

PAL4M-02

Strange Bedfellows

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

Version 1.0

Round 1
by Ron Levy

The Siege at Castle Arndulant left some unfinished business. And unfinished opportunities.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and

gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure

may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
4. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard 1-round minimission, set in the Theocracy of the Pale. Characters native to The Pale pay one Time Unit per round, all others pay two Time Units per round.

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

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

character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

In the year just before the Ether Threat Invasion, the Duchy of Tenh was contested on all sides by the forces of luz, the Stonehold Barbarians, and the Theocracy of the Pale. Hnakra Blinded-eye, an orcish tribal leader, saw this chaotic time as an opportunity to break away from luz's iron fist. Karelius Marcellus, a landed noble of Tenh, saw it as an opportunity to carve out a greater land for himself than he'd be permitted under Duke Ehyeh of Tenh. And Bishop Hemmikan, Pholtan priest of Brilliant Castle Arndulant, saw the ambitions of Karelius and Hnakra as his own opportunity for an insane, glorious martyrdom.

Bishop Hemmikan used his authority and personal power to reduce the forces garrisoning Castle Arndulant. Karelius married his small human forces and strategic skills and training to Hnakra's larger, wilder, but less-disciplined fighting force and obediently set siege to the Castle, looking to carve out their own territory. Fortunately, a small group of adventurers managed to break the siege lines and help hold Arndulant against the unrelenting orcish hordes until the cavalry could arrive.

Bishop Hemmikan died outside the walls during the last, massive attack, but it was the death of a madman, not a martyr. The sadly departed Bishop Maximillian Thace led the charge of the Justicars and scattered the orcish forces, who fled into the night to join their human compatriots.

Then came the Ether Threat. But for those of a military bent, Karelius and Hnakra still had over four hundred trained troops between them after their flight. That's as much as some smaller countries in Greyhawk can muster. Where would they be now? And more importantly, what could they be persuaded to do?

Adventure Summary

Fortunately, by this point, the Theocracy of the Pale – via its contacts with the elves, its scouting battalions, and its devotion to a god of Knowledge,

has learned of the continued existence of Karelius and Hnakra. Divinations have indicated that their forces have forged a curious sense of honor and camaraderie amongst each other in their desperation to survive. That newfound honor might be used to sway them towards the service of the light.

March-Major Rhess, the military leader of Castle Arndulant, brings the heroes together to offer them a job: Find the army that was dispersed from Castle Arndulant, make contact with their leaders, and make them an offer they can't refuse. As often happens, March-Major Rhess will have a prophecy to help guide the heroes on their way. If any heroes actually helped save the day at Castle Arndulant, they will receive an additional prophecy.

The heroes will travel through dangerous territory to the last sighting of the troops on the Phostwood borders. Tenha refugees living on the outskirts can set them on the trail, and tell them tales of their military might outflanking Ogre teams and bringing them low. Soon enough, the heroes will encounter the outriders and scouts surrounding Karelius and Hnakra's highly mobile encampment.

Making peaceful contact won't be easy. The Tenha aren't friendly to anyone who isn't Tenha, and the orcs aren't friendly to anyone they don't know. Sneaking in will be met with total violence if detected, and so will insulting the pride of the troops.. and three hundred troops all attacking at once should be quite a difficulty. Maintaining a noble, honest air is the best path and while it is possible to pass without a fight, doing so poorly might result in a fairly peaceable rumble with an appropriate quantity of the horde. Holders of treasure from the Siege of Castle Arndulant can use it to cow their way through.

Once the heroes make it to Karelius and Hnakra, they can negotiate. Karelius will take the lead, and mention amongst his tactics that they have received 'another offer' from Duke Ehyeh of Tenh. But this is just a ploy, and by pressing the negotiations reasonably, the heroes can seal the deal and add a considerable set of shock troops to the Pale's forces.

Preparation for Play

Before play, ask first if any of the players are playing a character that has played the adventure Siege at Castle Arndulant. If they have, they will receive the bonus prophecy, which tells them to carry the Everburning Torch they received there.

(If they have sold it, March-Major Rhess will loan them hers, because of the blood they have spilled together. She kept hers as a keepsake.)

Then ask if any of the players are playing a character that has played Business is Business or Gruumsh's Retort. Both of these modules feature possible circumstance penalties to roleplaying skills in dealing with orcish worshippers of Gruumsh, which all these orcs are. If any of the players are playing such a character, use these circumstance penalties, and feel free to have the orcish NPCs be extra insulting as well as focus their attacks on those characters with greater likelihood.

Introduction

It's busy, busy, busy up here at Castle Arndulant. While some people are spooked at the tales of its scarred, blood-soaked walls and the hungry echoes of the warriors who died there – some multiple times – others are heartened at the glow that emanates from every wall, stone, and fixture. Its walls light up the night for miles around, shining like a beacon of protection against the hostile forces that might seek to control its easy path into the Pale; and yet it exists in a holy harmony with its environment, its inhabitants and the wildlife surrounding it able to sleep with a blessed ease.

This is one of the strong points where the Pale is massing its forces for the reclamation of the lands of Tenh from the remainder of the Ether forces. And as any adventurer knows, where the military masses, opportunity knocks.

It's no surprise that March-Major Rhess sends for you. She's a little older than when last you met; the streak of white in her long brown hair a touch wider. Even though she's short, and heavy, she moves with a machinelike grace.

Encounter One: The Hook

"Do you all know the recent history of Castle Arndulant?"

If any characters know the story, let them tell it. If not, March-Major Rhess proceeds.

"Two years back or so, the Bishop at Castle Arndulant went bonkers and tried to arrange things to martyr himself. He sent as many of the garrison troops away as he could

to make the castle vulnerable to attack. Soon enough, a minor Tenha noble teamed up with some renegade luzian orcs and laid siege to the place."

March-Major Rhess strokes back the white streak in her hair. "A lot of good people died that day; some more than once. But thanks to a group like yourselves that broke the siege and bolstered our efforts, we were able to hold out until the cavalry arrived.

If the players tell the story, resume here.

"The thing is, a lot of those orcs and the men who were with them just got away. Just melted back into Tenh. The cavalry didn't have the force or the time to hunt them down, only to bolster the castle and make it impossible to take with their forces. Then the Ether creatures hit Tenh, and it was everyone for themselves.

It's come to our attention through the Faithful Flan and the other refugees that that force is still out there. Not as big, but as the dwarves would say, forged in the hottest fires. It's been skirting the edge of the Phostwood, keeping on the move. The refugees tell us they keep to themselves and haven't been killing for the joy of killing, which is good, but that they're under the banner of a 'blinded eye,' which is not.

That's where you come in. We're received a prophecy that indicates that these forces might be turned to our advantage. It goes like this:

"If you would speak to the Blinded Eye, you will speak to Tenh's Steed. Those you send must know the difference between honor and pride when they walk the gauntlet."

If any players have played Siege at Castle Arndulant, add this:

"Show the Light gained at Arndulant to remind the blinded ones of their failure."

Resume.

"We're looking for a team to find this army, and open negotiations. Are you up for it?"

Assuming that the characters accept the mission:

"Here's a diplomatic pouch. It details your mission if any of our troops stop you. It has a writ of free passage for their army to come through our lines to Castle Arndulant, and a letter of marque to pay them a token sum in

money and provisions for the trouble. That's when the real negotiating can begin.

They were last seen hanging around the edges of the Phostwood, so I'll bet you can reacquire them there.

At this point, the PCs can provision and think over the prophecy. If they figure out that they need the Everburning Torch they got at Castle Arndulant but they have traded or sold it, they can borrow March-Major Rhess's.

"Yes, I got one too. Not much of a treasure, really; more of a keepsake. Maybe Pholtus works in mysterious ways, though."

Encounter Two: The Line

Your travels to the Phostwood are uneventful in terms of violence. While you do come across wandering merchants in the interior roads of the Pale, military messengers dashing to and fro, nothing threatens you until you break off the beaten path and start skirting the Tenh edge of the Phost.

On one side is red-soiled devastation, on the other the darkly shrouded glimmerings of old growth and fungal glow. Those who have been in the woods tell of ogre armies, insular elves, and creatures right out of an old bestiary.

You do find plenty of tracks and markings. It doesn't take much to come across a long-dead body with bushes grown up and through it, or a strange kind of yellow moving vine that suggests you keep your distance. Eventually you can spot a ragged encampment in the distance, sheltered in the trees at the edge of the forest.

This band of Tenha refugees is a mixed bag, part Old Faith and part mixed-blood Flan-Oeridian Pholtus worshippers. Colten, one of the Pholtans, will immediately come to greet anyone who is wearing a Pholtan Holy Symbol or any continually glowing item like an Everburning Torch or a sword that always gives off light – he sees it as a good omen.

If none of the characters have such a thing, feel free to have them roleplay gaining the trust of fearful, insular, even haughty Flan clutching to their

dignity until Colten's interest is aroused and he can join the conversation.

The man who speaks is short and slight, with the dark Flannish skin and black hair; a hunting shortbow over his back.

"Welcome to our camp. I would ask if you are in need, but I think your gear would be enough to feed you a while," he says with a broad smile.

When Colten is asked about small armies of men or orcs, or about the banner of the Blinded Eye, he says something like:

"It was the damndest thing.. I was out hunting the edge of the forest. It's not the safest thing to do but I can hide pretty well. I start seeing some tracks coming in from the Tenh side, mostly boots, some bare feet, some horses. A lot of guys, military. They have tents, they build fires.. I'm about three days behind them.

I follow their trail a little more. For an army, they move pretty fast. In a couple of hours I hit their leavings; an ogre battalion, twenty strong, with a chieftain and a shaman, dead to the last.. (You can tell by the tattoos.) There was some orc blood on scene, some fire spells used; but no dead on that side I could find.

The dead ogres were stripped just as clean as Greyhawk adventurers would do, begging your pardon there. And on their foreheads was carved a blinded eye.

If you're looking for them, you can pick up their trail right that way, about a day and a half."

Creatures:

Tenha Refugees (19): Human Exp1

Colten: Male Human Rgr5

Encounter Three: The Sinkers

It's just as Colten said, except that the ogre bodies have had a day to bloat and turn purple. A child could follow the trail as it keeps to the edge of the Phostwood; some horse-droppings, occasional camp latrines, the discarded, crunched-up bones of prey animals. You gain on them through the day until, ragged and battered, you see pavilion tents in the distance and flying over them, the banner of the Blinded Eye.

Some careful looking and maybe a spyglass can show you their picket lines, where a curious mixture of men and orcs with a variety of weapons stand guard.

Tactics:

The characters have to make contact with the pickets without being directly threatening. The camp is immediately put on alert when the PC's are detected.

Once contact is made safely, the characters have to ask to see the leader. But the pickets will never give the leader's name (to prevent Scrying spells and the like). Appropriate roleplay where the characters talk about their offer can get the guards – some Tenha, some orcish - to send a runner to the main pavilion. Of course, the orcs aren't friendly to elves, the Flan Tenha aren't friendly to Oeridians, and none of them are friendly to healthy and well-fed looking people. It's even worse if the characters have the penalties from Business is Business or Gruumsh's Retort.

Mistakes: If the characters initiate violence, cast a buffing spell of any kind in sight of the pickets (an obvious precursor to violence), or are detected sneaking into the camp (either with Spot checks, the Scent feat, or using Invisibility and being seen by the wizards) the entire camp will be roused to attack. (If you wish to be kind, you can give players a warning when they declare their intent to cast obvious buffing spells by having crossbows at port arms pointed rapidly at them. Ask them, "Are you sure you want to cast a spell in front of them? It looks like it could make them very nervous.")

At this point the PCs are on the edge of camp and could retreat fairly easily.

The Gauntlet: Rumors in a small, alert camp are fast as the speed of light. Fully fifty percent of the camp forms up into the two sides of a corridor of bodies, where the messenger is set to lead the characters between to get to the pavilion tent.

It's a slow walk, and soon come the catcalls. Here's a few suggestions. Feel free to add your own:

For elves:

"Elf-boy look sweet. You want come back my tent and polish my... boots? Heh heh heh."

"I hear pointy ears taste good."

For obvious Pholtans:

"Look, one of those One-God Pholtans. Open your eyes! No, wait, you're SUPPOSED to be blind!"

For paladins and the like with an 'Aura Of Good' who are carrying obviously magical gear:

"Ooo, lookit the magic man. Wearin' ten thousand gold on his back. Wonder how many people he feed with that?"

To anyone festooned with weapons, or maybe in response to a jocular threat on the part of the PCs:

"You look like a porcupine with all them pigstickers! And you know what a porcupine is? A bunch of pricks from the backwoods!"

Generic:

"You know how to use that <insert obvious weapon of choice>?"

"You got a face like the be-hind of a dog in heat!"

"You got a brain on you like a wet boot; makes squishy noises when running!"

Finally comes the piece de resistance. A gang of orcs and humans, randomly placed in the crowd, horks up a mass of phlegmy spit and lets fly. Primary targets for the orcs are a character with the penalties from Business is Business and Gruumsh's Retort, elves, and anyone in heavy armor that's easy to tag with a touch attack. Primary targets for the humans are obvious Pholtans, anyone well fed, and anyone in heavy armor who's easy to tag with a touch attack.

Describe basic touch-attack hits as tags on the legs, arms, or shoulders. If someone gets hit by eight over the needed Touch AC, describe it as a solid hit to the front or side of the face. In any case, be sure to emphasize the half-yellow-phlegm, half-clear-spit nature of the missile.

Mistakes: If the PC's initiate an attack, it's on. Them against the entire army. If the PC's start a spell, it's on, them against the entire army.

The PC's can get through without a fight three basic ways:

1. Hold their heads high, don't speed up, and don't respond. They'll be called cowards, jeered at, and treated to a veritable rain of spit for the remaining fifty feet. But not attacked.
2. Say something like, "You start it, and we'll finish it." This will get some threats, some waved weapons, some guys making a show of walking forwards while their friends pull them back, and

some mutterings of, "Wait till you're done with your meeting. "But no fight."

3. Show the Everburning Torch captured at Castle Arndulant.

Waves of hush ripple over the crowd. Those that don't recognize what you have are quickly told by those that do. The army takes a step back from you, muttering quietly. They are like cowed dogs who have been shown the strength of their master.

If the PC's answer with insults of their own, draw weapons, or shout threats, the group of spitting thugs immediately grins and draws their weapons in response. Like magic, the columns reform into a giant circle, with the ones who want to rumble inside.

"Fight! Fight! Fight!"

Remember that if the characters seriously kill anyone in this fight, then they have the whole army to deal with. Coup de grace or hitting a downed opponent to guarantee the kill or spells like Finger of Death which can only be used for a serious kill bring this on. Even at the APLs where large numbers of the army are fighting, they will be careful not to kill the PCs – even though the DM will likely have many of them go at similar initiatives they are capable of backing off iteratively.

A big damage spell that happens to kill for real isn't the problem; not if such things are tossed at the PCs especially.

Blinded Eye Army:

APL 2 (EL 4)

Orc Warriors (8): hp 5, 5, 5, 5, 4, 4, 4, 4; see *Monster Manual* page 203.

APL 4 (EL 6)

Orc Warriors (6): hp 5, 5, 5, 4, 4, 4; see *Monster Manual* page 203.

Barbarian Orc: hp 32; see below.

Orcish Chanter: hp 17; see below.

APL 6 (EL 8)

Barbarian Orc: hp 32; See Appendix One.

Tenha Archer: hp 22; See Appendix One.

Arcane Orc: hp 29; See Appendix One.

Orc Warriors (5): hp 5, 4, 4, 4, 4; see *Monster Manual* page 203.

APL 8 (EL 10)

Barbarian Orc(2): hp 32, 32; See Appendix One.

Tenha Warrior: hp 28; See Appendix One.

Orcish Chanter: hp 17; See Appendix One.

Arcane Orc: hp 29; See Appendix One.

Shaman Orc: hp 38; See Appendix One.

Orc Warriors (3): hp 5, 4, 4; see *Monster Manual* page 203.

APL 10 (EL 12)

Barbarian Orcs (2): hp 32, 32; See Appendix One.

Longspear Orcs (2): hp 28,28; See Appendix One.

Orcish Chanter: hp 17; See Appendix One.

Arcane Orc (2): hp 29; See Appendix One.

Shaman Orc (2): hp 38; See Appendix One.

APL 12 (EL 14)

Barbarian Orcs (4): hp 32, 32, 32, 32; See Appendix One.

Tenha Archer (2): hp 22, 22; See Appendix One.

Crossbow Orcs (4): hp 22, 22, 22, 22; See Appendix One.

Orcish Chanter: hp 17; See Appendix One.

Arcane Orcs (2): hp 29, 29; See Appendix One.

Shaman Orcs (2): hp 38, 38; See Appendix One.

Tenha Sorcerers (2): hp 36, 36; See Appendix One.

APL 14 (EL 16)

Barbarian Orcs (8): hp 32, 32, 32, 32, 32, 32, 32, 32; See Appendix One.

Tenha Archers (4): hp 22, 22, 22, 22; See Appendix One.

Crossbow Orcs (4): hp 22, 22, 22, 22; See Appendix One.

Tenha Warriors (4): hp 28, 28, 28, 28; See Appendix One.

Longspear Orcs (8): hp 28, 28, 28, 28, 28, 28, 28, 28; See Appendix One.

Orcish Chanter: hp 17; See Appendix One.

Arcane Orcs (4): hp 29, 29, 29; See Appendix One.

Shaman Orcs (4): hp 38, 38, 38; See Appendix One.

Tenha Sorcerers (4): hp 36, 36, 36; See Appendix One.

APL 16 (EL 18)

The whole army in Appendix One – Blinded Eye Army.

They begin in their semi-subdual style and will switch to 'real' if the characters make a real blunder. Karelius Marcellus and Hnakra do not fight unless the PCs blunder, and the DM can call off the fight if it's obvious that the army can do nothing to hyper powerful characters. If the army wins, they won't kill the downed opponents, but they wake up tarred and feathered in a Tenha refugee camp.

Tactics: If the characters have entered into a contest of honor, the gang they fight will have some honor about them too. They do not coup de grace and they do not strike downed opponents. They open up with striking to subdue, but then they switch to normal attacks on anyone they've got a solid subdual tag on, figuring that they'll probably fall unconscious before they die unless someone gets unlucky.

The arcane and divine casters make sure to spread away from one another. The warriors must bunch around their targets, unfortunately.

If the characters take down a target, have an NPC cleric of Gruumsh with a readied action run out and stabilize them; then prepare to drag them out of the combat. (They can only drag the next round).

If the characters are fighting the whole army, it's no-holds-barred. The wizards light up invisible people with Glitterdust and cast Magic Missiles at high-armor-class people. The clerics try their Hold Persons, their Blindnesses, and their Sound Bursts. Ground troops charge in, looking to grapple wizards, throw Acid, Alchemist's Fire, and Tanglefoot Bags on heavily armored clerics and anyone else they think they can tag. Crossbowmen and archers tag anyone they can, especially anyone who flies. There's plenty of flanking to be had and a hearty variety of guys with different weapons. As the characters demonstrate their abilities – spellcasting, Great Cleave, and so

on – the army will modify their tactics as best they can.

After six rounds, Hnakra and Karelius enter the fray. Hnakra has spelled himself up, and Karelius is disguised as a normal orc, very difficult to discern from any of the ordinary orcs. He will try to move into position for a flank while looking average; so he can use his superior skills for a sudden kill to turn the tables. Hnakra casts blaster spells, denial spells, and Greater Dispellings from a distance with guards all about him.

Encounter Four: The Light At The End Of The Tunnel

Assuming that the characters make it through the gauntlet, either through honor or through fighting champions, they get to the main pavilion tent.

A man and an orc stand waiting for you as you enter the tent, having left a scant meal on a small table behind them. The man has dark, short, curly hair and dusky skin, with hooded eyes and an unreadable expression. He wears faded black leathers, their metal darkly tarnished.

The orc is tall, but not as broad as most. He has black buzz cut hair, greenish-gray skin, and violet eyes. He's very clean, and while his armor isn't anything special, his periapt is of top quality. He wears a tabard with the same sigil of the Blinded Eye that hangs on the pennant above the tent. He gives the group of you a look up and down, then grunts.

"I think this one's yours, Karelius. I'll speak up if I need anything."

Karelius gets down to business. He asks the players why they've come and lets them lay it out for him. Mostly, Hnakra sits out, though he's willing to introduce himself and talk if addressed.

"And what if I've already received a better offer? From Duke Ehyeh, of course. He's looking to put together all the lesser nobles under him.. the ones who survived, at least. I could move up quite a bit in the rankings just by having lived – and having an army is icing on the cake."

Karelius is just doing this to see how the characters react. Those who have played 'Duke of Dust' might certainly guess that the standoffish Tenha Duke wouldn't cotton to a disrespectful

Orcish group, and could easily bring it up. If they do:

Karelius slowly smiles as you speak, and gives a nod over to the Orc. "Yes. Duke Ehyeh would never allow a 'mixed group' such as we've become. He'd make some unreasonable demand that we leave them all behind or lead them into a trap. As for me, I prefer to 'dance with the one that brought me.' We'd have died a hundred times over if we didn't act as a team. To do anything else would lack honor. Give me that envelope."

If the characters just sort of fumble around:

Karelius looks disapproving of your answer. He exchanges a meaningful glance with the orc shaman, and you can sense negotiation points being lost on your side. "Give me that envelope," Karelius says, and after he looks at it, he says, "I'll accept the offer for future negotiations."

On the way out, the characters are treated with whatever respect they've earned.

Conclusion

Success:

The trip back to Castle Arndulant is faster; without any slow tracking. March-Major Rhess is happy to hear the news, and quickly goes out to give orders to properly greet your incoming 'guests.' The last words you hear her say are, "Trust, but verify."

Failure: The primary ways to 'fail' involve getting in a fight with the entire army. In any case, that the mission as stated failed should be fairly obvious. (Of course, a high-APL group might have slaughtered the army and consider the whole matter a smashing success.) Lower APLs should likely have some mixture of death and escape after killing their fair share of combatants.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total

value (objectives plus roleplaying) to each character.

[Generally, to award XP for a combat encounter the judge should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the *LIVING GREYHAWK Writer's Guidelines* for the most recent version of these rules including separate rules regarding the maximum amount of XP that can be awarded for story awards and for discretionary roleplaying.]

Encounter Three

Honor Fight or a real fight:

- APL2 75 xp
- APL4 112 xp
- APL6 150 xp
- APL8 187 xp
- APL10 225 xp
- APL12 262 xp
- APL14 300 xp
- APL16 337 xp

Story Award

Get the Army to join the Pale

- APL2 120 xp
- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL12 420 xp
- APL14 480 xp
- APL16 540 xp

Discretionary roleplaying award

- APL2 30 xp
- APL4 45 xp
- APL6 60 xp
- APL8 75 xp
- APL10 90 xp
- APL12 105 xp

APL14 120 xp

APL16 135 xp

[Note to authors: the roleplaying award and story awards must be 20% or less of the total award for the scenario and may only be awarded when less than the maximum number of ELs for the APL is used. Remove this paragraph.]

Total possible experience:

(Note that this xp is capped at the maximum allowed.)

APL2 225 xp

APL4 337 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

APL12 787 xp

APL14 900 xp

APL16 1012 xp

[Sum of all experience awards above.]

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Total Possible Treasure

Assume all the treasure is reward given to the PC by the Church for helping out.

APL2 225 gp

APL4 325 gp

APL6 450 gp

APL8 650 gp

APL10 1,150 gp

APL12 1,650 gp

APL14 3,300 gp

APL16 4,950 gp

Appendix One

Blinded Eye Army:

Barbarian Orcs (60): male orc Bbn3; CR 3; Medium-size Humanoid (orc); HD 3d12+6; hp 32; Init +1 (Dex); Spd 40 ft; AC 14 (+3 studded leather, +1 Dex); Atks +7 melee (1d12+4/crit x3, greataxe), or +6 melee (1d4+3/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +6 ranged (1d6+2, +2 javelin); SA rage; SQ darkvision 60 ft, fast movement, light sensitivity, uncanny dodge; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Profession (military) +4, Hide +4, Intuit Direction +4, Jump +3, Listen +4, Spot +4, Wilderness Lore +2; Alertness, Weapon Focus (greataxe).

Special Attacks: Rage (Ex): 2/day, Barbarian Orcs can fly into a screaming blood frenzy for 7 rounds. Barbarian Orcs gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Barbarian Orcs is winded.

Special Qualities: Light Sensitivity (Ex): Barbarian Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell. Uncanny Dodge: Dex bonus to AC.

Possessions: studded leather armor, greataxe, 2 javelins, dagger, 1 acid (flask).

Longspear Orcs (30): male orc Ftr3; CR 3; Medium-size Humanoid (orc); HD 3d10+6; hp 28; Init +1 (Dex); Spd 30 ft; AC 14 (+3 studded leather, +1 Dex); Atks +7 melee (1d8+4/crit x3, longspear), or +6 melee (1d4+3/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +6 ranged (1d6+2, +2 javelin); SQ darkvision 60 ft, light sensitivity; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Profession (military) +4, Jump +4, Listen +2, Spot +2; Point Blank Shot, Precise Shot, Weapon Focus (longspear).

Special Qualities: Light Sensitivity (Ex): Longspear Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: studded leather armor, longspear, 2 javelins, dagger, 1 acid (flask).

Crossbow Orcs (60): male orc Ftr3; CR 3; Medium-size Humanoid (orc); HD 3d10; hp 22; Init +3 (Dex); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); Atks +4 melee (1d6+1/crit 19-20, shortsword), or +4 melee (1d4+1/crit 19-20, dagger), or +6 ranged (1d4/crit 19-20, dagger), or +7 ranged (1d8/crit 19-20, light crossbow); SQ darkvision 60 ft, light sensitivity; AL N; SV Fort +3, Ref +4, Will +1; Str 12, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Profession (military) +4, Jump +4, Listen +2, Spot +2; Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Special Qualities: Light Sensitivity (Ex): Crossbow Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: studded leather armor, light crossbow, shortsword, dagger, 1 acid (flask).

Tower Shield Orcs (30): male orc Ftr3; CR 3; Medium-size Humanoid (orc); HD 3d10+6; hp 28; Init +1 (Dex); Spd 30 ft; AC 14 (+3 studded leather, +1 Dex); Atks +7 melee (1d6+3/crit 19-20, shortsword), or +6 melee (1d4+3/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger); SQ darkvision 60 ft, light sensitivity; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Profession (military) +4, Jump +4, Listen +2, Spot +2; Point Blank Shot, Precise Shot, Weapon Focus (shortsword).

Special Qualities: Light Sensitivity (Ex): Tower Shield Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: studded leather armor, tower shield, shortsword, dagger, 2 acid (flask).

Shaman Orcs (25): male orc Clr7; CR 7; Medium-size Humanoid (orc); HD 7d8; hp 38; Init +0; Spd 30 ft; AC 13 (+3 studded leather); Atks +5 melee (1d8/crit x3, shortspear), or +5 melee (1d4/crit 19-20, dagger), or +5 ranged (1d4/crit 19-20, dagger), or +5 ranged (1d8/crit x3, shortspear), or +5 ranged (1d8/crit 19-20, light crossbow); SA spells, turn undead; SQ

darkvision 60 ft, light sensitivity; AL N; SV Fort +5, Ref +2, Will +8; Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12.

Skills and Feats: Profession (military) +5, Concentration +10, Heal +8, Knowledge (religion) +3, Spellcraft +9, Spot +6, Sense Motive +4; Alertness, Brew Potion, Combat Casting.

Special Attacks: Rebuke Undead (Su): 4/day, Shaman Orcs can attempt to rebuke undead creatures. He can rebuke undead with no more than (1d20+12)/3 HD. Each attempt, he turns 2d6+8 total HD. Undead with 3 or fewer HD are controlled instead.

Special Qualities: Light Sensitivity (Ex): Shaman Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: studded leather armor, shortspear, dagger, light crossbow.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0—[*cure minor wounds* (5)]; 1st—[*magic weapon**, *cure light wounds* (4)]; 2nd—[*shatter**, *calm emotions* (3), *hold person*]; 3rd—[*magic vestment**, *blindness* (2), *searing light*]; 4th—[*divine power**, *cure critical wounds*];

*Domain spell. *Domains*: [War (Free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon); Chaos (May cast Chaos spells at +1 caster level)].

Arcane Orcs (10): male orc Wiz7; CR 7; Medium-size Humanoid (orc); HD 7d4+7; hp 29; Init +0; Spd 30 ft; AC 10; Atks +3 melee (1d4/crit 19-20, dagger), or +3 ranged (1d4/crit 19-20, dagger), or +3 ranged (1d8/crit 19-20, light crossbow); SA spells; SQ darkvision 60 ft, light sensitivity, summon familiar; AL N; SV Fort +3, Ref +2, Will +5; Str 10, Dex 10, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Profession (military) +5, Concentration +10, Spellcraft +13, Spot +6, Listen +3, Knowledge (arcana) +10; Alertness, Brew Potion, Craft Wand.

Special Qualities: Light Sensitivity (Ex): Arcane Orcs suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: dagger, light crossbow, spellbook, spell component pouch.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0—[*detect magic*, *ray of frost* (3)]; 1st—[*magic missile* (3), *expeditious retreat*,

enlarge person]; 2nd—[*glitterdust*, *scorching ray*, *invisibility* (2)]; 3rd—[*fireball*, *fly*, *dispel magic*]; 4th—[*evard's black tentacles*];

Orcish Chanters (5): male orc Brd3; CR 3; ECL 3; Medium-size Humanoid (orc); HD 3d6+3; hp 17; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex); Melee shortsword +3 (1d6+1/crit 19-20); Ranged light crossbow +3 (1d8/crit 19-20); SA spells; SQ bardic knowledge, bardic music, darkvision 60 ft, light sensitivity; AL N; SV Fort +2, Ref +4, Will +3; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Knowledge (history) +6, Profession (military) +4, Spot +4, Perform (chant) +8, Perform (drum) +8; Alertness, Combat Casting.

SQ—Light Sensitivity (Ex): Orcish Chanters suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells Known (6/3; base DC = 12 + spell level): 0—[*daze*, *detect magic*, *mending*]; 1st—[*tasha's hideous laughter*].

Equipment: studded leather armor, shortsword, light crossbow.

Tenha Light Cavalry (50): male human Rgr3; CR 3; Medium-size Humanoid (human); HD 3d10+3; hp 25; Init +3 (Dex); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); Atks +4 melee (1d6+1/crit 19-20, shortsword), or +4 melee (1d4+1/crit 19-20, dagger), or +6 ranged (1d4/crit 19-20, dagger), or +6 ranged (1d6/crit x3, shortbow); SA favored enemy; AL N; SV Fort +4, Ref +4, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Profession (military) +4, Ride +6, Hide +9, Listen +9, Move Silently +9, Wilderness Lore +7; Point Blank Shot, Mounted Combat, Mounted Archery, Rapid Shot.

Possessions: studded leather armor, shortsword, dagger, composite shortbow, arrows (20), light warhorse.

Tenha Archers (20): male human Ftr3; CR 3; Medium-size Humanoid (human); HD 3d10; hp 22; Init +3 (Dex); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); Atks +5 melee (1d6+2/crit 19-20, shortsword), or +5 melee (1d4+2/crit 19-20, dagger), or +6 ranged (1d4/crit 19-20, dagger), or +7 ranged (1d6/crit x3, shortbow); AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 16, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Profession (military) +4, Hide +4, Listen +3, Spot +3, Move Silently +4;

Point Blank Shot, Rapid Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: studded leather armor, shortsword, dagger, shortbow, arrows (20).

Tenha Warriors (20): male human Ftr3; CR 3; Medium-size Humanoid (human); HD 3d10+6; hp 28; Init +1 (Dex); Spd 30 ft; AC 17 (+4 chain shirt, +2 large wooden shield, +1 Dex); Atks +7 melee (1d8+4/crit 19-20, longsword), or +6 melee (1d4+3/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +6 ranged (1d6+2, +2 javelin); AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Profession (military) +4, Listen +3, Spot +3, Climb +3, Jump +3; Weapon Focus (longsword), Power Attack, Endurance, Alertness, Blind-Fight.

Possessions: chain shirt, large wooden shield, longsword, 2 javelins, dagger, alchemist's fire.

Tenha Sorcerers: male human Sor7; CR 7; Medium-size Humanoid (human); HD 7d4+14; hp 36; Init +0; Spd 30 ft; AC 10; Atks +3 melee (1d6, quarterstaff), or +3 melee (1d4/crit 19-20, dagger), or +3 ranged (1d4/crit 19-20, dagger), or +3 ranged (1d8/crit 19-20, light crossbow); SA spells; SQ summon familiar; AL N; SV Fort +4, Ref +2, Will +5; Str 10, Dex 10, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Profession (military) +4, Concentration +11, Spellcraft +4, Perform (flute) +5, Spot +2; Brew Potion, Craft Wand, Create Wondrous Item.

Possessions: quarterstaff, dagger, light crossbow.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—[daze, detect magic, disrupt undead, prestidigitation, light, mending]; 1st—[magic missile, alarm, mage armor, expeditious retreat, shocking grasp]; 2nd—[glitterdust, see invisibility, *scorching ray*]; 3rd—[fireball, *haste*].

Karelius Marcellus: male human Rog13; CR 13; Medium-size Humanoid (human); HD 13d6+13; hp 67; Init +11 (Dex, Improved Initiative); Spd 30 ft; AC 18 (+3 studded leather, +5 Dex); Atks +17/+12 melee (1d6+1/crit 19-20, shortsword), or +10/+5 melee (1d6+1, sap), or +10/+5 melee (1d4+1/crit 19-20, dagger), or +16/+11 ranged (1d4/crit 19-20, dagger), or +16/+11 ranged (1d6/crit x3, shortbow); SA sneak attack; SQ evasion, special rogue abilities (2), uncanny dodge; AL N; SV Fort +5, Ref +15,

Will +6; Str 12, Dex 24, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +18, Diplomacy +10, Disguise +10, Forgery +5, Hide +20, Knowledge (military History) +12, Profession (drill Instructor) +12, Profession (military) +12, Spot +13, Search +15, Listen +13, Tumbling +18, Sense Motive +10; Improved Initiative, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Finesse (shortsword), Weapon Focus (shortsword).

Special Attacks: Sneak Attack (Ex): Karelius Marcellus deals +7d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

Special Qualities: Special Rogue Abilities (Ex): improved evasion, slippery mind, Uncanny Dodge: Dex bonus to AC, can't be flanked, +1 vs. traps.

Possessions: shortsword(2), dagger, studded leather armor, tower shield, shortbow, sap, gauntlets of dexterity +6, hat of disguise.

Hnakra Blinded-eye: male orc Clr13; CR 13; Medium-size Humanoid (orc); HD 13d8+13; hp 81; Init +0; Spd 30 ft; AC 15 (+3 studded leather, +2 large wooden shield); Atks +10/+5 melee (1d8+1/crit x3, shortspear), or +10/+5 melee (1d4+1/crit 19-20, dagger), or +9/+4 ranged (1d4/crit 19-20, dagger), or +9/+4 ranged (1d8/crit x3, shortspear); SA spells, turn undead; SQ darkvision 60 ft, light sensitivity; AL N; SV Fort +11, Ref +6, Will +15; Str 12, Dex 10, Con 12, Int 14, Wis 20, Cha 14.

Skills and Feats: Profession (military) +5, Concentration +17, Heal +6, Knowledge (religion) +6, Listen +4, Bluff +5, Sense Motive +10, Spot +4, Spellcraft +7, ; Brew Potion, Combat Casting, Skill Focus (perform - Oratory), Scribe Scroll, Craft Wondrous Item.

Special Attacks: Rebuke Undead (Su): 5/day, Hnakra Blinded-eye can attempt to rebuke undead creatures. He can rebuke undead with no more than (1d20+31)/3 HD. Each attempt, he turns 2d6+15 total HD. Undead with 6 or fewer HD are controlled instead.

Special Qualities: Light Sensitivity (Ex): Hnakra Blinded-eye suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: studded leather armor, shortspear, large wooden shield, dagger, periapt of wisdom +6, cloak of resistance +2.

Spells Prepared (6/7/6/5/5/4/2/1; base DC = 15 + spell level): 0—[detect magic (3), cure minor wounds (3)]; 1st—[magic weapon*, shield of faith (2), cure light wounds (2), entropic shield, bless, divine favor]; 2nd—[shatter*, align weapon, sound burst(2), hold person, calm emotions(2)]; 3rd—[magic vestment*, blindness(3), searing light(2)]; 4th—[divine power*, cure critical wounds(2), greater magic weapon, freedom of movement, divination]; 5th—[flame strike*, flame strike, insect plague, spell resistance, greater command]; 6th—[blade barrier*, heal, greater dispel magic]; 7th—[power word blind, greater dispel magic].

*Domain spell. *Domains*: [War (Free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon); Chaos (May cast Chaos spells at +1 caster level)].
