding in the Banqueting Hall. **Pyrrandern** is in the chapel praying to his

patron. **Walfrenden** is inspecting the guards on the roof of the Keep and then will walk the Gallery.

4. **Farland** and **Pyrrandern** are in Garlann's Chamber, torturing him. **Walfrenden** is inspecting the guards on the roof of the Well Tower and then will walk the Gallery.
5. **Farland** is in his chamber. **Pyrrandern** is in his chamber. **Walfrenden** is in his chamber either resting or keeping up to date with his paperwork.
6. **Farland** is in Lerial's Chamber. **Pyrrandern** is in the Banqueting Hall. **Walfrenden** is talking to his off-duty troops in the Barracks.

At Night

1. **Farland**, **Pyrrandern** and **Walfrenden** are all in their respective chambers.
2. **Farland** is in Lerial's Chamber. **Pyrrandern** is in the chapel preying to his patron. **Walfrenden** is in his chamber.
3. **Farland**, **Pyrrandern** and **Walfrenden** are in the Banqueting Hall.
4. **Farland** and **Pyrrandern** are in their chambers. **Walfrenden** is making a surprise inspection of the guards. Randomly determine which tower he is inspecting.
5. **Farland**, **Pyrrandern** and **Walfrenden** are all in their respective chambers.
6. **Farland** and **Pyrrandern** are in Garlann's Chamber, torturing him. **Walfrenden** is in his own chamber.

The Garrison

The locations and activities of the rank and file of the garrison is dependant on the time of day the PCs visit and on the alert state of the castle. The garrison is composed of 24 rank and file guardsmen and **Walfrenden**, their commander.

APL 2

♣ **Men at Arms, male human War2 (24);** see Appendix One.

APL 4

♣ **Men at Arms, male human War3 (24);** see Appendix Two.

APL 6

♣ **Men at Arms, male human War4 (24)** see Appendix Three.

APL 8

♣ **Men at Arms, male human War6 (24);** see Appendix Four.

APL 10

♣ **Men at Arms, male human War8 (24)** see Appendix Five.

During the Day

During the daytime two guards garrison each of the towers. Two guards will be stationed in the armoury, maintaining the armour and weapons while another guard will be in the portcullis chamber.

Additionally there is a 40% that the other members of the garrison will be employed in a variety of mundane tasks, including maintenance of the defensive ditch, being drilled by **Walfrenden**, replacing loose and broken stones in the curtain wall etc.

During the day the portcullis and drawbridge are normally left open.

There is a 30% chance that on any given day **Walfrenden** will lead a small patrol of four men into the village either to collect tithes from the villagers or to make certain that the inhabitants are suitably cowed. If he, or either **Farland** or **Pyrrandern**, become aware of the PCs a patrol will certainly be despatched to gain more information.

At Night

During the night time most of the garrison can be found either resting in their barracks or making merry in the Banquet Hall.

In addition two guards are posted on each of the towers and one guard is posted in the portcullis room and on the Gallery. Additionally it is possible that **Walfrenden** could make surprise inspections of his troops.

At night the portcullis and drawbridge are shut.

During an Attack

When an attack commences the guards in the towers will rouse the rest of the garrison using their horns.

During an attack the actions of the garrison will depend upon the nature of the assault. The Gallery and towers will all be reinforced and **Walfrenden** will certainly position himself where the fighting is heaviest.

Farland and **Pyrrandern** will stay in the Keep until it seems that their forces cannot handle the incursion at which point they will sally forth to deal with the attackers.

If the curtain wall is decisively breached all guards that are able, will retreat to the Keep, where the defenders will make a final stand.

If however, the defenders realise that they face only a small force small groups of guards will rove throughout the castle seeking to find and slay any interlopers directed by the tower guards.

Servants

The servants are all normal commoners, who will not fight invaders except in extreme circumstances. Treat them as residents of Barlich in terms of their names and physical descriptions. Use the following statistics for them:

☛ **Castle Servant, male or female human:** CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10 [touch 10, flat-footed 0]; Atk +0 melee (1d4 [19-20], dagger) or +0 ranged (1d4, sling); Al LN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +5, Spot +3, Profession (various) +2; Alertness, Endurance.

Possessions: 1d6 sp, 1d10 cp, dagger, sling, 4 stones, peasant's outfit.

Features of the Castle

Barlich Castle stands atop a stone clad earthen mound roughly 110 feet across at the base and about 30 feet high around which has been dug a deep ditch. The fortress itself consists of a rectangular gatehouse, three four-storey square towers and a protective curtain wall warding the northwestern approaches.

The following features are common to Barlich Castle. Unless otherwise noted in the text the particulars for features such as doors and walls are as follows:

Exterior Walls: Constructed of interlocking stone blocks these walls are of various thicknesses. The statistics below depict a typical two-foot thick wall

☛ **Exterior Walls:** 2 ft. thick; hardness 8; hp 180; AC 5; break DC 35; Climb DC 15.

Arrow Slits: Arrow slits provide defenders with nine-tenths cover bestowing a +10 circumstance bonus to Armour Class and a +4 circumstance bonus to Reflex saving throws. In addition if the defender fails a Reflex save he only suffers half damage from the effect and no damage if his save is successful.

Battlements: Battlements provide defenders with one-half cover bestowing them a +4 circumstance bonus to Armour Class and a +2 Reflex save bonus.

Interior Walls: Constructed of interlocking stone blocks these walls are of various thicknesses. The statistics below depict typical one-foot thick walls

☛ **Interior Walls:** 1 ft. thick; hardness 8; hp 90; AC 5; break DC 35; Climb DC 20.

Ceilings: Unless otherwise noted ceilings are fifteen feet high.

☛ **Ceilings:** 2 ft. thick; hardness 8; hp 130; AC 5; break DC 35; Climb DC 25.

Floors: Floors in the castle are uniformly flat and paved. In some important or ceremonial areas they have been overlaid with intricately painted tiles.

☛ **Floors:** 2 ft. thick; hardness 8; hp 130; AC 5; break DC 35.

Doors: Of strong construct the doors within the castle have been built to resist assault.

☛ **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; break DC 23.

Light: Unless otherwise noted in the text the interior of the castle is lit only by light filtering in through windows or arrow slits piercing the walls. All areas including corridors have scones set into the walls holding torches, however only in often used or important areas are these torches kept lit at all times. Lit torches will be detailed in individual area descriptions.

Tapestries: Several rooms in the castle are decorated with tapestries. These will burn easily if exposed to flame. In addition, although some are quite valuable many are faded and old. In addition, they are bulky as well as heavy and will be impossible for the PCs to haul away in sufficient quantity to make a profit.

Curtain Wall

The twenty feet high curtain wall is eight feet thick and pierced by a number of arrow slits at ground level giving a commanding view of the surrounding countryside. Topped by battlements and a five-foot wide covered walkway the curtain wall defends the northwestern approaches of Barlich. This covered walkway is referred to as The Gallery.

☛ **Curtain Wall:** 8 ft. thick; hardness 8; hp 720; AC 5; break DC 35; Climb DC 15.

The Gallery

Running the length of the curtain wall this covered walkways allows sentries to look out over the surrounding countryside while sheltered from inclement weather or enemy missile weapons. Slate has been used here as a roofing material to reduce the possibility of fires starting here as a result of enemy action.

This five-foot wide, covered walkway seems to extend all the way along the wall. A wooden balcony protects the way from falls in the courtyard.

Closer inspection will reveal pre-placed bins here ready to receive extra bolts and spears needed by the

defenders to repel an attack. Buckets of earth also stand here ready to be used to douse any fires that start here.

Occupants: The PCs will encounter at least one guard patrolling the walkway no matter what time they come here.

APL 2

♣ **Men at Arms, male human War2 (1):** hp 16; see Appendix One.

APL 4

♣ **Men at Arms, male human War3 (1):** hp 23; see Appendix Two.

APL 6

♣ **Men at Arms, male human War4 (1):** hp 30; see Appendix Three.

APL 8

♣ **Men at Arms, male human War6 (1):** hp 44; see Appendix Four.

APL 10

♣ **Men at Arms, male human War8 (1):** hp 58; see Appendix Five.

Development: PCs will not be allowed to inspect this area closely as it forms an integral part of the defence.

Treasure: The only treasure found here is that carried by encountered guard. The figures below assume that one guard is defeated here.

All APLs: Loot 28 gp; Coin 1 gp.

The Gate House

The only access to the castle is through the gatehouse which itself is accessed by a long wooden drawbridge that links the castle to a small causeway built up the stone clad mound atop which the fortress sits.

The first storey of this building holds the portcullis chamber, the second holds the castle armoury and the final level holds the lord's chamber.

♣ **Iron Portcullis:** 2 in. thick; hardness 10; hp 50; AC 3; break DC 25.

♣ **Wooden Drawbridge:** 6 in. thick; hardness 3; hp 60; AC 5; break DC; Climb DC 21.

Portcullis Chamber

This chamber located on the first floor of the Gate House, contains the mechanisms that enable the portcullis and drawbridge to be raised and lowered. It

can be accessed wither from the Gallery or from the Keep. Read or paraphrase the following:

This rectangular chamber is dominated by the gears, winches and other equipment need to raise and lower the portcullis and drawbridge. Stoutly built and well served with four arrow slits this chamber is obviously one of the centres of defence for the castle. A small fireplace stands in one wall and several murder holes have been cut in the floor. A small table and two stools stand against one wall.

Even in periods where the castle is not on alert a guard is either posted here or very close to this chamber. The mechanisms here are such that they can be operated if need be by one man.

Occupants: The number of occupants of this chamber and the activities they are engaged in depends on the alert status of the castle and on the time of day that PCs enter here. At least one guard is always stationed here.

APL 2

♣ **Men at Arms, male human War2 (1):** hp 16; see Appendix One.

APL 4

♣ **Men at Arms, male human War3 (1):** hp 23; see Appendix Two.

APL 6

♣ **Men at Arms, male human War4 (1):** hp 30; see Appendix Three.

APL 8

♣ **Men at Arms, male human War6 (1):** hp 44; see Appendix Four.

APL 10

♣ **Men at Arms, male human War8 (1):** hp 58; see Appendix Five.

Development: PCs will not be allowed to inspect this area closely as it forms an integral part of the defence.

Treasure: The only treasure found here is that carried by encountered guardsmen. The figures below assume that one guard is defeated here.

All APLs: Loot 28 gp; Coin 1 gp.

Farland's Chamber

Located on the second floor of the Gate House this sumptuously appointed chamber is accessed from the spiral staircase. Read or paraphrase the following:

This is easily the most opulent of the chambers within the castle that you have encountered thus far but it also has a strong militaristic feel to it. A rack of weapons stands near the door but a large ornate four-poster bed dominates the room. Other more mundane items – a chair, table etc can also be seen here.

The floor is concealed by a number of rugs and the walls are decorated with a number of lurid tapestries. Upon one wall hangs only one tapestry. It depicts a mailed fist holding six red fletched arrows.

This is Farland's chamber. A Knowledge (religion) check (DC 15) will identify the symbol of a mailed fist clutching six arrows as that of Hextor, Champion of Evil and Scourge of Battle.

PCs who search the chamber will easily find a stout iron chest under the bed. The chest is warded by a good lock, requiring a successful Open Lock check (DC 30) to bypass. Alternatively PCs can smash the chest open.

❖ **Small Iron Bound Chest:** 2 in. thick; hardness 8; hp 30; AC 5; break DC 25.

Occupants: Farland may be encountered here dependant on the alert status of the castle and on the time of day that PCs enter here.

APL 2: Prince Farland Naelax, male animus Nob1; see Appendix One.

APL 4: Prince Farland of Naelax, male animus Nob1/Ftr2; see Appendix Two.

APL 6: Prince Farland of Naelax, male animus Nob1/Ftr4; see Appendix Three.

APL 8: Prince Farland of Naelax, male animus Nob1/Ftr6; see Appendix Four.

APL 10: Prince Farland of Naelax, male animus Nob1/Ftr8; see Appendix Five.

Treasure: The iron chest contains Farland's remaining fortune. The theft of it will severely hamper his planning for the next year.

All APLs: Coin 120 gp.

The Hall Block

This rectangular edifice fulfils several functions. At its lowest level it acts as a barracks for Farland's remaining followers while its upper level functions as a banqueting hall.

The lower level is pierced by arrow slits for defence while light enters the banqueting hall through several

ornate stain glass windows depicting several lurid scenes of battle.

Barracks

Located on the ground floor of the Hall Block this chamber is only accessible from the courtyard. Read or paraphrase the following:

This large austere chamber seems to be a barracks of some kind. Several long trestle tables and benches divide this room in half while many bunk beds stand along the walls. Each is equipped identically with several blankets. Under each lower bunk can be seen to small chests or footlockers.

This chamber is where the normal rank and file of the garrison dwell. A quick count will reveal that there are twenty bunk beds here, enough to accommodate forty men at arms.

Occupants: The number of occupants of this chamber and the activities they are engaged in depends on the alert status of the castle and on the time of day that PCs enter here.

Treasure: The contents of each of these chests is protected by an average lock, which can be bypassed with a successful Open Lock check (DC 25). Most of the chests are filled with an essentially worthless jumble of well-worn clothes, knickknacks and other oddments. Each chest however does contain a small amount of well-hidden coin. Each of the garrison has a key that fits the lock to their chest only.

All APLs: Coin 3 gp:

Banqueting Hall

Located on the first floor of the Hall Block this large chamber is accessible from either the Gallery or from the Keep via a connecting passageway. Read or paraphrase the following:

This cavernous, thirty foot long, chamber is the largest you have yet seen in the castle. Its roof towers at least twenty feet above you. At one end a raised wooden platform upon which a table and several ornate chairs can be seen. In the main part of the chamber two long banqueting tables have been set. The floor is covered with reeds and straw and the whole room smells slightly of herbs.

Three stain glass windows dominate the south wall while the north wall features a large fireplace. About it the wall is blackened with soot. The walls are hung with a variety of tapestries and wall hangings denoting hunting and war scenes. Above these tapestries are hung many faded pennants and

battered shields bearing a wide range of heraldic devices - obviously trophies of forgotten wars.

During the night several servants sleep here in front of the fire. Normally they store their meagre possessions under the wooden platform at the east end of the hall. PCs making a Spot check (DC 18) will notice that several of the boards that edge the platform are loose. Prying them up reveals a low space running under the whole length of the dais.

Occupants: The number of occupants of this chamber and the activities they are engaged in depends on the alert status of the castle and on the time of day that PCs enter here.

Development: If the castle is attacked the servants who normally dwell here will hide underneath the wooden platform. If PCs are granted an audience with Farland it is likely that it will take place here.

Treasure: There is nothing of value to be found here, unless the PCs encounter any NPCs in this area.

Well Tower

The northeastern tower is known as the Well Tower because of the well sunk in its lower level.

Standing three storeys high its walls at ground level are a massive ten feet thick.

🔪 **Ground Floor Wall:** 10 ft. thick; hardness 8; hp 900; AC 5; break DC 35; Climb DC 15.

Well Chamber

Located on the ground floor of the Well Tower this chamber is accessed through a wide passageway leading to the courtyard. Read or paraphrase the following:

This large chamber takes up the whole of the ground floor of the Well Tower. Opposite the entranceway you can make out the beginning of a staircase ascending to the upper levels of the tower. Two arrow slits provide a dim light here and it is by this that you can make out a well against one of the walls of the chamber. Several buckets lie discarded at its base.

This is the chamber from which the castle gains its water supply. The well itself is four feet wide, is a shade over forty feet deep and its walls are sheathed in dressed stone blocks for the first twenty feet. After that the stone gives way to natural rock. The well shaft finally exits over a small pool lying in the centre of a subterranean cave. The pool is fed by one of the many tributaries of the Arisum.

A tended and ready to light hooded lantern can be found in a small niche carved into the wall near the entrance. An oil flask can also be found here.

Occupants: There are no occupants of this chamber.

Development: It is unlikely that the PCs will encounter anyone in this area, however if the DM wishes a meeting with one of the kitchen boys could be engineered here.

Treasure: Apart from the lantern and oil flask there is nothing of value here for the PCs.

All APLs: Loot 1 gp.

Armoury

Located on the first floor of the Well Tower the armoury is accessed from the staircase in the Well Chamber. Read or paraphrase the following:

A wall of iron bars running across it divides this large chamber. In front of these bars stand a small table and several stools. Behind the bars can be seen a plethora of weapons and armour stored in an orderly fashion on a series of racks or in several large bins. A gate provides a means of access to the rest of the chamber but it is firmly locked.

The gate is locked but can be opened with a successful Open Lock check (DC 25). Alternatively PCs could bend some of the iron bars to gain access. Once the PCs gain access to the main part of the chamber they can examine the armour and weapons stored here. They will find 40 longswords, 20 heavy crossbows, 400 bolts, 20 halfp spears, 30 flasks of oil, 14 large steel shields and 14 suits of banded mail. All are in good repair and stored in the correct fashion.

🔪 **Iron Bars:** 2 in. thick; hardness 10; hp 50; AC 5; break DC 25.

Occupants: Normally no individuals will be encountered here.

Development: It is unlikely that the PCs will encounter anyone in this area, however it is possible that during an attack men at arms may be sent here to get additional bolts, spears or oil.

Treasure: The only items of interest in this chamber are the stored weapons and armour. However, it is extremely unlikely that the PCs will be able to carry away all these items. Modify the amount of loot recovered here accordingly.

All APLs: Loot 440 gp.

Walfrenden's Chamber

Located on the second floor of the Well Tower this well-appointed chamber can be accessed via the spiral staircase that runs up the length of the tower.

This well-appointed chamber is obviously the abode of an important person. A small four-poster bed stands near one wall while a wardrobe, table and chair are also here. Several large but faded rugs cover the floor and four small tapestries provide decoration for the walls. Two shuttered windows have been cut into the walls here.

The seneschal of Barlich originally used this chamber but Farland slew him when re-establishing himself here. Since then Walfrenden has dwelt here.

Papers on the desk pertain to the running of the castle and the surrounding village while several faded articles of clothing can be found in the wardrobe. At night this place is lit a bull's eye lantern.

☛ **Occupants:** This is Walfrenden's chamber. It is possible that the PCs will encounter him here.

APL 2: Walfrenden, male human Ftr2; see Appendix One.

APL 4: Walfrenden, male human Ftr4; see Appendix Two.

APL 6: Walfrenden, male human Ftr6; see Appendix Three.

APL 8: Walfrenden, male human Ftr8; see Appendix Four.

APL 10: Walfrenden, male human Ftr10; see Appendix Five.

Treasure: Walfrenden has hidden his meagre treasure under the mattress. It includes a small silver goblet, a purse of monies and an intricately carved wooden bird.

All ALPs: Loot 12 gp; Coin 14 gp.

Pyrrandern's Chamber

Located on the second floor of the Well Tower this well-appointed chamber can be accessed via the spiral staircase that runs up the length of the tower.

This well-appointed chamber is obviously the abode of an important person. A small four-poster bed stands near one wall while a wardrobe, table and chair are also here. Several large but faded rugs cover the floor and four small tapestries provide decoration for the walls. Two shuttered windows have been cut into the walls here.

In many respects this chamber is identical to Walfrenden's Chamber. However, this chamber is more

ostensibly occupied by one dedicated to the service of Hextor. Atop the table stands a wrought iron holy symbol depicting a mailed fist clutching red fletched arrows. A Knowledge (religion) check (DC 15) will identify the symbol of a mailed fist clutching six arrows as that of Hextor, Champion of Evil and Scourge of Battle.

At night this place is lit by a bull's eye lantern.

☛ **Occupants:** This is Pyrrandern's chamber. It is possible that the PCs will encounter him here.

APL 2: Pyrrandern, male human Clr3; see Appendix One.

APL 4: Pyrrandern, male human Clr5; see Appendix Two.

APL 6: Pyrrandern, male human Clr7; see Appendix Three.

APL 8: Pyrrandern, male human Clr9; see Appendix Four.

APL 10: Pyrrandern, male human Clr11; see Appendix Five.

Treasure: Pyrrandern has stored a small amount of treasure here.

All APLs: Loot 56 gp;

The Roof

This area is only accessible from the staircase that opens out at the rear of the tower. Read or paraphrase the following:

This windswept battlemented turret affords a clear view of the surrounding area. Mounted on to the wall overlooking the courtyard you can see a large horn, almost certainly used to warn the castle occupants of danger. Two oil skinned covered ballista are also here as is a store of long, cruelly tipped darts stored in a covered bin. A brazier also stands here in the shelter of the wall as are several hooked iron topped with scones driven into the floor.

At night the brazier is lit and torches are set in the scones. At least one man at arms will be on watch at all times. The other will either be with him (50%) or will be sheltering from the wind at the top of the staircase.

Occupants: The tower is always manned by at least two men at arms charged with keeping watch on the village and surrounding countryside.

APL 2

☛ **Men at Arms, male human War2 (2):** hp 16; see Appendix One.

APL 4

☛ **Men at Arms, male human War3 (2):** hp 23; see Appendix Two.

APL 6

☛ **Men at Arms, male human War4 (2):** hp 30; see Appendix Three.

APL 8

☛ **Men at Arms, male human War6 (2):** hp 44; see Appendix Four.

APL 10

☛ **Men at Arms, male human War8 (2):** hp 58; see Appendix Five.

Ballista

(From the Stronghold Builder's Guidebook and the DUNGEON MASTER's Guide).

Cost: 500 gp; **Damage:** 3d6; **Critical:** x3; **Range Increment:** 120 ft.; **Weight:** 800 lbs.

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt weighs 5 pounds and costs 2 gp.

Tactics: Once they are aware of interlopers the sentry's first action will be to warn the rest of the castle by sounding the alert horns. They will then defend themselves using either the ballista or their own weapons. The sentries will not abandon their posts atop the tower unless ordered to do so. Neither of the ballistae here are able

to fire into the courtyard.

Development: If warned of an attack additional troops will be posted here.

Treasure: The amount of treasure found is dependant on the APL of the party. Figures below assume two guards are posted here

All APLs: Loot 56 gp; Coin 1 gp.

The Keep

With walls ten feet thick and many arrows slits this tower is well defended. Designed as a final redoubt for the defenders it is to here that any survivors of the PCs initial foray will retreat to if the walls are comprehensively breached. This tower is linked to the Hall Block.

☛ **Ground Floor Wall:** 10 ft. thick; hardness 8; hp 900; AC 5; break DC 35; Climb DC 15.

Stables

The ground floor level of the Keep is used as a stable for the horses of the prince and his servants. The stables are

accessed by a long ramp that issues forth into the courtyard. Read or paraphrase the following:

Evidently a stable, five wooden stalls stand here. A manger of hay and several bags of meal stand against one wall. None of the stalls are occupied

All of Farland's horses were slain either in his campaigning around Rauxes or during his capture of the castle. What nags remain in the village are not strong, or well trained, enough to bear his men into combat, thus he has not appropriated them. The few horses that the Garlann owned were sent with a few loyal retained to convey his family to safety.

A very stout, iron banded door protects access to the stables and the rest of the Keep.

☛ **Stout Iron Banded Door:** 4 in. thick; hardness 8; hp 40; AC 5; break DC 25.

Treasure: There is no treasure to be found here.

Audience Chamber

The first floor of the Keep is used as a private audience chamber and war room. A spiral staircase that rises up through the tower provides access to it. Read or paraphrase the following:

This austere by well-appointed chamber is obviously some kind of private audience or counsel chamber. An ornate table made from some dark variety of wood stands in the centre of the chamber. At its head an ornate high-backed chair stands, while down each side are positioned more, less ornate chairs.

The walls are wreathed in tapestries depicting battle and death. A map of Ahlissa is weighed down on the table by four silver goblets one positioned at each corner. An empty pewter jug lies on its side at the other end of the table.

PCs looking at the map in more detail will note that two positions are heavily ringed – Barlich and Rauxes. In a tight, controlled hand can also be seen the words "The traitor must be made to pay for his presumption."

Occupants: The number of occupants of this chamber and the activities they are engaged in depends on the alert status of the castle and on the time of day that PCs enter here. It is possible that either Farland or Pyrrandern will be encountered here.

Treasure: The only items of value that are easily portable are the four silver goblets.

All APLs: Loot 14 gp.

Chapel

The second floor of the Keep is dedicated to the worship of Hextor. For more information regarding Hextor refer to Appendix Six.

A spiral staircase that rises up through the tower provides access to it. Read or paraphrase the following:

This austere chamber has the look of a place of worship about it. Several arrow slits pierce the walls here and several everburning torches mounted in ornate iron scones provide light. A plain stone altar stands opposite the door and several wooden pews sheathed with chipped iron backings fill the remainder of the room. Atop the altar stands a wrought iron depicting a mailed fist clutching six red trimmed, evilly barbed arrows and a set of ceremonial bagpipes.

The walls are draped with a number of lurid tapestries depicting extraordinarily detailed battle scenes.

A Knowledge (religion) check (DC 15) will identify the symbol of a mailed fist clutching six arrows as that of Hextor, Champion of Evil and Scourge of Battle. A further Knowledge (religion) check (DC 20) will reveal that services here would include the playing of bagpipes, screaming and the striking of weapons.

A successful Spot check (DC 25) indicates that the PC has spotted a small hairline crack at the base of the altar that is a clue to the existence of a hidden space. A successful Strength check (DC 25) is required to move the altar. Moving the altar will reveal a hidden space within which lies a single red steel gauntlet. This is the *Gauntlet of the Champion* and is what Farland is searching for. Refer to Appendix Six for more information regarding the gauntlet.

Occupants: The number of occupants of this chamber and the activities they are engaged in depends on the alert status of the castle and on the time of day that PCs enter here. It is possible that either Farland or Pyrrandern will be encountered here.

Development: In the event of invaders breaking into the Keep, Pyrrandern will certainly retreat to this

chamber, defending it to his last breath. If invaders beset the castle and Pyrrandern has little opportunity to use his spells he will play the bagpipes to inspire his troops (although this will give no in game

Gauntlet of the Champion

This item takes the form of a steel, crimson hued, gauntlet, sized for a large human male. In its palm has been engraved a stylised gauntlet clutching six wickedly barbed arrows. Engraved around the wrist of the gauntlet, in Old Oeridian are the words "Six forged for the Six."

The gauntlet radiates dimly of evocation magic. Shouting the command word, Hextor, in a clear voice allows the wearer to cast *divine favour* upon himself once per day.

Only one PC may leave the table with this item

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *divine favour*; *Market Price* 5,400 gp; *Weight* 4 lb.

affect as he is not particularly skilled at this).

Treasure: There is little of overt value to the PCs evident here except for the masterwork ceremonial bagpipes (8 gp), the iron holy symbol of Hextor (1 gp) and the *Gauntlet of the Champion*

All APLs: Loot 9 gp; Magic *The Gauntlet of the Champion* (5,400 gp).

The Roof

This area is only accessible from the staircase that opens out at the rear of the tower. Read or paraphrase the following:

This windswept battlemented turret affords a clear view of the surrounding area. Mounted on to the wall overlooking the courtyard you can see a large horn, almost certainly used to warn the castle occupants of danger. Three oil skinned covered ballista are also here as is a store of long, cruelly tipped darts stored in a covered bin. A brazier also stands here in the shelter of the wall as are several hooked iron topped with scones driven into the floor.

At night the brazier is lit and torches are set in the scones. At least one man at arms will be on watch at all times. The other will either be with him (50%) or will be sheltering from the wind at the top of the staircase.

Occupants: The tower is always manned by at least two men at arms charged with keeping watch on the village and surrounding countryside.

APL 2

♣ **Men at Arms, male human War2 (2):** hp 16; see Appendix One.

APL 4

♣ **Men at Arms, male human War3 (2):** hp 23; see Appendix Two.

APL 6

♣ **Men at Arms, male human War4 (2):** hp 30; see Appendix Three.

APL 8

♣ **Men at Arms, male human War6 (2):** hp 44; see Appendix Four.

APL 10

♣ **Men at Arms, male human War8 (2):** hp 58; see Appendix Five.

Tactics: Once they are aware of interlopers the sentry's first action will be to warn the rest of the castle by sounding the alert horns. They will then defend themselves using either the ballista or their own weapons. The sentries will not abandon their posts atop the tower unless ordered to do so. Unlike the other two towers, here one of the ballistae is able to fire into the courtyard.

Ballista

(From the Stronghold Builder's Guidebook and the DUNGEON MASTER's Guide).

Cost: 500 gp; **Damage:** 3d6; **Critical:** x3; **Range Increment:** 120 ft.; **Weight:** 800 lbs.

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt weighs 5 pounds and costs 2 gp.

Development:

If warned of an attack additional troops will be posted here.

Treasure: The amount of treasure found is dependant on the APL of the party. Figures below assume two guards are posted here

All APLs: Loot 56 gp; Coin 1 gp.

Kitchen Tower

So named because it houses the castle's kitchen and food stores this tower is as massively built as the others. Again, the walls here at ground level are 10 feet thick and pierced by arrow slits at all levels.

🛡️ **Ground Floor Wall:** 10 ft. thick; hardness 8; hp 900; AC 5; break DC 35; Climb DC 15.

Kitchen Store

Located on the ground floor of the Kitchen Tower this vaulted chamber is accessible from the courtyard via a short passageway. Read or paraphrase the following:

Only the pale light filtering through two small arrow slits piercing the outer walls of this place illuminates this dark, gloomy chamber. Boxes, barrels and shelves line the walls here. The shelves are crammed with various foodstuffs – salted meats, racks of poultry, sacks of grain, vegetables etc. There is no one here.

PCs investigating the boxes will discover that they contain a variety of foodstuffs while the barrels hold either beer or wine.

Occupants: It is highly unlikely that the PCs will discover anyone here as this place is visited only when supplies are needed for the kitchens above.

Development: Depending on the time of day it is possible that the muffled sounds of activity in the kitchen above may filter through to here.

Treasure: Although there are a wide variety of foodstuffs here, nothing of particular interest to the PCs will be found.

Kitchen

Located on the first floor of the Kitchen Tower this large chamber is accessible from either the Banqueting Hall or the Gallery. Read or paraphrase the following:

This large, warm chamber is obviously the kitchen of this place. Several large fireplaces dominate the room. The walls are lined with various work surfaces and in the centre of the room stands a large stout table cluttered with the paraphernalia of cooking.

Modify the read aloud description of this area dependant on the time of day at which it is visited and the alert status of the castle.

Occupants: Two cooks (Abrathal and Tratonnn) labour here to prepare food for the garrison. Three young boys (Pellal, Jaster and Werval) who run errands for them and serve at feasts also assist them here. None of the individuals are combatants and will shelter here if the castle is attacked. All also sleep here.

Any of the occupants can confirm that a woman answering to Lerial's description did indeed work here until taken away by Farland several months ago.

🛡️ **Abrathal** (male human Com1: hp 4; Profession (cook) +4) is in charge of the kitchens and is a crotchety, rake thin man prone to violent outbursts.

🛡️ **Tratonnn:** (male human Com1 hp 3; Profession (cook) +3) bares a strong family resemblance to Abrathal and is in fact his cousin. Tratonnn is a bully and a coward often striking his helpers for no good reason.

🛡️ **Pellal, Jaster, Werval** (male human Com1: hp 2) are all young boys from the village working here in part to pay the ruinous taxes imposed by Farland and his predecessors.

Development: During the day the fires will be stacked high and invariably meat or other foodstuffs will be being prepared here. At night the occupants will be sleeping in front of the banked fires having pulled out their bedrolls. If the keep is alerted to intruders Abrathal will order the door blockaded with furniture until the threat has passed.

Treasure: Although there are a wide variety of foodstuffs and cooking equipment here, nothing of particular interest to the PCs will be found. Each of the cooks has a small amount of coin.

All APLs: Coin 2 gp.

Lerial's Chambers

This chamber is located on the second floor of the Kitchen Tower and is accessed via a passageway leading to a spiral staircase. Read or paraphrase the following:

This chamber is obviously in use as a guest chamber, although the lock on the door may indicate that the guest is less than a willing one. Within you can see the normal furniture you would expect to see – a four-poster bed, wardrobe, table and chairs. Huddled on the bed can be seen the form of a young woman crying quietly. As you enter she looks up, a mixture of fear and hope playing across her face.

The door to this room is locked, requiring a successful Open Lock check (DC 20) to bypass.

Occupants: The only occupant of this room is Lerial; she is unarmed and is dressed in peasant clothing. If required use the statistics for a Castle Servant.

🔪 **Lerial** (female human Comr: hp 4; Profession (cook) +2).

Development: Once Lerial realises that the PCs are not hirelings of Farland she will beg them for aid. She will tell them of her fate and of Farland's attempts to convert her to his philosophy. She knows that a man is incarcerated in the chamber next to hers and can describe in great detail the daily torture practises she has heard. Lerial will want to rescue the man, although she does not know his identity.

Once she discovers that the man is in actual fact Garlann she will be able to explain to the PCs who he is. She has never met the man but has observed him at a distance at several feasts. She will argue that he doesn't deserve what he has gone through no matter how evil the man is.

Treasure: There is no treasure to be found here.

Garlann's Chamber

This chamber is located on the second floor of the Kitchen Tower and is accessed via a passageway leading to a spiral staircase. Read or paraphrase the following:

All the furniture in this room has been removed save a small dirty pallet. A man lies upon the pallet. Although evidently alive the blood and gore splattered around this chamber is incredible – much of the walls and the floors are all coated in dried blood.

The door to this room is locked, requiring a successful Open Lock check (DC 20) to bypass.

Occupants: The man on the pallet is Garlann, former lord of this castle and prince of the house of Naelax. Farland has kept him here since he captured Barlich, torturing him mercilessly. Farland has devised his own particular version of the Endless Death for Garlann. Garlann is tortured almost every night until he lapses into unconsciousness. Once unconscious, Pyrrandern heals him and the cycle begins anew.

As a result Garlann is slightly unhinged and in no state to engage in fighting or other strenuous activities. He will beg the party for aid and will offer a large reward if they help him escape from this place. Although Garlann is evil, and a follower of Hextor, he will honour any agreement he makes with the party.

Typically Oeridian in appearance his eyes are bloodshot and his hair is a matted unkempt mess. He is bloodstained, weary and shows signs of starvation.

Development: This encounter is primarily a roleplaying encounter that has an added moral dimension. It is likely that the PCs will be of predominantly good alignment, but will they help this helpless man? Garlann will make no secret of his identity or religious leanings as he assumes that the party are either a group of army deserters or brigands intent on gaining wealth. He will seek to be delivered to relatives who have land holdings in the newly created Principality of Naerie. When he reaches his destination he will reward the players. Garlann will offer up to 100 gp. per APL for his rescue and conveyance to his relatives.

Note in conversation with Garlann the PCs may gain valuable clues as to the real nature of Farland. Although he does not know that Farland has become undead he can relate to the PCs that Farland was called in Rauxes in late 585, returning the next year strangely changed – more sinister, more evil. Garlann will blame the influence of the Overking for this.

The full ramifications of this encounter are dealt with at the conclusion of the module.

Treasure: There is no treasure here.

The Roof

This area is only accessible from the staircase that opens out at the rear of the tower. Read or paraphrase the following:

This windswept battlemented turret affords a clear view of the surrounding area. Mounted on to the wall overlooking the courtyard you can see a large horn, almost certainly used to warn the castle occupants of danger. Two oil skinned covered ballista are also here as is a store of long, cruelly tipped darts stored in a covered bin. A brazier also stands here in the shelter of the wall as are several

hooked iron topped with scones driven into the floor.

At night the brazier is lit and torches are set in the scones. At least one man at arms will be on watch at all times. The other will either be with him (50%) or will be sheltering from the wind at the top of the staircase.

Occupants: The tower is always manned by at least two men at arms charged with keeping watch on the village and surrounding countryside.

APL 2

☛ **Men at Arms, male human War2 (2):** hp 16; see Appendix One.

APL 4

☛ **Men at Arms, male human War3 (2):** hp 23; see Appendix Two.

APL 6

☛ **Men at Arms, male human War4 (2):** hp 30; see Appendix Three.

APL 8

☛ **Men at Arms, male human War6 (2):** hp 44; see Appendix Four.

APL 10

☛ **Men at Arms, male human War8 (2):** hp 58; see Appendix Five.

Ballista

(From the Stronghold Builder's Guidebook and the DUNGEON MASTER's Guide).

Cost: 500 gp; **Damage:** 3d6; **Critical:** x3; **Range Increment:** 120 ft.; **Weight:** 800 lbs.

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt weighs 5 pounds and costs 2 gp.

Tactics: Once they are aware of interlopers the sentry's first action will be to warn the rest of the castle by sounding the alert horns. They will then defend themselves using either the ballista or their own weapons. The sentries will not abandon their posts

atop the tower unless ordered to do so. Neither of the ballistae here are able to fire into the courtyard.

Development: If warned of an attack additional troops will be posted here.

Treasure: The amount of treasure found is dependant on the APL of the party. Figures below assume two guards are posted here

All APLs: Loot 56 gp; Coin 1 gp.

Conclusion

Once the PCs have rescued Lerial from Farland, have retired from the castle and have indicated that they do not wish to make another assault the adventure is essentially over.

Travel back to their employers (wherever they are based) will be uneventful and without mishap.

Lerial's Fate

If the PCs are successful Harendal will be overjoyed to have Lerial returned to him and will offer the following reward.

Reward: Harendal is a poor man and cannot offer the PCs any coin as a reward for rescuing Lerial. He has contacts however throughout Ahlissa and can acquire things for his friends. Thus, one time only, Harendal will acquire an item for each PC, although the PC must still pay for the item. The PC must be able to purchase said item following the rules laid down in the Living Greyhawk Campaign Sourcebook, but is not bound by any GP settlement Limit. Delivery of the item takes place after the character has finished his next Core, Regional or Meta-regional event.

Farland's Fate

Farland's fate is crucial to the following instalments of this series. As such although his life or death has no real bearing on the outcome of the events detailed within this module his is a pivotal role.

Reward: Farland's fate has no bearing on any reward the PCs may receive for successfully completing this module.

Garlann's Fate

Although evil, Garlann is a prince of Ahlissa and as such his death will have political repercussions throughout Ahlissa and more subtle effects on the surrounding states.

Thus it is crucial that his fate is reported at the conclusion of this module.

Reward: If safely conveyed to his relatives in Naerie, Garlann will honour the terms of any agreement he has made with the PCs. In addition, if they have dealt with him in a courteous and honourable fashion he will bestow on each PC a parchment detailing their right to trouble free and unmolested travel throughout Ahlissa.

APL 2: Coin 33 gp.

APL 4: Coin 66 gp.

APL 6: Coin 100 gp.

APL 8: Coin 133 gp.

APL 10: Coin 166 gp.

Campaign Consequences

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to creighton.broadhurst@ntlworld.com.

1. What was the composition of the party?
2. In which real-world country was the module played?
3. At what APL was this event run?
4. Was Lerial rescued?
5. What was Farland's fate?
6. What was Pyrrandern's fate?
7. What was Garlann's fate?
8. Did the PCs retrieve the *Gauntlet of the Champion*?
9. Did the PCs steal Farland's remaining treasure?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

Interacting with the Villagers

APL 2:	180 XP
APL 4:	270 XP
APL 6:	360 XP
APL 8:	450 XP
APL 10:	540 XP

Defeating Farland

APL 2:	90 XP
APL 4:	150 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	330 XP

Defeating Pyrranderl

APL 2:	90 XP
APL 4:	150 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	330 XP

Defeating Walfrenden

APL 2:	60 XP
APL 4:	120 XP
APL 6:	180 XP
APL 8:	240 XP
APL 10:	300 XP

Defeating Each Man at Arms

APL 2:	20 XP
APL 4:	27 XP
APL 6:	35 XP
APL 8:	42 XP
APL 10:	50 XP

Total Possible Experience

APL 2:	900 XP
APL 4:	1,350 XP
APL 6:	1,800 XP
APL 8:	2,250 XP
APL 10:	2,700 XP

Maximum Experience Totals

The maximum amount of experience that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2:	900 XP
APL 4:	1,350 XP
APL 6:	1,800 XP
APL 8:	2,250 XP
APL 10:	2,700 XP

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice

professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key

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

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 800 gp
APL 4: 1200 gp
APL 6: 1600 gp
APL 8: 2,500 gp
APL 10: 4,200 gp

Barllich Castle

The following treasures are available within Barllich Castle dependant on the APL of the event. As it is likely that the various inhabitants of the castle could be encountered in any locale their treasure is not keyed to any particular area. Treasures found in specific locations are however keyed to those locations.

Slaying Farland

APL 2: Loot 140 gp; Magic *Farland's ring* (4 gp).
APL 4: Loot 217 gp; Magic *Farland's ring* (4 gp).
APL 6: Loot 191 gp; Magic *+1 heavy flail* (193 gp), *Farland's ring* (4 gp).
APL 8: Loot 49 gp; Magic *+1 heavy flail* (193 gp), *+1 full plate* (220 gp), *Farland's ring* (4 gp).
APL 10: Loot 49 gp; Magic *+2 heavy flail* (693 gp), *+2 full plate* (471 gp), *Farland's ring* (4 gp).

Slaying Pyrranderl

APL 2: Loot 153 gp; Coin 2 gp; Magic *scroll of endure elements* [2] (2 gp ea.), *scroll of cure light wounds* [3] (2 gp ea.), *potion of blur* (25 gp), *potion of levitate* (25 gp).
APL 4: Loot 153 gp; Coin 2 gp; Magic *scroll of endure elements* [2] (2 gp ea.), *scroll of cure light wounds* [3] (2 gp ea.), *potion of blur* (25 gp), *potion of levitate* (25 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (63 gp).
APL 6: Loot 153 gp; Coin 2 gp; Magic *scroll of endure elements* [2] (2 gp ea.), *scroll of cure light wounds* [3] (2 gp ea.), *scroll of silence* (13 gp), *scroll of poison* (58 gp), *potion of blur* (25 gp), *potion of levitate* (25 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (63 gp), *wand of cure light wounds* (21 gp).

APL 8: Loot 127 gp; Coin 2 gp; Magic *scroll of endure elements* [2] (2 gp ea.), *scroll of cure light wounds* [3] (2 gp ea.), *scroll of silence* (13 gp), *scroll of poison* (58 gp), *potion of blur* (25 gp), *potion of levitate* (25 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (63 gp), *wand of cure light wounds* (21 gp), *+1 heavy flail* (193 gp), *potion of heroism* (75 gp), *wand of hold person* (90 gp).

APL 10: Loot 127 gp; Coin 2 gp; Magic *scroll of endure elements* [2] (2 gp ea.), *scroll of cure light wounds* [3] (2 gp ea.), *scroll of silence* (13 gp), *scroll of poison* (58 gp), *potion of blur* (25 gp), *potion of levitate* (25 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (63 gp), *wand of cure light wounds* (21 gp), *+1 heavy flail* (193 gp), *potion of heroism* (75 gp), *wand of hold person* (90 gp), *scroll of wind walk* (138 gp), *wand of searing light* (158 gp).

Slaying Walfrenden

APL 2: Loot 40 gp; Coin 2 gp; Magic *potion of cure moderate wounds* (25 gp).

APL 4: Loot 40 gp; Coin 2 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp).

APL 6: Loot 170 gp; Coin 2 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *+1 cloak of resistance* (83 gp).

APL 8: Loot 7 gp; Coin 2 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *+1 cloak of resistance* (83 gp), *+1 heavy flail* (193 gp), *+1 full plate* (220 gp).

APL 10: Loot 7 gp; Coin 2 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *+1 cloak of resistance* (83 gp), *+1 heavy flail* (193 gp), *+2 full plate* (471 gp), *+1 large steel shield* (98 gp).

Slaying Each Man at Arms

All APLs: Loot 28 gp; Coin 1 gp.

Farland's Chamber

Find Farlands treasure

All APLs: Coin 120 gp.

Barracks

Find the coin hidden in the men at arms' chests

All APLs: Coin 3 gp.

Well Chamber

Take the lantern and oil

All APLs: Loot 1 gp.

Armoury

Take all the weapons and armour

All APLs: Loot 440 gp.

Walfrenden's Chamber

Find Walfrenden's treasure

All APLs: Loot 12 gp; Coin 14 gp.

Pyrrandern's Chamber

Take the holy symbol

All APLs: Loot 56 gp:

Audience Chamber

Take the goblets

All APLs: Loot 14 gp.

Chapel

Take the bagpipes; find the gauntlet

All APLs: Loot 9 gp; Magic *The Gauntlet of the Champion* (5,400 gp).

Rescuing Lerial

Rescuing Lerial and returning her safely to her relatives

All APLs: Favour of Harendal

Rescuing Garlann

Rescuing Garlann and returning him safely to his relatives:

APL 2: Coin 33 gp.

APL 4: Coin 66 gp.

APL 6: Coin 100 gp.

APL 8: Coin 133 gp.

APL 10: Coin 166 gp.

Appendix One

APL2

☛ **Prince Farland Naelax, male animus Nob1:** CR 3; Medium-sized undead (6 ft. tall); HD 1d12; hp 12; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 19 [touch 10, flat-footed 19]; Atks +6 melee (1d10+5 [19-20/x2], masterwork heavy flail), +1 ranged (1d8+4 [20/x3], +4 mighty composite longbow); SA Command undead, fear touch, greater command, paralyzing gaze, suggestion, ghoul touch 5/day, skills; SQ Undead, damage reduction 10/+1, turn resistance +4, resistance, fast healing 5, disease vulnerability; AL LE; SV Fort +3, Ref +2, Will +7. Str 20, Dex 10, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Bluff +5, Diplomacy +7, Knowledge (Aerdi) +5, Listen +10, Perform +5, Ride +4, Sense Motive +8, Spot +10, Swim +6; Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Command Undead (Su): Farland can command non-intelligent undead as a 1st level cleric. There is no limit to the number of times he can use this ability but he can only command 2 HD of undead at any one time.

Fear Touch (Su): Farland's touch invokes fear in the target as if it were affected by a *fear* spell cast by a 1st level sorcerer. A successful Will save (DC 13) negates this affect.

Greater Command (Sp): Farland can use a *greater command* spell three times per day. He can only command targets to kneel. A successful Will save (DC 13) negates this affect.

Paralyzing Gaze (Su): Farland can crush an opponent's will just by looking into his eyes. This is a standard action. Individuals failing a Will save (DC 13) are paralysed as long as Farland continues to hold their gaze and concentrate.

Suggestion (Su): Farland can give a *suggestion* to any target held in his paralyzing gaze. This does not break his concentration. A successful Will save (DC 13) negates this affect.

Ghoul Touch (Su): Five times a day Farland can employ a *ghoul touch* spell. A successful Fortitude save (DC 13) negates.

Damage Reduction (Su): Farland's body is extremely tough and grants him damage reduction of 10/+1.

Turn Resistance (Ex): Farland has +4 turn resistance.

Resistance (Ex): Farland has cold, acid and electricity resistance 20.

Fast Healing (Ex): Farland heals 5 points of damage per round. If reduced to 0 hp he is helpless but continues to heal normally, recovering as soon as he

reaches 10 hp. To destroy Farland his body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while he is at 0 hp destroys him.

Disease Vulnerability (Ex): Farland's flesh is affected normally by damage, although he cannot die from disease – his ability scores cannot drop below 0 from disease and he is immune to diseases that cause Constitution damage. Farland uses his Charisma bonus for Fortitude saving throws against disease.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: masterwork heavy flail, +4 mighty composite longbow, 12 masterwork arrows, quiver, masterwork half-plate, large steel shield, noble's outfit, Farland's Ring.

☛ **Pyrrandern, male human Clr3:** CR 3; Medium-size humanoid; HD 3d8+6; hp 24; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +6 melee (1d10+2, heavy flail); SA Rebuke undead; AL LE; Fort +5, Ref +2, Will +6; Str 15, Dex 12, Con 14, Int 11, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Heal +6, Knowledge (religion) +3, Spellcraft +6; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0- *detect magic, guidance, light, resistance*; 1st - *bless, cure light wounds, doom, magic weapon**; 2nd - *aid, bull's strength, shatter**.

*Domain Spell. *Domains:* Destruction (smite 1/day, +4 to hit, +3 damage), War.

Possessions: full plate, large steel shield, masterwork heavy flail, 24 gp, divine scroll of *endure elements* (2), divine scroll of *cure light wounds* (3), *potion of blur, potion of levitate*.

🦋 **Walfrenden, male human Ftr2:** CR 2; Medium-size humanoid; HD 2d10+6; hp 23; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, Flat-footed 18]; Atk +6 melee (1d10+3 [19-20/x2], heavy flail) or +3 ranged (1d10, heavy crossbow); AL LE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb +6, Intimidate +1, Jump +8 Ride +4, Spot +3, Swim +5; Expertise, Improved Disarm, Improved Initiative, Weapon Focus (heavy flail).

Possessions: masterwork banded mail, large steel shield, heavy flail, heavy crossbow, bolt case with 10 bolts, *potion of cure moderate wounds*, dagger, 12 gp.

🦋 **Men at Arms, male human War2 (24):** CR 1; Medium-size humanoid; HD 2d8+4; hp 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, flat-footed 18]; Atk +5 melee (1d10+2 [19-20/x2], heavy flail) or +3 ranged (1d10, heavy crossbow); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +3, Intimidate +6, Ride +3, Spot +3, Swim +2; Improved Initiative, Weapon Focus (heavy flail).

Possessions: banded mail, large steel shield, heavy flail, heavy crossbow, bolt case with 10 bolts, dagger, 1d10 sp.

Appendix Two

APL 4

☛ **Prince Farland of Naelax, male animus Nob1/Ftr2:** CR 5; Medium-sized undead (6 ft. tall); HD 1d12 and 2d10; hp 28; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 20 [touch 10, flat-footed 20; Atks +8 melee (1d10+5 [19-20/x2], masterwork heavy flail), +3 ranged (1d8+4 [20/x3], +4 mighty composite longbow); SA Command undead, fear touch, greater command, paralysing gaze, suggestion, ghoul touch 5/day, skills; SQ Undead, damage reduction 10/+1, turn resistance +4, resistance, fast healing 5, disease vulnerability; AL LE; SV Fort +6, Ref +2, Will +7. Str 20, Dex 10, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Bluff +5, Climb +7, Diplomacy +7, Jump +7, Knowledge (Aerdi) +5, Listen +10, Perform +5, Ride +6, Sense Motive +8, Spot +10, Swim +6; Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder.

Command Undead (Su): Farland can command non-intelligent undead as a 3rd level cleric. There is no limit to the number of times he can use this ability but he can only command 6 HD of undead at any one time.

Fear Touch (Su): Farland's touch invokes fear in the target as if it were affected by a *fear* spell cast by a 3rd level sorcerer. A successful Will save (DC 14) negates this affect.

Greater Command (Sp): Farland can use a *greater command* spell three times per day. He can only command targets to kneel. A successful Will save (DC 14) negates this affect.

Paralysing Gaze (Su): Farland can crush an opponent's will just by looking into his eyes. This is a standard action. Individuals failing a Will save (DC 14) are paralysed as long as Farland continues to hold their gaze and concentrate.

Suggestion (Su): Farland can give a *suggestion* to any target held in his paralysing gaze. This does not break his concentration. A successful Will save (DC 14) negates this affect.

Ghoul Touch (Su): Five times a day Farland can employ a *ghoul touch* spell. A successful Fortitude save (DC 14) negates.

Damage Reduction (Su): Farland's body is extremely tough and grants him damage reduction of 10/+1.

Turn Resistance (Ex): Farland has +4 turn resistance.

Resistance (Ex): Farland has cold, acid and electricity resistance 20.

Fast Healing (Ex): Farland heals 5 points of damage per round. If reduced to 0 hp he is helpless but continues to heal normally, recovering as soon as he reaches 10 hp.

To destroy Farland his body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while he is at 0 hp destroys him.

Disease Vulnerability (Ex): Farland's flesh is affected normally by damage, although he cannot die from disease – his ability scores cannot drop below 0 from disease and he is immune to diseases that cause Constitution damage. Farland uses his Charisma bonus for Fortitude saving throws against disease.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: masterwork heavy flail, +4 mighty composite longbow, 12 masterwork arrows, quiver, masterwork full plate, masterwork large steel shield, noble's outfit, Farland's Ring.

☛ **Pyrrandern, male human Clr5:** CR 5; Medium-size humanoid; HD 5d8+10; hp 38; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +7 melee (1d10+2, heavy flail); SA Rebuke undead; AL LE; Fort +7, Ref +3, Will +8; Str 15, Dex 12, Con 14, Int 11, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Heal +7, Knowledge (religion) +4, Spellcraft +7; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): *0-cure minor wounds, detect magic, guidance (2), light; 1st-bless, cure light wounds, doom, magic weapon*, shield of faith; 2nd-aid, bull's strength, hold person, shatter*; 3rd-dispel magic, magic vestment*, protection from elements.*

*Domain Spell. *Domains:* Destruction (smite 1/day, +4 to hit, +3 damage), War.

Possessions: full plate, large steel shield, masterwork heavy flail, 24 gp, +1 *cloak of resistance*, divine scroll of *endure elements* (2), *cure light wounds* (3), *potion of blur*, *potion of levitate*, *potion of fly*.

☛ **Walfrenden, male human Ftr4:** CR 4; Medium-size humanoid; HD 4d10+12; hp 41; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, Flat-footed 18]; Atk +9 melee (1d10+5 [19-20/x2], heavy flail) or +5 ranged (1d10, heavy crossbow); AL LE; SV Fort +7, Ref +2, Will +4; Str 17, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb +7, Intimidate +1, Jump +10 Ride +6, Spot +3, Swim +6; Expertise, Improved Initiative,

Improved Trip, Iron Will, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail).

Possessions: masterwork banded mail, large steel shield, masterwork heavy flail, heavy crossbow, bolt case with 10 bolts, *potion of cure moderate wounds*, *potion of endurance*, dagger, 12 gp.

♣ **Men at Arms, male human War3 (24):** CR 2; Medium-size humanoid; HD 3d8+6; hp 23; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, flat-footed 18]; Atk +6 melee (1d10+2 [19-20/x2], heavy flail) or +4 ranged (1d10, heavy crossbow); AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +3, Jump +4, Intimidate +6, Listen +3, Ride +3, Spot +5, Swim +2; Alertness, Improved Initiative, Weapon Focus (heavy flail).

Possessions: banded mail, large steel shield, heavy flail, heavy crossbow, bolt case with 10 bolts, dagger, 1d10 sp.

Appendix Three

APL 6

☛ **Prince Farland of Naelax, male animus Nob1/Ftr4:** CR 7; Medium-sized undead (6 ft. tall); HD 1d12 and 4d10; hp 42; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 20 [touch 10, flat-footed 20]; Atks +12 melee (1d10+6 [19-20/x2], masterwork heavy flail), +5 ranged (1d8+4 [20/x3], +4 mighty composite longbow); SA Command undead, fear touch, greater command, paralysing gaze, suggestion, ghoul touch 5/day, skills; SQ Undead, damage reduction 10/+1, turn resistance +4, resistance, fast healing 5, disease vulnerability; AL LE; SV Fort +7, Ref +3, Will +8. Str 20, Dex 10, Con -, Int 12, Wis 16, Cha 17.

Skills and Feats: Bluff +5, Climb +9, Diplomacy +7, Jump +9, Knowledge (Aerdi) +5, Listen +10, Perform +5, Ride +8, Sense Motive +8, Spot +10, Swim +6; Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (heavy flail).

Command Undead (Su): Farland can command non-intelligent undead as a 5th level cleric. There is no limit to the number of times he can use this ability but he can only command 10 HD of undead at any one time.

Fear Touch (Su): Farland's touch invokes fear in the target as if it were affected by a *fear* spell cast by a 1st level sorcerer. A successful Will save (DC 15) negates this affect.

Greater Command (Sp): Farland can use a *greater command* spell three times per day. He can only command targets to kneel. A successful Will save (DC 15) negates this affect.

Paralysing Gaze (Su): Farland can crush an opponent's will just by looking into his eyes. This is a standard action. Individuals failing a Will save (DC 15) are paralysed as long as Farland continues to hold their gaze and concentrate.

Suggestion (Su): Farland can give a *suggestion* to any target held in his paralysing gaze. This does not break his concentration. A successful Will save (DC 15) negates this affect.

Ghoul Touch (Su): Five times a day Farland can employ a *ghoul touch* spell. A successful Fortitude save (DC 15) negates.

Damage Reduction (Su): Farland's body is extremely tough and grants him damage reduction of 10/+1.

Turn Resistance (Ex): Farland has +4 turn resistance.

Resistance (Ex): Farland has cold, acid and electricity resistance 20.

Fast Healing (Ex): Farland heals 5 points of damage per round. If reduced to 0 hp he is helpless but continues

to heal normally, recovering as soon as he reaches 10 hp. To destroy Farland his body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while he is at 0 hp destroys him.

Disease Vulnerability (Ex): Farland's flesh is affected normally by damage, although he cannot die from disease – his ability scores cannot drop below 0 from disease and he is immune to diseases that cause Constitution damage. Farland uses his Charisma bonus for Fortitude saving throws against disease.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 heavy flail, +4 mighty composite longbow, 12 masterwork arrows, quiver, masterwork full plate, masterwork large steel shield, noble's outfit, Farland's Ring.

☛ **Pyrrandern, male human Clr7:** CR 7; Medium-size humanoid; HD 7d8+14; hp 52; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +9 melee (1d10+2, heavy flail); SA Rebuke undead; AL LE; Fort +8, Ref +4, Will +9; Str 15, Dex 12, Con 14, Int 11, Wis 17, Cha 12.

Skills and Feats: Concentration +14, Heal +8, Knowledge (religion) +5, Listen +5, Spellcraft +8 Spot +5; Alertness, Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0- *cure minor wounds, detect magic, guidance* (2), *light*; 1st - *bless, cure light wounds, doom, magic weapon**, *protection from good, shield of faith*; 2nd - *aid, bull's strength, hold person* (2), *shatter**; 3rd - *dispel magic, magic vestment**, *protection from elements, searing light*; 4th - *cure critical wounds, divine power**.

*Domain Spell. *Domains:* Destruction (smite 1/day, +4 to hit, +3 damage), War.

Possessions: full plate, large steel shield, masterwork heavy flail, 24 gp, +1 cloak of resistance, divine scrolls of *endure elements* (2), *cure light wounds* (3), *silence, poison, potion of blur, potion of levitate, potion of fly, wand of cure light wounds* (17 ch.)

☛ **Walfrenden, male human Ftr6:** CR 6; Medium-size humanoid; HD 6d10+18; hp 59; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 [touch 11, Flat-footed 20]; Atk +11/+6 melee (1d10+5 [19-20/x2], heavy flail) or +7 ranged (1d10, heavy crossbow); AL LE; SV Fort +9, Ref +6, Will +6; Str 17, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb +7, Intimidate +1, Jump +10
Ride +6, Spot +3, Swim +6; Expertise, Improved Disarm,
Improved Initiative, Improved Trip, Iron Will, Lightning
Reflexes, Weapon Focus (heavy flail), Weapon
Specialisation (heavy flail).

Possessions: masterwork full plate, large steel shield,
masterwork heavy flail, heavy crossbow, bolt case with 10
bolts, *potion of cure moderate wounds*, *potion of*
endurance, +1 *cloak of resistance*, dagger, 12 gp.

☠ **Men at Arms, male human War4 (24):** CR 3;
Medium-size humanoid; HD 4d8+8; hp 30; Init +5 (+1
Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11,
flat-footed 18]; Atk +7 melee (1d10+2 [19-20/x2], heavy
flail) or +5 ranged (1d10, heavy crossbow); AL LE; SV Fort
+6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 11, Wis 12,
Cha 12.

Skills and Feats: Climb +3, Jump +4, Intimidate +6,
Listen +4, Ride +3, Spot +5, Swim +2; Alertness, Improved
Initiative, Weapon Focus (heavy flail).

Possessions: banded mail, large steel shield, heavy
flail, heavy crossbow, bolt case with 10 bolts, dagger, 1d10
sp.

Appendix Four

APL 8

☛ **Prince Farland of Naelax, male animus Nob1/Ftr6:** CR 9; Medium-sized undead (6 ft. tall); HD 1d12 and 6d10; hp 53; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 21 [touch 10, flat-footed 21]; Atks +14/+8 melee (1d10+8 [19-20/x2], masterwork heavy flail), +7/+2 ranged (1d8+4 [20/x3], +4 mighty composite longbow); SA Command undead, fear touch, greater command, paralysing gaze, suggestion, ghoul touch 5/day, skills; SQ Undead, damage reduction 10/+1, turn resistance +4, resistance, fast healing 5, disease vulnerability; AL LE; SV Fort +8, Ref +4, Will +9. Str 20, Dex 10, Con -, Int 12, Wis 16, Cha 17.

Skills and Feats: Bluff +5, Climb +11, Diplomacy +7, Jump +11, Knowledge (Aerdi) +5, Listen +10, Perform +5, Ride +10, Sense Motive +8, Spot +10, Swim +6; Alertness, Blind Fight, Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail).

Command Undead (Su): Farland can command non-intelligent undead as a 7th level cleric. There is no limit to the number of times he can use this ability but he can only command 14 HD of undead at any one time.

Fear Touch (Su): Farland's touch invokes fear in the target as if it were affected by a *fear* spell cast by a 1st level sorcerer. A successful Will save (DC 16) negates this affect.

Greater Command (Sp): Farland can use a *greater command* spell three times per day. He can only command targets to kneel. A successful Will save (DC 16) negates this affect.

Paralysing Gaze (Su): Farland can crush an opponent's will just by looking into his eyes. This is a standard action. Individuals failing a Will save (DC 16) are paralysed as long as Farland continues to hold their gaze and concentrate.

Suggestion (Su): Farland can give a *suggestion* to any target held in his paralysing gaze. This does not break his concentration. A successful Will save (DC 16) negates this affect.

Ghoul Touch (Su): Five times a day Farland can employ a *ghoul touch* spell. A successful Fortitude save (DC 16) negates.

Damage Reduction (Su): Farland's body is extremely tough and grants him damage reduction of 10/+1.

Turn Resistance (Ex): Farland has +4 turn resistance.

Resistance (Ex): Farland has cold, acid and electricity resistance 20.

Fast Healing (Ex): Farland heals 5 points of damage per round. If reduced to 0 hp he is helpless but continues to heal normally, recovering as soon as he reaches 10 hp. To destroy Farland his body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while he is at 0 hp destroys him.

Disease Vulnerability (Ex): Farland's flesh is affected normally by damage, although he cannot die from disease – his ability scores cannot drop below 0 from disease and he is immune to diseases that cause Constitution damage. Farland uses his Charisma bonus for Fortitude saving throws against disease.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 heavy flail, +4 mighty composite longbow, 12 masterwork arrows, quiver, +1 full plate, masterwork large steel shield, noble's outfit, Farland's Ring.

☛ **Pyrrandern, male human Clr9:** CR 9; Medium-size humanoid; HD 9d8+18; hp 66; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +11/+6 melee (1d10+3, heavy flail); SA Rebuke undead; AL LE; Fort +9, Ref +7, Will +11; Str 15, Dex 12, Con 14, Int 11, Wis 18, Cha 12.

Skills and Feats: Concentration +15, Heal +8, Knowledge (religion) +7, Listen +6, Spellcraft +9 Spot +6; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0- *cure minor wounds, detect magic, guidance* (2), *light*; 1st- *bless, cure light wounds, doom, magic weapon**, *protection from good, shield of faith*; 2nd- *aid, bull's strength, hold person* (2), *shatter**, *silence*; 3rd- *blindness, dispel magic, magic vestment**, *protection from elements, searing light*; 4th- *cure critical wounds, divine power**, *freedom of movement, spell immunity*; 5th- *flame strike** (2).

*Domain Spell. *Domains:* Destruction (smite 1/day, +4 to hit, +3 damage), War.

Possessions: full plate, large steel shield, +1 heavy flail, 24 gp, +1 cloak of resistance, divine scrolls of *endure elements* (2), *cure light wounds* (3), *silence, poison, potion of blur, potion of levitate, potion of fly, heroism, wand of cure light wounds* (17 ch.), *wand of hold person* (12 ch.).

☛ **Walfrenden, male human Ftr8:** CR 8; Medium-size humanoid; HD 8d10+24; hp 77; Init +5 (+1 Dex, +4

Improved Initiative); Spd 20 ft.; AC 23 [touch 11, flat-footed 22]; Atk +15/+10 melee (1d10+7 [17-20 x2], heavy flail) or +9 ranged (1d10, heavy crossbow); AL LE; SV Fort +10, Ref +6, Will +6; Str 18, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb +10, Intimidate +1, Jump +12 Ride +8, Spot +3, Swim +7; Expertise, Improved Critical (heavy flail), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail).

Possessions: +1 full plate, +1 large steel shield, +1 heavy flail, heavy crossbow, bolt case with 10 bolts, potion of cure moderate wounds, potion of endurance, +1 cloak of resistance, dagger, 12 gp.

 **Men at Arms, male human War6 (24):** CR 5; Medium-size humanoid; HD 6d8+12; hp 44; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, flat-footed 18]; Atk +9/+4 melee (1d10+2 [19-20/x2], heavy flail) or +7 ranged (1d10, heavy crossbow); AL LE; SV Fort +7, Ref +3, Will +5; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +3, Jump +4, Intimidate +6, Listen +4, Ride +3, Spot +5, Swim +2; Alertness, Improved Initiative, Iron Will, Weapon Focus (heavy flail).

Possessions: banded mail, large steel shield, heavy flail, heavy crossbow, bolt case with 10 bolts, dagger, 1d10 sp.

Appendix Five

APL 10

Prince Farland of Naelax, male animus Nob1/Ftr8: CR 11; Medium-sized undead (6 ft. tall); HD 1d12 and 8d10; hp 65; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 22 [touch 10, flat-footed 22]; Atks +17/+11 melee (1d10+9 [17-20/x2], masterwork heavy flail), +9/+4 ranged (1d8+4 [20/x3], +4 mighty composite longbow); SA Command undead, fear touch, greater command, paralysing gaze, suggestion, ghoul touch 5/day, skills; SQ Undead, damage reduction 10/+1, turn resistance +4, resistance, fast healing 5, disease vulnerability; AL LE; SV Fort +8, Ref +4, Will +9. Str 20, Dex 10, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Bluff +6, Climb +11, Diplomacy +8, Jump +13, Knowledge (Aerdi) +5, Listen +10, Perform +6, Ride +12, Sense Motive +8, Spot +11, Swim +6; Alertness, Blind Fight, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (heavy flail), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail).

Command Undead (Su): Farland can command non-intelligent undead as a 9th level cleric. There is no limit to the number of times he can use this ability but he can only command 18 HD of undead at any one time.

Fear Touch (Su): Farland's touch invokes fear in the target as if it were affected by a *fear* spell cast by a 1st level sorcerer. A successful Will save (DC 18) negates this affect.

Greater Command (Sp): Farland can use a *greater command* spell three times per day. He can only command targets to kneel. A successful Will save (DC 18) negates this affect.

Paralysing Gaze (Su): Farland can crush an opponent's will just by looking into his eyes. This is a standard action. Individuals failing a Will save (DC 18) are paralysed as long as Farland continues to hold their gaze and concentrate.

Suggestion (Su): Farland can give a *suggestion* to any target held in his paralysing gaze. This does not break his concentration. A successful Will save (DC 18) negates this affect.

Ghoul Touch (Su): Five times a day Farland can employ a *ghoul touch* spell. A successful Fortitude save (DC 18) negates.

Damage Reduction (Su): Farland's body is extremely tough and grants him damage reduction of 10/+1.

Turn Resistance (Ex): Farland has +4 turn resistance.

Resistance (Ex): Farland has cold, acid and electricity resistance 20.

Fast Healing (Ex): Farland heals 5 points of damage per round. If reduced to 0 hp he is helpless but continues to heal normally, recovering as soon as he reaches 10 hp. To destroy Farland his body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while he is at 0 hp destroys him.

Disease Vulnerability (Ex): Farland's flesh is affected normally by damage, although he cannot die from disease – his ability scores cannot drop below 0 from disease and he is immune to diseases that cause Constitution damage. Farland uses his Charisma bonus for Fortitude saving throws against disease.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +2 heavy flail, +4 mighty composite longbow, 12 masterwork arrows, quiver, +2 full plate, large steel shield, noble's outfit, Farland's Ring.

Pyrrandern, male human Clr11: CR 11; Medium-size humanoid; HD 11d8+22; hp 80; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +13/+8 melee (1d10+3, heavy flail); SA Rebuke undead; AL LE; Fort +10, Ref +7, Will +12; Str 15, Dex 12, Con 14, Int 11, Wis 18, Cha 12.

Skills and Feats: Concentration +15, Heal +8, Knowledge (religion) +8, Listen +6, Spellcraft +12 Spot +6; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/ 1+1; base DC = 14 + spell level): 0- *cure minor wounds, detect magic, guidance (2), light, read magic*; 1st- *bless, cure light wounds, doom, magic weapon*, obscuring mist, protection from good, shield of faith*; 2nd- *aid, bull's strength, hold person (2), shatter*, silence*; 3rd- *blindness, dispel magic, invisibility purge, magic vestment*, protection from elements, searing light*; 4th- *cure critical wounds, divine power*, freedom of movement, greater magic weapon, spell immunity*; 5th- *flame strike* (2), slay living*; 6th- *blade barrier, harm**.

*Domain Spell. **Domains:** Destruction (smite 1/day, +4 to hit, +3 damage), War.

Possessions: full plate, large steel shield, +1 heavy flail, 24 gp, +1 cloak of resistance, divine scrolls of *endure elements (2), cure light wounds (3), silence, poison, wind walk, potion of blur, potion of levitate, potion of fly, heroism, wand of cure light wounds (17*

ch.), wand of hold person (12 *ch.*), wand of searing light (7 *chs.*).

☛ **Walfrenden, male human Ftr10**: CR 10; Medium-size humanoid; HD 10d10+33; hp 98; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 24 [touch 11, flat-footed 23]; Atk +17/+12 melee (1d10+7, heavy flail) or +11 ranged (1d10, heavy crossbow); AL LE; SV Fort +11, Ref +5, Will +7; Str 18, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb +10, Intimidate +1, Jump +12 Ride +9, Spot +5, Swim +8; Blind-Fight, Expertise, Improved Critical (heavy flail), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail).

Possessions: +2 full plate, +1 large steel shield, +1 heavy flail, heavy crossbow, bolt case with 10 bolts, *potion of cure moderate wounds*, *potion of endurance*, +1 cloak of resistance, dagger, 12 gp.

☛ **Men at Arms, male human War8 (24)**: CR 7; Medium-size humanoid; HD 8d8+16; hp 58; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [touch 11, flat-footed 18]; Atk +12/+6 melee (1d10+3, heavy flail) or +9 ranged (1d10, heavy crossbow); AL LE; SV Fort +8, Ref +3, Will +5; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +6, Jump +7, Intimidate +6, Listen +4, Ride +3, Spot +5, Swim +3; Alertness, Improved Initiative, Iron Will, Weapon Focus (heavy flail).

Possessions: banded mail, large steel shield, heavy flail, heavy crossbow, bolt case with 10 bolts, dagger, 1d10 sp.

Appendix Six

New Rules

Hextor

(from the Living Greyhawk Gazetteer, page 172).

(Scourge of Battle, Champion of Evil, herald of Hell), LE intermediate god of War, Discord, Massacres, Conflict, Fitness and Tyranny

Hextor (HEKS-tor) is the arch-foe of Heironeous, his brother and fellow Oeridian war god. He seeks to conquer or destroy any who oppose him. He is depicted as a handsome man with dark hair and light skin when shown as a god who rules through strength, but takes the visage of a grey-skinned, horrible six-armed being when shown in his more violent aspect. He uses a different weapon in each arm and wears iron scale armour with many skull decorations. His icon is the *Symbol of Hate and Discord*, six red arrows facing downward in a fan.

The world is a dark and bloody place where the strong rule the weak, and power is the only reward. It is often necessary to be cruel and merciless in the pursuit of ones goals, and achieving those goals can have harsh consequences. Order must be forged out of chaos and law out of anarchy. The forces of tyranny must be obeyed and dissenters must be oppressed or destroyed. Most of Hextor's temples are built on the sites of great battles where many were slaughtered.

Hextor's clerics constantly train themselves in the arts of war, for they plan or lead attacks on rebels and do-gooders. Many serve petty or powerful leaders, and others still have achieved significant political positions of their own, particularly in the former Great Kingdom. Individuals and small groups strike out from established churches to sow dissent in enemy lands, bringing down foreign nations from within so that the arms of Hextor may conquer.

Domains: Destruction, Evil, Law, War; **Weapons** flail (m)

Animus

(From The Living Greyhawk Journal #2).

The product of an magical ritual on live humanoids by the clerics of Hextor in conjunction with devils, an animus is an undead tyrant, full of cold hatred, single-minded and driven toward its goal of power, wealth, or military victory.

An animus appears much as it did in life, except that its skin is weathered and wrinkled. Variances in the ceremony sometimes (25%) create hideous, lichlike creatures, others (10%) are almost indistinguishable from their original forms. As most were

formed from nobles of the Great Kingdom, they tend to be vain and dress in clothing appropriate to their status. A typical animus has several levels in aristocrat, cleric of Hextor, expert, and/or fighter.

Most animuses were formed against their will at the command of the mad king Ivid V. Many of his advisors, generals, clerics, and wizards were made into animuses when they failed his expectations or he doubted their loyalty.

Ivid's madness in his waning days was so profound that he also considered the process a reward, subjecting some of his most trusted agents to the dark ritual along with his worst enemies. Some of them were powerful at the time of their transformation, while others were able to use their new powers to eliminate competitors and acquired political power after their transformation.

An animus is a loner. It feels no affinity toward its former friends and companions, but has to interact with them to accomplish its goals, and so it wages a constant battle against its own instincts of isolation and antipathy. Simultaneous with these feelings are the desire to complete the goals that Ivid set out for it, although with the disappearance of the mad monarch many of them have overcome this programming and are following their own agendas. Some animuses are flawed and paranoid, seeing enemies all around them. Most of these are obsessed with assassination, going so far as to have their food tested for poison, regardless of the fact that they are immune to it.

Since the disappearance of Ivid V and his Hextorian cohorts, no new animuses have been created. It is likely that the procedure has been lost, although a skilled necromancer may be able to recreate the process if he could study enough subjects.

An animus speaks any languages it knew in life, typically Common and Old Oeridian.

Creating an Animus

Animus is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to undead. It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

Special Attacks: An animus retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + ½ animus' HD + animus' Charisma modifier unless noted otherwise.

Command Undead (Su): An animus can command non-intelligent undead (undead without an Intelligence

score) as a cleric of his or her level. There is no limit to the number of times per day the animus may use this ability, but the animus can only affect up to twice its hit dice at any one time. If the animus can command undead as a class ability, these undead count toward the total hit dice the animus can affect.

Fear Touch (Su): An animus can invoke fear in a creature they touch as if the target were affected by a fear spell cast by a sorcerer equal to the animus' hit dice.

Greater Command (Sp): An animus can use a greater command spell a number of times per day equal to its Charisma modifier. The animus can only command targets to kneel.

Paralyzing Gaze (Su): An animus can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the animus must take a standard action, and those merely looking at it are unaffected. The target may resist with a Will save or be paralyzed as long as the animus continues to hold the gaze and concentrate.

Suggestion (Su): An animus can give a suggestion to any target held by the animus' paralyzing gaze. Giving the suggestion does not interrupt the animus' concentration for holding the gaze.

Special Qualities: An animus retains all of the special qualities of the base creature and those listed below, and also gains the undead type (see the Monster Manual page 6).

Damage Reduction (Su): An animus' body is tough, giving it damage reduction 10/+1.

Turn Resistance (Ex): An animus has +4 turn resistance (see the Monster Manual page 10).

Resistance (Ex): An animus has cold, acid, and electricity resistance 20.

Fast Healing (Ex): An animus heals 5 points of damage each round. If reduced to 0 hit points, it is helpless but continues to heal at its normal rate, recovering as soon as it reaches 10 hit points. To destroy an animus, its body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while it is at 0 hit points destroys the body.

Horrifying Appearance (Ex): There is a 25% chance that a flaw in the procedure that creates an animus causes it to have a lichlike appearance. These creatures have a -4 penalty to Diplomacy, Disguise, and Gather Information checks, but get a +4 bonus to Intimidate checks.

Disease Vulnerability (Ex): Unlike other undead, an animus' flesh is affected normally by disease, although it cannot die from disease. Their ability scores cannot drop below 0 from disease, and diseases that cause Constitution damage do not affect them. They use their Charisma modifier for Fortitude saving throws against disease.

Unique Powers (Su): Some of the animuses (5%) emerge from the ceremony with a unique supernatural power. Example abilities are damage reduction 10/- (possessed by Szeffrin of old Almor), acid touch as a Melf's acid arrow cast by a 3rd-level sorcerer except as a touch attack (possessed by the Hextorian cleric Delglath of Rinorlu), and the ability to breath an incendiary cloud in a 10-foot cube that lasts 5 rounds (possessed by Kobasten of Naelax).

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Cha +2. As an undead creature, an animus has no Constitution score.

Skills: An animus receives a +4 racial bonus to Listen, Sense Motive, and Spot checks. Otherwise same as the base creatures.

Feats: An animus gains Alertness, Improved Initiative, and Lightning Reflexes, assuming it meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land.

Organization: Squadron (1 plus 5-20 guards and assistants)

Challenge Rating: Same as the base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Animus Characters

Animuses are always evil, which causes characters of certain classes to lose their class abilities, as noted in Chapter 3: Classes in the Player's Handbook. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their abilities to turn undead but gain the ability to rebuke undead. Most animus clerics worship Hextor and so have access to the Destruction, Evil, Law, and War domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion.

Ballista

(From the Stronghold Builder's Guidebook and the DUNGEON MASTER's Guide).

Cost: 500 gp

Damage: 3d6

Critical: x3

Range Increment: 120 ft.

Weight: 800 lbs.

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no

modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt weighs 5 pounds and costs 2 gp.

Gauntlet of the Champion

This item takes the form of a steel, crimson hued, gauntlet, sized for a large human male. In its palm has been engraved a stylised gauntlet clutching six wickedly barbed arrows. Engraved around the wrist of the gauntlet, in Old Oeridian are the words "Six forged for the Six."

The gauntlet radiates dimly of evocation magic. Shouting the command word, Hextor, in a clear voice allows the wearer to cast *divine favour* upon himself once per day.

Only one PC may leave the table with this item

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *divine favour*; *Market Price* 5,400 gp; *Weight* 4 lb.

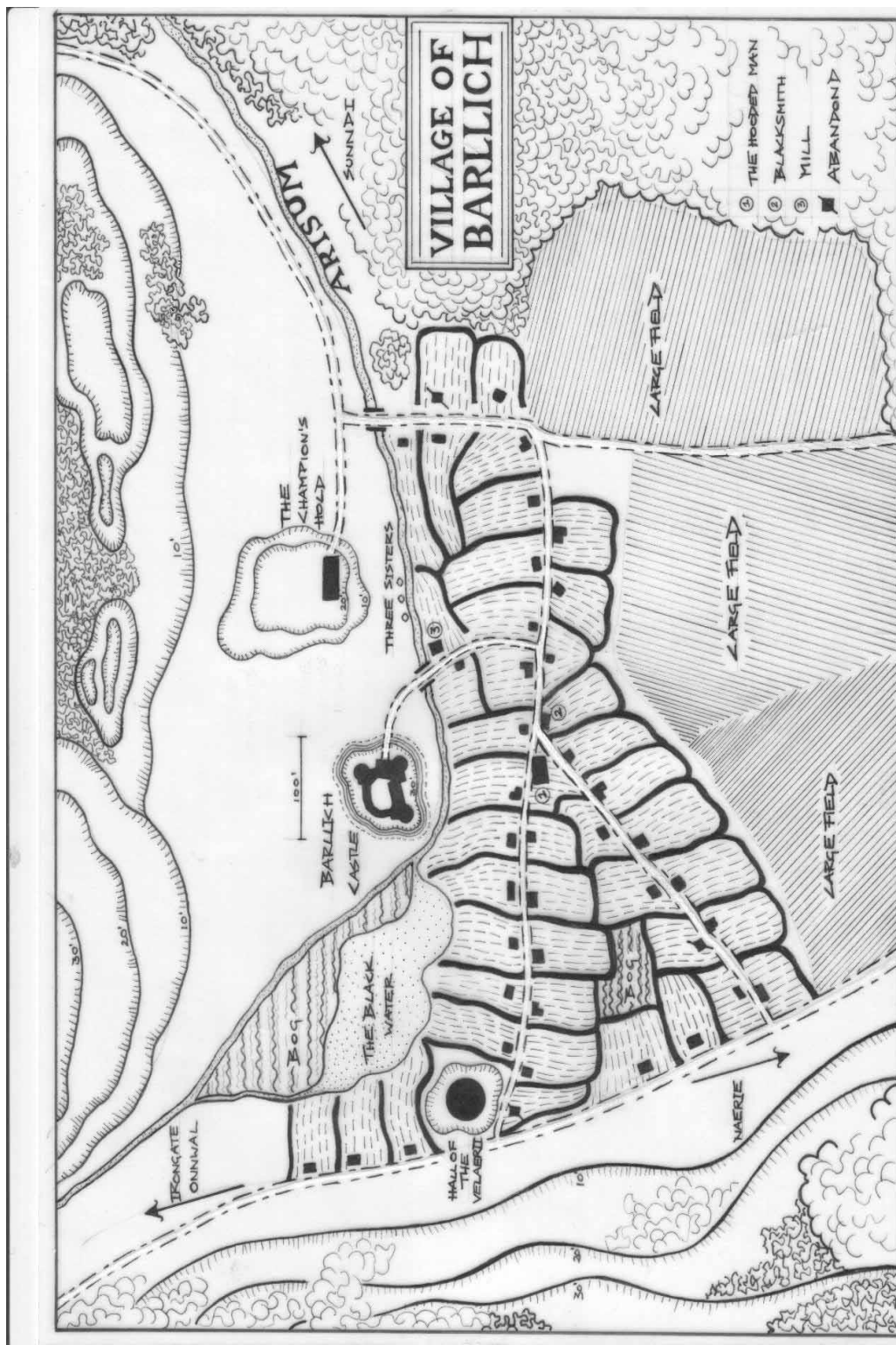
Farland's Ring

Forged from plain iron this ring is featureless apart from the intricate engraving of a sunburst set under an ornate crown. It radiates a dim magic of an indiscernible type and has no apparent uses or abilities.

Only one PC may leave the table with this item.

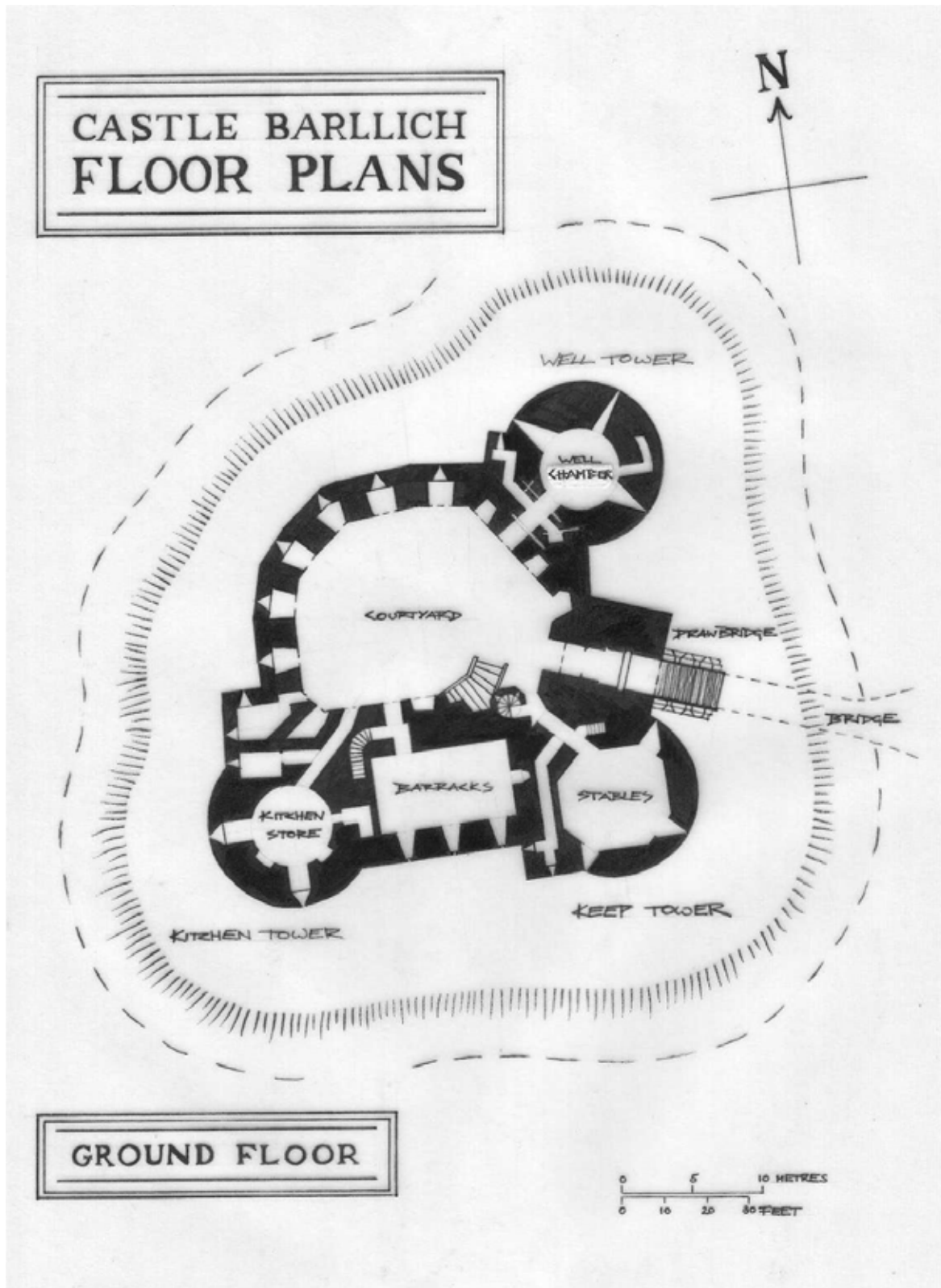
Caster Level: 12th; *Prerequisites:* Forge Ring, unknown spell(s); *Market Price* 50 gp.

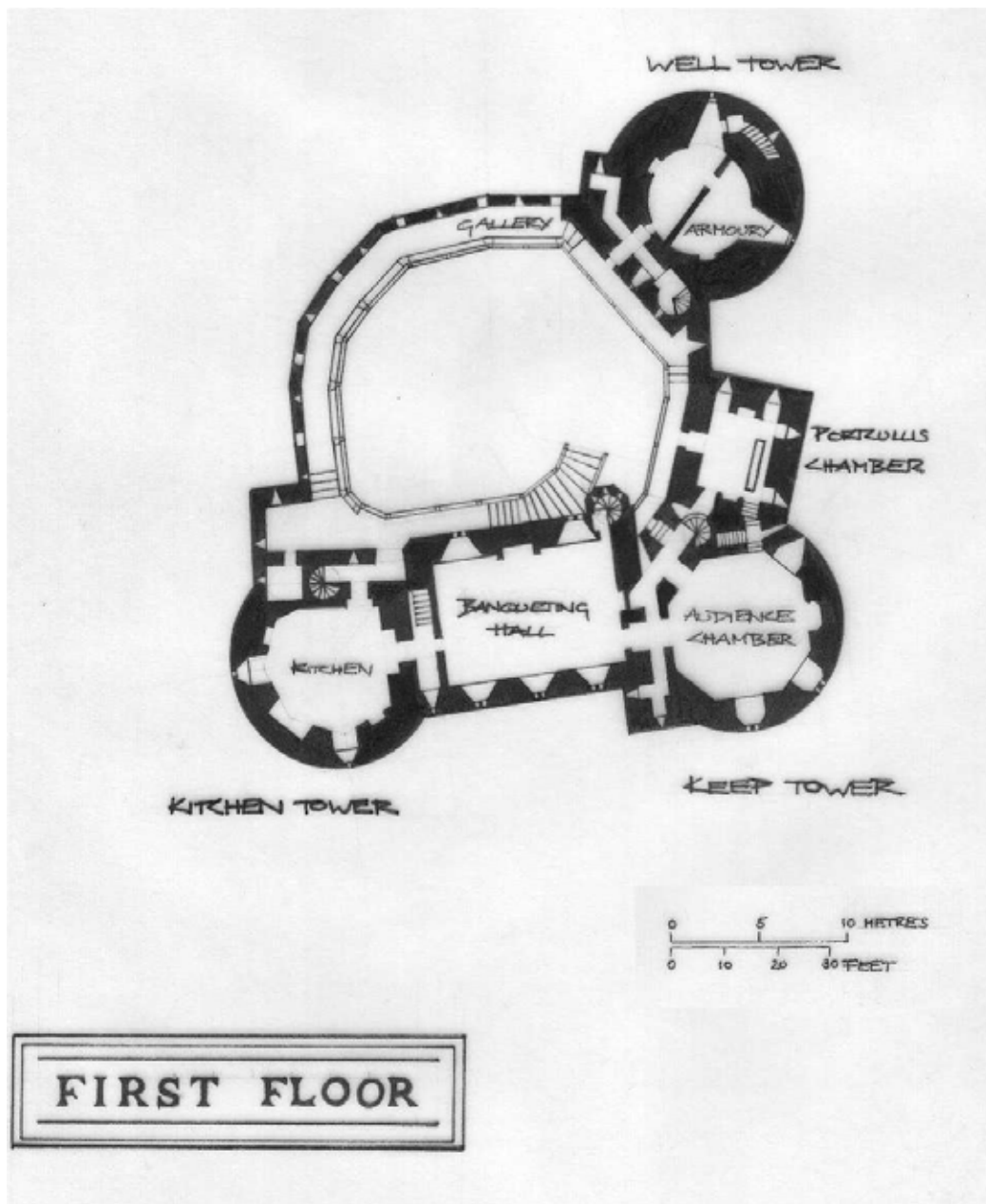
Appendix Seven The Village of Barlich



Appendix Eight

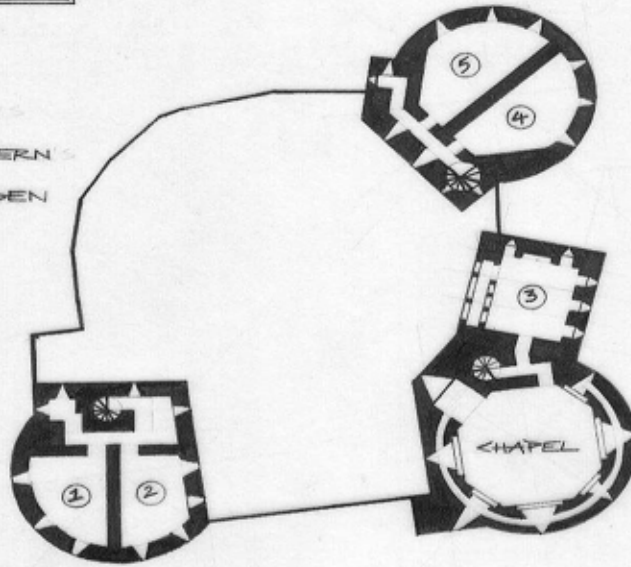
The Castle of Barllich



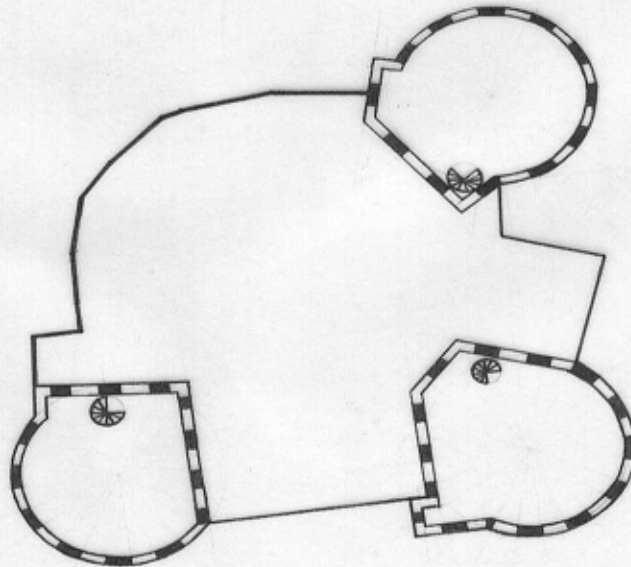


CHAMBERS

- ① GARLANN
- ② LERIAL
- ③ FARLAND
- ④ TYREANDERN
- ⑤ WALFRENDEN



SECOND FLOOR



BATTLEMENTS

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.