

Redemption

A One-Round Dungeons & Dragons® Living Greyhawk™ County of Urnst Regional Adventure

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Under Elena's management, House Steiner has flourished and prospered. Her husband Olynn has been brought back to life, and the two should live happily ever after. But Olynn can't find peace; his mind forces him to seek out a legendary sword in order to save it from a long-standing sibling rivalry. Are you worthy of such a weapon or will you too fall victim to corruption's grasp? Good-hearted and chivalric PCs are recommended for this adventure. Heironeans may find this adventure particularly interesting. This module is a sequel to both URC6-07 *Connections* and URC7-04 *Lord of the Castle*. A one round County of Urnst module set in the Archbarony of Brotton for character levels 2-15 (APLs 4-16).

Resources for this adventure [and the authors of those works] include, *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D Laws], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Player Handbook II* [David Noonan]

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

ROUNDS AND UPKEEP

This is a standard one-round Regional adventure set in The Archbarony of Eastmarch in the County of Urnst.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have the County of Urnst as their home region, and 24 gp for characters who do not have the County of Urnst as their home region. Rich and Luxury Upkeep cost 75 gp per round for characters who have the County of Urnst as their home region, and 150 gp for characters who do not have the County of Urnst as their home region. Characters that fail to pay at least Standard Upkeep 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 adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This adventure is set in winter. During this adventure, the weather is rather warm. As long as they are well-dressed, they are fine.

Make sure you familiarize yourself with the plane of Acheron and its particularities. This information can be found in Appendix 3. The PCs may have to bring the fight to that plane.

DEITIES

Before the adventure begins, note down the religion of the PCs. In a few places during the adventure, worshippers of Ehlonna and Heironeous automatically recognize holy symbols of their deity.

AR REWARDS

During the adventure a number of other AR items may come in to play.

- Elena's Dreerwode Quiver (URC6-07 *Connections*)
- Ire of Elphegor (URC7-04 *Lord of the Castle*)
- Letters from the "Bird" (URC6-07 *Connections*)

ELENA'S LETTER

In the plot hook to this adventure, a messenger boy brings a letter to one of the PCs. The letter is addressed to one of the PCs. The messenger boy brings the letter to (in the following order):

1. A PC who has played URC6-07 *Connections*.
2. A member of House Steiner or House Dane.
3. A knight of the County.
4. A priest of Heironeous, Ehlonna or Pelor.
5. A County noble.
6. A PC with an influence point from House Dane or Steiner.
7. The human, elf, half-elf, halfling who seems most good in the party.
8. He will not give it to a kobold or an obvious Pholtan (unless the entire party is composed of kobolds or Pholtans).
9. PC with the highest Charisma.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

THE LOVER'S LAIR

PCs can make a DC 20 Knowledge (religion) or Bardic Knowledge check to know about the story of Lover's Lair. PCs who worship Heironeous or Ehlonna, along with PCs who Hail from Brotton have a +2 circumstance bonus to this check.

The story of the Lover's Lair is an old story specific to Brotton. The story is told locally but not given too much attention anywhere else. In fact, the church of Heironeous rejects the story as a fabrication.

The story goes that Heironeous had just been severely wounded by Hextor during a battle that raged over a number of planes. Both half-brothers managed to stumble away from each other in hope to recover for another day's fight. Heironeous floated over the Dreerwode before falling asleep in a glade, hoping to recover from his wounds, his blood pooling under him.

The story continues with Ehlonna, passing nearby, who saw the resting and wounded Archpaladin. From that moment, she fell in love with him. She quickly nestled beside him and healed all his wounds. The two

deities enjoyed a quick romance and battled evil across the planes and on Oerth but eventually, each one's calling forced them apart. The story ends with one fateful night when they shared one last kiss in a small clearing called Lover's Lair.

THE ORIGIN OF THE STORY

Whether the story is true or not, in times long past, as Heironeous lay wounded and bleeding, his blood formed a pool, a pool of holy essence. His pool of holy blood gathered at what is now Lover's Lair.

Years later, followers of Heironeous, guided by divinations reached the sacred pool and took the blood. They added the blood into the steel used to forge a blade. This blade, called Kandura, immediately became intelligent and sentient. The divine spark of Heironeous was strong within the blade. So strong actually that the worshippers debated long what they should do with the blade. Finally, they decided that there was no living champion currently alive worthy of wielding the living essence of the Archpala din. So they magically built an underground complex to keep the sword. The complex would include a number of tests designed to test the virtue of the one who would take the sword.

HOUSE STEINER

PCs may get this information with a DC 15 Bardic Knowledge, Gather Information or Knowledge (local – NMR or nobility). House Steiner is a minor house of the County. The family is mostly based around [Brotton](#) and the [Grey Hills](#). The main family keep, [Steiner Keep](#), was located in Jedbridge, but the family no longer occupies it, at least officially.

The family's main source of income comes from mining ore and gems.

The family's crest a miner's pick standing up with a hawk on the top and what appears to be a gem for the eye.

ELENA AND OLYNN

Since taking over the family business, Elena has made her it boom in the production of ore and other natural materials. Elena began to live a comfortable life as business prospered. However the events that happened in her life (URC6-07 *Connections*) left a toll on her, causing Elena to have horrible nightmares. She disregarded the dreams, hoping that they would soon pass.

The only tranquil part of her dreams showed Olynn, her dead husband, calling out for her. Visions of a bright light with the voice of her husband, Olynn, came as the answer in her dreams. The dreams told her that Olynn was waiting to be brought back to life. Hearing her husband's name, and the prospect of being reunited with him, Elena sought out the most powerful cleric she could find. Gathering the money, she traveled to Radigast where a priest of Pelor performed the ceremony. Olynn returned to life. But he was somehow changed.

Upon his return, Olynn began to study the treasure maps adventurers had taken from Elena's father's papers.

He was searching for something he could not put his finger on.

Olynn became obsessed with the idea of finding something he couldn't put his finger on. He spent many days in the library of the College of the Divine in Trigol and in the archives of the temples of Heironeous in Brotton and Count's Markham. He became more and more withdrawn.

Olynn sent out a number of letters to a many nobles, scholars and organizations asking for any leads about magical swords. Olynn received a number of responses from people throughout the County, but none of them contained anything that Olynn needed.

About a month before the adventure begins, Olynn received a letter that told him where to find what he was looking for. Olynn immediately stormed out of the house, picking up his axe and headed into the Dreerwode.

When her paladin husband, delirious with fever, was brought home by two druids, Elena knew something more going on and she decided to contact a group of adventurers to solve her problem.

OLYNN IN THE DREERWODE

As Olynn tried to find what he believes is a shrine to Heironeous, he unwittingly destroyed a series of thorn bushes sacred to a family of forest giants. In retaliation, the giants attacked Olynn who managed to evade them using a number of magic items.

Though he escaped the giants, he fell seriously ill and was lucky enough to be found by two druids walking by. One of the druids recognized Olynn and brought him back home in Brotton.

OLYNN'S CONDITION

The paerlyrion devil Elphegor, a fiendish dealer of souls somehow managed to infuse a little bit of fiendish essence into Olynn. The resulting fusion of essence meant that Olynn lost his paladin-hood because he was no longer pure.

The fiendish essence is not in control but pushes yearnings into Olynn's mind. The essence isn't powerful enough to take control or to be detected, however it allows Elphegor to hear and see what Olynn sees and hears. Since the essence isn't in control or forcing Olynn to do anything, a *protection from evil*-style spell has no special effect on Olynn.

Through some dark alliance, the Bird of Radigast and Elphegor collaborated. Elphegor wants Kandura so that he can pervert it to evil, what the Bird asked in return... Well that will be covered in another adventure...

The Bird was the one who sent Olynn the letter that sent him into the Dreerwode.

ADVENTURE SUMMARY

Introduction: PCs are contacted by Elena to meet her at one of her prominent warehouses in town. PCs can introduce themselves and talk with each other.

1 A Proposition: Elena meets with the PCs and talks with the PCs about what has happened since their last encounter in URC6-07 *Connections* and invites the PCs for dinner.

2 Elena's Home: The PCs meet Elena and Olynn in the noble's district of Brotton. Over dinner, Olynn asks the PCs to go get Kandura for him.

3 The Ruins: Elena arranges for the PCs to travel through the Dreerwoode via caravan. The PCs enter some old ruins dedicated to the love that Elhonna shared with the Archpaladin.

The PCs enter the ruins, using the Archpaladin's symbol, provided by Olynn, to enter the sacred tunnels built by the forgers of Kandura.

4 Testing Area The PCs are greeted by a ghostly Heironean priest. He tells the PCs the rules of the tests that guard Kandura.

5 Test of Alignment This test detects those of evil and/or chaotic alignment and expels them from the tunnels.

6 Test of Morals This tests the PCs' moral fiber.

7 The Jewel This tests the PCs' willingness to act.

8 Kandura: The PCs meet with the intelligent sword.

9 The Hextorites! When the PCs return to the clearing, Hextorites try to get the sword.

10 STOP HIM! The PCs are led to the basement of the manor where they are teleported via a *teleportation circle* to an underground chamber where Olynn opens a portal using the ritual he knows, except that the portal opens to the Plane of Acheron, not the Celestial Heavens as he expects. As soon as the portal is opened, outsiders teleport through the gate and begin fighting the party. Unless stopped, one takes Kandura and walks through the gate.

11 Elphegor! This is an optional encounter that happens if any PC(s) get trapped behind the portal or if the whole party falls unconscious during the fight.

Conclusion: Closing off the loose ends. This adventure has a number of different possible endings.

INTRODUCTION

The light of Pelor's rays challenged Telchur's frozen embrace on the lands of the County of Urnst where, for the last few days you enjoyed warm winter days in the city of Brotton. The streets of the Merchant's Quarter have been full of people going all day, bartering, trading buying and selling wares. Weapons, armor and other trappings of war are in high demands. Adventurers complete their usual collection of weapons; nobles buy in bulk to equip their own troops and government officials look to equip as many soldiers they can for the cheapest

price. Locals complete the lively scenery, haggling over everything from lumber to cloth to wines to jewelry.

The afternoon finds you in the Elk's Head Tankard in the company of other adventurers. The smell of today's special, roasted chicken wrapped in freshly baked garlic bread stuffed with spicy local herbs, drifts throughout the Tankard. Waitresses glide about the floor, pouring drinks by the bottle and distributing plates by the handful.

This would be a good time for the PCs to introduce themselves to each other and talk of the recent events in the County.

WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

PCs who "Hail from Brotton" automatically know up to and including DC 15. To get more information, they need to make a check. This information is copied in Player handout o.

- **DC 1** Though the Archbaron Roullart Dane is nominally in charge, he leaves the Merchant's Council run most of the town.
- **DC 5** The Countess and Lord Darius will get married. Its time a Dane sat on the throne.
- **DC 8** With the war in the south money is flowing into Brotton for weapons and mercenaries.
- **DC 9** The Countess spent most of the winter with Lord Darius in Radigast raising an army to liberate Stone Battle
- **DC 10** The Countess will most likely lead her armies to Stone Battle during the summer.
- **DC 11** House Steiner is making a fortune, ever since last year when adventurers sold them rights to a rich mithral mine (URC7-Mo2 *The Prospector*).
- **DC 12** Since brave adventurers brought justice to the kobolds in the Dreerwoode, the roads around Brotton have been rather peaceful. (URC7-Io5 *Harvest Time in the County*)
- **DC 13** Since the beginning of last year, the local thieves' guilds have been fighting amongst themselves. Things have been rather peaceful these last few months.
- **DC 14** Lord Agnard Gellor was captured by fiendish forces during the Battle of Stone Battle at the start of winter. He is still missing. His son and daughter have moved their seat of power to High Mardreth
- **DC 15** Both the Countess and her father are actively looking for adventurers to bolster their forces to fight in the Bandit Kingdoms and the Fennelmore.
- **DC 16** Elena Steiner has her father's flair for business.

- **DC 17** Most of the local iron and mithral ore extracted from the Grey Hills is immediately bought by the government to make weapons and armor.
- **DC 18** The Merchants' council has sold most of the war machines they built in 596CY during the war of Succession. Fennelmore is buying most of them.
- **DC 19** Two keeps have fallen to the Black Man's forces: Keep Thoria and Nesserwatch
- **DC 20** Hextorites and devils were quite numerous in the area, but their numbers have dwindled to a few. The rumors we hear are about very powerful devils still hiding in the forest.
- **DC 21** It is said that Sir William, commander of Keep Thoria abandoned the keep before the attack
- **DC 25** The Merchant' Council is making a fortune from those war machines and has been hiring carpenters to make more.

THE MESSENGER

In the Preparation For Play section, you selected a PC to receive a letter from Elena. This comes into play during this boxed text.

A young fellow bearing the seal of a miner's pick above a falcon with a gem for an eye strolls into the room. He quickly scans the lobby, obviously looking for someone. As his gaze rests upon your table, he seems to soften his posture a little.

He walks up to you, and in a hesitant voice asks "You are [insert name of the PC who should receive the letter], yes? Good. Mistress Elena wishes for you to have this." The herald places a neatly folded letter on the table.

Knowledge checks and other information about house Steiner appears in the Adventure Background.

If the chosen PC has met Elena before, give that PC Player Handout 1A. Give other PCs Player Handout 1B.

A DC 18 Bardic Knowledge, Knowledge (local/nmr or nobility) determines Elena Steiner Gurshman as the owner of the Steiner Warehouse. She took over for her father who had gone evil in 596CY. The shop specializes in metallic ore and gem transport and mining.

By the time the PCs make it to her prominent warehouse deep in the Merchant's Quarter, the sun is about to set on the horizon. Proceed to Encounter 1.

I: A PROPOSITION

Once the PCs reach the warehouse, read or paraphrase the following:

Steiner Warehouse, despite the dwindling sunlight, continues to buzz with the commotion of workers moving crates this way and that way. A half-elven woman stands on a central podium, barking orders to the workers in front of her. Those few then

scatter to the many wagon ports along the right side of the warehouse.

The forewoman calls out the last of the orders, packing away her paperwork as she looks over the workers below. Like the messenger from the bar, she too seems to be looking for someone among the crowd. Seeing your group, she jumps from the podium and walks over.

Waist-length, curly brown hair sways with her steps, and she moves gracefully in spite of the loud barking orders, she produced earlier. Small points of skin, poking through her hair, indicate the elven blood that runs in her while curiously round hazel eyes yield to the human part of her. Shimmering brown sashes drape themselves over the woman's solid green robes, giving the impression that she has been very successful in her endeavors.

"Greetings, welcome to my warehouse. I'm Elena Gurshman"

PLAYED URC6-07 CONNECTIONS

If the party has at least one who has played URC6-07 Connections

"My friend(s), I'm so happy you've come! Please, this way."

Taking you aside so as not to disturb the movement of the workers, she tells you.

"I have need of you, but not here. Too many ears... Will you come to dinner at my father's old manor?"

Proceed to "Question for Elena"

HAVE NOT PLAYER URC6-07 CONNECTIONS

If the party doesn't have any who've played URC6-07 Connections

"You must be the adventurers I called upon. Please, this way."

Taking you aside so as not to disturb the movement of the workers, she tells you.

"I wish to hire you, but not here. Too many ears... Come to dinner at my family's manor."

Proceed to "Question for Elena"

QUESTIONS FOR ELENA

During this sub-encounter, your goal is to entice the PCs, get them interested in Elena's plight. At this point Elena does not wish to divulge information, instead promising the PCs that she will reveal everything later.

- **What must we discuss?** I have need of your assistance. But, please, let us not discuss it here where the very walls have ears.
- **Where do you propose we go?** My house in the Noble's District will suffice. We'll be better protected.

- **How will we be better protected?** A series of carefully placed magical barriers prevents any magical spying whether based in visual or verbal.
- **What have you been doing lately?** Since a couple months ago, I've been cultivating the Steiner Warehouse business. It has been quite successful. I've also gathered myself enough, financially and emotionally, to raise Olynn from the dead.
- **Who's Olynn?** My husband.
- **How'd he die?** He was murdered.
- **By who?** I'd rather not discuss it. It hurts me as much as it hurts Olynn. I worry about him.
- **Why do you worry about him?** Ever since he came back, he hasn't quite been himself. He's been...wait, not here. We'll talk later.
- **How does the business belong to you when you're not a Steiner?** I am a Steiner by blood and the only heir to this business when my father met an untimely end. I took on his name.
- **Who is your husband?** His name is Olynn Gurshman, a paladin of Heironeous.
- **Where is Olynn?** He's at our house, awaiting us.
- **Why at your house?** Here is not the best place to speak of this kind of deal.
- **What about payment?** The details shall be discussed over dinner at our manor. I can assure you that you will be rewarded both upfront and after your task.
- **Paid with what?** Please, leave the details to dinner.
- **Let's go then!** Thank you. I will meet you there.

When the PCs agree to come to Elena's house, proceed to Encounter 2. Elena takes her carriage.

2: ELENA'S HOME

A short ride through the city takes you through the Noble's Quarter. You pass by houses of intricate design, each rivaling the grander of its neighbors.

Finally you reach your destination: a grandiose manor made of red and white bricks. The symbol of the pick and gem appears above the gate and two guards, wearing studded leather and carrying round shields and spears ask your names before showing you in.

Coming out of the house, you see a middle-aged Oeridian man who seems to have spent many nights on the road or adventuring. He has neatly cut black hair with a trimmed beard. His eyes are a doe brown, making his gaze soft and pleasing. The bags under his eyes make him look tired and sickly.

Elena holds the man's arm. "Meet my husband, Olynn." Olynn gives a polite nod.

Showing you inside the grand dining room, Olynn and Elena invite you to sit. Olynn sits at the head of the table with Elena on his right. A

sumptuous feast has already been laid out on the table.

Give the PCs Player Handout 2. The PCs are likely to have questions for Elena and Olynn. Both are honest and straightforward. The PCs should get the idea that Olynn is definitely the one who is looking for the sword. Elena isn't sure about this.

- **Who are you?** (Olynn) My name is Olynn Gurshman. I am a Paladin of Heironeous (Any PC who does a Sense Motive DC 20 sees that he isn't as confident about his claim as he would like them to would think). (Elena) I am Elena Steiner Gurshman, his wife.
- **Has anyone tried to claim the sword?** (Olynn) Many, have but all have failed.
- **What happens to those who fail?** (Olynn) None who returned had any memory of what happened in the tests.
- **What are the tests?** (Olynn) The original records of the location, and contents, of the tunnels as well as the builders themselves have been lost. I believe the tests measure one's pureness of heart at the cost of great sacrifice to promote the ideals of justice, compassion and chivalry.
- **What did the letters say?** (Olynn) The letters detail the location of the tunnels and how to get in. But, they still did not detail what lies within.
- **Why don't you go?** (Olynn) Because last time I went into the forest, I had a run-in with some of the local creatures and had to be brought back barely alive by druids. (Elena) I'm no adventuress.
- **How do you know?** (Olynn) I conducted my own research at the church (of Heironeous), both here and at the Temple of Valor in Count's Markham.
- **Where is the sword?** (Olynn) It lies in a series of caves and tunnel located under a place called the Lovers' Lair.
- **Who sent you the letters?** (Olynn) They are unsigned. Everything about them has proven true so far. My guess is that they must come from a scholar who wishes to remain anonymous.
- **Why do you want the sword?** (Olynn) It's been calling to me. I will not rest until I hold its hilt in my hand.
- **Can we see the letters?** (Olynn) Certainly, but let us finish dinner first. I wouldn't want this good meal to go to waste.
- **How can you be sure to trust the letters? Their sender?** (Olynn) The last couple of days, I cross-referenced the letter to old temple texts. The location matches what has been inscribed. The old texts also tell of how to enter these tunnels.
- **So what do you want us to do?** (Either) Enter these tunnels and retrieve the sword.

- **Why us?** (Olynn) A mission of this magnitude will attract the attention of the wrong sort of people. Enemies of the Archpaladin to be exact. My Elena and I wish to remain under the radar in this endeavor. I don't want to put her in any unnecessary danger.
- **What sort of danger should we expect?** Seeing as how you're retrieving something that is of the Archpaladin, I expect those who follow the Herald of Hell (Hextor) to be after you. Just be wary and let the light of justice guide you.
- **There was a promise of payment.** (Olynn takes out a small coin pouch, placing it on the table) Elena has collected (APL x 10 Sterling (pp)). This pouch contains half of that. The other half will be given after I have the sword. (Elena adds) Plus, you may have access to some of items I'll be receiving soon.
- **Is there any help you can give us?** (Olynn) I'll give you a map. We can get you transport to a place not far from Lover's Lair. It's a clearing that once held a shrine to Elhenestra and the Archpaladin while their love lasted those many years ago. It has since been abandoned since the tunnel builders left. Other than that, you may use the gold we have provided to stock up.
- **How will we get there?** (Elena) I have a shipment of ore leaving tomorrow morning for Heanor. You can hop on-board and the driver will tell you when to get off. I would ask that you accompany him through the forest, at least until you reach Mennan, where he will pick up other guards for the rest of the trip.
- **What's Mennan?** (Elena) A small village of hunters on the road.
- **What's the Lover's Lair?** (Either) Oh, it's a wonderful story. It is said that Heironeous was resting from his wounds after a particularly nasty battle. He came to rest in a clearing in the Dreerwode that has come to be known as Lover's Lair. The story continues with Elhenestra, who nestled down by the Archpaladin and healed his wounds. The two enjoyed a quick romance while battling evil over a series of different planes. However, each other's destinies drove them to their separate paths. All that remains of their love is a special clearing called the Lover's Lair where the two deities give blessing to any couple who professes their love for each other in the glade.

Once the PCs no longer have any questions and if they agree, read or paraphrase the following. If they refuse, the adventure ends here.

With the end of your questions, Olynn stands with his glass raised in a toast. "I am happy that you all have decided to come to our aid. Elena and I would be honored if you would spend the night here and we shall leave an hour before dawn so as to be under

the cover of darkness when we depart. You never know who might be watching."

"Olynn, you are not going, we've been over this," says Elena in a commanding tone only a wife can take.

Olynn looks annoyed but obviously resigned. "But please, tonight, let us drink to our good health, and swap stories worthy of the finest adventurer."

"To us dear friends! To us, and to the Archpaladin!" With that, Olynn tips his glass to all of you before taking a small sip himself.

After dinner, Olynn excuses himself as he has some closing rituals to do at the church before running some errands that need his attention. If the PCs wish to see the letters, Olynn unlocks his study for them. Proceed to "The Letters"

Six rooms are available upstairs. Nothing happens during the night. Olynn does not sleep but stays in the study reading theological books about Heironeous's exploits (in the morning he drinks a *potion of lesser restoration* to remove all fatigue).

THE LETTERS

After dinner, Olynn unlocks the study and pulls out the letters and gives them to the PCs. They are a stack of correspondences between Olynn and this mysterious scholar. Each of the letters from the scholar is tied together with a red ribbon. The handwriting is decidedly feminine.

PCs that have the "Letters from the Bird" from URC6-07 *Connections* may compare and recognize these letters as those, though the feminine scholar did not sign her name on any of them. PCs who have the letters may think Olynn is in league with the "Bird". This is not true. Olynn has no idea who sent him these letters. He was so happy to get a lead that he didn't pay attention to who these letters might have come from.

Olynn has no idea who the "Bird" is.

If the PCs question Olynn, he agrees to subject himself to a *zone of truth* to prove his innocence (the PCs have to pay the 60 nobles cost to obtain this service from one of the temples in town). The letters were delivered by walkers of Farlanghn who picked them up in Radigast, Stone Battle and High Mardreth. The letters stopped coming about three weeks ago.

There is nothing obviously evil or wrong about the letters themselves: no Hextorite propaganda nothing that would make one think these are anything but genuine scholarly letters. The scholar does not even ask for money or a share of the profit.

VISITING PLACES IN TOWN

If the PCs wish to visit places in town such as the Temple of Heironeous, people in town know of Olynn as he is well-respected. Most people can tell the PCs that they worry for his health and that he should sleep.

The priests at the Temple of Heironeous know of Olynn and his quest and support it.

Both Elena and Olynn have a good reputation in town.

Other than to confirm what Olynn and Elena tell the PCs, no one has information relevant to the adventure.

3: RETURN THE LOVERS' LAIR

In the morning, Olynn and Elena spend the time making preparations for the journey (most making sure the supplies are packed). Once the PCs are ready to leave, read or paraphrase the following.

Olynn and Elena meet you outside the manor. Behind them are three wagons, filled with steel bullion.

"These will take you in to the Dreerwode. Our caravan driver will drop you off. Be careful, you never know when enemies might strike."

"When you reach the ruins, hold this in front of you and declare your names and intentions to be tested by the Archpaladin. The magical auras inside will guide you." Olynn holds out a holy symbol of Heironeous made of stone with strange markings in celestial along the outer edge of the symbol.

Ask the PCs what they wish to do during the journey to Lover's Lair. Two PCs may hide in each of the carts or they may walk alongside the wagons if they wish. The one-day trip is uneventful.

The rock radiates a faint aura of divination. The runes on the rock are the many titles of Heironeous, in Celestial: The Invincible, the Archpaladin, The Valorous Knight and the final one: the Wounded Warrior. This last one is unknown to any Knowledge check as it is not one of Heironeous' usual titles.

The wagons drop the PCs off at the side of the road. The driver tells them to walk due north for ten minutes and they'd reach the ruins. If no PC can figure out which way north is, the driver points it out for them. The driver then continues his journey.

When the PCs reach the clearing, proceed to the "The Clearing".

THE CLEARING

This clearing would look like any other, were it not for its sheer size and the fact that crumbling stone structures take up the entire side opposite yourselves.

The center of the clearing has been cleared away revealing a stone mosaic. Two interlocking symbols, one a rearing unicorn and the other of a hand grasping a lightning bolt, are shown.

PCs who played URC6-07 *Connections* have been here before and the Lovers' Lair has changed. It is no longer empty (this is due to the presence of the stone.)

A DC 15 Knowledge (Religion) check reveals of the unicorns is the symbol of Ehlonna and a DC 12 (DC 10 for County of Urnst PCs) recognizes the hand with the

lightning bolt as the symbol of Heironeous (automatic to worshippers of either deity). When the PCs carry out Olynn's instructions, continue on.

The clearing is fifty feet in diameter and roughly oval in shape. Beyond the clearing is hindered terrain due to the vegetation and trees.

PERFORMING THE RITUAL

Proceed to Encounter 4.

4: THE TESTING AREA

Note that this ritual only works once for a given person. Therefore a person who leaves it may never re-enter the testing area, no matter who performs the ritual. Those who leave, see the others disappear in a flash of holy light.

PCs who are bound to items through a curse, whose soul belongs to a creature of evil or who detect as evil are not able to enter the testing area and are considered to have failed.

The stone does not enter the testing area and remains outside.

Your words seem to echo throughout the clearing, growing in strength until the very ground beneath you begins to tremble. The tremors begin as broad shakes until they begin to concentrate near the threshold of the shrine, causing large crevices to appear in the compacted dirt.

A bright white light appears through the newly formed openings, soaring through to the open sky above. Chunks of the ground begin to fall into the strange land below, leaving less space to stand on. The light, becoming brighter and brighter, soon blinding you to your surroundings.

Whatever's left of the ground below you gives way and you fall into the light. The light is warm and comforting, like a motherly hug. As you are engulfed by the light, you oddly feel no fear.

Then, a crash like thunder is heard and the light vanishes, leaving you standing in some sort of stone entry chamber. Above you, the brilliant white light fills the chamber with illumination. Ahead of you is a set of white stone doors with golden handles.

Standing next to the doors is a partially transparent man dressed in the military garb of Heironeous. He smiles at you. "Took you long enough..."

The ghostly figure retains his stiff position as his mechanical voice drifts throughout the room, "As you must be well aware, three tests await you. Endure all of them and your reward will be great. Any questions?"

For reasons of simplicity, the priest is presented as a ghost, but is really a deathless ghost (BoED, deathless are good undead from the positive planes).

The priest answers the PCs' questions.

- **What is the reward?** You don't know? It is Kandura, the Blood of the Archpaladin – a sword.
- **What are the tests?** They are meant to test one's heart. But be careful, the impure heart faces only death and despair beyond. You have a choice, if you wish I can make you leave this place. Choose now.
- **Why should we be careful?** The tests have rules.
- **What are the rules?** First, only one individual may present an answer, though group discussion is permitted. Second, desecration of this place, or to those who dwell within it, will result in immediate removal, and failure.
- **What is the cost of failure?** I do not know, but never again have I seen anyone who has failed.
- **What happened to my familiar/ companion/ mount?** Ehlonna has blessed it.

Whether the PCs have any more questions after the ones provided or not, read or paraphrase the following.

“Now that formalities are settled, let the game begin.” Sparks of electrical energy burst forth from his cupped hands, springing out onto a wall to his right. Slowly, the sparks take shape before your eyes until the definite signs of a door are formed. As the door solidifies, the priest gives a bow and disappears, leaving you alone in the room.

DREERWODE QUIVER

If none of the PCs have the Dreerwode Quiver, proceed to Encounter 5.

In these tunnels, PCs who bought Elena's Dreerwode Quiver have a special surprise waiting for them. If the PC(s) who owns the quiver has a class feature that grants him/her an animal companion/familiar or special mount (as long as the original creature is an animal, not an elemental, undead or magical beast). That animal's alignment shifts to good and the creature grows a luminescent horn that gives off light as a torch.

As long as that PC does not fail the tests, the animal can speak Common. The animal loses that ability as soon as either Kandura is taken OR the PC fails a test, although the animal will retain that ability if Kandura is successfully retrieved and returned to Heironeous via the Archon liaison.

When the PC who is related to the animal leaves the complex, the animal leaves at the same time.

THE TESTING AREA

This room is 20 ft. wide by 20 ft. long. One door, at the far left corner, leads into the next room. Proceed to “The Priest”

The tunnels were built by the builders so that creatures of Large size or smaller could navigate through as they didn't know how long it would take a champion to emerge and what champions would look like by that time. The ceiling is fifteen feet high in each room and the

doors are each ten feet high. These tunnels are made of carved white stone, which would impress even the pickiest dwarf (but they are not expected to admit it).

Teleportation magic functions only in the room where the PCs are currently located. Once they leave a room, they cannot go back.

WHERE ARE WE?

This is beyond the scope of this adventure. For simplicity's sake, assume the PCs are in a pocket dimension (known as the Fading Lands). Spells that allow a PC to travel through dimensions (such as *plane shift*) work here (but the PCs do not have spell components).

NO MORE STUFF

The PCs are now in the sacred tunnels that were built to house Kandura. While going through the field of white light, the crash the PCs heard was their equipment, with the exception of their non-magical clothing, being stripped away from them. There is nothing the PCs can do to prevent this or to retrieve their equipment.

The tunnel builders wanted to make sure that the people who went in search of Kandura completed these tests without any help. The symbol the PCs used to get through to the tunnels has also disappeared. Any magical effect active on the PCs is suppressed at this time.

Animal companions, familiars and mounts are missing. Paladin's mounts may be summoned within the complex. Unless one of the PCs has Elena's Dreerwode Quiver, at which case, that PC's animal is present. See “Dreerwode Quiver”, otherwise proceed to Encounter 5.

FIGHTING THE GHOST

ALL APLs (not for combat, hopefully)

Ghostly Priest: Ghost Cleric 16 of Heironeous, AL LG, hp 117, Appendix 1

Tactics: if forced to fight, the priest summons good-aligned creatures to fight for him. He has no desire to kill any PC, but anyone who attacks him fails the tests.

5: TEST OF ALIGNMENT

The door opens into another chamber easily double the length and width of the first. The floor and walls are made of the same glowing white marble complete with interwoven gold designs.

At the end of the room is another set of double stone doors. Floating symbols to Heironeous bathe the chamber in a blinding white light.

Sensing your presence, the doors open, releasing a wave of holiness that washes over you. “Proceed and be judged,” a voice calls out.

This room is thirty-feet wide by thirty-feet long. A double set of five-foot wide doors, located directly across from the entryway, lead into the next room. The floor and walls are decorated with religious symbols.

THE TEST

This chamber is the first of the PCs' tests. The symbols to Heironeous not only give off light, but they also detect for the presence of evil and chaos in those who enter it. PC(s) that choose to enter it must neither detect as chaotic or evil.

Those who do are immediately expelled outside the testing area. Should the whole party fail, proceed to Troubleshooting: The Whole Party Failed.

TROUBLESHOOTING: THE WHOLE PARTY FAILED

If the entire party fails the first test, a single Chaotic Good PC is allowed to continue to Encounter 6.

If there are no CG PCs, then proceed to Encounter 9.

6: TEST OF MORALS

The second set of doors opens into another stone chamber. However, this chamber has no exit door. The ghostly figure that welcomed you now floats cross legged in front of you. He weaves his arms ash though conjuring something. Eyeballs appear in thin air. The eyes fly out and attach to your foreheads

"These, will test your morals.," the priest says, indicating the eye on each of your foreheads. "These test you and you alone. You are not allowed to talk or communicate to each other in any way during this test."

This room is sixty feet wide by sixty feet long. In the first vision, the pit (ten-feet wide by ten-feet deep) appears in the center of the room. The room of loot is in the middle of the far right wall. The second and third visions have merchant carts (jutting out 10 ft. along the side walls) lined up along the left and right walls. The girl is at the third cart along the left wall. The man wanting to strike the merchant is at the fourth cart along the right wall.

Once the tests are completed, another set of double doors appears in the center of the room. The doors lead into the final room.

All the tests are described in the handout but are briefly reproduced for the DM here.

RUNNING THESE TEST

These are individual tests. The easiest way to run them is to have each PC write their answer to each test on a piece of paper.

If a PC talks, shows his or her answer or communicates with another, that PC immediately fails the test and is expelled. This is extremely serious; make sure the PCs understand the gravity of their situation BEFORE they start the tests.

Have the PCs answer all the tests before proceeding and knowing who passes and who fails.

See Player Handout 3. A series of visions come to the PCs. They may act and move in these visions but never physically move.

THE FIRST TEST

This is a test of honor. The PC has defeated a cult of undead worshippers and their leader surrenders. Ask them to write down what they do next.

The correct course of action is to accept the surrender and hand over the necromancer to the authorities.

THE SECOND TEST

The second vision shows the PC(s) in a market place of some sort. They observe people milling about until their vision is caught by a young child hanging about a fruit stand. As the vendor does business, the child swipes an apple. Stealing is against the law; however, it wouldn't be right to let a child starve.

The correct answer would be to pay the vendor for the stolen property while letting the girl get away. Turning the girl in is also correct. Doing nothing or letting the criminal go is not.

THE THIRD TEST

The third vision brings the PCs back to market place. They walk about until their attention is caught by a knight. He tells the PCs of a corrupt merchant that killed his daughter for stealing by poisoning her. No authority believes him so the man wants the PC(s) to help him help him kill the merchant and avenge his daughter's death.

The correct answer is for the PC(s) to arrest both the merchant and the man in the shadows: the merchant as a murderer, and the man in the shadows for conspiring to commit murder. Both acts are crimes.

Arresting either man or trying to convince the man of the evil of his idea also works. Simply attacking the would-be assassin is not.

THE FOURTH TEST

The fourth vision shows the PC(s) in a room with a pit in the center. From the pit, the PC(s) can hear sounds of a struggle between helpless victims and what might be a very large, armored man. At the other side of the room is a large chamber with a sword similar to the one they are here to get. The PCs are asked what they should do next?

The correct course of action is to jump down the pit to save the innocent victims. Any action that would lead the PCs to move to help is valid: casting fly spells, putting the innocents in a protective environment (such as a forcecage or Otiluke's resilient sphere or wall of force) also works. Any attacks or actions that would turn the man's attention away from the innocents and gives him a new focus is considered a success.

PASSING THE TESTS

Unlike the others, this test only allows those with the most answers right to proceed to the next stage. Therefore if two PCs have three right answers and three have one right answer, only the two PCs with three right answers are allowed to move on to Encounter 7.

Those who succeed see double stone doors appear in front of them. These doors lead to the final test before reaching Kandura. Those who fail are expelled from the testing area.

TROUBLESHOOTING: THE WHOLE PARTY FAILED

It is possible that the entire party fails the tests and they all ended up ejected from the tunnels. Refer to the Troubleshooting: The whole party failed section in Encounter 7.

7: THE JEWEL

The doors open into a grand cathedral. Likenesses of Heironeous in glorious combat against evil line the walls, and appear in the various stained-glass window designs.

At the far end of the room, on top of a crystal altar floats a symbol to Heironeous. The light shining down on it gives its diamond consistency away almost as easily as its apparent religious significance.

At the other end of the cathedral, a young human maiden looks at you with a smile. She starts to run to you but is stopped when a figure leaps from behind a pillar, grabbing the maiden at her waist with claws that seem to be itching to end her life.

Not a moment later, a multitude of devils materialize in the temple around the altar. Other devils begin to set fire to the temple as they laugh and whisper horrible things in their infernal tongue.

One of them looks at you. "If you don't move, we won't to anything to you."

The doors from the final room open up at the middle point of the cathedral. The cathedral is 180-ft. long and 130-ft. wide. Two sets of ten-foot wide pillars are at the front and back of the cathedral.

Again, this test is individual.

THE TEST

The PC(s) now have three options. They can either save the girl, save the gem, or do nothing. This test is about decisiveness. The PCs should act quickly. Don't give them time to think. Go around the table to the PCs who are left and BAM, BAM, BAM, get an answer from them.

The correct answer is for the PCs to either save the girl or the jewel because the greatest evil of all is to stand idly by when one might combat evil. Though saving a life

is probably the best way to go, either thing saved allows them safe passage to Kandura.

Those that are still eligible are shown to a staircase that leads down to Kandura. Those who fail this test, are expelled from the tunnels Proceed to Encounter 8: Kandura

TROUBLESHOOTING: THE WHOLE PARTY FAILED

It is possible that the entire party fails the tests and they all ended up ejected from the tunnels.

If none of the PCs make it passed this test, then proceed to Encounter 9.

8: KANDURA

The set of stairs leads to a large cavern. Ahead of you is a gleaming pillar of light, which holds a longsword suspended in its holy glare. Its red-tinted blade looking as sharp today as it did the day it was forged.

The longsword has its hilt adorned with a holy symbol to Heironeous and the blade crackles from the electrical energy.

A feminine voice, peaceful, soothing yet authoritative emanates from the blade, "Are you the champion worthy to wield me?"

This cavern is roughly 40-ft. across, and jagged walls give it an egg shape.

The PCs are free to explore the cavern, though nothing of interest besides Kandura is in the room. The first good-aligned PC to touch Kandura receives the "Touched by Kandura" AR Reward.

Once a PC takes the sword, read or paraphrase the following:

- **Who are you?** I am Kandura. I am the blood of the Archpaladin.
- **Blood of the Archpaladin?** Yes, I flowed from his wounds.
- **How?** His blood and my steel are one.
- **How old are you?** I was forged when the Archpaladin traveled this world.
- **How do we get out of here?** I can transport all of us to the surface.
- **Let's go!** You must all touch my hilt and I will take all of you away from here.

Kandura seeks a PC who fits the following description before she teleports anyone anywhere. Kandura asks the PCs present to talk about themselves in order to establish which one, if any, of the PCs it wants to wield it. (There is always the possibility that it won't select a wielder from the party, if none of them fit the criteria below.) If it has a choice, it selects a divine caster over a non-divine caster, but its preferences, in order, are as follows:

1. Paladin of Heironeous

2. Lawful Good-aligned cleric of Heironeous
3. Neutral Good-aligned or Lawful Neutral-aligned cleric of Heironeous
4. Lawful Good-aligned worshipper of Heironeous
5. Neutral Good-aligned or Lawful Neutral-aligned worshipper of Heironeous
6. A Paladin
7. Lawful Good-aligned PC
8. Neutral Good-aligned PC
9. Lawful Neutral-aligned PC

Kandura transports them all up to the surface as soon as it is asked to do so. If no one fits these criteria, Kandura still transports the PCs to the surface but acts as a +1 *longsword* and does not talk to them, except to request that she be handed to a more suitable wielder (Olynn IS a suitable wielder to Kandura).

KANDURA'S ABILITIES

+1 *axiomatic devilbane holy longsword*
(devilbane is evil outsider bane)

Speaks Common but cannot read, darkvision 60 ft. and can hear.

Ego: 13

Abilities: Int 10, Wis 15, Cha 15

Skills: Listen +2, Spot +2

Spell-Like Abilities:

At Will – *detect magic* (CL 1st)
3/day – *bless* (CL 1st), *cure moderate wounds on wielder* (CL 3rd)

Because of its divine origin, a worshipper of Heironeous can use Kandura as a holy symbol of Heironeous.

It speaks in a soft, but commanding voice. Anyone wielding Kandura feels its power and its divine connection. She is always ready for battle and incites its wielder to fight the forces of Hextor. Should its wielder attempt to flee, Kandura attempts to force its ego to force its wielder to fight.

Anyone who is not lawful good OR a lawful neutral or neutral good worshipper of Heironeous gains a negative level by holding Kandura. This is a slight deviation from the normal rules for intelligent items, because of Kandura's divine link to Heironeous. Keeping Kandura in a scabbard or wrapped in silk or cloth removes the negative level, but holding the sword in hand, even with gloves does not remove it. (Kandura refuses to be placed in an extra-dimensional space).

Make sure the PC who gets the sword does not abuse it or mistreat it. Otherwise, Kandura will keep attempting to control the PC and force them to hand her over to a more respectful PC. The sword is of divine origin, and insists on being treated with respect.

Since it is not possible to buy Kandura, no monetary value has been assigned to it in this adventure.

TROUBLESHOOTING: THE "SNEAKY ROGUE"

If the PC who takes Kandura does so and does not qualify, Kandura spends every round trying to assert its strength and enters a personality conflict with the PC.

In short, this means that EVERY ROUND, the PC must make a DC 13 Will save or be forced to relinquish the weapon to a more deserving PC.

Kandura even tries to assert its dominance during a fight (at which point it asks to be dropped and calls out the more deserving PC's name).

9: THE HEXTORITES!

PCs who failed the tests, have any magical effect that were active upon them *dispelled* as they leave the testing area (only effects that can be *dispelled* are removed. Effects like curses are not removed). PCs who reached the chamber of Kandura still have any and all magic effects active.

All the PCs emerge from the testing area exit at the same time, whether they failed or succeeded.

Once that is resolved, proceed.

Creatures enter the clearing, obviously intent on fighting. On their armor, a black gauntleted fist holds the six red arrows of Discord.

"Glory to the Scourge of Battle! Victory! Victory! Victory! Victory!" they chant.

The PCs can make a DC 20 Knowledge (arcana or nature) check to recognize the incarnated blood golem of Hextor. Knowledge (the planes) checks are also appropriate for the devils present. Use the dimensions mentioned in Encounter 3 for this fight (100 foot clearing with a few rubble).

There is no surprise round, proceed immediately to standard round.

APL 4 (EL 6)

☛ **Bearded Devil:** hp 45, *Monster Manual* 52.

☛ **Blacknose Tribe Gnolls (4):** hp 11 each; *Monster Manual* 130.

APL 6 (EL 8)

☛ **Bearded Devil:** hp 45 each, *Monster Manual* 52.

☛ **Gnoll Cleric:** Cleric of Hextor 3; hp 30; *Appendix 1*.

☛ **Gnoll Rangers (3):** Ranger 3; hp 31 each; *Appendix 1*.

APL 8 (EL 10)

☛ **Blood Golem of Hextor:** hp 85; *Appendix 1*

☛ **Erinyes:** hp 85, *Monster Manual* 54

APL 10 (EL 12)

☛ **Advanced Blood Golem of Hextor:** hp 155; *Appendix 1*

☛ **Erinyes (2):** hp 85 each, *Monster Manual* 54

APL 12 (EL 14)

✚Advanced Blood Golem of Hextor; hp 199; Appendix 1

✚Elite Erinyes (3): hp 114 each, Appendix 1

APL 14 (EL 16)

✚Advanced Blood Golem of Hextor (2); hp 199 each; Appendix 1

✚Elite Erinyes (6): hp 114 each, Appendix 1

APL 16 (EL 18)

✚Advanced Blood Golem of Hextor (2); hp 199 each; Appendix 1

✚Elite Erinyes (6): hp 114 each, Appendix 1

✚Horned Devil: hp 172, Monster Manual 55

Tactics: The devils and gnolls do not expect the PCs to give over the sword. During the fight, they offer quarters to the PCs with calls of "Surrender and by Hextor we'll let you go." Oddly enough, should the PCs surrender, they honor their word. They take Kandura and one magic weapon, armor or item per PC before leaving.

They try to focus their attacks on a single PC at a time, ideally a paladin, a cleric or anyone that seems to use spells that can hurt a devil or the golem (such as *orbs of force*).

Unless forced to, the Erinyes never land, flying around and dropping their fiery arrows of death onto the PCs.

The blood golem obeys the commands of the devils and focuses on the same creatures as its masters.

10: THE RITUAL

The PCs return to Olynn and Elena's house. Olynn and Elena are extremely grateful to the PCs. Olynn asks for Kandura.

THE PCS HAVE KANDURA

Kandura asks to be handed over to Olynn. She does not know why, but feels it is important. If the PC refuses, Kandura attempts to take over every round. If (when) it wins it demands to be turned over to Olynn.

Olynn takes the sword to his office and begins to talk and question the sword on its history and memories. The PCs may stand in on the questioning (the sword does not know a lot more than what is in the adventure background). Olynn asks questions of Kandura's time as part of Heironeous. The sword also asks questions of Olynn regarding to state of matters currently going on.

An hour later, Olynn is done with his questioning. Read or paraphrase the following.

Olynn calls you into his office where the sword lies on a velvet red cushion. "I'm afraid Kandura has decided that the current state of matters is too unstable in the County for it to stay. She wishes to

consult with the celestial council of warlords in Celestia. I've tried to convince her otherwise. But..."

"But..." says Kandura. "All of you are still so young... Your potential is there. You braved the tests that shrouded me. There may be a time when you are ready."

The sword remains quiet for a moment. "Olynn here knows how to transport me to Celestia. I would be honored if you escorted me until I once again rest in the heavens."

There is no hurry and the PCs may elect to rest, if they wish. Kandura would rather return to Celestia as soon as she can, but respects the wishes of the PCs.

Elena does not accompany the PCs and Olynn. When the PCs are ready, proceed to The Ritual.

THE PCS DO NOT HAVE KANDURA

Olynn looks defeated and dejected, but understands. He retires to his study when he prays and reads some more. About an hour later, he calls upon the PCs.

Olynn calls you into his office where Olynn sits, looking more tired than before. "We need to consult the great oracles of Celestia... Only they can help us and tell us what to do next and how I can cure my soul... I know of a gate to that most holy of places. There we could meet with some of the Archpaladin's archons and find out what we can do."

"Will you escort me there?"

There is no hurry and the PCs may elect to rest, if they wish. Olynn wished to go to Celestia as soon as possible, but respects the wishes of the PCs.

Elena does not accompany the PCs and Olynn. When the PCs are ready, proceed to The Ritual.

THE RITUAL

Olynn leads you to the basement of the manor where a few years ago, a chapel of Hextor stood. The room has since been re-consecrated to the Archpaladin. On the floor, a glowing circle of runes has been etched in the stone.

Olynn turns to you. "We'll be using this teleporting circle. It leads to an underground chamber that was built in ancient times. There is a portal there that can be opened to Celestia. I spent days in front of it, praying for guidance and divine inspiration. Elena paid the Obsidian Conclave a lot of money to get this circle crafted."

The circle hums with power as Olynn calls out the command word. A flash of light later, you find yourselves in an enormous underground cavern.

At the front of the room, a large archway is covered with symbols of angels and devils locked in mortal combat.

Olynn steps forward, holding the divine sword in his hands offering it to the portal. A few sacred words later, the portal begins to react. Red and black

sparks flicker through the vacant opening. A wave of heat washes over you, followed by wisps of mist drifting from the portal. Olynn collapses to the ground as the mist encircles him. Tremors fly across the room until they reach the ceiling above the circle. Chunks of the ceiling fall onto the circle, clearly blocking any escape attempts for the moment.

Beyond the portal comes the sound of a trumpet followed by that of war drums sounding the charge. Creatures beyond the portal begin charging through.

The ceiling that fell on the *teleportation circle* deactivates it for the next ten minutes so as to block the PCs from escaping that way. The mist has no game effect, but looks cool.

Refer to DM Map 1 for details. A DC 15 Knowledge (the planes) check identifies the area beyond as the infernal battlefield of Acheron, home plane of Wee Jas, Gruumsh and Hextor. If it ever becomes necessary, the portal opens up on a large flat, featureless plain.

Olynn's body lies in front of the portal, Olynn is unconscious but alive and with full hit points (100).

APL 4 (EL 6)

Hextorite Horror: incarnated blood golem fighter 2; hp 132; Appendix 1

APL 6 (EL 8)

Hextorite Horror: incarnated blood golem fighter 4; hp 155; Appendix 1

APL 8 (EL 10)

Hextorite Horror: incarnated blood golem fighter 6; hp 179; Appendix 1

APL 10 (EL 14)

Barbed Devil: hp 129, *Monster Manual* 51

Hextorite Horror: half-fiendish incarnated blood golem fighter 6; hp 195; Appendix 1

APL 12 (EL 16)

Hextorite Horror: half-fiendish incarnated blood golem fighter 8; hp 275; Appendix 1

Ice Devil: hp 147, *Monster Manual* 56

APL 14 (EL 18)

Barbed Devil (2): hp 129 each, *Monster Manual* 51

Hextorite Horrors (2): half-fiendish incarnated blood golem fighter 8; hp 275 each; Appendix 1

Ice Devil: hp 147, *Monster Manual* 56

APL 16 (EL 20)

Barbed Devil (2): hp 129 each, *Monster Manual* 51

Hextorite Horrors (2): half-fiendish incarnated blood golem fighter 8; hp 275 each; Appendix 1

Horned Devil: hp 172, *Monster Manual* 55

Ice Devil (4): hp 147 each, *Monster Manual* 56

Tactics: The first creature to come out of the portal is the Hextorite horror. If the horror is not engaged in melee within one round, it picks up Kandura and leaves through the portal. If there are two Horrors, this applies to the second one as well. Once one of the horrors has the sword (and taken the negative level for handling it), it withdraws back through the portal. At that point, the PCs have 1 round to follow it. At the end of that round, the portal closes. When the portal closes, if no PC is in Acheron engaged in combat with the creature carrying Kandura, the PCs have failed.

The Hextorite horror uses Power Attack, if it hits a target consistently. It focuses its attack on weakened PCs. If the Horror fails to hit one PC for a full round, it attacks another PC.

The horror comes out of the portal while the devils use their *teleport* ability when the portal opens to fill the room.

Any devil present focuses on spellcasters, be they arcane or divine. The devils use their last actions to *teleport* back into Acheron if the portal is about to close. The portal begins to flicker on and off after ten rounds before permanently closing in the twelfth round. Make sure the PCs are told this as the consequences for not acting to leave Acheron in time, are quite dire.

TROUBLESHOOTING: NO KANDURA

If the PCs do not have Kandura, the horror attempts to take Olynn instead.

Development: Proceed to the Conclusion

TROUBLESHOOTING: TPK/STRANDED ON ACHERON

If all the PCs get knocked unconscious on Acheron, stop the fight as the last PC falls. Any PC who is dying at that time (between -1 and -9 hit points) is automatically stabilized. Proceed to Encounter 11: Elphegor.

Use this route for PCs who followed the Hextorite horrors into the portal and failed to come back out before it closed. If they do not have Kandura at the time the portal closes, proceed to Encounter 11: Elphegor

NOTE: If the PCs are in possession of Kandura at the time the portal closes and are stranded on Acheron, do not go to Encounter 11: Elphegor. Go, instead, to the Conclusion section titled: PCs recover Kandura but remain stranded on Acheron.

11: ELPHEGOR

Defeated (or killed) by the demon horde, you wake up tied to a spear surrounded by a large number of goblins of all types along with a number of devils. They poke at you with sticks and laugh at you. Goblin slaves carry your equipment a short distance away. At the front of the army, [creature with Kandura] carries the holy weapon.

After an hour, you finally reach the goblin camp. There, you are brought before a bloated fiend with a massive paunch that hangs far below its waist. Where its warty pink flesh shows through its black robes, curls of stinking mist rise. The creature's head is broad and monstrous. Its face has two yellow porcine eyes above a wide mouth filled with sharp teeth. Two bone ridges roll back along the top of its head. The thing's lips are painted glossy red, and blue eye-shadow darkens its eyes in the manner of a courtesan.

Its voice is oddly calm and pleasant. "So... It would seem like I have received more than I expected... a bonus of sorts. My minions will have to be rewarded for this..."

Allow the PCs to make a Knowledge (the planes) check and compared the results to the following table.

- **DC28** This creature is a Paerliryon, a powerful baatezu from the Nine Hells of Baator.
- **DC33** Paerliryon are known to control spy networks and serve as devilish information broker.
- **DC38** This particular Paerliryon is called Elphegor a devil who invested a lot of resources into the County of Urnst during the Civil War.

"I am Elphegor of Avernus. I know who you are... Part of my essence has led you to Kandura through the one you call Olynn."

"Tell me, what are you willing to do or give me to save your miserable lives? I'm not cheap..."

Things Elphegor wants in return for letting the PCs live and returning them to Oerth. Each PC must fulfill one of the following conditions to be released. PCs cannot help or cover each other's expenses on this one. Elphegor does return the PCs' equipment once they conclude a deal.

- **Gold:** at least 500gp worth of gold or equipment per character level. He pays half-price for equipment.
- **Service:** at least 2 TU per character level. (So a 2nd-level would do 4 TUs while a 10th-level would of 20TUs). This service is limited to fighting demons, yugoloths and other infernal creatures.
- **Minor pact:** the PC pledges his soul to Elphegor after he or she dies. Divine spellcasters of a good-aligned deity lose all their powers and require an atonement spell after being brought back from the dead. Elphegor wants this in writing of course. Of course, this is not possible for PCs who may have already sold their souls.

Once the PCs have struck a deal with Elphegor, proceed to the Conclusion.

If they refuse to make a deal, Elphegor executes them before sending their body back to the Material Plane. It's not like they really have a choice.

TROUBLESHOOTING: PCS WITH THE IRE OF ELPHEGOR

PCs with the Ire of Elphegor from URC7-04 Lord of the Castle are immediately executed unless they pledge agreement to all of the above conditions (pay, do service AND enter into a minor pact). The only other option they have is to pledge their soul to Elphegor forever. Doing so is an evil act that removes the PCs from the game. Immediately take the PC and turn him or her to the County of Urnst triad.

PCs with the Ire that are executed here are permanently removed from the game unless they have access to a *true resurrection* spell (and the other party members are willing to pay for the spell).

Being executed removes the Ire of Elphegor.

TROUBLESHOOTING: ATTACKING ELPHEGORE

The PCs all die. They escaped death once; without equipment they have very little chance of survival. As well as Elphegor (a CR 18 devil), there is a large number of creatures here who want only war and destruction.

PCs with the Ire that are killed here are permanently removed from the game unless they have access to a *true resurrection* spell (and the other party members are willing to pay for the spell).

TROUBLESHOOTING: ESCAPING FROM ELPHEGORE AND ACHERON

It is very possible that the PCs might be able to escape the plane on their own (through a spell or favor). If they do so without their equipment, Elphegor keeps the loot. The PCs may call upon the "charity of friends" clause from the LGCS.

CONCLUSION

There are a number of possible outcomes for the adventures.

If the PCs failed to get Kandura, modify the text accordingly. They are still attacked by Elphegor's demons who expect them to have it.

THE HEXTORITES HAVE KANDURA

Whether because the Hextorite oooror left with it or because the PCs were defeated in Acheron, the Hextorites have Kandura at the end of the adventure.

As Olynn wakes up his eyes immediately fill with tears. His eyes seem filled with fever and he trembles like a leaf. "Now darkness will fall upon the County for sure! A paladin... a paladin no more...I have failed."

Olynn is suddenly overcome with a severe bout of coughing. "Poor Elena, what will she say?"

A tremor followed by a shower of dust tells you that you should leave the cave and return to the manor.

Elena is waiting for you up there. As she sees Olynn, her eyes fill with tears "I have failed" is all he tells his wife. Both hold each other, crying.

Elena hands over a small pouch. "Here is the payment I promised. I have added vouchers so you can return and obtain some items you might find useful... If you don't mind, my husband and I wish to be alone."

Proceed to AR Rewards.

PCS RECOVERED KANDURA AND REMAINED (OR RETURNED) ON OERTH

The surface of the portal ripples once more as it once again opens up. Bolts of static crackle all around you as a bright light radiates from the portal.

The creature that emerges from the portal is quite different than those who passed through earlier. It appears as a green, winged elf of supernatural goodness and beauty. In her right hand is a long ivory trumpet with inlays of gold, platinum and silver.

"I am Qwazzarabriel, sent by the Archpaladin to serve has his voice and instrument of his divine will. Olynn Gurshman, you have proven yourself worthy. You and those you hired succeeded in protecting the Archpaladin's own blood. For this, all your sins are forgiven. And by divine order may the infernal taint on your soul be removed!" The creature blows its horn towards Olynn. The noise from the trumpet though deafening, does not affect you. "Now the will of the Archpaladin is done."

Turning to [PC who has Kandura], she adds holding out her left hand. "Please hand over that which was separated from the Archpaladin so long ago..."

Allow the PC to turn in the weapon. The Archon has no desire to fight.

As soon as the Archon takes the sword, you can hear Kandura's sweet voice. "You are not yet ready... but the day comes. I now return to Celestia. My blessing is upon you! Farewell"

The archon steps back into the portal and once again, you stand in darkness. A tremor followed by a shower of dust tells you that you should leave the cave and return to the manor.

Elena is waiting for you up there. As she sees Olynn, her eyes fill with tears "I was atoned by the Archpaladin" is all he tells his wife. Both hold each other, crying with joy.

Elena hands over a small pouch. "Here is the payment I promised. I have added vouchers so you can return and obtain some items you might find useful... Thank you dear friends, thank you."

Proceed to AR Rewards.

PCS RECOVERED KANDURA BUT REMAINED ON ACHERON

Kandura is yours once again! Around you, large numbers of goblins and creatures are forming ranks, intent on launching an assault on you.

"Let us die with honor!" calls Kandura.

However at that time a gate opens a few feet before you. A creature emerges from the portal. It appears as a green, winged elf of supernatural goodness and beauty. In her right hand is a long ivory trumpet with inlays of gold, platinum and silver.

"I am Qwazzarabriel, sent by the Archpaladin to serve has his voice and instrument of his divine will."

Turning to [PC who has Kandura], she adds holding out her left hand. "Please hand over that which was separated from the Archpaladin so long ago that I may return you home."

Allow the PC to turn in the weapon. The Archon has no desire to fight, but Kandura begins to try and assert its dominance on the PC every round over any PC who refuses to give the sword.

As soon as the Archon takes the sword, you can hear Kandura's sweet voice. "You are not yet ready... but the day comes. I now return to Celestia. My blessing is upon you! Farewell"

The archon steps back through the gate that remains open. You hear the voice of the trumpet archon through the gate "Step through and you'll be back in your world."

Again, allow the PCs to decide what they wish to do. Any PC who does not pass through the gate immediately is stuck in Acheron, unless the PCs have a way of planar travel (such as a plane shift spell prepared or available).

Proceed to "Lost on Acheron" if they stay. If they go through the gate, read, or paraphrase, the following:

You step through the portal and find yourselves before the Gurshman Manor.

Elena is waiting for you up there. As she sees Olynn, her eyes fill with tears "I was granted atonement by the Archpaladin" is all he tells his wife. Both hold each other, crying with joy.

Elena hands over a small pouch. "Here is the payment I promised. I have added vouchers so you can return and obtain some items you might find useful... Thank you dear friends, thank you."

Proceed to AR Rewards.

LOST ON ACHERON

Use this conclusion if the PCs got Kandura back on Acheron but did not follow the archon. They are considered “lost on another plane” and must spend 6 TUs and 1,000 gp in order to come home. Until this is paid, the PC is removed from play. Alternatively, a special mission may be requested to resolve this situation. Note the player’s decision in the notes section on the AR.

As you return to Oerth and make your way back to Brotton, you find Elena running her warehouse with a radiant smile.

Elena hands over a small pouch. “Here is the payment I promised. I have added vouchers so you can return and obtain some items you might find useful... Thank you dear friends, thank you.”

AR REWARDS

- If the PCs gave Kandura to the archon, they receive “Elena’s Promise” and “Elena’s Gratitude” AR Rewards.
- Any PC who was accepted as Kandura’s wielder received the “Kandura’s wielder” AR Reward.
- Any PC who passed all the tests and met Kandura in its shrine receives the “Kandura’s Blessing” AR Reward.
- If the PCs fail to turn Kandura to the archon (they were defeated or they didn’t follow through the portal), they receive the “Elena’s promise” AR Reward.
- If a PC had to be dominated by Kandura to be turned over to the archon, that PC (and any who agreed with him/her) does NOT receive the “Kandura’s blessing” AR Reward.
- Any PC who met with the archon receive the “Heironeous’ Envoy” and “Ire of Elphegor” AR Rewards.
- Any PC who had the Dreerwode Quiver when he entered the complex receive the “Ehlonna’s Touch” AR Reward.
- Any PC who made a deal with Elphegor receives the “Deal with the Devil” AR Reward.

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.

4–7: The Tests

Experience objective: Complete the tests

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	300 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

9: The Hextorites!

Defeat the Hextorites

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

10: Stop Him!

Defeat the Devils sent through the portal

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

Story Award

Obtaining Kandura (whether or not it is lost afterwards)

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	220 XP
APL 12	255 XP
APL 14	300 XP
APL 16	360 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	1,575 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

2: A Proposition

APL 4: Coin 400 gp; Total 400 gp.

APL 6: Coin 600; Total 600 gp.

APL 8: Coin 800 gp; Total 800 gp.

APL 10: Coin 1000 gp; Total 1000 gp.

APL 12: Coin 1200 gp; Total 1200 gp.

APL 14: Coin 1400 gp; Total 1400 gp.

APL 16: Coin 1600 gp; Total 1600 gp.

9: The Hextorites!

APL4: Loot: 26 Coins: 450gp Total: 26gp.

APL6: Loot: 81 Total: Magic 926 Total: +1 flail (192gp); cloak of resistance +1 (83gp); +1 composite longbow (str+2) x3 (217gp each); Total: 1007gp.

APL8: Loot: 55 Total: Magic 1,079 Total: +1 large full plate (346gp); +1 flaming composite longbow (+5 Str) (733gp); Total: 1,134gp.

APL10: Magic 5,247 Total: +1 large flaming heavy flail x2 (694gp each); +2 large full plate (596gp); +1 flaming composite longbow (+5 Str) x3 (733gp each); +2 mithral chain shirt x3 (354gp each); Total: 5,247gp.

APL12: Magic 6,913 Total: +1 large flaming frost heavy flail x2 (1,528gp each); +2 large full plate (596gp); +1 flaming composite longbow (+5 Str) x3 (733gp each); +2 mithral chain shirt x3 (354gp each); Total: 6,913gp.

APL14: Magic 13,827 Total: +1 large flaming frost heavy flail x4 (1,528gp each); +2 large full plate x2 (596gp each); +1 flaming composite longbow (+5 Str) x6 (733gp each); +2 mithral chain shirt x6 (354gp each); Total: 13,827gp.

APL16: Magic 13,827 Total: +1 large flaming frost heavy flail x4 (1,528gp each); +2 large full plate x2 (596gp each); +1 flaming composite longbow (+5 Str) x6 (733gp each); +2 mithral chain shirt x6 (354gp each); Total: 13,827gp.

10: STOP HIM!

APL4: Loot: 15gp; Magic: 194gp; +1 large heavy flail (194gp); Total: 209gp.

APL6: Magic: 294gp; +1 large heavy flail (194gp); +1 large studded leather (100gp); Total: 294gp.

APL8: Magic: 540gp; +1 large heavy flail (194gp); +1 large full plate (346gp); Total: 540gp.

APL10: Magic: 540gp; +1 large heavy flail (194gp); +1 large full plate (346gp); Total: 540gp.

APL12: Magic: 540gp; +1 large heavy flail (194gp); +1 large full plate (346gp); Total: 540gp.

APL14: Magic: 3,457gp; +1 large humanbane heavy flail (194gp); +2 large full plate (596gp); amulet of health +4 (1,333gp); belt of giant strength +4 (1,333gp); Total: 3,457gp.

APL16: Magic: 6,913gp; +1 large humanbane heavy flail x2 (194gp each); +2 large full plate x2 (596gp each); amulet of health +4 x2 (1,333gp each); belt of giant strength +4 x2 (1,333gp each); Total: 6,913gp;

Treasure Cap

APL 4:	675 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	13,200 gp

Total Possible Treasure

APL 4:	685 gp
APL 6:	1,301 gp
APL 8:	1,674 gp
APL 10:	5,787 gp
APL 12:	7,453 gp
APL 14:	17,284gp
APL 16:	17,284gp

ADVENTURE RECORD ITEMS

☛ **Ehlonna's Touch:** Your companion, familiar or special mount has a luminescent horn on its forehead that gives off light as a torch. Its alignment shifts to good and it is considered blessed by Ehlonna. This gives you a +5 circumstance bonus to social checks when dealing with non-evil druids, non-evil fey and devoted of Ehlonna and Phyton. If you commit an evil act, this favor is immediately voided.

☛ **Kandura's blessing:** A glowing lightning bolt (glows as a candle) appears on the back of your hand (but may be hidden by gloves). Three times, as a swift action, you may call upon Heironeous to receive the benefit of a *swift bless weapon* spell (CL3rd). If you are a divine caster of Heironeous, you can instead choose to negate an auto-failure on a saving throw or an attack (meaning a '1' does not automatically miss or fail). Mark off each use as it occurs: [] [] []

Wielder of Kandura: Kandura allowed you to wield her.

Elena's Promise: Elena uses her contacts to grant you a one-time access to one of the following items from the DMG: *brooch of shielding*, *dust of appearance*, *dust of disappearance*, *elixir of vision*, *elixir of hiding*, *incense of meditation*. Cross this favor off once used.

☛ **Elena's Gratitude:** Elena uses her contacts to grant you a one-time access to one of the following items from the DMG: *bag of tricks (any)*, *bead of force*, *necklace of adaptation*, *necklace of fireballs types (any)*, *oathbow*, *ring of animal friendship*. Cross off once used.

☛ **Ire of Elphegor:** The devil known as Elphegor is unhappy that you dispatched some of his forces and ruined his current plan. Any devil selects you as a target first, when it has a choice. Be prepared to be the target of fiendish retribution.

☛ **Heironeous' Envoy:** You have met an envoy of Heironeous, granting you access to the Contemplative prestige class (Heironeous).

☛ **Devil Brand:** You have been branded by Elphegor. This brand gives you a -1 profane penalty to resist the effect of any spell, spell-like ability or supernatural ability of any baatezu following Elphegor. It is *invisible*, except to baatezu serving Elphegor. Devils met in the County of Urnst are all assumed to follow Elphegor.

☛ **Deal with the Devil:** You made a deal with Elphegor. Check which you did.

- ☐ **Money:** you paid ____gp
- ☐ **Service:** you did ____TUs of service

- ☐ **Minor Pact:** you gave your soul to Elphegor. You may not be raised from the dead by any means. When you die, hand over your character to the DM.

ITEM ACCESS

APL 6

- Large full plate (Adventure; PHB)
- Large heavy flail (Adventure; PHB)
- Large masterwork studded leather (Adventure; PHB)

APL 8 (all of APLs 4-6 plus the following):

- +1 *flaming composite longbow* (*str+5*) (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following):

- +1 *large flaming heavy flail* (Adventure; DMG)
- +2 *mithral chain shirt* (Adventure; DMG, 4250gp)

APL 12 (all of APLs 4-10 plus the following):

- +1 *large flaming frost heavy flail* (Adventure; DMG)

APL 14 (all of APLs 4-12 plus the following):

- +1 *large humanbane heavy flail* (Adventure; DMG)

APPENDIX 1: ALL APLS

GHOSTLY PRIEST

CR 18

Ghost Male Oeridian Cleric of Heironeous 16
LG Medium Undead (human)

Init +1; **Senses** Listen +4, Spot +4

Aura overwhelming good, overwhelming law

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

Miss Chance 50% Incorporeal

hp 117 (16 HD); turn resistance +4

Immune Undead traits

Fort +10, **Ref** +6, **Will** +14

Speed 30 ft. (6 squares), fly 30 ft (perfect)

Melee incorporeal touch +13 (draining touch)

Base Atk +12; **Grp** –

Special Actions malevolence, manifestation,
telekinesis, turn undead

Cleric Spells Prepared (CL 16th):

8th—*antimagic field* *Empowered* *summon monster VI*, *power word stun*^D

7th—*dictum*, *Empowered flame strike*, *holy word*^D(CL17th), *summon monster VII*

6th—*anti-life shell* (DC20), *blade barrier*^D (DC20),
greater dispel magic, *harm* (DC20)

5th—*atonement* (x2), *flame strike*^D (DC19), *greater command*, *spell resistance* (SR28)

4th—*dismissal*, *holy smite*^D (DC18, CL17th),
Empowered Inflict moderate wounds (DC16),
Empowered summon monster II, *spell immunity*,
summon monster IV

3rd—*blindness/deafness* (DC17), *daylight*, *dispel magic*, *inflict serious wounds* (DC17), *magic circle vs evil*^D(CL17th), *prayer*, *summon monster III*

2nd—*aid*, *calm emotions* (DC16), *enthrall* (DC16),
silence (DC16), *sound burst* (DC16), *spiritual weapon*^D, *summon monster II*

1st—*bane* (DC15), *bless*, *cure light wounds*, *inflict light wounds* (DC15), *protection from chaos*,
protection from evil^D (CL 17th), *shield of faith* (+4 deflection)

0—*create water*, *detect magic* (x2), *light*, *read magic*, *resistance*

D: Domain spell. Deity: Heironeous. Domains: Good, War

Abilities Str 14, Dex 12, Con –, Int 10, Wis 18, Cha 14

SQ rejuvenation, restricted spells (chaos & evil),
spontaneous spellcasting (cure), turn resistance +4

Feats Feat, Feat, Feat, Feat, Martial Weapon
Proficiency (longsword)^B,

Skills Concentration +22(+26 when casting
defensively), Diplomacy +12, Knowledge (arcana)
+5, Knowledge (history) +5, Knowledge (religion)
+8, Knowledge (the planes) +1, Spellcraft +13,

Possessions holy symbol of Heironeous

Draining Touch (Su) When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each

such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Malevolence (Su) Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 16), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

Manifestation (Su) You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Rejuvenation (Su) Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+16) against DC 16.

Telekinesis (Su) You can use telekinesis as a standard action (caster level 16). When you use this power, you must wait 1d4 rounds before using it again.

10: STOP HIM!

HEXTORITE HORROR CR 6

Male Incarnated Blood Golem of Hextor fighter 2

*From Fiend Folio & Savage Species

LE Large Giant

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 22, touch 10, flat-footed 21

(-1 size, +1 Dex, +3 armor, +9 natural)

hp 132 (12 HD);

Fort +13, **Ref** +4, **Will** +4

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *heavy flail* +19/+14 (2d8+14) and bite +12 (1d8+4) or

Melee claws +17/+17 (1d6+9) and bite +12 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +22

Combat Gear +1 *heavy flail*, masterwork studded leather

Abilities Str 28, Dex 12, Con 22, Int 10, Wis 12, Cha 3

Feats Cleave^B, Power Attack^B, Weapon Focus (heavy flail),

Skills Jump +17

Possessions combat gear

9: THE HEXTORITES!**GNOLL CLERIC OF HEXTOR CR 3**

Male gnoll Cleric 3 (Hextor)
 LE Medium Humanoid (gnoll)
Init +1; **Senses** Darkvision 60 ft Listen +5, Spot +5
Aura Evil (moderate), Law (moderate)
Languages Gnoll

AC 18, touch 11, flat-footed 17
 (+1 Dex, +5 armor, +2 shield)

hp 30 (4 HD)

Fort +5, **Ref** +5, **Will** +7

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 *flail* +7 (1d8+4) or

Melee club+5 (1d6+3) or

Ranged sling +3 (1d4+3)

Base Atk +2; **Grp** +5

Atk Options Rebuke Undead

Special Actions Smite (1/day, +4 Attack, +3 Damage), Spontaneous casting (*inflict*)

Combat Gear +1 *flail*, masterwork chainmail, masterwork heavy wooden shield,

Cleric Spells Prepared (CL 3rd):

2nd—*calm emotions* (DC 15), *silence*, *spiritual weapon*^D (+5 attack, 1d8+1/20,x2)

1st—*bless*, *cure light wounds* (1d8+3), *magic weapon*^D, *protection from good*

0—*create water*, *cure minor wounds* (x2), *guidance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Abilities Str 16, Dex 12, Con 13, Int 6, Wis 15, Cha 8

Feats Toughness, Martial Weapon Proficiency (Flail), Skill Focus (Concentration), Weapons Focus (Flail)

Skills Concentration +7, Listen +5, Listen +5,

Possessions combat gear plus *cloak of resistance* +1

GNOLL RANGER CR 3

Female gnoll Ranger 3
 LE Medium Humanoid (gnoll)
Init +3; **Senses** Darkvision 60 ft Listen +6, Spot +6
Languages Gnoll

AC 16, touch 13, flat-footed 13
 (+3Dex, +3 armor)

hp 31 (4 HD)

Fort +5 **Ref** +8, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft

Melee battleaxe +5 (1d8+3) or

Melee club +5 (1d6+3) or

Ranged +1 *composite longbow* (Str +2) +7 (1d8+3) or

Ranged +1 *composite longbow* (Str +2) +5/+5 (1d8+3) or

Ranged sling +6 (1d4+2)

Base Atk +3; **Grp** +5

Atk Options Point Blank Shott, Precise Shot, Rapid Shot

Special Actions Favored enemy (humans)

Combat Gear +1 *composite longbow* (Str +2), battleaxe, club, sling, masterwork studded leather armor

Abilities Str 15, Dex 16, Con 14, Int 10, Wis 8, Cha 8

Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track

Skills Hide +8, Listen +6, Spot +6, Survival +6,

Possessions combat gear

10: STOP HIM!**HEXTORITE HORROR CR 8**

Male Incarnated Blood Golem of Hextor fighter 4

*From Fiend Folio & Savage Species

LE Large Giant

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 23, touch 10, flat-footed 22
 (-1 size, +1 Dex, +4 armor, +9 natural)

hp 155 (14 HD);

Fort +14, **Ref** +5, **Will** +5

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *heavy flail* +21/+16 (2d8+16)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +24

Combat Gear +1 *heavy flail*, +1 *studded leather*

Abilities Str 28, Dex 12, Con 22, Int 10, Wis 12, Cha 3

Feats Cleave^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Jump +21

Possessions combat gear

9: THE HEXTORITES!

BLOOD GOLEM OF HEXTOR CR 8

Blood Golem of Hextor

*From Fiend Folio

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0**Languages** Common**AC** 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +9 armor, +9 natural)

hp 85 (10 HD); **DR** 10/Adamantine**Immune** construct traits**Fort** +3, **Ref** +2, **Will** +3**Weakness** vulnerable to rust**Speed** 20 ft. (4 squares) (can't run)**Melee** 2 masterwork heavy flail +13/+13 (1d10+6) or**Melee** 2 slams +12/+12 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +17**Atk Options** whirlwind of death**Special Action** blood siphon,**Combat Gear** 2x masterwork heavy flail, +1 large full plate**Abilities** Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1**SQ** blood dependency, blood reservoir, construct traits**Feats** None**Skills** None**Possessions** combat gear

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

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

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

10: STOP HIM!

HEXTORITE HORROR CR 10

Male Incarnated Blood Golem of Hextor fighter 6

*From Fiend Folio & Savage Species

LE Large Giant

Init +1; **Senses** Listen +1, Spot +1**Languages** Common**AC** 27, touch 10, flat-footed 26

(-1 size, +1 Dex, +8 armor, +9 natural)

hp 179 (16 HD);**Fort** +14, **Ref** +5, **Will** +5**Speed** 30 ft. in light armor (6 squares), base movement 40 ft;**Melee** +1 heavy flail +23/+17/+13 (2d8+18/ 19-20, x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +13; **Grp** +24**Atk Options** Power Attack**Special Action** Cleave**Combat Gear** +1 heavy flail, +1 full plate**Abilities** Str 28, Dex 12, Con 23, Int 10, Wis 12, Cha 3

Feats Cleave^B, Improved Critical (heavy flail)^B, Melee Weapon Specialist (bludgeoning)^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Intimidate +0, Jump +12**Possessions** combat gear

9: THE HEXTORITES!

BLOOD GOLEM OF HEXTOR CR 10

21hd Advanced Blood Golem of Hextor

*From Fiend Folio

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 28, touch 6, flat-footed 28

(-2 size, -2 Dex, +10 armor, +12 natural)

hp 155 (21 HD); **DR** 10/Adamantine**Immune** construct traits**Fort** +7, **Ref** +5, **Will** +7**Weakness** vulnerable to rust**Speed** 20 ft. (4 squares) (can't run)**Melee** 2 +1 *flaming heavy flail* +25/+25 (2d8+11+1d6 fire) or**Melee** 2 slams +24/+24 (2d6+11)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +15; **Grp** +34**Atk Options** whirlwind of death**Special Action** blood siphon,**Combat Gear** 2x +1 *flaming heavy flail*, +2 *large full plate***Abilities** Str 33, Dex 6, Con -, Int -, Wis 10, Cha 1**SQ** blood dependency, blood reservoir, construct traits**Feats** None**Skills** None**Possessions** combat gear

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

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

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

10: STOP HIM!

HEXTORITE HORROR CR 13

Male Incarnated Half-Fiendish Blood Golem of Hextor fighter 6

*From Fiend Folio & Savage Species

LE Large Outsider (Native)

Init +3; **Senses** Darkvision 60ft, Listen +1, Spot +1**Languages** Common**AC** 31, touch 10, flat-footed 28

(-1 size, +3 Dex, +9 armor, +10 natural)

hp 195 (16 HD); **DR** 10/magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26**Fort** +16, **Ref** +8, **Will** +6**Speed** 30 ft. in heavy armor (6 squares), base movement 40 ft, fly 40ft (average);**Melee** +1 *heavy flail* +27/+22/+17 (2d8+21/ 19-20, x2) and bite +20 (1d8+7) or**Melee** claws +23/+23 (1d6+11) and bite +20 (1d8+7)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +13; **Grp** +28**Atk Options** magic strike, Power Attack**Special Actions** Cleave, smite good (1/day, +14 damage vs good)**Combat Gear** +1 *heavy flail*, +1 *full plate***Spell-Like Abilities** (CL 14th):3/day—*darkness*, *poison* (DC10), *unholy aura*1/day—*blasphemy*, *desecrate*, *unhallow*, *unholy blight* (DC11),

‡ Already cast

Abilities Str 32, Dex 16, Con 25, Int 14, Wis 12, Cha 5

Feats Cleave^B, Improved Critical (heavy flail), Melee Weapon Specialist (bludgeoning)^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Intimidate +7, Jump +12

Possessions combat gear

Magic Strike (Ex) a half-fiend's natural weapons are treated as magical weapons for the purpose of overcoming DR.

9: THE HEXTORITES!

BLOOD GOLEM OF HEXTOR CR 12

21hd Advanced Blood Golem of Hextor

*From Fiend Folio

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 28, touch 6, flat-footed 28

(-2 size, -2 Dex, +10 armor, +12 natural)

hp 199 (29 HD); **DR** 10/Adamantine**Immune** construct traits**Fort** +9, **Ref** +7, **Will** +9**Weakness** vulnerable to rust**Speed** 20 ft. (4 squares) (can't run)**Melee** 2 +1 *flaming frost heavy flail* +32/+32

(2d8+13+1d6 fire +1d6 cold) or

Melee 2 slams +31/+31 (2d6+12)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +21; **Grp** +34**Atk Options** whirlwind of death**Special Action** blood siphon,**Combat Gear** 2x +1 *flaming frost heavy flail*, +2 *large full plate***Abilities** Str 34, Dex 7, Con -, Int -, Wis 10, Cha 1**SQ** blood dependency, blood reservoir, construct traits**Feats** None**Skills** None**Possessions** combat gear

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

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

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

ELITE ERINYES**CR 9**

Female 12hd Advanced Erinyes

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** see in darkness, *true seeing*, Listen +19, Spot +19**Languages** Common, Infernal, telepathy 100ft.**AC** 32, touch 18, flat-footed 24

(+8 Dex, +6 armor, +8 natural)

hp 114(12 HD); **DR** 5/good**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 20**Fort** +13, **Ref** +14, **Will** +12**Speed** 30 ft. in light armor (6 squares), fly 50ft (average);**Melee** longword +17/+12/+7 (1d8+5) or**Ranged** +1 *flaming composite longbow* (str+5) +21/+21/+16/+11 (1d8+6+1d6 fire/ 19-20, x3) or**Ranged** rope +20**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +17**Atk Options** Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run**Special Actions** entangle, summon baatezu**Combat Gear** +2 *mithral chain shirt*, +1 *flaming composite longbow* (+5 str), *potion of cat's grace*,**Spell-Like Abilities** (CL 14th):At Will—*charm monster* (DC19), *greater teleport* (self plus 50 pounds of object only), *minor image* (DC17), *unholy blight* (DC19)

Abilities Str 21, Dex 26(22), Con 21, Int 14, Wis 18, Cha 20

SQ Aligned Strike

Feats Improved Critical (longbow), Improved Rapid Shot**, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot

Skills Concentration +20, Diplomacy +7, Escape Artist +23, Hide +23, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +19, Move Silently +23, Search +17, Spot +19

Possessions combat gear

Aligned Strike (Ex) an Erinyes' natural weapons, as well as any weapon it wields are treated as evil-aligned and lawful-aligned for the purpose of overcoming DR.

Entangle (Ex) Each Erinyes carries a stout rope some 50feet long that entangles opponents of any size as an *animate rope* spell (CL16th) An Erinyes can hurl its rope 30 feet with no range penalty.

Summon Baatezu (Sp) Once per day an erinyes can attempt to summon 2d0 lemures or 1d4 bearded devils with 50% chance of success. This ability is the equivalent of a 3rd level spell.

Melee Weapon Specialist (bludgeoning)**^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Intimidate +11, Jump +16

Possessions combat gear

Magic Strike (Ex) a half-fiend's natural weapons are treated as magical weapons for the purpose of overcoming DR.

10: STOP HIM!

HEXTORITE HORROR

CR 15

Male Incarnated Half-Fiendish Blood Golem of Hextor fighter 8

*From Fiend Folio & Savage Species

LE Large Outsider (Native)

Init +3; **Senses** Darkvision 60ft, Listen +1, Spot +1

Languages Common

AC 32, touch 10, flat-footed 29
(-1 size, +3 Dex, +10 armor, +10 natural)

hp 275 (18 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 28

Fort +23, **Ref** +8, **Will** +6

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft, fly 40ft (average);

Melee +1 *humanbane heavy flail* +31/+26/+21 (+2 vs humans) (2d8+24 (+2+2d6 vs humans)/ 19-20, x2) and bite +22 (1d8+8) or

Melee claws +27/+27 (1d6+13) and bite +22 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +32

Atk Options magic strike, Power Attack

Special Actions Cleave, smite good (1/day, +14 damage vs good)

Combat Gear +1 *humanbane heavy flail*, +2 *full plate*, *amulet of health*+4, *belt of Giant strength* +4

Spell-Like Abilities (CL 14th):

3/day—*darkness*, *poison* (DC10), *unholy aura*

1/day—*blasphemy*, *desecrate*, *unhallow*, *unholy blight* (DC11),

‡ Already cast

Abilities Str 36, Dex 16, Con 31, Int 14, Wis 12, Cha 5

Feats Cleave^B, Improved Critical (heavy flail), Improved Toughness**^B, Large and In Charge**,

9: THE HEXTORITES!

BLOOD GOLEM OF HEXTOR CR 12

21hd Advanced Blood Golem of Hextor

*From Fiend Folio

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 28, touch 6, flat-footed 28

(-2 size, -2 Dex, +10 armor, +12 natural)

hp 199 (29 HD); **DR** 10/Adamantine**Immune** construct traits**Fort** +9, **Ref** +7, **Will** +9**Weakness** vulnerable to rust**Speed** 20 ft. (4 squares) (can't run)**Melee** 2 +1 *flaming frost heavy flail* +32/+32

(2d8+13+1d6 fire +1d6 cold) or

Melee 2 slams +31/+31 (2d6+12)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +21; **Grp** +34**Atk Options** whirlwind of death**Special Action** blood siphon,**Combat Gear** 2x +1 *flaming frost heavy flail*, +2 *large full plate***Abilities** Str 34, Dex 7, Con -, Int -, Wis 10, Cha 1**SQ** blood dependency, blood reservoir, construct traits**Feats** None**Skills** None**Possessions** combat gear

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

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

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

ELITE ERINYES**CR 9**

Female 12hd Advanced Erinyes

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** see in darkness, *true seeing*, Listen +19, Spot +19**Languages** Common, Infernal, telepathy 100ft.**AC** 32, touch 18, flat-footed 24

(+8 Dex, +6 armor, +8 natural)

hp 114(12 HD); **DR** 5/good**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 20**Fort** +13, **Ref** +14, **Will** +12**Speed** 30 ft. in light armor (6 squares), fly 50ft (average);**Melee** longword +17/+12/+7 (1d8+5) or**Ranged** +1 *flaming composite longbow* (str+5) +21/+21/+16/+11 (1d8+6+1d6 fire/ 19-20, x3) or**Ranged** rope +20**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +17**Atk Options** Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run**Special Actions** entangle, summon baatezu**Combat Gear** +2 *mithral chain shirt*, +1 *flaming composite longbow* (+5 str), *potion of cat's grace*,**Spell-Like Abilities** (CL 14th):At Will—*charm monster* (DC19), *greater teleport* (self plus 50 pounds of object only), *minor image* (DC17), *unholy blight* (DC19)

Abilities Str 21, Dex 26(22), Con 21, Int 14, Wis 18, Cha 20

SQ Aligned Strike

Feats Improved Critical (longbow), Improved Rapid Shot**, ManyShot, Point Blank Shot, Precise Shot, Rapid Shot

Skills Concentration +20, Diplomacy +7, Escape Artist +23, Hide +23, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +19, Move Silently +23, Search +17, Spot +19

Possessions combat gear

Aligned Strike (Ex) an Erinyes' natural weapons, as well as any weapon it wields are treated as evil-aligned and lawful-aligned for the purpose of overcoming DR.

Entangle (Ex) Each Erinyes carries a stout rope some 50feet long that entangles opponents of any size as an *animate rope* spell (CL16th) An Erinyes can hurl its rope 30 feet with no range penalty.

Summon Baatezu (Sp) Once per day an erinyes can attempt to summon 2d0 lemures or 1d4 bearded devils with 50% chance of success. This ability is the equivalent of a 3rd level spell.

Melee Weapon Specialist (bludgeoning)**^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Intimidate +11, Jump +16

Possessions combat gear

Magic Strike (Ex) a half-fiend's natural weapons are treated as magical weapons for the purpose of overcoming DR.

10: STOP HIM!

HEXTORITE HORROR

CR 15

Male Incarnated Half-Fiendish Blood Golem of Hextor fighter 8

*From Fiend Folio & Savage Species

LE Large Outsider (Native)

Init +3; **Senses** Darkvision 60ft, Listen +1, Spot +1

Languages Common

AC 32, touch 10, flat-footed 29
(-1 size, +3 Dex, +10 armor, +10 natural)

hp 275 (18 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 28

Fort +23, **Ref** +8, **Will** +6

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft, fly 40ft (average);

Melee +1 *humanbane heavy flail* +31/+26/+21 (+2 vs humans) (2d8+24 (+2+2d6 vs human)/ 19-20, x2) and bite +22 (1d8+8) or

Melee claws +27/+27 (1d6+13) and bite +22 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +32

Atk Options magic strike, Power Attack

Special Actions Cleave, smite good (1/day, +14 damage vs good)

Combat Gear +1 *humanbane heavy flail*, +2 *full plate*, *amulet of health*+4, *belt of Giant strength* +4

Spell-Like Abilities (CL 14th):

3/day—*darkness*, *poison* (DC10), *unholy aura*

1/day—*blasphemy*, *desecrate*, *unhallow*, *unholy blight* (DC11),

‡ Already cast

Abilities Str 36, Dex 16, Con 31, Int 14, Wis 12, Cha 5

Feats Cleave^B, Improved Critical (heavy flail), Improved Toughness**^B, Large and In Charge**,

9: THE HEXTORITES!

BLOOD GOLEM OF HEXTOR CR 12

21hd Advanced Blood Golem of Hextor

*From Fiend Folio

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 28, touch 6, flat-footed 28

(-2 size, -2 Dex, +10 armor, +12 natural)

hp 199 (29 HD); **DR** 10/Adamantine**Immune** construct traits**Fort** +9, **Ref** +7, **Will** +9**Weakness** vulnerable to rust**Speed** 20 ft. (4 squares) (can't run)**Melee** 2 +1 *flaming frost heavy flail* +32/+32

(2d8+13+1d6 fire +1d6 cold) or

Melee 2 slams +31/+31 (2d6+12)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +21; **Grp** +34**Atk Options** whirlwind of death**Special Action** blood siphon,**Combat Gear** 2x +1 *flaming frost heavy flail*, +2 *large full plate***Abilities** Str 34, Dex 7, Con -, Int -, Wis 10, Cha 1**SQ** blood dependency, blood reservoir, construct traits**Feats** None**Skills** None**Possessions** combat gear

Blood dependency: Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely standing motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed leaving only its armor.

Blood reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoir as a free action, and it often does so during combat.

Blood siphon (Su): a blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points (the Golem usually restores its hit points to maximum before filling its reservoir so that it can remain at full strength). Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

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

Magic Immunity: A blood golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *gentle repose* spell acts as a slow for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at a rate of 10 hit points per day instead of 5 per day.

Whirlwind of death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. The ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

ELITE ERINYES**CR 9**

Female 12hd Advanced Erinyes

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** see in darkness, *true seeing*, Listen +19, Spot +19**Languages** Common, Infernal, telepathy 100ft.**AC** 32, touch 18, flat-footed 24

(+8 Dex, +6 armor, +8 natural)

hp 114(12 HD); **DR** 5/good**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 20**Fort** +13, **Ref** +14, **Will** +12**Speed** 30 ft. in light armor (6 squares), fly 50ft (average);**Melee** longword +17/+12/+7 (1d8+5) or**Ranged** +1 *flaming composite longbow* (str+5)

+21/+21/+16/+11 (1d8+6+1d6 fire/ 19-20, x3) or

Ranged rope +20**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +17**Atk Options** Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run**Special Actions** entangle, summon baatezu**Combat Gear** +2 *mithral chain shirt*, +1 *flaming composite longbow* (+5 str), ~~*potion of cat's grace*~~,**Spell-Like Abilities** (CL 14th):At Will—*charm monster* (DC19), *greater teleport* (self plus 50 pounds of object only), *minor image* (DC17), *unholy blight* (DC19)

Abilities Str 21, Dex 26(22), Con 21, Int 14, Wis 18, Cha 20

SQ Aligned Strike

Feats Improved Critical (longbow), Improved Rapid Shot**, ManyShot, Point Blank Shot, Precise Shot, Rapid Shot

Skills Concentration +20, Diplomacy +7, Escape Artist +23, Hide +23, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +19, Move Silently +23, Search +17, Spot +19

Possessions combat gear

Aligned Strike (Ex) an Erinyes' natural weapons, as well as any weapon it wields are treated as evil-aligned and lawful-aligned for the purpose of overcoming DR.

Entangle (Ex) Each Erinyes carries a stout rope some 50feet long that entangles opponents of any size as an *animate rope* spell (CL16th) An Erinyes can hurl its rope 30 feet with no range penalty.

Summon Baatezu (Sp) Once per day an erinyes can attempt to summon 2d0 lemures or 1d4 bearded devils with 50% chance of success. This ability is the equivalent of a 3rd level spell.

Melee Weapon Specialist (bludgeoning)**^B, Power Attack^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail),

Skills Intimidate +11, Jump +16

Possessions combat gear

Magic Strike (Ex) a half-fiend's natural weapons are treated as magical weapons for the purpose of overcoming DR.

10: STOP HIM!

HEXTORITE HORROR

CR 15

Male Incarnate Half-Fiendish Blood Golem of Hextor fighter 8

*From Fiend Folio & Savage Species

LE Large Outsider (Native)

Init +3; **Senses** Darkvision 60ft, Listen +1, Spot +1

Languages Common

AC 32, touch 10, flat-footed 29
(-1 size, +3 Dex, +10 armor, +10 natural)

hp 275 (18 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 28

Fort +23, **Ref** +8, **Will** +6

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft, fly 40ft (average);

Melee +1 *humanbane heavy flail* +31/+26/+21 (+2 vs humans) (2d8+24 (+2+2d6 vs human)/ 19-20, x2) and bite +22 (1d8+8) or

Melee claws +27/+27 (1d6+13) and bite +22 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +32

Atk Options magic strike, Power Attack

Special Actions Cleave, smite good (1/day, +14 damage vs good)

Combat Gear +1 *humanbane heavy flail*, +2 *full plate*, *amulet of health*+4, *belt of Giant strength* +4

Spell-Like Abilities (CL 14th):

3/day—*darkness*, *poison* (DC10), *unholy aura*

1/day—*blasphemy*, *desecrate*, *unhallow*, *unholy blight* (DC11),

‡ Already cast

Abilities Str 36, Dex 16, Con 31, Int 14, Wis 12, Cha 5

Feats Cleave^B, Improved Critical (heavy flail), Improved Toughness**^B, Large and In Charge**,

FEATS

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Large and in Charge

You can prevent opponents from closing inside your reach.

Prerequisite: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before you hit with your attack of opportunity, make an opposed strength check with you opponent. You gain a +4 bonus for each size category for each size category larger than your opponent, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any further in this round.

Source: *Draconomicon* 71

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player Handbook* 2 81

APPENDIX 3: INFERNAL BATTLEFIELD OF ACHERON

It is where ignorant armies clash by night.

It is the refuse-plane of a million failed rebellions.

It is a plane of enforced order, where conformity is more important than good.

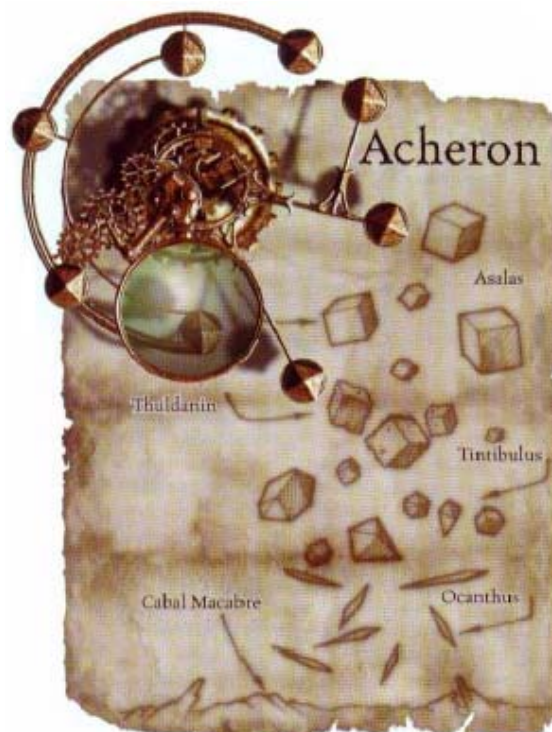
The hue and cry of battle is the first sound a soldier hears when arriving on Acheron and the last sound a refugee hears when leaving. That's all Acheron offers: conflict, war, strife and struggle. Many armies populate Acheron, but leaders are scarce. Truly rebels without a cause are common on Acheron, whether they're mortals, fiends, or celestials.

Avalas, Thuldarin, Tintibulus and Ocanthus are the layers of Acheron, each made of island- or even continent-sized iron cubes floating in an airy void. Sometimes the cubes collide, and the echoes of past collision linger throughout the plane, mingling with the ring of sword on sword as armies clash across the faces of the cubes.

Acheron hosts many deities, including Wee Jas, the deity of death and magic; Gruumsh, the god of the orcs; Maglubiyet, the goblin deity; and Hextor, the deity of tyranny and self-proclaimed champion of evil.

Acheron has the following traits:

- **Objective directional gravity.** Which way is down depends on which face of the cube you're on. Walking across edges between faces can be dizzying for the inexperienced.
- **Normal Time.**
- **Normal Magic.**
- **Divinely morphic.** Acheron changes at the whim of its deities. Ordinary creatures must use spells and physical effort to change the infernal battlefield.
- **Mildly lawful-aligned.** Chaotic characters suffer a -2 penalty on all Charisma-based checks.



APPENDIX 3: COUNTY OF URNST REGIONAL RACE RULES

Several options exist for players in Living Greyhawk to play races that are normally reserved for NPCs (such as centaurs and kobolds). In order to clarify regional reactions to player characters and provide an easy way for players to assess a region's acceptance of an unusual race, the following standard has been adopted. Regions must make this assessment for the following races: asherati, Bright Desert centaurs, and Mist Kingdom kobolds. The assessment is not made for subraces of Player's Handbook races (such as snow elves) – these races are similar enough to the standard races.

These rules apply only when playing a module set in the County of Urnst (not when playing Cores or meta-regional modules not set in the County). Other regions will have different rules and applications. Regional adventures and AR items may have additional rules or special entries that supersede these rules.

The chart below shows how different races are generally viewed in the County of Urnst:

Race	Attitude
Asherati	Neutral
Centaurs	Neutral
Lizardfolk (except Fennelmore)	Wary
Mongrelfolk	Wary
Non-evil Humanoid Race	Wary
Half-Orcs	Wary
Mist Kingdom Kobolds	Monstrous
Lizardfolk (in Fennelmore only)	Monstrous
Any Evil Humanoid Race	Monstrous

General

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race as described in the attitude sections below.

- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.
- However to gain favors and influence, NPCs need to know your name and recognize you. You may refuse any favors by remaining disguised or by giving fake names.
- House Underley and the Underley network ignore the above rule. They will immediately honor any rewards they offer and they are no harsher towards any particular individual over another.
- Evil organizations who offer influence and rewards will respond to races differently. Each organization's attitude (whether Neutral, Wary, or Monstrous) will be noted in the relevant adventure.

Neutral

(Anyone that radiates evil that would normally fall in this category is treated as "wary" instead.)

- People are mildly suspicious or fearful of you.

- The initial attitude of most NPCs is Indifferent but can be raised to Helpful.
- Though viewed with curiosity and suspicion, the law treats you fairly.
- Individual exceptions may exist but, unless explicitly mentioned, there is no extra penalty.
- You can belong to any County Meta-org without problem.

Wary

(Anyone that radiates evil that would normally fall in this category is treated as "monstrous" instead.)

- People are moderately suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Friendly.
- You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- You may receive moderately unequal treatment by the laws, such as automatically receiving the maximum penalties for breaking the law.
- Any fine is also doubled. Any fine beyond 1000 gp gets a 1 TU prison sentence for each 100gp of fine.
- You can belong to any County meta-org. However, people eye you suspiciously and you may not be well-liked.

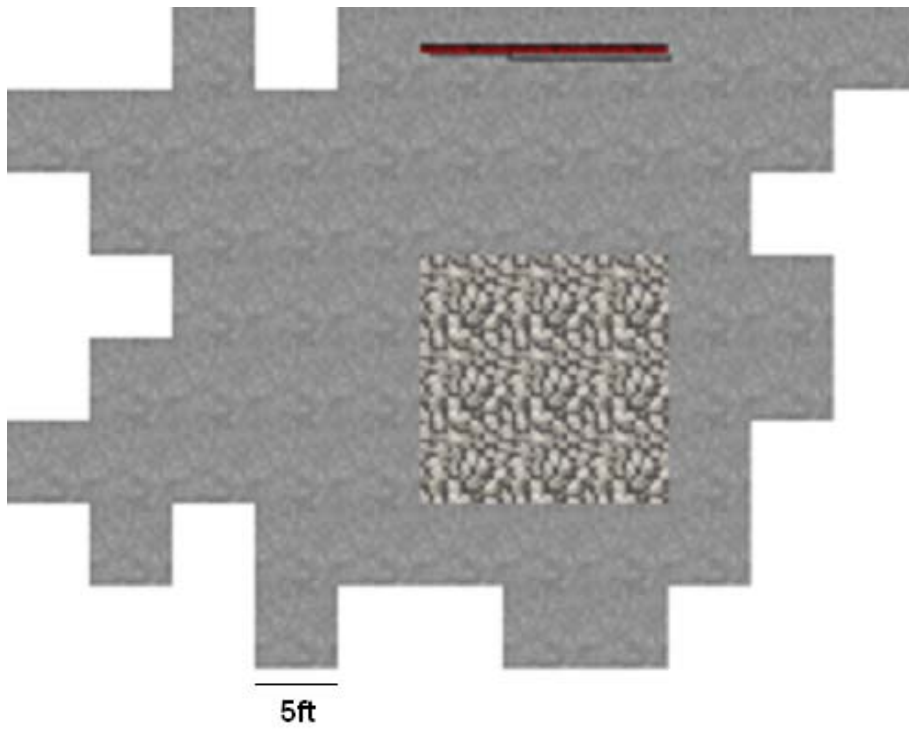
Monstrous

- (Anyone that radiates evil that would normally fall in this category is hunted down and killed without prejudice. Proximity to the Lands of Iuz means most folk people prefer to repent than regret.)
- People are severely suspicious or fearful of you.

- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if you receive free lifestyle, you instead pay normal lifestyle costs; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- You will likely receive severely unequal treatment by the laws, such as additional penalties for breaking the law, beyond those of other races
- Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence will such employers is automatically revoked.
- Membership in most regional meta-organizations will be banned. Those that allow you to join will likely require more significant sacrifices.
- Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.

Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.

DM MAP 1: CAVERN



PCs arrive on this slab of stone



Portal

Map 1: The Cave

PLAYER HANDOUT 0: WORD ON THE STREET

Though the Archbaron Roullart Dane is nominally in charge, he leaves the Merchant's Council run most of the town.

The Countess and Lord Darius will get married. Its time a Dane sat on the throne.

The Countess spent most of the winter with Lord Darius in Radigast raising her armies.

The Countess will most likely send her armies upon Stone Battle during the summer.

With the war in the south and in the north, money is flowing into Brotton for weapons and mercenaries.

Both the Countess and her father are actively looking for adventurers to bolster their forces to fight in the Bandit Kingdoms and the Fennelmore.

House Steiner is making a fortune, ever since last year when adventurers sold them rights to a rich mithral mine.

Since brave adventurers brought justice to the kobolds in the Dreerwode, the roads around Brotton have been rather peaceful.

Lord Agnard Gellor was captured by fiendish forces during the Battle of Stone Battle at the start of winter. He is still missing. His son and daughter have moved their seat of power to High Mardreth

Since the beginning of last year, the local thieves' guilds have been fighting amongst themselves. Things have been rather peaceful these last few months.



Image 1: Gathering Information during winter

PLAYER HANDOUT 1A: LETTER TO A FRIEND

Dear Friend,

Once more I find myself calling upon you. Please meet me at my warehouse in the Merchant's Quarter of Brotton one hour before sunset. Details will be discussed over a three course gourmet dinner at my father's manor. The matter is of great importance to my husband and me.

The task is not without danger so bring other adventurers you trust or who you believe may be of assistance in your line of work. Secrecy is strongly recommended, in fact it is vital.

I implore your help once again.

Your friend,

Elena Steiner Gurskman

House Steiner

PLAYER HANDOUT 1B: AN OFFER OF EMPLOYMENT

Dear Adventurer,

Your deeds have reached the ears of my people. I request your presence at my warehouse in the Merchant's Quarter of Brotton no later than an hour after dusk today.

Details will be discussed over a three course gourmet dinner given tonight. You will be compensated in platinum sterlings. Bring others as the task proposed may be dangerous.

Secrecy is vital.

Sincerely,

Elena Steiner Garschman

House Steiner

PLAYER HANDOUT 2: OLYNN'S REQUEST

Olynn's blood-shot eyes stare at his crystal glass filled with a clear sparkling wine. His eyes seem to stare into eternity. His voice seems to be echoing through a void that isn't there.

"Since I was brought back to my dear Elena, I felt a yearning, a calling deep in my soul, which I could not quite express. It is as though something calls for me. I have to find it. I sent letters to every scholar I know in the whole of the Flanaess but no leads turned up."

"That is, until a stack of letters tied in red ribbon arrived. They were inscribed with a legend regarding a sword said to be forged with the blood of the Archpaladin himself..."

Olynn looks at you for a second before he adds. *"Yes! After reading these letters, I found old texts in the temple pertaining to the legend."*

"Centuries ago, some of the elder temple priests found a pool of magical energy. They communed with Heironeous and found out that it was his blood, lost by the Archpaladin during another of his battle with his dark, evil brother."

"The priests created a blade and added the blood into the steel. After creating the weapon, and seeing its great power, the church of the time decided no champion was deserving of the blade and constructed a set of tunnels that would test the pureness of subjects who entered."

"I want you to enter these tunnels and retrieve the artifact for me..."



Image 2: Olynn Gurshman



Image 3: Elena Gurshman

PLAYER HANDOUT 3: TEST OF MORALS

Vision 1

The room begins to spin, going faster and faster until the room feels as if on a slant. Then, it all stops. Gone are your companions, the ghost, and the scales that were in front of you. Your equipment, weapons, armor, spell components have all been returned to you.

You stand in the cave where a previous adventure saw you fight a cult of undead worshippers. They had mercilessly killed over 40 men, women and children in their mad, evil quest to create more of the undead to serve them.

The head necromancer is the last of his ilk still alive and as you approach to finish him off, he drops to one knee, throws his dagger to the ground and implores you. "I surrender!"

What do you do?

Vision 2

The room begins to spin, going faster and faster until the room feels as if on a slant. Then, it all stops. Gone are your companions, the ghost, and the scales that were in front of you. Your equipment, weapons, armor, spell components have all been returned to you.

You now find yourself in the marketplace of a very large city. City guards are everywhere, patrolling the market nonchalantly. People are milling about selling and buying wares. You catch a glimpse of a dirty, rag-wearing young girl hanging about a fruit stand about ten feet from you.

The vendor is arguing with a client who accuses him of selling rotten fruit. The vendor's seems to be indifferent at best to the complaints. As the vendor does his business, the girl swipes an apple. The vendor doesn't seem to notice his missing wares.

What do you do?

Vision 3

The room begins to spin, going faster and faster until the room feels as if on a slant. Then, it all stops. Gone are your companions, the ghost, and the scales that were in front of you. Your equipment, weapons, armor, spell components have all been returned to you. Not much changes during yet another transition.

You find yourself in the same market, in front of the same fruit stand. City guards are still everywhere, patrolling the market nonchalantly. People are still milling about selling and buying wares.

A knight with a symbol of the Archpaladin around his neck stands next to you. Indicating the fruit merchant, the knight says. "This merchant is crooked. He steals from his clients and sells them spoiled fruit. Because of him, I know many orphans who have died of food poisoning. He even paid to have my daughter killed when she threatened to expose him." Somehow you know the knight isn't lying and the merchant has indeed done all those things.

"Let us render swift justice to him and dispatch him with a righteous blow." The knight walks forward, drawing his sword.

What do you do?

Vision 4

The room begins to spin, going faster and faster until the room feels as if on a slant. Then, it all stops. Gone are your companions, the ghost, and the scales that were in front of you. Your equipment, weapons, armor, spell components have all been returned to you.

There is now a 100 feet deep pit in the center of the room. At the bottom of the pit, two frightened children crouch in fear as a black-clad armored figure is beating down a wooden wall to reach the children. The children's screams can be heard all the way up here.

On the other side of the room, a door leads to an altar where a gold sword hangs in a halo of holy light. A large stone begins to come down. Soon it will seal away the holy weapon forever, the armored man is about to break through the wall.

What do you do?

PLAYER HANDOUT 4: KANDURA

KANDURA'S STORY

Since the dawn of time, the brothers Heironeous the chivalrous and Hextor the bully have fought in every plane of existence. During one such battle on Oerth, both brothers managed to mortally wound the other. While Hextor withdrew, Heironeous fell on the ground and bled. Heironeous was found by Elhonna who nursed him back to health.

While the two gods left Oerth for other planes, the puddle of divine blood remained on the ground, never drying.

Years later, contemplatives devoted of Heironeous found the puddle and took the blood with them. After much discussion, they decided to create a weapon infuse with the divine spark.

Thus Kandura was forged in steel and has had a red tint from the start.

Kandura has waited centuries for the champion that is to wield her in battle against evil and the forces of Hextor.

KANDURA'S PERSONALITY

It speaks in a soft, but commanding voice. Anyone wielding Kandura feels its power and its divine connection. She is always ready for battle and incites its wielder to fight the forces of Hextor. Should its wielder attempt to flee, Kandura attempts to force its ego to force its wielder to fight.

KANDURA'S POWERS

+1 axiomatic devilbane holy longsword

(devilbane is evil outsider bane)

Speaks Common but cannot read, darkvision 60ft and can hear.

Abilities: Int 10, Wis 15, Cha 15

Skills: Listen +2, Spot +2

Spell-Like Abilities:

At Will – *detect magic* (CL 1st)

3/day – *bleed* (CL 1st), *cure moderate wounds on wielder* (CL 3rd)

Because of its divine origin, a worshipper of Heironeous can use Kandura as a holy symbol of Heironeous.

Anyone who is not lawful good or a lawful neutral or neutral good worshipper of Heironeous gains a negative level by holding Kandura. (This is a slight deviation from the normal rules for intelligent items, because of Kandura's divine link to Heironeous).



Image 4: Kandura

PLAYER HANDOUT 4: IMAGES



Image 5: Blood Golem of Hextor



Image 6: Erinyes



Image 7: Elphegor the Paerliryon