

Know Thy Enemy

A One-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure

Version v0.9

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The Drinkers of the Cup of Midnight, in an attempt to prevent history from repeating itself, have decided that turnabout is most definitely fair play. To that end, the Shade wants to learn of the Old One's darkest secrets behind his recent machinations – she asks you to infiltrate a religious center of the Old One himself. A one-round Iuz's Border States Metaregional adventure set in the occupied Shield Lands for characters level 3-15 (APLs 6-12).

WARNING:

This adventure is role-playing intensive and is set in locations and presents situations that may be extremely dangerous for paladins, clerics of good-aligned deities, or any good (particularly devout) PCs in general. There are definite repercussions for these types of PCs. In addition, this adventure contains many situations that may be gruesome or inappropriate for less-mature audiences.

Resources for this adventure include Book of Vile Darkness [Monte Cook], Fiendish Codex I: Hordes of the Abyss [Ed Stark, James Jacobs, Erik Mona], Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], and Spell Compendium [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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.

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Drinkers of the Cup of Midnight have been opposing the forces and machinations of the Old One for quite some time now. They made some headway when they thwarted Old Wicked's plans for the plane of Toremor in the Abyss, but that victory was short lived. Not long after, Iuz sent one of his most powerful Boneshadow to infiltrate the Drinkers' organization.

The Boneshadow Keak met with resounding success, reducing the Drinkers' numbers to but one – the Shade herself. After the decimation of her entire organization, she vowed to never be caught so vulnerable ever again.

The Shade decided the best way to protect herself was to return the favor – she seeks to plant her own spies within his very clergy. She has learned of an Iuzian abbey that now lies within the reclaimed Shield Lands, where those aspiring to the worship of Iuz can find a home. The structure is near to Delcomben.

Delcomben was originally built to be a watch post against the Horned Society, but eventually fell to the forces of Iuz. Shortly thereafter, a religious compound was built nearby, for the purpose of training new recruits into the clergy of Iuz. Though under that Iuzian

control until recently, the town has since been reclaimed by Shield Landers and has thus been somewhat fortified by a token force, largely unbeknownst to the inhabitants of the abbey.

All the Shade needs now is a few volunteers, those willing to perform the ultimate favor. Having nobody else to turn to, she calls on those that have helped her in the past, and their allies, to beard the lion in his very den.

ADVENTURE SUMMARY

Introduction-Disturbing Dreams: Each PC experiences a dream in which they are indoctrinated into the clergy of Iuz.

Encounter 1: Midnight Rendezvous: Four to six PCs are individually contacted by the Shade of the Drinkers of the Cup of Midnight for a top secret mission. She asks them to infiltrate an Iuzian abbey located on the edge of the occupied Shield Lands near Delcomben to learn what they can of the worship of the demigod and report back to the Drinkers. PCs that accept this mission are each given a *possum pouch* that also provides the benefits of continuous *nondetection* and *undetectable alignment* spells, and are offered one other item to support their mission.

Encounter 2: Cattle Call: The aspiring acolytes are all gathered together to begin their initiation into the ranks of the Iuzian clergy. It is here that the PCs first meet each other or learn that they have all been recruited for the same purpose. They also meet several NPCs - fellow aspirants and their clerical instructors, have their heads shaved, and are given their aspirants' robes.

Encounter 3: Tenets and Prayers: The PCs learn the simplest aspects of Iuzian dogma, are taught the (glorified) history of the demigod and his parents, and are allowed to attend their first Iuzian worship service.

Encounter 4: Baptism in Blood: The aspirants receive their first unholy symbols after being 'blessed' in the blood of innocents. It is at this time that clerics and paladins begin to lose touch with their deity; this step and each subsequent one removes them further from the bond they share with their god, and they begin to lose spell slots and other divinely granted abilities.

Encounter 5: Sacrifice: Each aspirant is encouraged to make a sacrifice to Iuz, in accord with his tenet: "The more one sacrifices, the more power that Iuz grants." They are allowed to use a *sacrificial knife* to sever their own hand; those that don't balk are granted a sacrificial reward.

Encounter 6: As You Wish: This side encounter is optional and can be offered to any PC that has been throwing himself into the role set before them, demonstrating a desire to please his taskmasters. Special rewards become available to this PC... at a cost.

Encounter 7: Shopping Spree: The aspirants are sent into the town of Delcomben to take prisoners for future sacrifices. They are spotted by Captain Ysaira, a female half-elf who was once a Greycloak and is now a member of the Shield Lands Standing Army, who may recognize them and blow their cover if they don't prevent her from doing so. It is the PCs' decision to let any potential prisoners escape, though there is the chance of being discovered in the act if they do; they could also pass a note along here, if they thought it might help their situation.

Encounter 8: Deemed Worthy: Their training nearly complete, the aspirants are treated to a celebration involving much debauchery, including alcohol, drugs, and cavorting with demons; the opportunity to allow oneself to be possessed by a demon is also provided here. The PCs are tasked with spiking the punch of a Knight of Holy Shielding infiltrator, so that she can be caught off-guard and easily captured.

Encounter 9: Now or Never: The PCs and other aspirants, having progressed this far in their training, are now eligible for graduation. Performing the sacrifice of the Knight of Holy Shielding is their final exam, but those that decide things can go no further may cut and run here, instead fighting their way through the Iuzian guards protecting the abbey during their escape.

Conclusion: The PCs have four possible choices at this point:

- Escape the compound and report back to the Shade
- Remain in the feigned service of Iuz to learn more secrets short term, which could cost 26 TUs but grant great rewards
- Remain in the feigned service of Iuz to learn more secrets long term, retiring as a contact for the Drinkers, thus becoming an NPC
- Perform the sacrifice, convert to the worship of Iuz, and become evil and thus an NPC

PREPARATION FOR PLAY

Ask the players if their PC:

- is a Shield Lands native
- has spent any 'time on the border'
- is a member of the Greycloaks meta-organization
- has played in any of the following adventures:
 - SHL2-06 Dark Moons Rising
 - SHL4-01 The Good Oerth
 - SHL4-08 May the Axe Grow Great
 - SHL5-05 The Man From D.Y.V.E.R.S.
 - received the "Ysaira Laid to Rest" favor from SHL4-01 The Good Oerth

Ysaira may recognize them in Encounter 6-Shopping Spree if they meet any of the above conditions.

Discern whether any of the PCs have adventured together in the past. Also ask if any players have not yet played IUZ6-03 The Cup Runs Dry – if that is the case, try to avoid giving spoilers when the Shade

describes the Boneshadow Keak and how the Drinkers were annihilated.

INTRODUCTION: DISTURBING DREAMS

If this adventure is being played outside of a convention setting and time allows, you may consider pulling each player aside individually, so as to customize this Introduction for each PC. Otherwise, just read the following to the PCs – the abruptness may confuse them, but all will become clear to them momentarily. Remember though that each PC is likely alone; they do not actually join forces until they arrive at Arden's tavern or the abbey.

Still kneeling at the altar, locks of hair shorn both from you and unnamed others swirl lazily about. The locks then settle amidst remnants of your outcast clothing and other worldly possessions. There are others here, to your left and to your right, others that doubtless ask the same questions you ask of yourself.

But before you get an opportunity to meet any of their gazes, looking for a glimmer of hope, any sign of confirmation that it might not be too late to change your mind, you hear the raspy voice you have learned to obey these last several weeks.

"Rise, supplicants of Iuz... rise and accept the trappings of his worship, and thus our Dark Lord's blessing. Rise and revel in his power. Receive a mere fraction of his might; that which he bestows upon all his clergy."

1: MIDNIGHT RENDEZVOUS

Read or paraphrase the following to the PCs – adjust the box text for elven PCs and others that reverie or do not otherwise sleep, for those that do not typically sleep in a bed because they live off the land, for those that share quarters with other PCs present, or for other reasons:

You wake with a start, gasping for air and clutching at your heart as you realize it was merely a very disturbing nightmare. It is then that you realize why you awoke – you are not alone. Hovering over you is a beautiful woman, wisps of long raven hair escaping the folds of her midnight blue hood as her piercing blue eyes look upon you, imploring.

"Good. It seems you've had the nightmare, like the others. When the Cup ran dry, I vowed to never be left so vulnerable again. In order to avoid that, I need to understand our Enemy, implicitly. You can help."

The Shade's ice-blue eyes meet yours, burning with intensity as she asks the ultimate favor of you. You sit up in your bedclothes and listen to her request...

For any PC that has never met her nor heard of the Shade or her organization before, she explains the following:

"You may call me the Shade. I am the leader of an organization known as the Drinkers of the Cup of Midnight. We have dedicated ourselves to fight the Old One's machinations and put an end to his tyrannical reign of terror here on Oerth."

Otherwise, she continues with her request:

"The Boneshadow Keak was able to infiltrate and destroy our organization so effectively because he understood HIS enemy. I'm asking you to... well, to return the favor. I need volunteers to go to Delcomben, a small town of several hundred souls in the Shield Lands near Torkeep. Not more than a mile from there lies an abbey, where aspiring worshippers to the Old One are trained in his ways."

The Old One of course refers to the demigod Iuz. Unless noted otherwise, a DC 10 Sense Motive confirms the Shade is telling the truth when answering these and subsequent questions. Additionally, unless noted otherwise a PC can make a DC 20 Knowledge (local- Iuz's Border States) or Bardic Lore to confirm much of the information that the Shade imparts. The Shade goes on to explain how the PC can pretend to join the clergy of the Old One, in order to learn what he can of the worship of the demigod, and then to report back to the Drinkers in Torkeep where she plans to await them. She mentions that others have been asked to infiltrate the abbey as well.

"There may be other infiltrators that might be known to you; each of you has been given a code phrase to confirm they you are all our agents. 'Our Lord of Pain and Shadow will prevail through these dark times,' is how you should address a suspected fellow agent. The proper counter-response is 'And may his power grant you shade from the light of our opposition'. You should also use that code phrase when you meet Arden – a friend of our organization who is located in Delcomben. He can help you create a cover story and background such that you can enter into the abbey as an aspirant with little suspicion. You can find him at the only tavern there – he is the proprietor and should now be about 75 years old. Arden likely uses a cane now, assuming he is still alive, of course..."

Whether the PCs ask what she means by that or not, the Shade explains that over a decade ago, a member of her organization was sent to infiltrate the abbey but was never heard from again – she assumes he was discovered and slain. This spy's name was Torek Beambringer, and she explains that he was a cleric of St. Cuthbert,

had blonde hair, blue eyes, was of medium build, and had a tattoo of a cudgel on his right shoulder blade. It is always possible that Arden has disappeared as Torek did.

PCs that accept this mission are each given a special *possum pouch* that also provides the benefits of continuous *nondetection* and *undetectable alignment* spells (caster level 20th). For those not familiar with it, she describes the *possum pouch* (see Appendix 2). Ask each PC where they intend to store any equipment they wish to bring along, whether in their loaned *possum pouch* or otherwise secreted upon their person. Pay particular attention to the storage location of any weapons, armor, and especially holy symbols for each PC.

If PCs are still concerned about their equipment, the Shade suggests they set up a weapons cache in or outside of Delcomben. Alternately, she can loan each of them any ONE of the following items: *called armor*, *called shield sheath* (limit 2), *cloak of weaponry* (limit 2), *contact medallion* (limit 1), *glove of storing* (limit 2), *hat of anonymity*, *hat of disguise*, or *access to a Leomund's secret chest* spell (limit 1). Multiple PCs may each choose the same item (subject to the stated limits); if they wish an item with the *called* enhancement, any armor or shield from the PH can be found for them with that enhancement. Descriptions of these items are as follows:

Called armor: At first glance, this armor looks like any other item of its kind. Closer inspection reveals a small image of a beckoning hand inscribed in its surface.

Called shield sheath: This shield looks like any other item of its kind, with a small sheath fastened to its back. Closer inspection reveals a small image of a beckoning hand inscribed above the sheath.

Cloak of weaponry: This simple white linen cloak is lined with a dark pelt that seems to shimmer and blur under close scrutiny.

Contact medallion: This wide, ovoid medallion hangs from a tightly wrapped leather cord. It bears an engraving of two heads facing one another with a jagged beam of energy connecting their foreheads.

Glove of storing: This plain leather hand covering is embroidered with an image of a squirrel.

Hat of anonymity: This plain black hat has a broad brim and a wide black silk band.

Hat of disguise: This subtle brown cap has no markings of any kind.

Leomund's secret chest: A miniature replica of the container the Shade summons to your location, this

tiny chest is made of sandalwood, with platinum fittings, hasp, and hinges.

The Shade advises each PC that any animal companions, familiars, cohorts, or any prized possessions are all in danger of becoming lost, slain, taken as contraband, or refused entry by the clergy of the abbey – basically, anything they do not wish to chance losing should be left behind. In addition, she warns the PCs that this infiltration mission may take several weeks; they should plan their preparations accordingly.

Allow players to change PCs at this time if they wish to use one that is more appropriate for this infiltration mission.

DEVELOPMENT

Throughout the adventure, PCs should be encouraged to keep their true identities and motives concealed from the Iuzians. Though the *possum pouch* with its *nondetection* and *undetectable alignment* spells should help to accomplish that, it is not foolproof – if the PCs conduct themselves unwisely, the scrutiny of the Iuzians increases proportionally until they are likely to be exposed. If caught, allow them a reasonable chance to escape; if all efforts fail, see the Conclusion for options.

Especially at higher APLs, it is entirely possible the PCs consider simply killing the cult leaders and/or destroying the abbey. Try to remind them that their mission is intended to be covert, though that still may not deter them from learning all they can and then killing/ destroying anyway. If this occurs despite this advice, have one of the cultists get a magical message off to Doraaka; a horde of appropriately EL'd demons (APL+4 suggested) appears 1d4 rounds after the trouble starts, to help defend the abbey and punish the audacious PCs (thereby providing them an actual combat challenge as well).

2: CATTLE CALL

To save time, quickly describe how the PCs individually travel to Delcomben without incident. Each PC can find Arden in the lone tavern in Delcomben, where they can exchange the sign and countersign given them by the Shade. Arden can help each create a unique cover story – avoiding the law, down on their luck, mistreated at home, etc. He tells each PC that the Iuzians always open their doors to those seeking the 'enlightenment' of the Old One – it should be a simple task for the PC to gain entry, though Arden repeats the Shade's warning concerning their equipment and appearance, and emphasizes the dangers of their mission to both their equipment and their persons. He also warns the PCs of unspeakable acts they may be asked to perform while under cover (shedding of material possessions, causing harm or hardship to others, drug use, controversial encounters

with allies, etc.). Once in the abbey, PCs are made to wait in a large, featureless room until the latest crop of aspirants have all arrived and Master Ektor greets them.

Read or paraphrase the following to the PCs – remember to consider your players’ maturity levels and sensibilities when reading box text, describing situations, and roleplaying these and all NPCs throughout the adventure.

The large room is cold and grey in this discreet center of Iuzian indoctrination. The walls are bare, absent of any symbolism or decoration. The room, however, is filled with a score or more of those that apparently wish to dedicate their lives to Iuz. It is surprising to see how those that wish to give their lives to one of the most decrepit of deities can come from all walks of life, be it the rich, the poor, and even whole families. Everyone seems to be waiting for the sealed door at the opposite side of the room to open. In the meantime, those that are tightly gathered in the room that is becoming more and more cramped eye each other over.

This would be a good time for the PCs to introduce themselves to each other. There is a good chance that some PCs know each other and would be surprised that they are either on the same mission or possibly believe that they are considering joining the temple of Iuz - feel free to have them sort that out. Encourage PCs to approach the NPCs as possible contacts, and other PCs as potential NPCs as well, unless the PCs are known to each other.

PCs might want to question or talk to some of the aspirants within the gathering area to see exactly why they are deciding to join the temple. Below are some sample NPCs; judges should create NPCs and their reasons for being there at their leisure. Note that most of these NPCs radiate faint evil if a PC has the means to *detect evil*. Other NPCs exist, of course – stat blocks are included in Appendix 1 for ‘cult initiates’ that may be used for these other NPC aspirants and for ‘cult members’ that can represent the handful of more experienced generic Iuzian clergy.

Gaspar Wiggins: An ignorant, down on his luck halfling farmer from the Highvale whose crops have gone bad. Never a religious man, he tried praying and making offerings to various gods (Yondalla, Phyton, Obad-Hai, etc.) to no avail. One night while heavily drinking his sorrows away in a tavern, a stranger told him about the ways of Iuz and how they could empower him to great heights. Gaspar is willing enough to give anything a try. Gaspar is almost always smoking his pipe and has a glazed, vacant appearance to his eyes.

Surry: A lowlife sadistic, half-elven male in his late teens. He is known around the local village of Delcomben near the border of the occupied Shield Lands for committing acts of vandalism, and for killing small animals for pleasure. As a result, Surry’s parents,

both respected members of the town, have disowned him. With nowhere else truly to turn, he is trying to consider the Temple of Iuz home, his true calling.

Baxter Harnley: A stuttering, obese, balding human male in his early twenties, Baxter has been picked on and scorned by the local townsfolk of Ankheg Springs in the Bandit Kingdoms for as long as he can remember. Unable to take the mental abuse any longer, Baxter decided to run away to parts unknown. During his travels on the road, he came across a disguised cleric of Iuz. Giving Baxter compliments and praise that had never come his way before, the priest sugar-coated the ways of Iuz to Baxter and recommended he join the clergy, for all are considered accepted equals regardless of size, beauty, or other shortcomings. In addition, Baxter is given all he could ever want to eat and drink; this is the first time in his sad life that he could get his fill, and not even be scorned for it.

Bellindra Safemeadow: A young human maiden from Moatshield in Furyondy, Bellindra was set to marry a dashing noble who caught her eye during his travels, even though she was of a lower caste. On the eve of their wedding, the groom’s family forced their son to marry a woman of their ‘social equals’. In a fit of revenge, Bellindra disguised herself as a serving girl during the wedding reception and proceeded to poison the bride and groom and both sets of parents to death. One of the others in the serving crew who just happened to be an Iuzian spy watched everything unfold and decided to welcome the increasingly insane Bellindra into Iuz’s service. Since the bride was the daughter of Sir Kiprien Rahlden, Knight of the Hart and commander of the town of Moatshield, getting out of town seemed a very good idea – Bellindra took the spy up on his offer and she has been here at the abbey ever since.

Slythe Roodhand: An oily, lecherous Perrender explorer from Schwarzestadt who, early in his career, inadvertently freed a succubus from imprisonment. The she-demon easily tempted the weak-willed man toward its dark ways using its feminine wiles. It convinced him that should he become a priest of Iuz, he would be the object of affection of many other women, both fiendish and mortal. The succubus disappeared from sight shortly upon his arrival here, though Slythe believes its return is imminent. He takes every opportunity to make inappropriate advances to every female PC, regardless of her charisma score.

Once the party has sufficiently role-played amongst themselves or with the NPCs provided or created by the judge, proceed with the following boxed text:

The sealed door at the end of the room quickly swings open and just as rapidly closes with an accompanying slam. “Silence!” the man adorned in a blood-red robe shouts above the crowd, “My name is Master Ektor and I will be your guide during your initial indoctrination process to the ways of the Lord

of Oppression and Pain. Some of you will be worthy to one day accept the cloth and call yourself priest. Others may serve our unholy Lord and Master via other means. Regardless, I care not for your names, your backgrounds, or your personal needs. This gathering is the beginning of your new life and your first steps begin now. All of you start as nothing and the more you learn, the more you shall rise in power!" Master Ektor scans the room as if looking for anyone unruly. "Everyone is to divest themselves of their clothing... at once!" As those gathered begin removing their clothing and tossing it into one large pile in the center of the room, Master Ektor taps his staff twice firmly on the hard floor. The tip of the staff glows brightly for a moment.

Each aspirant is subjected to a faint transmutation effect – ask each PC if they wish to resist, then continue and adjust the text for those that successfully resist the effect:

All at once, clumps of hair begin to fall off each aspirant head as everyone becomes equally bald, regardless of age or sex.

This is considered a magical effect, so the PCs are entitled to a DC 15 Fortitude save to resist; however, those that do are reprimanded and Ektor strongly advises they submit and not resist, then tries again. If the PC resists a second time, refer to the Troubleshooting section here and at the end of Encounter 3: Tenets and Prayers for appropriate punishment. Note that the hair cannot be replaced with a simple cantrip; only over time does it grow back naturally. Those who are already bald are unaffected, of course. Note that Slythe is far more interested in focusing his attention upon any females' exposed attributes than upon their loss of hair.

Of course, any obvious items PCs may have had hidden on their persons are discovered at this time. Those foolish enough to carry obvious weapons and items are pulled aside and subjected to a 'far more thorough' search immediately; all such items are confiscated.

Master Ektor is as 'no-nonsense' a taskmaster as you can come across. His mentality is that of a drill instructor and his sole purpose at the abbey is to sort out those that can rise up the initial rungs of the ladders from those that make up the larder. He does not answer any questions at this point.

As the players and NPCs are now completely stripped down to their undergarments and bald, Master Ektor instructs the aspirants to form up single file. He leads them through the one door; beyond it, folded brown homespun robes are stacked in piles, and one is provided for each supplicant.

Master Ektor: male human cleric of Iuz 10 (Intimidate +13, Sense Motive +8). If required, use the stat block for a 10th-level NPC cleric (DMG 115).

Gaspar Wiggins: male halfling commoner 3.

Surry: male half-elf commoner 1.

Baxter Harnley: male human expert 2.

Bellindra Safemeadow: female human aristocrat 1.

Slythe Roodhand: male human warrior 2.

Cult Initiate: male or female human adept 1; *Appendix 1*.

TROUBLESHOOTING

PCs may balk at the treatment they and the others receive from Master Ektor – you should remind them that they chose which PC to play in this adventure, and encourage them to continue play. If they still balk, this adventure is not for them; allow them to escape at the first opportunity with any reasonable plan, though they receive only Story Award and Roleplaying experience for the adventure. Depending upon their intent, they may be able to hang around in Delcomben and join their fellow PCs' escape in Encounter 9: Now or Never.

Also, note that any open spellcasting performed within view of the clergy or servants of Iuz is likely to attract negative attention; once Ektor or Blackmanta learn of it, severe punishment is served. Excessive magical healing (more than can be naturally healed in a day) may also alert the Iuzians.

Allow PCs that had items confiscated a reasonable opportunity to recover their equipment eventually (the later the better, to avoid detection); in Encounter 8: Deemed Worthy, Avara can tell them where such items are stored, and the PCs can make a quick stop to retrieve them before leaving for good.

DEVELOPMENT

Throughout the adventure, generally allow the PCs a chance to react to a given situation first; if none step up, use an appropriate NPC or two from the list above to perform the task.

During most encounters, PCs have opportunities to earn "Iuz Points (IPs); they may actually compete at times for them, both with each other and with the various NPCs. Use these IPs as a guideline as to how far each PC is pushing his alignment; your own judgment should take precedence, of course. Be aware that so-called 'favors' for **Evil Act** and **Alignment Shift** are possible AR 'rewards', as well as an **Atonement** if you consider it to be deserved.

Clerics, paladins, and other divine spellcasters may lose touch with their deity by performing some of the acts within this adventure. Any PC of this type that

acquires 1-4 IPs loses a spell slot of their highest level. If they earn 5-10 IPs, they lose a spell slot from each spell level, and the DCs to save against their spells decreases by 2. Earning 11 or more IPs prohibits such PCs from casting ANY spells; the PC also loses any granted abilities (paladin's lay on hands, cleric's turn undead, etc.).

Iuz Points may be earned in Encounters 3, 4, 5, 7, and 8 – tally IPs at the end of each of these encounters to determine if divine casters have lost any contact with their deity. IPs earned from Encounter 3: Tenets and Prayers are not tallied for the purpose of determining a divine caster's loss of contact with his deity, beyond the first question (they ARE here to gather information, after all).

3: TENETS AND PRAYERS

Once all aspirants are robed and trying to get used to the concept of baldness, continue reading the following:

With everyone humbly robed, the newest crop of Iuzian servants enters the next chamber. It is a large room, and just as nondescript as the first, with the sole exception that it contains rows of low, stone benches. Most of the crowd, still touching their bald heads in various degrees of disbelief, gather around these benches unsure of whether to sit or stand and if any consequences may occur for either choice. That decision is quickly answered when a middle-aged woman clad in leathers enters the room. "Take a seat, all of you," she commands. "I am Mistress Blackmanta and should only be addressed as such. My purpose here today is to give you a brief background on our Lord and Master as well as to answer any questions you may have. As your training progresses, so will your teachings. Succeed and you will be entrusted with dark secrets and the power that comes with said knowledge." She gives the occupants of the room a cold stare. "And let's not forget, loose lips could very well mean slit necks."

Wait for the PCs to declare if they sit or stand. Those that choose not to sit receive an admonishing glare from Mistress Blackmanta until they do; if this takes more than a few seconds, punishment is meted out – see the Troubleshooting section at the end of this encounter.

With that said, Mistress Blackmanta begins her lesson. "Iuz did not begin as the god of Deceit, Pain and Oppression. He rose to that power via sheer guile. Iuz was born a cambion, a half fiend. His parents were none other than the demon prince Graz'zt and Iggwilv, the 'Witch Queen of Perrenland.' The Witch Queen coupled with Graz'zt during his imprisonment when she had served as an apprentice for Zagig Yragerne. Many say it was she that imprisoned the demon lord after she penned the

infamous Demonomicon. In the epic battle that resulted from Graz'zt striking out against Iggwilv in a bid for freedom, Iuz's handsome cambion form was split into two halves. He can either appear in the form of a gnarled old human male or as a bloated, red-skinned demon."

Blackmanta pauses to assess the attention level of the class; ask the players if their PCs are doing anything special.

"To be born of such a union made Iuz quite exceptional. With His sole desire to conquer the Flanaess, He masterfully ignited the Greyhawk Wars, as well as many of the other 'skirmishes' that are still going on to this day. While He covets the Free City of Greyhawk, the Road of Skulls grows increasingly longer as He has made the city of Doraaka His capital. There was a dark period, however..." Mistress Blackmanta suddenly grows silent as she hears someone snore and witnesses the student's head bobble slowly up and down. Without warning, she snatches a dagger from her hip and launches it at the snoring man's throat. Half the room gasps as his body slumps forward while the other half applauds. "Any questions?"

The snorer can be any NPC the DM created in Encounter 2: Cattle Call; otherwise, it can be one of the unnamed others. Keep in mind that this may likely be the first time many PCs have heard "Iuz" blatantly referred to by that name, at least not accompanied by a spit. Mistress Blackmanta (Clr 6/Rog 3) is a harsh instructor who brooks no foolishness, as are all the others of her ilk within the clergy. She is well versed in the historical background of Iuz and Iuzian dogma as well as all of his military campaigns. Players may wish to ask some questions of her about Iuz; below are some she may be able to answer. Judges should 'roll with it' if players decide to ask anything obscure or not within his or her knowledge. Mistress Blackmanta may reply harshly that the student asking the question is 'grand standing' or trying to 'challenge her authority'.

Who are Iuz's allies and enemies?

"Iuz is said to be the lover of Zugtmoy, the Demon Queen of Fungi. While He has no relationship with His father, it is said that He is still in contact with both Iggwilv and His maternal grandmother, Baba Yaga.

"His enemies, however, far outweigh His allies. Such notables as the Whispered One, he of the Cudgel, and the Mad Archmage are especially jealous of His power and how He attained it. The clergy of Iuz often finds itself at odds with that of the Reaper. The Horned Society also opposed Iuz, and of course, there is now the Demon Prince Pazrael, the traitor"

Why are those gods his enemies?

“The Cudgeller and Iuz have always been mortal... and now immortal... enemies. The Reaper seeks to compete for our Lord’s portfolio, and was found to be worshipped by the Horned Society. Pazrael betrayed Him by refusing to yield the Black Aerie to Him. And it was the Mad One himself that had a hand in our Lord’s imprisonment beneath Castle Greyhawk.”

What is the Horned Society?

“Former allies of our Lord of Pain, they turned against Iuz while he was imprisoned, seizing control of Molag. They paid the price when He escaped, destroying their Hierarchs in Coldeven 583 CY, during the night of the Blood-Moon Festival. Now, Iuz only completely trusts His Boneheart and Boneshadow.”

What are the Boneheart? The Boneshadow?

“The highest ranked and most trusted of His servants, the Boneheart are six of the most powerful mortals on Oerth – Althea, Halga, Null, are amongst them. There are lesser Boneheart as well, all vying for the attention of our Lord of Pain.

The Boneshadow are the personal assassins of Iuz – these include Keak and Obmi.”

DC 10 Knowledge (religion) checks reveal that the enemies referred to above are Vecna, Saint Cuthbert, Zagyg, and Nerull, respectively. Other information, generally whatever is found in the supplement ‘Iuz the Evil’ or in past Iuz Border States adventures, can be repeated here if the PCs are interested.

What is the Road of Skulls?

“The road leading to Doraaka is lined with the skulls of Iuz’s enemies. His clerics have been granted the knowledge of how to enchant these skulls to protect the roads leading to Iuz’s home. The most favored of clerics carry rods to activate said skulls to unleash destruction upon any that dare cross it or attempt to invade our Lord’s home. This sacred knowledge can very well come to some of you in time.”

Once all questions she intends to answer have been asked, the aspirants are shown to their quarters. Describe their sleeping quarters and arrangements – shared cells, simple cots, a bucket, and a tiny Iuzian chapbook (prayer book). The chapbook deals with general topics concerning the sacrifice of body and soul for power.

Mistress Blackmanta pays periodic nightly visits to the PCs and other aspirants, waking them from their sleep to test them on their study of the chapbook. Have each PC make an Intelligence check, Knowledge

(religion) check, Knowledge (local – Iuz’s Border States) check, or even a Bluff check as a guideline to determine how well they’ve memorized the tenets and prayers, using a DC of 10 as a baseline (DC 15 for Bluff). Lower than that garners her punishment on the ‘slacker’, and any result above 20 receives a begrudging smirk of approval.

There are also periodic bed checks performed by the abbey guards. These guards are stationed at various key locations about the abbey.

Mistress Blackmanta: female human cleric of Iuz 6/rogue 3 (Intimidate +15, Sense Motive +15). If required, use the stat block for a 10th-level NPC cleric, except add evasion and +2d6 sneak attack damage, and eliminate spells above 3rd level (DMG 115).

TROUBLESHOOTING

Any PCs that cause trouble here should receive an appropriate punishment – Mistress Blackmanta gives another PC the ‘**Beat-stick of Iuz**’ and instructs them to enforce punishment on the offending PC; this can be left up to the PC to decide. One PC may keep this item (likely the last PC to retain it), as it appears on the AR. Alternately, the first offense can ‘merely’ be a lashing with her *scourge of pain* (see Appendix 2). Subsequent offenses can involve more severe punishments, such as severing a pinky, breaking a limb, beating until unconscious, etc. PCs may also be denied food and water as punishment.

DEVELOPMENT

The first reasonable query earns the questioner one “Iuz Point” (IP). Subsequent questions earn IPs at the rate of one IP per two additional questions asked. A maximum of 3 IPS may be earned here in this manner. IPs are tallied at the conclusion of the adventure and are used to determine rewards gained by each PC. If the PCs don’t ask any questions, Baxter Hamley is quite interested in learning more and asks the questions, earning the IPs for himself. An IP may also be awarded if they show zealous appreciation of the snorer’s demise. Grant these IPs in-game in the form of various items – an elf ear, a severed unicorn horn, an angel wing feather, human teeth, a child’s eyeball, etc. This way, you can leave the recordkeeping up to the players if you wish.

IPs earned from this encounter are NOT tallied for the purpose of determining a divine caster’s loss of contact with his deity, beyond the first question (they ARE here to gather information, after all).

4: BAPTISM IN BLOOD

The aspirants receive their first unholy symbols after being ‘blessed’ in the blood of innocents. It is at this time that clerics and paladins begin to lose touch with their deity; this step and each subsequent one removes

them further from the bond they share with their god, and they begin to lose spell slots and any granted abilities, such as a paladin's divine grace and a cleric's ability to turn undead. Read or paraphrase the following:

After several days of this same indoctrination ritual and performing mundane tasks like polishing reliquaries, patching robes, kitchen detail, digging for no apparent reason, attending midnight vespers, and constantly reciting prayers, the monotony is relieved. After leading your group in prayer while you are seated in your assigned spot on the uncomfortably hard stone pews, Master Ektor announces, "Well, my little supplicants, the time has come to prove your dedication to your new lord and master."

He claps his hands twice, and a handful of servants enter the room carrying small steaming vats supported by sturdy poles. The pungent odor of hot copper assaults your nostrils.

The corners of Master Ektor's mouth turn up in a sinister grimace as the cauldrons are set down before the altar; at one point, one of the servants stumbles beneath the weight and some of the contents slosh over the rim. Several floor planks beneath are immediately bathed with a brick-red steaming liquid. Your 'host' glares at the servant and begins to gesture, perhaps the beginnings of some dark spell of punishment. However, after taking in the generally favorable reactions of the aspirants to the spilled contents, he reconsiders. Instead gesturing to the dozens of wooden amulets on silver chains lying on the altar - each depicting a grinning skull - your superior looks at you expectantly, a wicked dagger with a wavy stone blade ready in his hand.

Pick a likely player to focus upon as Ektor gives his expectant look - he is waiting for one of the supplicants to lead the way and take the dagger from his hand, slice their own palm open, and let a measure of their blood drip into a cauldron. Once that is done, he gestures to the pile of Iuzian unholy symbols on the altar and makes a dipping motion toward one of the cauldrons of blood. Ektor waits for a moment before giving any hints, at each and every step. The first aspirant to complete the process of adding his own blood to the cauldron, dipping an unholy symbol into the liquid, and then placing the symbol around his neck with little or no coaching is rewarded with a rare smile from the taskmaster, and a special gift - an elf ear. Bonus points are awarded to those that go above and beyond - plunging their entire hand into the cauldron, drinking some blood, leaving excess blood on the symbol as the aspirant puts the chain over his head, etc. Upon any of these acts, Ektor gives a gleeful little clap or exclaims

softly, "*Oh, well done!*", "*Nice touch!*", or "*I knew you'd not disappoint!*"

Any aspirant who slices his palm with Ektor's *sacrificial knife* inflicts 1d4+1 points of damage on himself. Any who dip their unholy symbol into the cauldron take 1d3 points of damage per round inserted from the heated blood; this increases to 1d6 points of damage per round inserted if the aspirant is particularly zealous in this task.

In addition, each cauldron is magically trapped such that anyone carrying a holy symbol of any deity other than Iuz (secretly or openly, holy or unholy) sets it off - even if secreted in their *possum pouch*. Holly, mistletoe, or other religious items that are not dedicated to a specific deity do NOT set off this trap; such things are still confiscated if discovered, however.

APL 6 (EL 7)

Heightened Wrack Trap: CR 7; magic device; spell trigger; automatic reset; spell effect (*wrack*, 11th-level cleric, DC 19 Fortitude save negates, or prone, blinded, and helpless); Search DC 29; Disable Device DC 29; Market value 33,000 gp.

APL 8 (EL 9)

Heightened Avasculate Trap: CR 9; magic device; spell trigger; automatic reset; spell effect (*avasculate*, 15th-level wizard, Atk +8 ranged touch, reduced to half hit points, stunned for 1 round, DC 22 Fortitude save partial, not stunned); Search DC 33; Disable Device DC 33; Market value 60,000 gp.

APL 10 (EL 11)

Energy Drain Trap: CR 10; magic device; spell trigger; automatic reset; spell effect (*energy drain*, 17th-level cleric, Atk +10 ranged touch, gains 2d4 negative levels, DC 23 Fortitude save or permanent); Search DC 34; Disable Device DC 34; Market value 76,500 gp.

Avasculate Trap: CR 8; magic device; spell trigger; automatic reset; spell effect (*avasculate*, 13th-level wizard, Atk +7 ranged touch, reduced to half hit points, stunned for 1 round, DC 21 Fortitude save partial, not stunned); Search DC 32; Disable Device DC 32; Market value 45,500 gp.

APL 12 (EL 13)

Energy Drain Trap: CR 10; magic device; spell trigger; automatic reset; spell effect (*energy drain*, 17th-level cleric, Atk +10 ranged touch, gains 2d4 negative levels, DC 23 Fortitude save or permanent); Search DC 34; Disable Device DC 34; Market value 76,500 gp.

Heightened Horrid Wilting Trap: CR 10; magic device; spell trigger; automatic reset; spell effect (*horrid wilting*, 17th-level wizard, 18d6 damage, DC 23 Fortitude save half damage); Search DC 34; Disable Device DC 34; Market value 76,500 gp.

Heightened Avasculate Trap: CR 9; magic device; spell trigger; automatic reset; spell effect (*avasculate*,

15th-level wizard, Atk +8 ranged touch, reduces to half hit points, stunned for 1 round, DC 22 Fortitude save partial, not stunned); Search DC 33; Disable Device DC 33; Market value 60,000 gp.

TROUBLESHOOTING

Obviously, if this trap is set off, it reveals that the PC was foolish enough to carry his holy symbol on his person, openly or otherwise. The PC is searched and the holy symbol is almost certain to be found, regardless of how well it is hidden. The symbol is seized, and the PC receives at the very least a chastising remark along the lines of, ***“There is no room in your heart for any god but our Lord Iuz.”***

Master Ektor demands that the offender defile and desecrate his own symbol, then encourages others to do the same to it. If no PC sets off the trap, have an unnamed NPC be caught hiding a holy symbol of a neutral deity like Istus, or of another evil deity such as Hextor (or perhaps Gaspar has a leftover symbol of Brandobaris he forgot to remove). Any bearers of holy symbols dedicated to good deities are subjected to severe punishment and remain under intense scrutiny for the remainder of their time at the abbey.

DEVELOPMENT

The elf ear (and other trinkets) represents 1 IP each – IPs are tallied at the conclusion of the adventure and are used to determine rewards gained by each PC. Additional IPs (up to 3) may be rewarded here for particularly zealous acts (those that warrant Ektor’s praise), as mentioned earlier in this encounter.

Tally IPs to determine if divine casters have lost any contact with their deity.

5: SACRIFICE

Each aspirant is encouraged to make a sacrifice to Iuz, in accord with the Old One’s tenet: “The more one sacrifices, the more power that Iuz grants.” They are allowed to use a *sacrificial knife* to sever their own hand; those that don’t balk are granted a sacrificial reward.

Several more days pass, full of prayer sessions and mundane tasks. Over your morning gruel, Master Ektor blusters into the common room, in an unusually chipper mood. “My young aspirants, today should prove to be a very exciting day. Follow me.”

Ektor leads the PCs and other supplicants back to the worship room and asks that everyone be seated on the stone benches. Choose a PC to focus upon and continue with the following:

“One of our Lord of Pain’s primary tenets is ‘The more one sacrifices, the more power I grant’. I will

allow you to use my very own dagger so that you may sacrifice your very own hand to Him.” Master Ektor extends the weapon to you with an expectant gaze.

The PCs and other aspirants are encouraged to sever their own left hand at this time. The serrated dagger is made of karras stone (see Appendix 2) and is exceedingly sharp, making this an easy task.

Any aspirant that does so takes the initial 1d4+1 points of damage from the dagger, followed by 1d6 points of damage per round from blood loss until he dies, receives any amount of magical healing, or is the beneficiary of a DC 15 Heal check. If he survives the blood loss (which he will, since Ektor heals the wound himself prior to the aspirant’s death, if nobody else steps in), that aspirant also has a chance of receiving a Sacrificial Reward (see Appendix 2).

In this case, the Knowledge (religion) check for the purposes of determining Sacrificial Rewards may be made untrained, and receives a total bonus of at least +11, possibly higher if the aspirant is a PC that is good-aligned, elven, and/or a divine caster. See the abbreviated Typical Sacrifice Elements (Table 2-1) in Appendix 2 for these bonuses – the bolded items in the table have already been included in the +11 modifier above (along with a +4 bonus for the dagger and a -5 penalty because only a limb is being sacrificed). After determining the Knowledge (religion) result, consult the abbreviated Typical Sacrificial Rewards (Table 2-2). A DC 15 Knowledge (religion) check reveals that the effect is indeed a Sacrificial Reward. Allow a Spellcraft check (DC 15 + spell level) if PCs wish to determine the results of the Sacrificial Reward.

TROUBLESHOOTING

PCs that refuse to sacrifice their hand are not punished here unless they object loudly or attempt to stop others from sacrificing. However, Ektor favors them with a head shake of disappointment, requests one of their IP tokens to be returned, and comments, ***“Perhaps you do not have what it takes to be a priest of Iuz after all.”***

DEVELOPMENT

Sacrificing one’s own hand earns a PC 3 IPs; these IPs are tallied at the conclusion of the adventure and are used to determine rewards gained by each PC. There is no punishment for refusing to sacrifice, other than some disparaging remarks from Master Ektor – only a lack of IPs awarded.

Any who sacrifice their hand are paid a private visit by Master Ektor and a hooded figure about an hour later. The hooded figure does not speak, but chants briefly and gestures; PCs receive a *regeneration* spell to re-grow their missing hand. This regeneration spell has been modified so that the missing limb or extremity grows back slowly (all night long) and painfully.

Note that as all Sacrificial Rewards gained in this encounter remain in effect for 24 hours, the benefits last through the raid on Delcomben later that evening.

Skip to Encounter 7: Shopping Spree, unless you notice a particular PC really taking the challenges set before them thus far to heart; in that case, pull that player aside and run Encounter 6: As You Wish for that PC, either now or after they demonstrate further evil possibilities. As a guideline, this encounter should only be offered to PCs that have acquired at least 8 IPs.

Tally IPs to determine if divine casters have lost any contact with their deity.

6: AS YOU WISH

This side encounter is optional and can be offered to any PC that has been throwing himself into the role set before them, demonstrating a genuine desire to please his taskmasters. As a rule of thumb, any PC that has earned 8 or more ‘Iuz Points’ is a likely candidate. Pull the player aside and ask him, as Master Ektor to PC:

“So, <PC name>, compared to your peers, you seem to be doing quite well here... at home, shall we say? Your devotion to the tenets of our Lord of Pain as presented to you by myself and your other taskmasters has not gone unnoticed – Mistress Blackmanta herself even spoke high praise of you just last evening; no small feat! But I wonder... just how far are you willing to go? I have much to offer you, should you prove to be the kind of person I am searching for.”

Basically, if the PC is either willing to convert to the worship of Iuz or thinks he can fool or convince Ektor and the others that he is willing to go the distance (DC 30 Bluff or Diplomacy check), Ektor offers the PC the services of a glabrezu to grant a single *wish* spell for almost anything the PC wants (within reason and the power of the spell, of course). Though you may run this encounter whenever you see fit, the *wish* is not granted until the Conclusion of the mod (see the **As You Wish** favor), and only if the PC does not escape with his allies (assuming they do). **This PC is removed from play and retired into story, either as an NPC inducted into the service of Iuz, or as a valuable spy for the Drinkers. Take the player aside and have an out-of-character discussion to make certain that the he understands the ramifications of accepting this offer for his PC – there are only 5 possible results once this encounter is offered:**

- The PC refuses the offer and returns to regular play – note that this is likely to appear suspicious unless the PC has a good excuse for refusing
- The PC accepts and retires as his PC as an evil NPC in dedicated service of Iuz

- The PC accepts, succeeds at the DC 30 Bluff or Diplomacy check, and retires his PC as an undercover agent for the Drinkers
- The PC fails at the DC 30 Bluff or Diplomacy check, is attacked by a demon with a CR the same as his character level, and is slain
- The PC fails at the DC 30 Bluff or Diplomacy check, is attacked by a demon with a CR the same as his character level, and survives. There is no possible return to the normal course of the adventure at this point – the PC’s only recourse is to flee for his life (possibly with the other PCs in tow)

Accepting this offer earns the PC 10 IPs. Tally IPs to determine if divine casters have lost any contact with their deity.

If this adventure is run during a convention, contact the Senior GM if any PC accepts this offer. If run at a game day or home game, contact your Triad POC. They will provide you with further instruction.

7: SHOPPING SPREE

Read or paraphrase the following:

“Ripe for the pickings”, the yellow-toothed Iuzian chaperone known simply as ‘The Watcher’ gleefully whispers to your group as you overlook the walled town of Delcomben from a distant hill. It is two hours past midnight; with the exception of its amply lit sole tavern and watch post in the center, the town seems to be in a comfortable slumber. “Take whomever you can; women, children, what have you. Make it quick...we’ll ensure that their pain will last much longer under our care.” “But before you go, let us celebrate and dedicate this raid to our Lord of Pain and Suffering with a rare gift from your taskmasters.” The Watcher begins handing out tiny, thimble-sized containers filled with a syrupy reddish liquid.

The Watcher offers each PC (and NPC) present a dose of *liquid pain* (see Appendix 2 for the effects). While the actual gaming mechanics normally only benefit spellcasters, all who wish to partake may do so. For purposes of this combat only, grant each PC that drinks it a +2 profane bonus to attack rolls, damage rolls, and AC.

Read the following to those who drink:

The thick syrup coats your tongue, then throat with a surprisingly pleasant, nearly cloying sweetness. But as the concoction slides further downward, your belly begins to rumble in protest. An involuntary shiver sends tendrils of ecstasy up and down your spine as you feel warmth explode into power, nearly bowling you over. Your extremities thrum momentarily and your eardrums pound, and then the cacophony subsides enough to hear:

For those PCs that do not drink the liquid pain, skip the above but continue from here; for those that did, continue on:

The Watcher gives a sneering cackle, then motions for your group to go hunting in the name of Iuz; he remains on the hill to observe the raid.

The PCs have a choice here; they can either enter the town stealthily or by brute force. In preparation for the raid, they are allowed some simple weapons if requested – possibly the ‘beat-stick of Iuz’ or other makeshift clubs, or a dagger. Each group is given a few lengths of rope, a grappling hook, and 6 sets of manacles. Other groups of aspirants also participate in the raid.

Their first obstacle is the 10 foot stone wall surrounding the town (if they do not have a means of flying) with an accompanying wooden gate. To successfully scale the wall requires a DC 15 Climb check. The gate is on the far side of the party’s starting hill. There are two town guards posted there at all times (use the same statblocks for the guards listed below).

The Guards

Once the party is within the confines of the town, any loud disruption (such as screaming of kidnapped townsfolk, spells effects, etc) alerts the guards within the watch post. How loud or stealthy the disturbance is (judge’s discretion) determines how many guards come out to check on the matter at hand. There are 8-14 guards (dependent upon APL) in total for the judge to use at their disposal. If combat is initiated, the remaining guards can join the fray in the middle of the rounds if the circumstances warrant it. If at least five guards are sent out to check on the disturbance, Captain Ysaira also comes to investigate (see below). Every third or fourth guard carries a hooded lantern for a light source.

The Townsfolk Roundup

The judge has much flexibility here. Since the reclamation of Delcomben, the villagers have grown lax in keeping their doors locked assured in the belief that they are completely safe from harm. They do, however, lock their doors if the alarm is raised. Be creative; once the party members sneak or break into a home, make up descriptions of the individual townsfolk whether it be whole families, a widower, etc. Just ensure it is all within reason, of course. Even though they are unarmed, the townsfolk do what they can to break free.

Captain Ysaira

As stated above, Captain Ysaira rides out to oversee the guards from a distance (as she has come to Delcomben to assist in military training), but does not participate in the combat itself. PCs that make a DC 15 Spot

Check notice her. A former Greycloak, this female half-elf is currently a member of the Shield Lands standing army. She was in charge of the Standing Army based in Torkeep (her last appearance in 595). There is a chance that PCs have come into contact with Captain Ysaira in past events; she may recognize the PCs in return and possibly expose them. The chance of this is calculated as follows:

- +10% if the PC is a Shield Lands native
- +20% if the PC has spent any ‘time on the border’
- +30% if the PC is a member of the Greycloak meta-organization
- +10% each if the PC participated in any of the following adventures: SHL2-06 Dark Moons Rising, SHL4-01 The Good Oerth, SHL4-08 May the Axe Grow Great, or SHL5-05 The Man from D.Y.V.E.R.S.
- +50 % if the PC received the “Ysaira Laid to Rest” favor from SHL4-01 The Good Oerth.

The PCs need to be creative in informing or convincing Captain Ysaira to not blow their cover (if she does indeed come out), i.e. calling out their names, attempting to hold a conversation, etc. Straight dialogue should be out of the question knowing that the Iuzians are watching the PCs’ every move from a distance.

If PCs take any reasonable measures to silence Ysaira (a finger to the lips, a quick whispered, “Please don’t say anything”, etc.), Ysaira complies. If they do nothing, Ysaira reacts such that the Watcher takes notice and reports back up on the group’s return to the abbey. Such actions warrant at least a punishment as detailed below in the Troubleshooting section. The scrutiny of the Iuzians increases and the PCs are more likely to be exposed – you might give them clues that they are being watched more carefully now. Allow them a reasonable chance to escape at this time if they attempt it; if all efforts fail, see the Conclusion for options.

If there are no PCs that have participated in any Shield Lands adventures, they and Ysaira do not recognize each other, of course. In this case, describe her to the PCs such that they realize that a foe beyond their abilities is fast approaching – hopefully they get the hint that it is time to flee.

Once the party has gathered up as many would-be sacrifices as they can carry, proceed to the next encounter.

Stone Wall: 10 ft. high, 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35; Climb DC 15.

Wooden Gate: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Climb DC 20.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13 (18 if locked).

CREATURES

All APLs

Capt. Ysaira: female human fighter 8/rogue 3 (Sense Motive +10). NON-COMBATANT

Townfolk (200): hp 6; use stats for Apprentice Craftmaker, *Appendix 1*.

APL 6 (EL 8*)

City Guard Rookie (10): hp 6; *Appendix 1*.

City Guard Soldier (4): hp 28; *Appendix 1*.

APL 8 (EL 10*)

City Guard Soldier (12): hp 28; *Appendix 1*.

APL 10 (EL 12*)

City Guard Soldier (10): hp 28; *Appendix 1*.

City Guard Veteran (2): hp 55; *Appendix 1*.

APL 12 (EL 14*)

City Guard Veteran (8): hp 55; *Appendix 1*.

* All ELs have been reduced by 2 due to the soldiers arriving in waves, and increased by one for the PCs lack of equipment.

Tactics

The city guards use their reach weapons to their best advantage, and give their lives to save the townfolk of Delcomben.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 130 gp; Coin 6 gp; Magic 1184 gp; +1 chain shirt (4 @ 104 gp each), +1 halberd (4 @ 192 gp each); Total 3120 gp.

APL 8: Loot 648 gp; Coin 30 gp; Magic 3552 gp; +1 chain shirt (12 @ 104 gp each), +1 halberd (12 @ 192 gp each); Total 4230 gp.

APL 10: Loot 648 gp; Coin 50 gp; Magic 3552 gp; +1 chain shirt (10 @ 104 gp each), +2 chain shirt (2 @ 354 gp each), +1 halberd (10 @ 192 gp each), +2 halberd (2 @ 692 gp each); Total 5750 gp.

APL 12: Loot 432 gp; Coin 164 gp; Magic 9704 gp; +2 chain shirt (8 @ 354 gp each), +2 halberd (8 @ 692 gp each), ring of protection +1 (8 @ 167 gp each); Total 10,300 gp.

Detect Magic Results: +1 chain shirt, +1 halberd, +2 chain shirt, +2 halberd, ring of protection +1 (all faint transmutation).

TROUBLESHOOTING

PCs that are observed helping townfolk escape or avoid capture receive severe punishment upon their return to the abbey; moderate punishment and much chastising await them if they fail to return with any captives.

DEVELOPMENT

PCs each gain 1 IP per townsperson captured (6 max). PCs can easily make their escape into the dark here, if they so choose. Note if PCs use lethal force on any of the townfolk – this may gain them an **Evil Act**.

It is the PCs' decision to let any potential prisoners escape, though there is the chance of being discovered in the act if they do; they could also pass a note along here, if they thought it might help their situation.

If the PCs returned from Delcomben with at least one prisoner, those to-be sacrifices are removed from their custody immediately upon their return to the abbey. Successful PCs are rewarded with their first full night's rest, with no interruptions for prayer readings; this is followed by a day of unusually light activity.

Tally IPs to determine if divine casters have lost any contact with their deity.

8: DEEMED WORTHY

DM's Note: Use your discretion when role-playing this event, as not everyone at the table may be comfortable with the graphic elements that this encounter contains. This encounter takes place the night after returning from Delcomben.

"You have all toiled in your lessons. You have walked a trek that the common man dares not journey. Your dedication and perseverance has earned you favor with the Old One." Master Ektor addresses the supplicants with a broad grin on his face, "With great glory comes its spoils!!!" He pulls open the massive double doors of the main worship area in the temple. The morbid, unhallowed ground beyond has been transformed into an infernal bacchanalia.

Demons of all sorts cavort about with mortal followers of the faith in a hedonistic celebration, hazed with drugs and hallucinogens. Others gorge themselves in a smorgasbord of taboo delicacies strewn about the writhing throngs of pleasure-filled attendees. Glassy-eyed slave girls in chains gingerly fill the partygoers' steins with strong alcohol, moving about as if walking on eggshells amongst the fiends. The air is filled with the steady beats of drums as succubi and incubi are locked in embraces with their willing partners. Chants of "Iuz... Iuz... Iuz... Iuz" rise and fall like a wave of black passion.

"This is what you can expect." Master Ektor says as he removes his tunic. "You are one of us now. Enjoy!" He dives into the waiting arms of an incubus, leaving you to partake in what you desire.

Ektor's disrobing reveals a scar on his right shoulder blade – a DC 15 Spot check shows this to be a tattoo that has been scarified in an effort to remove it. The tattoo is in the shape of a club or cudgel, and astute PCs may use that information to identify him as Torek Beambringer, former Drinkers agent. If confronted with

this Ektor denies it vehemently and has persistent PCs beaten.

Demons of the opposite gender (incubi for females, or succubi for males - unless the PC prefers otherwise, of course) each escort an aspirant to the middle of the orgiastic fray. Each player character is asked by their demonic consort if they wish to be possessed, as their mortal vessel may find the experience to be more... 'pleasurable'. Each PC is free to accept this possession or not (**see Appendix 2 for rules on demonic possession**).

Succubi might use their energy drain ability to get PCs to cooperate or simply on a whim. If PCs make a DC 15 Knowledge (planes) check, they realize this possession grants the demon access to their memories, and thus risks revealing their mission; if they balk, the succubus assures the PC there is no reason to fear and promises to keep any knowledge secret. They are, of course, lying, but the PCs are likely to escape before the knowledge can be used.

Those PCs that choose to be possessed are forced to commit atrocious acts that they never would have committed in their normal life (cannibalize the slaves, ravage fellow worshippers, eat ungodly quantities of food, etc.). Describe the out-of-body experience of seeing through the demon's eyes during the possession. The judge should create various scenarios fitting (or unfitting for that matter) with the particular PC. At the peak of the heathenish act, however, the consort abandons the PC, relinquishing its control. The PC is in 'mid act' when he realizes what atrocities he has committed.

Choose a random PC that has decided to become possessed; if no PC volunteers, there can be a forcible attempt. That PC's particular succubus or incubus then immediately accesses the PC's memories and learns of his infiltration mission. However, this particular demon is quite whimsical for its kind, and is in no hurry to expose the PC's mission unless the PC spoils its fun. The demon carries on the following conversation with the PC inside the latter's own thoughts – this conversation is retained once the PC is released from control:

"Oh, what's this I'm reading here? You're a spy?! And so are your companions? How delightful! Well, maybe we can share some secrets then.

Assuming the PC is willing (not that the possessed PC has much choice in the matter), continue on:

"See, before Iuz, I used to serve a different master – an undead dragon known as a dracolich. His name was Dragotha – perhaps you've heard of him?"

"You see... while serving the dracolich, I learned that Dragotha seeks life again...to live and breathe. He is gaining strength through the evil draconic cults that are under his sway. He wishes to

break his necromantic state and join the living once more. Perhaps those you serve would be interested in that information?"

The PC (and any others he shares with) can make a DC 15 Knowledge (local- Iuz's Border States) or Knowledge (religion) to recall the legend of Dragotha. If no PC succumbs to the demon's possession, the above information is not gained.

Choose a different random PC – if this PC has accepted possession, their demon requests this task; if not, one of the clergy makes the request via mundane, yet subtle means:

"A spy has been discovered amongst us. She is here now, pretending to enjoy the revelry. You have been granted the honor of bringing her down, so that she may be sacrificed in the name of our lord Iuz. You must use the contents of this vial to coat her goblet first; she may prove difficult to capture otherwise. Once she has succumbed, wait until she leaves the room – assuming she is able... HAH! Then subdue her and take her to the altar; there will be others there to perform the sacrifice."

Avara is pointed out to the PC as the young woman standing off to one side of the celebration, nibbling idly on some grapes. She is as bald as the other aspirants, but is still quite beautiful regardless – her dark brown eyes shine and her sculpted figure can be imagined even through her homespun robe.

The PC may share this task with the others – any NPC that is asked to help refuses, preferring to continue his or her debauchery. The informant surreptitiously points out which party guest is the interloper, instructs the PC on where a vial of dragon bile poison has been stashed, then suggests that gloves or other care be taken before administering the poison – it is up to the PC to determine how to get the poison onto Avara's goblet, then make sure Avara leaves the room so she can be subdued.

If the PC balks at this task but is possessed by one of the demons, the demon takes control and forces the situation. The demon of course releases control just as the PC is applying the poison to her goblet. Whether the poison is successfully added to Avara's drink or not, whether she succumbs or not, in about 10 minutes she leaves the party to head back to her quarters regardless, as she is either not feeling well or weakened due to the *dragon bile* poison.

What the informant does not realize is how likely Avara is to resist the effects of the poison, even though the DC for the Fortitude saves is quite high (DC 26) – she is no easy target. The PCs may decide to speak to her rather than attack, possibly allowing her to join in their escape; if not, Avara attempts to convince the PCs that if her secret has been compromised, then now is the time to flee, as they are sure to be discovered as well. If

she feels she can trust the PCs (have them make a DC 15 Bluff or Diplomacy check if needed), she shares that she is a Knight of Holy Shielding in the service of Lady Katarina that was sent to root out the evil abbey from within. She has worked with the Drinkers before, but is not a member herself. She is not familiar with the Shade's code phrase if given, but is savvy enough to recognize it for what it is and responds accordingly.

CREATURES

All APLs (EL 9*)

Succubi/Incubi (12): hp 33; *MM* 47.

Tactics

Note that the CR and EL of the succubi (and the incubi, their male equivalents) have been increased by 2, since they are possessor demons. If forced possession becomes necessary, a DC 21 Will save resists it. If the PC allows it willingly, the demon takes the role of 'ally'. If not, it acts as a 'controller', only resorting to 'enemy' status if the PC insists on spoiling its fun.

APL 6 (EL 9)

Avara Truthstrike (1): hp 102; *Appendix 1*.

APL 8 (EL 11)

Avara Truthstrike (1): hp 126; *Appendix 1*.

APL 10 (EL 13)

Avara Truthstrike (1): hp 173; *Appendix 1*.

APL 12 (EL 15)

Avara Truthstrike (1): hp 211; *Appendix 1*.

Tactics

Avara's first round is to use a move action to put on her glove of storing so she can retrieve her sword as a free action, then uses her standard action to call her armor, which includes her shield (it was attached to the *called armor*) to defend herself. The armor appears fully donned, but she must use her next move action to ready her shield. She typically strikes for non-lethal damage unless she is in dire straits. She uses her Karmic Strike at every opportunity, and Power Attacks unarmored foes.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 0 gp; Coin 0 gp; Magic 1650 gp; +1 *called full plate* (387 gp), +1 *longsword* (167 gp), *glove of storing* (833 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +1 (166 gp); Total 1650 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 4008 gp; *amulet of health* +2 (333 gp), *boots of speed* (1000 gp), +1 *called full plate* (387 gp), +1 *frost longsword* (692 gp), *glove of storing* (833 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +2 (666 gp); Total 4008 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 6508 gp; *amulet of health* +4 (1333 gp), *boots of speed* (1000 gp), +2 *called mithral full plate* (1387 gp), +1 *adamantine frost longsword* (942 gp), *glove of storing* (833 gp), +2 *heavy steel shield* (347 gp), *ring of protection* +2 (666 gp); Total 6508 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 16,927 gp; *amulet of health* +6 (3000 gp), +2 *adamantine axiomatic frost longsword* (4442 gp), *boots of speed* (1000 gp), +3 *called mithral full plate* (1804 gp), +4 *heavy steel shield* (1014 gp), *glove of storing* (833 gp), *ring of freedom of movement* (3333 gp), *ring of protection* +3 (1500 gp); Total 16,927 gp.

TROUBLESHOOTING

If the PCs take more than 5 rounds to defeat or subdue Avara, a group of 4 guards comes to investigate – duplicate the cult guards from the appropriate APL of Encounter 9: Now or Never.

DEVELOPMENT

Agreement to willingly accept demon possession earns that PC 3 IPs. Slaying Avara or capturing her for later sacrifice earns each PC involved 10 IPs.

Slaying or capturing Avara for sacrifice later is likely to gain involved PCs an **Evil Act**; those that warn and/or escape with her garner **Avara's Thanks**. Note that her equipment can be taken by defeating her, of course... but this is then treated as loot. PCs that allow or succumb to possession receive the **Not in Your Right Mind** favor.

Tally IPs to determine if divine casters have lost any contact with their deity.

9: NOW OR NEVER

The PCs and other aspirants, having progressed this far in their training, are now eligible for graduation. Performing the sacrifice of the Knight of Holy Shielding is their final exam, but those that decide things can go no further may cut and run here, instead fighting their way through the Iuzian guards protecting the abbey during their escape.

This encounter details three alternatives the PCs have for escaping the Iuzian compound in order to brief the Drinkers on what they have learned. PCs might not be fully equipped at this point, which definitely needs to be taken into account before combat begins. Escape is perhaps easier than might be expected, due to the fact that many of the guards have been allowed to participate in the celebration.

This might prove to be a very good opportunity for PCs to take advantage of the equipment loaned to them by the Shade. *Called armor* summoned prior to this encounter is likely to be difficult to hide, and may then be unavailable for this encounter.

A: Sneaking out of the compound

Four Iuzian temple guards are posted at the exit, down the corridor from the main worship area. A failed Hide/Move Silently skill check alerts the guards, who then attack (as they have been ordered to kill any aspirant that chooses to back out of their new found 'career path' at this stage of induction).

Unbeknownst to the PCs (unless they have particular precast divination spells at this time), a quasit in the guise of a centipede watches the entirety of the breakout unfold. Having some fun on its own, the quasit then alerts stronger demons bound to the temple to attack the phony aspirants. PCs may detect this 'centipede' with a DC 28 Spot check as it scurries into a small crack.

Combat-wise, both the Iuzian guards and the demons participate in the combat encounter if the party failed their initial Hide and Move Silently checks opposed by the guards' Spot and Listen checks (the guards may take 10 on this check if you wish). Otherwise, the demons attack outside of the temple grounds. The demon attack occurs out of sight of the temple guards but still within their 'bound area'; the guards hear the combat and arrive two rounds after the demons attack. Consider adding a demon with a CR of Avara's level to the combat for her to fight if she is escaping with the PCs and her presence makes the combat too easy.

CREATURES

APL 6 (EL 9)

Babau (1); hp 66; MM 40

Cult Guard Soldier (3); hp 31; *Appendix 1*.

Cult Guard Elite (1); hp 49; *Appendix 1*.

APL 8 (EL 11)

Babau (2); hp 66; MM 40

Cult Guard Veteran (3); hp 49; *Appendix 1*.

Cult Guard Sergeant (1); hp 76; *Appendix 1*.

APL 10 (EL 13)

Retriever (1); hp 135; MM 46

Cult Guard Corporal (3); hp 67; *Appendix 1*.

Cult Guard Lieutenant (1); hp 104; *Appendix 1*.

APL 12 (EL 15)

Retriever (2); hp 135; MM 46

Cult Guard Lieutenant (4); hp 104; *Appendix 1*.

Note that the ELs are calculated as if all combatants are faced at one time; in reality, the opponents attack in waves, reducing the actual EL by 1. However, the EL has been increased by 1 due to the fact that the PCs are likely not fully equipped.

B: Using Brute Force

The PCs face two waves of enemies during the breakout. The initial wave is the four Iuzian guards posted at

the exit of the temple (which is connected to a corridor that leads to the main worship area).

The second wave is a group of demons summoned by clerics of Iuz. The demons arrive two rounds later from the main temple area.

CREATURES

APL 6 (EL 9)

Cult Guard Soldier (3); hp 31; *Appendix 1*.

Cult Guard Elite (1); hp 49; *Appendix 1*.

Babau (1); hp 66; MM 40

APL 8 (EL 11)

Cult Guard Veteran (3); hp 49; *Appendix 1*.

Cult Guard Sergeant (1); hp 76; *Appendix 1*.

Babau (2); hp 66; MM 40

APL 10 (EL 13)

Cult Guard Corporal (3); hp 67; *Appendix 1*.

Cult Guard Lieutenant (1); hp 104; *Appendix 1*.

Retriever (1); hp 135; MM 46

APL 12 (EL 15)

Cult Guard Lieutenant (4); hp 104; *Appendix 1*.

Retriever (2); hp 135; MM 46

Note that the ELs are calculated as if all combatants are faced at one time; in reality, the opponents attack in waves, reducing the actual EL by 1. However, the EL has been increased by 1 due to the fact that the PCs are likely not fully equipped.

C: Teleporting or other bypassing magic

Master Ektor (or Blackmanta, or another priest) discovers that the party has gone missing, then uses scrying to determine their location (at APL 6 and 8; the retrievers do not need any such assistance). He sends a cadre of babau or retrievers after the phony aspirants (depending on APL). By the time the demons arrive, the party may be fully equipped.

CREATURES

APL 6 (EL 9)

Babau (3); hp 66; MM 40

APL 8 (EL 11)

Babau (6); hp 66; MM 40

APL 10 (EL 13)

Retriever (2); hp 135; MM 46

APL 12 (EL 15)

Retriever (4); hp 135; MM 46

Tactics

The cult guards always Power Attack for at least 2 so they can also Flay their unarmored opponent. If the PC is armored, instead use Intimidating Strike.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 615 gp; Coin 0 gp; Magic 478 gp – +1 *greatsword* (195 gp), *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 1093 gp.

APL 8: Loot 403 gp; Coin 0 gp; Magic 1533 gp – +1 *greatsword* (4 @ 195 gp each), +1 *mindarmor fullplate* (470gp) *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 1936 gp.

APL 10: Loot 403 gp; Coin 0 gp; Magic 1939 gp – *bracers of quick strike* (116 gp), *brute gauntlets* (41 gp), +1 *greatsword* (4 @ 195 gp each), +1 *mindarmor fullplate* (470gp) *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 2342 gp.

APL 12: Loot 56 gp; Coin 0 gp; Magic 7640 gp – *bracers of quick strike* (8 @ 116 gp each), *brute gauntlets* (8 @ 41 gp each), +1 *greatsword* (8 @ 195 gp each), +1 *mindarmor fullplate* (8 @ 470gp each) *potion of bull's strength* (8 @ 25 gp each), *potion of cure moderate wounds* (8 @ 25 gp each), *vest of resistance +1* (8 @ 83 gp each); Total 2342 gp.

Detect Magic Results: *bracers of quick strike*, *brute gauntlets*, +1 *greatsword*, *potion of bull's strength* (all faint transmutation), +1 *mindarmor fullplate* (faint enchantment), *potion of cure moderate wounds* (faint conjuration), *vest of resistance* (faint abjuration).

DEVELOPMENT

Provided the PCs successfully escape, proceed to the Conclusion. If they are captured, charge each PC 10 TUs to represent the time they must suffer until Avara organizes a contingent of Knights of Holy Shielding to attack the abbey and rescue the PCs (and their equipment, if any).

CONCLUSION

Assuming they survive, most PCs have two possible choices at this point:

- Escape the compound and report back to the Shade.
- Remain in the feigned service of Iuz to learn more secrets short term, which costs 26 TUs but grants great rewards. If the escape of Avara and/or the other PCs can be found to be related to this PC, this option may not be viable.

If the PC participated in the “As You Wish encounter”, they have two additional choices:

- Remain in the feigned service of Iuz to learn more secrets long term, retiring as a contact for the Drinkers and thus an NPC.

- Perform the sacrifice, convert to the worship of Iuz, and become evil and thus an NPC.

The most common option is likely to be to return to the Shade and report their findings – she is openly impressed at the PCs’ success, particularly if one or more turn over their Iuzian chapbook and unholy symbol of Iuz. If at least one PC yields each item, they share the information regarding Dragotha, and were able to avoid exposing the Drinkers’ involvement, the PCs receive the favor **Master Spy**.

Tally up the ‘Iuz Points’ for each PC – these determine the extent of the reward granted by their Iuzian taskmasters, as well as a rough indicator of danger to their alignment; see the table under the favor **Naughty Boys and Girls**.

A PC that accepted Master Ektor’s offer in Encounter 6 gains **As You Wish!**

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: BAPTISM IN BLOOD

Trigger or defeat the trap(s) on the cauldron.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

7: SHOPPING SPREE

Defeat or avoid the Delcomben town guards.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8A: DEEMED WORTHY

Defeat Avara Truthstrike or help her escape the abbey.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

8B: DEEMED WORTHY

Experience a demon’s possession.

APL 6	270 XP
APL 8	270 XP
APL 10	270 XP
APL 12	270 XP

9: NOW OR NEVER

Defeat or avoid the Iuzian cult guards and/or demons.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

STORY AWARD

Sacrifice one's own limb and possibly receive a Sacrificial Reward, and succeed in their mission.

APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

TOTAL POSSIBLE EXPERIENCE:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

7: SHOPPING SPREE

APL 6: Loot 130 gp; Coin 6 gp; Magic 1184 gp; +1 *chain shirt* (4 @ 104 gp each), +1 *halberd* (4 @ 192 gp each); Total 3120 gp.

APL 8: Loot 648 gp; Coin 30 gp; Magic 3552 gp; +1 *chain shirt* (12 @ 104 gp each), +1 *halberd* (12 @ 192 gp each); Total 4230 gp.

APL 10: Loot 648 gp; Coin 50 gp; Magic 3552 gp; +1 *chain shirt* (10 @ 104 gp each), +2 *chain shirt* (2 @ 354 gp each), +1 *halberd* (10 @ 192 gp each), +2 *halberd* (2 @ 692 gp each); Total 5750 gp.

APL 12: Loot 432 gp; Coin 164 gp; Magic 9704 gp; +2 *chain shirt* (8 @ 354 gp each), +2 *halberd* (8 @ 692 gp each), *ring of protection* +1 (8 @ 167 gp each); Total 10,300 gp.

8: DEEMED WORTHY

APL 6: Loot 0 gp; Coin 0 gp; Magic 1650 gp; +1 *called full plate* (387 gp), +1 *longsword* (167 gp), *glove of storing* (833 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +1 (166 gp); Total 1650 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 4008 gp; *amulet of health* +2 (333 gp), *boots of speed* (1000 gp), +1 *called full plate* (387 gp), +1 *frost longsword* (692 gp), *glove of storing* (833 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +2 (666 gp); Total 4008 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 6508 gp; *amulet of health* +4 (1333 gp), *boots of speed* (1000 gp), +2 *called mithral full plate* (1387 gp), +1 *adamantine frost longsword* (942 gp), *glove of storing* (833 gp), +2 *heavy steel shield* (347 gp), *ring of protection* +2 (666 gp); Total 6508 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 16,927 gp; *amulet of health* +6 (3000 gp), +2 *adamantine axiomatic frost longsword* (4442 gp), *boots of speed* (1000 gp), +3 *called mithral full plate* (1804 gp), +4 *heavy steel shield* (1014 gp), *glove of storing* (833 gp), *ring of freedom of movement* (3333 gp), *ring of protection* +3 (1500 gp); Total 16,927 gp.

9: NOW OR NEVER

APL 6: Loot 615 gp; Coin 0 gp; Magic 478 gp – +1 *greatsword* (195 gp), *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 1093 gp.

APL 8: Loot 403 gp; Coin 0 gp; Magic 1533 gp – +1 *greatsword* (4 @ 195 gp each), +1 *mindarmor fullplate* (470gp) *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 1936 gp.

APL 10: Loot 403 gp; Coin 0 gp; Magic 1939 gp – *bracers of quick strike* (116 gp), *brute gauntlets* (41 gp), +1 *greatsword* (4 @ 195 gp each), +1 *mindarmor fullplate* (470gp) *potion of bull's strength* (4 @ 25 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *vest of resistance +1* (83 gp); Total 2342 gp.

APL 12: Loot 56 gp; Coin 0 gp; Magic 7640 gp – *bracers of quick strike* (8 @ 116 gp each), *brute gauntlets* (8 @ 41 gp each), +1 *greatsword* (8 @ 195 gp each), +1 *mindarmor fullplate* (8 @ 470gp each) *potion of bull's strength* (8 @ 25 gp each), *potion of cure moderate wounds* (8 @ 25 gp each), *vest of resistance +1* (8 @ 83 gp each); Total 2342 gp.

TOTAL POSSIBLE TREASURE

APL 6: Loot 745 gp; Coin 6 gp; Magic 3312 gp; Total 4063 gp.

APL 8: Loot 1051 gp; Coin 30 gp; Magic 9093 gp; Total 10,174 gp.

APL 10: Loot 1051 gp; Coin 50 gp; Magic 11,199 gp; Total 12,300 gp.

APL 12: Loot 488 gp; Coin 164 gp; Magic 34,271 gp; Total 34,923 gp.

ADVENTURE RECORD

Master Spy: This favor grants access to the Shadowbane Inquisitor PrC^{Cad}, Shadowbane Stalker PrC^{Cad} or Gray Guard PrC^{CS}. It also grants access to the items marked * below.

Avara's Thanks: You granted a great favor upon Avara Truthstrike by alerting her of her discovery by the Iuzians and aiding her flight from the abbey, and she is grateful. You gain access to her equipment listed below, as well as Metaregional access to the *called* armor or shield enhancement.

Iuzian Chapbook: This tiny prayer book expounds the tenets and dogma of Iuz, in psalter, verse, and proverbs. If 10 minutes are spent studying the chapbook, it grants a +5 competence bonus to any Knowledge (religion) check concerning the Old One.

Naughty Boys and Girls: The extent of this favor is dependent upon the number of Iuz Points you earned during the adventure. You have Adventure access to all items at or below your IP total; all items are from MIC:

Result	Item Access	Additional Favor
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0	no item	None
1-4	hair shirt of suffering, toxic gloves	None
5-10	skull plaque, flesh ring of scorn	Evil Act
11-16	fiend helm, flesheater	Evil Act (x2)
17+	shirt of demon skin, scourge of pain	Alignment Shift

You may record the individual Iuz Point items on your AR, if you wish.

Not in Your Right Mind: You have been possessed by a succubus or incubus. This has made you immune to further possessions until the demon is exorcised or otherwise banished. Until then, treat the possessing demon as a 'mutterer' per the Demonic Possession rules from Fiendish Codex p.21; future adventures may modify the demon's role.

Evil Act: You have committed an evil act and may suffer repercussions in the future.

Alignment Shift: You have committed more than one evil act and your morals have paid the price. Remove any class abilities for which you no longer qualify. You may suffer repercussions in the future.

Atonement: You have committed an evil act, but your superiors have been convinced it was for a good cause. You receive the benefits of an *atonement* spell at no cost to you.

Beat-stick of Iuz: This ordinary club was granted to you by Mistress Blackmanta to inflict punishment upon your peers. While it has no special powers, it evokes fond memories of your time with her and you hold this club dear to your heart. Only one PC can gain access to this item.

As You Wish!: Separate AR?

ITEMS FOUND DURING THE ADVENTURE

APL 6:

- +1 *called full plate* (Metaregional; MIC; 4,650 gp)
- +1 *called heavy steel shield w/ shield sheath* (Adventure; MIC & RoS; 3,195 gp)
- *Cloak of weaponry* (Adventure; MIC)*
- *Possum pouch* (Adventure; Cad)*
- Wooden unholy symbol of Iuz (Adventure; PHB)

APL 8 (all of APL 6 plus the following):

- *Boots of speed* (Metaregional DMG)
- *Contact medallion* (Adventure; MIC)*
- +1 *frost longsword* (Metaregional; DMG; 8,315 gp)
- *Glove of storing* (Adventure; DMG)*
- *Mask of lies* (Adventure; MIC)*
- +1 *mindarmor full plate* (Adventure; DMG; 5,650 gp)

APL 10 (all of APLs 6-8 plus the following):

- +1 *adamantine frost longsword* (Metaregional; DMG; 11,015 gp)
- *Bracers of quick strike* (Adventure; MIC)

- *Brute gauntlets* (Adventure; MIC)
- +2 *called mithral full plate* (Metaregional; DMG; 16,500 gp)
- *Hat of anonymity* (Adventure; MIC)*

APL 12 (all of APLs 6-10 plus the following):

- +2 *adamantine axiomatic frost longsword* (Metaregional; DMG; 53,015 gp)
- +3 *called mithral full plate longsword* (Metaregional; DMG; 21,500 gp)
- *Ring of freedom of movement* (Metaregional; DMG)

2-9: IUZIAN ABBEY

APPRENTICE CRAFTSMAKER **CR 1/2**

Male or female human expert 1
Any alignment Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 10, touch 10, flat-footed 10

hp 6 (1 HD)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft., base movement 30 ft.

Melee club +0 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Abilities Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10

Feats Skill Focus (Craft basket, woodworking)

Skills Appraise +5, Craft (any two) +8, Craft (any one) +5, Diplomacy +4, Knowledge (local – Iuz's Border States) +5, Knowledge (any one) +5, Sense Motive +4

Possessions appropriate artisan's tools, club

CULT INITIATE **CR 1/2**

Male or female human adept 1
Any evil Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 10, touch 10, flat-footed 10; Dodge

hp 4 (1 HD)

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee club +0 (1d6)

Ranged dart +0 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Adept Spells Prepared (CL 1st):

1st- *command* (DC 12), *sleep* (DC 12)

0- *detect magic*, *ghost sound* (DC 11), *tough of fatigue* (+0 melee touch, DC 11)

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10

Feats Dodge, Iron Will

Skills Concentration +3, Knowledge (local – Iuz's Border States) +3, Knowledge (religion) +3, Spellcraft +3

Possessions club, 5 darts, unholy symbol, *elixir of hiding*, *elixir of sneaking*, *potion of cure moderate wounds*

CULT MEMBER **CR 4**

Male or female human adept 5
Any evil Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, empathic link

AC 10, touch 10, flat-footed 10; Dodge

hp 18 (5 HD)

Fort +1, **Ref** +1, **Will** +9

Speed 30 ft. (6 squares), base movement 30 ft.

Melee club +2 (1d6)

Ranged dart +2 (1d4)

Space 5 ft.; **Reach** 5 ft.

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

Adept Spells Prepared (CL 4th):

2nd- *invisibility*, *scorching ray* (+2 ranged touch)

1st- *command* (DC 14), *cure light wounds*, *sleep* (DC 14)

0- *detect magic*, *ghost sound* (DC 13), *tough of fatigue* (+0 melee touch, DC 13)

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 10

SQ familiar, share spells

Feats Alertness (if familiar within 5 ft.; modifiers not included in skills below), Deceptive Spell, Dodge, Iron Will

Skills Appraise +3, Concentration +6, Gather Information +2, Knowledge (local – Iuz's Border States) +6, Knowledge (religion) +6, Spellcraft +6

Possessions club, 5 darts, holy symbol, *periapt of wisdom* +2, *potion of cure moderate wounds*

6: SHOPPING SPREE

CITY GUARD ROOKIE

CR 1/2

Male or female human warrior 1
LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +2, Spot +2

Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 6 (1 HD)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee halberd +2 (1d10+1/x3) or

Melee longsword +2 (1d8+1/19-20)

Ranged light crossbow +1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8

Feats Alertness, Improved Initiative

Skills Climb +2, Intimidate +2, Jump +2, Listen +2, Ride +3, Spot +2

Possessions chain shirt, guard tabard, halberd, light crossbow with 10 bolts, longsword

CITY GUARD SOLDIER

CR 4

Male or female human warrior 5
LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3

Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 28 (5 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee +1 halberd +9 (1d10+4/x3) or

Melee mwk longsword +8 (1d8+2/19-20) or

Ranged mwk light crossbow +6 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Abilities Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8

Feats Alertness, Improved Initiative, Weapon Focus (halberd)

Skills Climb +6, Intimidate +4, Jump +6, Listen +3, Ride +5, Spot +3

Possessions +1 chain shirt, guard tabard, +1 halberd, mwk light crossbow with 10 bolts, mwk longsword

7: DEEMED WORTHY

AVARA TRUTHSTRIKE

CR 9

Female human (Oer) fighter 6/paladin 2/pious templar 1

LG Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common

AC 24, touch 11, flat-footed 23

(+1 Dex, +9 armor, +3 shield, +1 deflection)

hp 84 (9 HD)

Fort +14, **Ref** +7, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 longsword +16/+11 (1d8+8/19-20)

Base Atk +9; **Grp** +12

Special Actions: Karmic Strike (-4 AC, AoOs against attackers),

Combat Gear +1 heavy steel shield, +1 called full plate, +1 longsword

Abilities Str 17, Dex 16, Con 18, Int 13, Wis 15, Cha 14

SQ Aura of good, *detect evil*, divine grace, lay on hands, mettle, smite evil 1/day

Spells: *divine favor*, *divine sacrifice*

Feats Combat Expertise, Combat Reflexes, Dodge, Karmic Strike, Melee Weapon Mastery (Slashing), Power Attack, True Believer, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Concentration +10, Knowledge (religion) +10, Knowledge (local – Iuz's Border States) +5, Knowledge (nobility & royalty) +5, Ride +15

Possessions: *amulet of health* +4, *glove of storing*, locked gauntlet, *ring of protection* +2

Power-Up Suite: *divine favor*: +16/+13 (1d8+9/19-20)

8: NOW OR NEVER

CULT GUARD SOLDIER

CR 3

Male human fighter 3

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee mwk greatsword +7 (2d6+3/19-20/x2)

Ranged dagger +4 (1d4+2/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear flask of alchemist fire, *potion of bull's strength*, *potion of cure moderate wounds*, vial of acid

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Flay, Intimidating Strike, Power Attack, Toughness, Weapon Focus (greatsword)

Skills Intimidate +6, Profession (executioner) +2

Possessions combat gear plus armor spikes, club, dagger, full plate, mwk greatsword, sap, spiked gauntlet

Power-up Suite with *potion of bull's strength*: mwk greatsword +9 (2d6+6/19-20/x2); Grp +7

CULT GUARD ELITE

CR 6

Male human fighter 6

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 58 (6 HD)

Fort +8, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +11/+6 (2d6+7/19-20/x2)

Ranged dagger +7 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear flask of alchemist fire, *potion of bull's strength*, *potion of cure moderate wounds*, vial of acid

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Improved Critical, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +9, Profession (executioner) +3

Possessions combat gear plus armor spikes, club, dagger, full plate, +1 greatsword, sap, spiked gauntlet, *vest of resistance* +1

Power-up Suite with *potion of bull's strength*: +1 greatsword +13 (2d6+10/19-20/x2); Grp +11

6: SHOPPING SPREE

CITY GUARD SOLDIER**CR 4**

Male or female human warrior 5

LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3**Languages** Common**AC** 15, touch 10, flat-footed 15
(+5 armor)**hp** 28 (5 HD)**Fort** +5, **Ref** +1, **Will** +1**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** +1 *halberd* +9 (1d10+4/x3) or**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** mwk light crossbow +6 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Abilities** Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8**Feats** Alertness, Improved Initiative, Weapon Focus (halberd)**Skills** Climb +6, Intimidate +4, Jump +6, Listen +3, Ride +5, Spot +3**Possessions** +1 *chain shirt*, guard tabard, +1 *halberd*, mwk light crossbow with 10 bolts, mwk longsword

7: DEEMED WORTHY

AVARA TRUTHSTRIKE**CR 11**

Female human (Oer) fighter 6/paladin 2/pious templar 3

LG Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2**Languages** Common**AC** 25, touch 11, flat-footed 24

(+1 Dex, +9 armor, +3 shield, +2 deflection)

hp 115 (11 HD), DR 1/-**Fort** +17, **Ref** +9, **Will** +13**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *frost longsword* +17/+12/+7 (1d8+9+1d6 cold/17-20)**Base Atk** +11; **Grp** +15**Special Actions:** Karmic Strike (-4 AC, AoOs against attackers)**Combat Gear** +1 *heavy steel shield*, +1 *called full plate*, *boots of speed*, +1 *frost longsword***Abilities** Str 19, Dex 16, Con 18, Int 13, Wis 15, Cha 16**SQ** Aura of good, *detect evil*, divine grace, lay on hands, mettle, smite evil 1/day**Spells:** *divine favor*, *divine sacrifice*, *resist energy***Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Critical (Longsword), Karmic Strike, Melee Weapon Mastery (Slashing), Power Attack, True Believer, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Concentration +12, Knowledge (religion) +10, Knowledge (local – Iuz's Border States) +5, Knowledge (nobility & royalty) +5, Ride +17**Possessions:** *amulet of health* +2, *glove of storing*, locked gauntlet, *ring of protection* +2**Power-Up Suite:** boots activated, *divine favor*: +18/+18/+13/+8 (1d8+10+1d6 cold/17-20), AC 26 touch 12, flat-footed 25, Ref +10

8: NOW OR NEVER

CULT GUARD VETERAN

CR 5

Male human fighter 5

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 49 (5 HD)

Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +10 (2d6+7/19-20/x2)

Ranged dagger +6 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear flask of alchemist fire, *potion of bull's strength*, *potion of cure moderate wounds*, vial of acid

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Intimidating Strike, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +8, Profession (executioner) +3

Possessions combat gear plus armor spikes, club, dagger, full plate, +1 *greatsword*, sap, spiked gauntlet

Power-up Suite with *potion of bull's strength*: +1 *greatsword* +12 (2d6+9/19-20/x2); Grp +10

CULT GUARD SERGEANT

CR 8

Male human fighter 8

CE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 76 (8 HD)

Fort +9, **Ref** +4, **Will** +6 (+11 with mindarmor activated)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +15/+10 (2d6+9/17-20/x2)

Ranged dagger +9 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear flask of alchemist fire, *potion of bull's strength*, *potion of cure moderate wounds*, vial of acid

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Improved Critical (greatsword), Intimidating Strike, Iron Will, Melee Weapon Mastery (slashing), Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +11, Profession (executioner) +4

Possessions combat gear plus armor spikes, club, dagger, +1 *mindarmor full plate*, +1 *greatsword*, sap, spiked gauntlet, *vest of resistance* +1

Power-up Suite with *potion of bull's strength*: +1 *greatsword* +17 (2d6+12/19-20/x2); Grp +13

6: SHOPPING SPREE

CITY GUARD SOLDIER**CR 4**

Male or female human warrior 5

LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3**Languages** Common**AC** 15, touch 10, flat-footed 15
(+5 armor)**hp** 28 (5 HD)**Fort** +5, **Ref** +1, **Will** +1**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** +1 *halberd* +9 (1d10+4/x3) or**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** mwk light crossbow +6 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Abilities** Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8**Feats** Alertness, Improved Initiative, Weapon Focus (halberd)**Skills** Climb +6, Intimidate +4, Jump +6, Listen +3, Ride +5, Spot +3**Possessions** +1 *chain shirt*, guard tabard, +1 *halberd*, mwk light crossbow with 10 bolts, mwk longsword**CITY GUARD VETERAN****CR 9**

Male or female human warrior 10

LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +4, Spot +4**Languages** Common**AC** 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)**hp** 55 (10 HD)**Fort** +8, **Ref** +3, **Will** +3**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** +2 *halberd* +15/+10 (1d10+5/x3) or**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** mwk light crossbow +11 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +12**Abilities** Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10**Feats** Alertness, Improved Initiative, Quick Draw, Run, Weapon Focus (halberd)**Skills** Climb +9, Intimidate +7, Jump +9, Listen +4, Ride +7, Spot +4**Possessions** +2 *chain shirt*, guard tabard, +2 *halberd*, mwk light crossbow with 10 bolts, mwk longsword, *ring of protection* +1

7: DEEMED WORTHY

AVARA TRUTHSTRIKE**CR 13**

Female human (Oer) fighter 6/paladin 2/pious templar 4/warrior 1/knight of Holy Shielding 1

LG Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2**Languages** Common**AC** 29, touch 13, flat-footed 26
(+3 Dex, +11 armor, +5 shield, +2 deflection)**hp** 160 (14 HD), DR 1/-**Fort** +22, **Ref** +9, **Will** +15**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *adamantine frost longsword* +22/+17/+12 (1d8+9+1d6 cold/17-20)**Base Atk** +14; **Grp** +18**Special Actions:** Karmic Strike (-4 AC, AoOs against attackers)**Combat Gear** +2 *heavy steel shield*, +2 *called mithral full plate*, *boots of speed*, +1 *adamantine frost longsword***Abilities** Str 19, Dex 17, Con 21, Int 13, Wis 15, Cha 16**SQ** Armor of the invincible, aura of good, *detect evil*, divine grace, Holy Realm hero +1, lay on hands, mettle, smite evil 1/day, spit on the Old One +2**Spells:** *bull's strength*, *divine favor*, *divine sacrifice*, *resist energy***Feats** Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Critical (Longsword), Karmic Strike, Melee Weapon Mastery (Slashing), Mounted Combat, Power Attack, True Believer, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Concentration +16, Knowledge (religion) +10, Knowledge (local – Iuz's Border States) +5, Knowledge (nobility & royalty) +5, Ride +19**Possessions:** *amulet of health* +4, *glove of storing*, *locked gauntlet*, *ring of protection* +2**Power-Up Suite:** boots activated, *divine favor*, *bull's strength*, *resist energy* (acid): Str 23 +23/+23/+18/+13 (1d8+11/17-20), AC 30, touch 14, flat-footed 27, Ref +6**Holy Realm Hero (Ex):** At 1st level, your reputation as a protector of the people germinates. This grants you a +1 morale bonus on the following skill checks: Diplomacy, Gather Information, and Intimidate. The bonus increases by +1 each odd-numbered Knight of Holy Shielding level you gain. When you use one of these skills against a citizen of the Shield Lands, the bonus is doubled.**Spit on the Old One (Su):** A 1st level, a Knight of Holy Shielding's zeal fills him with holy wrath against the minions of Iuz the Old. He gains a +2 bonus on Intimidate, Listen, Sense Motive, and Spot checks when using these

skills against agents of luz (including all chaotic evil outsiders). Likewise, he gets a +2 bonus on attack rolls, weapon damage rolls, and Will saves against such creatures.

8: NOW OR NEVER

CULT GUARD CORPORAL

CR 7

Male human fighter 7

CE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 67 (7 HD)

Fort +8, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +12/+7 (2d6+7/19-20/x2)

Ranged dagger +8 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +10

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear flask of alchemist fire, *potion of bull's strength*, *potion of cure moderate wounds*, vial of acid

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Improved Critical, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +10, Profession (executioner) +4

Possessions combat gear plus armor spikes, club, dagger, full plate, +1 greatsword, sap, spiked gauntlet, vest of resistance +1

Power-up Suite with *potion of bull's strength*: +1 greatsword +14 (2d6+10/19-20/x2); Grp +12

CULT GUARD LIEUTENANT

CR 10

Male human fighter 10

CE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 104 (10 HD)

Fort +11, **Ref** +5, **Will** +7 (+12 with mindarmor activated)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +16/+11 (2d6+9/17-20/x2)

Ranged dagger +11 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +12

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear *bracers of quick strike*, *brute gauntlets*, flask of alchemist fire, *potion of bull's strength*, *potion of cure serious wounds*, vial of acid

Abilities Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Improved Critical (greatsword), Intimidating Strike, Iron Will, Melee Weapon Mastery (slashing), Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +13, Profession (executioner) +5

Possessions combat gear plus *amulet of health* +2, armor spikes, club, dagger, +1 mindarmor full plate, +1 greatsword, sap, spiked gauntlet, vest of resistance +1

Power-up Suite with *potion of bull's strength*: +1 greatsword +18 (2d6+12/19-20/x2); Grp +14

6: SHOPPING SPREE

CITY GUARD VETERAN

CR 9

Male or female human warrior 10

LG, LN, NG, or N Medium humanoid (human)

Init +4; **Senses** Listen +4, Spot +4**Languages** Common**AC** 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)**hp** 55 (10 HD)**Fort** +8, **Ref** +3, **Will** +3**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** +2 *halberd* +15/+10 (1d10+5/x3) or**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** mwk light crossbow +11 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +12**Abilities** Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10**Feats** Alertness, Improved Initiative, Quick Draw, Run, Weapon Focus (*halberd*)**Skills** Climb +9, Intimidate +7, Jump +9, Listen +4, Ride +7, Spot +4**Possessions** +2 *chain shirt*, guard tabard, +2 *halberd*, mwk light crossbow with 10 bolts, mwk longsword, *ring of protection* +1

7: DEEMED WORTHY

AVARA TRUTHSTRIKE

CR 15

Female human (Oer) fighter 2/paladin 2/pious templar 4/warrior 1/knight of Holy Shielding 8

LG Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2**Languages** Common**AC** 33, touch 16, flat-footed 30
(+3 Dex, +11 armor, +6 shield, +3 deflection)**hp** 211 (17 HD), DR 1/-**Fort** +25, **Ref** +12, **Will** +19**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +2 *adamantine axiomatic frost longsword* +27/+22/+17/+12 (1d8+11+1d6 cold /17-20)**Base Atk** +17; **Grp** +22**Special Actions:** Karmic Strike (-4 AC, AoOs against attackers)**Combat Gear** +4 *heavy steel shield*, +3 *called mithral full plate*, boots of speed, +2 *adamantine axiomatic frost longsword***Abilities** Str 20, Dex 17, Con 21, Int 13, Wis 15, Cha 18**SQ** Armor of the invincible, aura of courage, aura of good, *detect evil*, divine grace, Holy Realm hero +4, lay on hands, mettle, righteous advance, ruinous advance, smite evil 1/day, spit on the Old One +4, strength of the Shield Lands, words of valor**Spells:** *bless*, *bull's strength*, *death ward*, *discern lies*, *divine favor*, *divine sacrifice*, *bull's strength*, *resist energy***Feats** Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Critical (Longsword), Karmic Strike, Melee Weapon Mastery (Slashing), Mounted Combat, Power Attack, True Believer, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Concentration +18, Knowledge (religion) +10, Knowledge (local – Iuz's Border States) +5, Knowledge (nobility & royalty) +5, Ride +21**Possessions:** *amulet of health* +6, *glove of storing*, locked gauntlet, *ring of freedom of movement*, *ring of protection* +3**Power-Up Suite:** boots activated, *divine favor*, *bull's strength*, *magic vestment* (armor, +4), *resist energy* (acid), *death ward*, *bless*: Str 24 +32/+32/+27/+22/+18 (1d8+16+1d6 cold/17-20); AC 35, touch 16, flat-footed 32

Above + Strength of the Shield Lands: 16 temporary hp, Str 26 +33/+33/+28/+23/+18 (1d8+16+1d6 cold/17-20)

Armor of the Invincible (Su): At 2nd level, a Knight of Holy Shielding gains the ability to infuse his armor or clothing once a day with divinity as a standard action that does not provoke an attack of opportunity. This duplicates the effects of magic vestment at a caster level equal to twice his Knight of Holy Shielding level.**Righteous Advance (Ex):** At 4th level, a Knight of Holy Shielding may take a five-foot move between bonus attacks gained from the Cleave or Great Cleave feats. The attacking Shield Knight may take a total number of five-foot moves between Cleave attacks equal to his Dexterity modifier per round.**Strength of the Shield Lands (Su):** At 6th level, a Knight of Holy Shielding gains the ability to infuse his body once a day with holy power. This is a standard action that does not provoke an attack of opportunity, and duplicates the effects of divine power at a caster level equal to twice his Knight of Holy Shielding level.**Ruinous Advance (Ex):** At 7th level, a Knight of Holy Shielding gains an insight bonus equal to his Charisma bonus (minimum of +1) on attack rolls, melee weapon damage rolls, and to Armor Class against attacks of opportunity when he uses his righteous advance ability.**Words of Valor (Su):** At 8th level, a Knight of Holy Shielding can utter the words of valor once per day as a free action that does not provoke an attack of opportunity. Uttering the words of valor duplicates the effect of *holy word* cast at caster level 20.

8: NOW OR NEVER

CULT GUARD LIEUTENANT

CR 10

Male human fighter 10

CE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 104 (10 HD)

Fort +11, **Ref** +5, **Will** +7 (+12 with mindarmor activated)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 greatsword +16/+11 (2d6+9/17-20/x2)

Ranged dagger +11 (1d4+3/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +12

Atk Options Flay, Intimidating Strike, Power Attack

Combat Gear *bracers of quick strike*, *brute gauntlets*, flask of alchemist fire, *potion of bull's strength*, *potion of cure serious wounds*, vial of acid

Abilities Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 10

Feats Flay, Improved Toughness, Improved Critical (greatsword), Intimidating Strike, Iron Will, Melee Weapon Mastery (slashing), Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +13, Profession (executioner) +5

Possessions combat gear plus *amulet of health* +2, armor spikes, club, dagger, +1 *mindarmor full plate*, +1 *greatsword*, sap, spiked gauntlet, *vest of resistance* +1

Power-up Suite with *potion of bull's strength*: +1 *greatsword* +18 (2d6+12/19-20/x2); Grp +14

FEATS

DECEPTIVE SPELL [METAMAGIC]

You can cast spells that seem to come from nowhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose. For instance, a magic missile might shoot from a nearby doorway, rather than from your own finger, or a lightning bolt might emerge from the floor rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell's actual level.

Source: Cityscape 60

FLAY

When fighting unarmed opponents you excel at twisting your weapon just before impact. This motion rips and tears at your foes flesh causing intense pain. This attack is wholly ineffective against armored foes, but it rears through natural defenses.

Prerequisites: Str 13, Power Attack.

Benefit: When you use your Power Attack feat with a slashing or piercing weapon against a foe who lacks an armor bonus to AC, you inflict horrid pain on your target. If your attack hits, your opponent must make a Fortitude save (DC 10 + your damage bonus from Power Attack on the strike). If this save fails, he takes a -2 penalty on attacks for 1 round.

You can use this feat once per round against a given target.

Special: A fighter can select Flay as one of his fighter bonus feats.

Source: Player's Handbook II 79

IMPROVED TOUGHNESS [GENERAL]

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

INTIMIDATING STRIKE

You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack

method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear—if you decide to hit your foe, you could easily slay him.

Prerequisites: Intimidate 4 ranks.

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter can select intimidating Strike as one of his fighter bonus feats.

Source: Player's Handbook II 79

KARMIC STRIKE

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

Source: Complete Warrior 102

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.

Prerequisites: Proficiency with selected weapon, 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 that type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attacks and +2 bonus on damage.

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

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player's Handbook II* 80

TRUE BELIEVER

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

Source: *Complete Divine* 86

ITEMS

BRACERS OF QUICK STRIKE

Price (Item Level): 1,400 gp (5th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: 1 lb.

Each of these mithral bracers bears an image of a needle-sharp dagger.

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

Bracers of quick strike function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities, if you take them off, they become inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 81.

BRUTE GAUNTLETS

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: -

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: *Magic Item Compendium* 83.

CALLED

Price: +2,000 gp

Property: Armor or shield

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Standard (command)

At first glance, this armor or shield looks like any other item of its kind. Closer inspection reveals a small image of a beckoning hand inscribed in its surface.

Provided that you and your *called* armor or shield are on the same plane, you can call it to you by speaking the proper command word, regardless of the intervening distance. If you aren't wearing armor at the time, a suit of *called* armor appears on your body, as though you had donned it in the normal fashion. If you are wearing other armor when you speak the command word, the *called* armor appears in your space or in an adjacent space you designate that is capable of holding it. A *called* shield appears on the proper arm if you are not already using another shield when you call it, or in your space or a designated adjacent space if you are.

If any other creature has worn your *called* armor or shield since you last wore it, you can no longer call it until you wear it again.

Prerequisites: Craft Magic Arms and Armor, *teleport*.

Cost to Create: 1,000 gp 80 XP. 2 days.

Source: *Magic Item Compendium* 9.

CLOAK OF WEAPONRY

Price (Item Level): 2,300 gp (6th)

Body Slot: Shoulders

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Swift (command)

Weight: 1 lb.

This simple white linen cloak is lined with a dark pelt that seems to shimmer and blur under close scrutiny.

A *cloak of weaponry* has an extradimensional space within it that can hold a single weapon of up to 25 pounds and a size no larger than Medium. When you activate the cloak, you can draw forth the weapon (or stow a weapon, if the cloak is empty).

Creatures and nonweapon objects can't be stored within the cloak.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

Source: *Magic Item Compendium* 89.

CONTACT MEDALLION

Price (Item Level): 3,000 gp (7th)

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) enchantment

Activation: Standard (mental)

Weight: —

This wide, ovoid medallion hangs from a tightly wrapped leather cord. It bears an engraving of two heads facing one another with a jagged beam of energy connecting their foreheads.

When you activate a *contact medallion*, you forge a telepathic bond (as *Rary's telepathic bond*) with one person who is within 1 mile and known to you. This bond lasts for 1 minute.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *Rary's telepathic bond*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Source: *Magic Item Compendium* 90.

HAT OF ANONYMITY

Price (Item Level): 12,500 gp (13th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: —

Weight: 1 lb.

This plain black hat has a broad brim and a wide black silk band.

This hat obscures you from detection, allowing you to blend into a crowd with ease. While you wear it, you are under a continuous *non-detection* effect and have a +5 bonus on Hide checks.

Prerequisites: Craft Wondrous Item, *non-detection*.

Cost to Create: 6,250 gp, 500 XP, 13 days.

Source: *Magic Item Compendium* 109.

MINDARMOR

Price: +3,000 gp

Property: Armor or shield

Caster Level: 5th

Aura: Faint; (DC 17) enchantment

Activation: Immediate (mental)

Constructed of seamless and tightly bound layers, this item steadies your thoughts when worn.

When activated, a suit of armor or a shield that has this property grants you a +5 bonus on Will saves to resist mind-affecting spells and abilities until the start of your next turn.

The mindarmor property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *heroism* or *empty mind* (EPH 99).

Cost to Create: 1,500 gp 120 XP, 3 days.

Source: *Magic Item Compendium* 13.

KARRAS STONE KNIFE

Price (Item Level): 250 gp (2nd)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: —

Weight: 1 lb.

A quasi-magical item, this simple knife must be carved from a very rare stone procured from the gallbladder of an intelligent creature slain during a special harvesting ritual. Karras stone is made only into knives because it has only one special use — otherwise, it is normal stone. When a karras stone knife is used to sacrifice a living creature, the character using the knife gains a +1 profane bonus on the Knowledge (religion) check for the sacrifice (see Sacrifices later in this Appendix).

Prerequisites: Craft Magic Arms and Armor, *symbol of pain*.

Cost to Create: 13,000 gp (plus 320 gp for masterwork scourge), 1,040 XP, 26 days.

Source: *Book of Vile Darkness* 41.

POSSUM POUCH

Price (Item Level): 1,800 gp (5th)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 14) illusion

Activation: Standard (command)

Weight: 1 lb.

Also known as a false stomach, a *possum pouch* is a small, flat circular bag about 10 to 12 inches in diameter and up to 2 inches thick. When placed

against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a DC 30 Search check to detect. Spies and couriers find these items useful as diplomatic pouches, while nobles and wealthy merchants sometimes use them as money belts. Assassins, ninjas, and sneak-thieves love *possum pouches* because they make it easy to smuggle poison, daggers, and small valuables into or out of well-guarded houses.

Prerequisites: Craft Magic Arms and Armor, *symbol of pain*.

Cost to Create: 13,000 gp (plus 320 gp for masterwork scourge), 1,040 XP, 26 days.

Source: *Complete Adventurer* 134.

SACRIFICIAL KNIFE

Price (Item Level): 3,305 gp (8th)

Body Slot: — (held)

Caster Level: 9th

Aura: Faint; (DC 14) necromancy

Activation: —

Weight: 1 lb.

This +1 dagger adds a +3 competence bonus on Knowledge (religion) checks required when a sacrifice is made with the knife.

Prerequisites: Craft Magic Arms and Armor, *bless*.

Cost to Create: 13,000 gp (plus 320 gp for masterwork scourge), 1,040 XP, 26 days.

Source: *Book of Vile Darkness* 113.

SCOURGE OF PAIN

Price (Item Level): 26,320 gp (16th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: —

Weight: 2 lbs.

The black leather lashes of this terrible scourge are covered in lengths of rusted wire, bits of broken red glass, and tiny fangs.

Each time this +1 scourge strikes, it deals an extra 1d8 points of nonlethal damage and causes agonizing pain in the creature struck. The target takes a -4 penalty on attack rolls, saving throws, and checks for 1d4 rounds (Fort DC 17 negates). Multiple strikes on the same creature don't stack.

Prerequisites: Craft Magic Arms and Armor, *symbol of pain*.

Cost to Create: 13,000 gp (plus 320 gp for masterwork scourge), 1,040 XP, 26 days.

Source: *Magic Item Compendium* 59.

SHIELD SHEATH

Price: +25 gp

Body Slot: — (held)

Weight: —

This small sheath fits on the inside of a shield (but not a buckler) and holds one light weapon (of your size category or smaller). As long as you have the shield ready, drawing the weapon in the shield sheath is a free action. No shield can have more than one shield sheath attached to it.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

Source: *Races of Stone* 158.

SPELLS

AVASCULATE

Necromancy [Death, Evil]

Level: Deathbound 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood or other vital fluids through its skin.

You must succeed on a ranged touch attack with the ray to strike a target. If the attack succeeds, the subject is reduced to half of its current hit points (rounded down) and stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned.

WRACK

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the

subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

NEW RULES (FROM BOOK OF VILE DARKNESS)

AGONY (LIQUID PAIN)

Pain in distilled liquid form (see Book of Vile Darkness, page 33), as extracted by certain spells or items, automatically increases the effective caster level of a single spell by +2. This increase doesn't stack with previous applications of liquid pain or any other such bonuses to effective caster level.

SACRIFICE

Most evil gods and fiends demand sacrifice. When they say sacrifice, they mean the sacrifice of a living, intelligent creature. Commonly, the victim is a humanoid, but dark powers might demand the sacrifice of anything from a medusa to a giant to a beholder. The main criteria are that the creature be alive and have an Intelligence score of 3 or higher.

The sacrifice must be made in a ritualized manner. It's fine for a blackguard to say that he is dedicating every foe he slays to Vecna. But in truth, Vecna appreciates and rewards his followers for victims killed in a ceremony and at a place dedicated to him. This means that the ritual takes time, and it probably involves extra participants and unholy trappings (for examples of sacrificial gear, the executioner tools and other equipment in Chapter 3).

In a world suffused with magic, evil gods play attention when someone makes a living sacrifice to them, and they often reward their followers for doing so. In some abstract sense, the sacrifice adds some small mote to the gods overwhelming power, and in return the evil deity is sometimes willing to grant a boon or a blessing in return.

SACRIFICE REWARD SYSTEM

The reward a servant of an evil god gets for making a living sacrifice to the god depends on many factors. The primary factor is the Knowledge (religion) check result of the character performing the sacrifice. Each of the other factors is represented as a modifier to the check.

Each evil deity has his or her own predilections and preferences for sacrifices, and different deities give different rewards to their followers. The following system of sacrifices and rewards is just a starting point; give each evil power in your campaign its own unique sacrifices and rewards.

TABLE 2-1: TYPICAL SACRIFICE ELEMENTS

Sacrifice Element	Knowledge (religion) modifier
Conducted in a ceremony lasting at	+1

least an hour	
Conducted on an altar	+2
Conducted in a desecrated area	+1
Conducted in a unhallowed area	+2
Conducted in the presence of a creature important to a deity (a demon servant, for example)	+2
Conducted before more than 10 followers	+1
Sacrifice is good-aligned	+1
Sacrifice is pure or virginal (as determined by the DM)	+1
Sacrifice has 1-5 HD or levels	+1
Sacrifice has 6-10 HB or levels	+2
Sacrifice has 11-15 HD or levels	+3
Sacrifice has 16+ HD or levels	+4
Sacrifice is a cleric of another god	+2
Sacrifice is a race or character type hated by the deity	+1
Sacrifice is willing, but duped or controlled	+1
Sacrifice is genuinely willing	+3

If a follower performs multiple sacrifices, the bonuses on the follower's Knowledge (religion) check do not stack for every sacrifice; a separate check is made for each victim. Most deities give only one reward per day per temple, no matter how many victims are slain. The leader of the sacrifice, called the celebrant, can perform multiple Knowledge (religion) checks, then use the best result to determine what reward might be granted by the deity.

The actual reward earned by the performance of a living sacrifice varies from religion to religion. See Table 2-2, below, for some typical rewards that might be granted by any evil deity and the DC of the Knowledge (religion) check to qualify for each one. Many deities will have their own specific rewards to offer. The celebrant can choose what rewards is sought and prayed for, but the deity might grant another reward, especially if the Knowledge (religion) check result is significantly higher than the DC of the reward sought. The celebrant can't take 10 or take 20 on this check, and no one else can help with the check.

TABLE 2-2: TYPICAL SACRIFICIAL REWARDS

Check Result	Effect
15	<i>Aid</i> (cast at 20th level) upon the celebrant for 24 hours
20	<i>Divine favor</i> (cast at 20th level) upon the celebrant for 24 hours
25	<i>Divine power</i> (cast at 20th level) upon the celebrant for 24 hours
30	<i>Bear's endurance</i> upon those witnessing the ceremony (one individual per HD of the

	victim) for 24 hours
35	<i>Magic vestment</i> (cast at 20th level) upon the garb of those witnessing the ceremony (one individual per HD of the victim) for 24 hours
40	<i>Greater magic weapon</i> (cast at 20th level) upon weapons involved in the ceremony (one weapon per HD of the victim) for 24 hours
50	<i>Wish</i> for the celebrant (this monumental display of power happens only once for any given individual).

PAIN AS POWER

Some spells and magic items (such as liquid pain spell and the pain extractor wondrous item) allow pain to be stored in special receptacles. The distilled pain, often called agony, is thick liquid.

Evil spell casters can use liquid pain in magic item creation. Each dose is the equivalent of 3 experience points needed to create the item. Liquid pain can be used in conjunction with dark craft experience points and souls used for experience points.

A dose of pain can also be used as a special evil spell component (see Ch. 3). Some infernal magic items are powered by pain (see Diabolic Engines and Demonic Devices in Ch. 6).

It takes a full day to distill a dose of liquid pain with the liquid pain spell or a pain extractor. A victim cannot endure – or produce, to put it another way – more extractions of pain than it has points of Constitution.

DEMONIC POSSESSION

Sometimes a fiend with at least 4 Hit Dice and a Charisma score of at least 13 has the supernatural ability to shuck its physical form and take on an incorporeal one that enables it to possess other creatures—or even objects. Its incorporeal form has the immunities normal to that creature subtype (see *Monster Manual III* 214 for details). When such a fiend possesses a creature or object, even force effects no longer affect it. Only certain spells and abilities can affect a possessing fiend (see *Exorcism*, page 26, for details). Any other sort of attack—magical or otherwise—directed against the fiend affects the possessed creature or object instead. While a fiend is in incorporeal form, its corporeal body (assuming it has one) lies senseless, as if in a state of suspended animation. The body does not require food or air, but direct damage or exposure to an extreme environment can kill it. A fiend can roam incorporeally as long as it desires, but it dies if its body is destroyed. If a fiend's body is attacked or moved while it is in this state, the fiend becomes immediately aware of the tampering and can return to its body as a free action.

Furthermore, successfully casting dispel magic (or a similar effect) on its body forces it to return instantly to that vessel. The caster level for a fiend's possession ability is equal to its Hit Dice. A fiend with this ability has a Challenge Rating 2 higher than standard fiends of its kind. For example, a succubus with the possession ability is CR 9 rather than CR 7.

A fiend can only move about in its incorporeal state on the plane where its body lies in stasis and the Ethereal Plane. Thus, a demon using this ability while its body is on a layer of the Abyss cannot possess a creature on the Material Plane.

A fiend in this incorporeal form that moves around on its body's plane has no access to its normal suite of abilities. It has its normal hit points and saving throw bonuses, but it lacks its extraordinary, supernatural, and spell-like abilities. It does retain its normal suite of melee attacks, but they are made as melee touch attacks, and it does not add its normal Strength bonus on damage rolls (since it has no Strength score while incorporeal). While incorporeal on the Ethereal Plane, it has its full range of special attacks and special qualities, attacks normally, and deals full normal damage. If a fiend's incorporeal form is destroyed, the creature's physical form remains in its coma like state for one week while its incorporeal essence reforms. After that time, it either awakens and can resume a normal physical existence, or it can launch its incorporeal form back onto the Ethereal Plane to seek out yet another host body.

A fiend with the possession ability can move between its body's plane and the Ethereal Plane as often as it likes as a free action. Once a fiend is on the Ethereal Plane, it floats through the world insubstantially, seeking a target to possess. If it moves to a plane other than the Ethereal Plane in this form, it is visible, but appears as a ghostly duplicate of its normal physical form. Making a possession attempt is a supernatural ability that the fiend can use at will as a standard action. If a victim successfully resists a possession attempt, it is aware that some outside entity forcibly attempted to gain control of its body, but not the source of the attack.

POSSESSED CREATURES

To use its possession ability, a fiend must be adjacent to its desired target and in incorporeal form. A protection from evil spell (or similar effect) makes any creature immune to possession attempts. An unprotected target must succeed on a Will saving throw ($DC\ 10 + 1/2\ \text{fiend's HD} + \text{fiend's Cha modifier}$) to avoid possession. An evil target takes a -2 circumstance penalty on this saving throw, and a target that is actually committing an evil act at the time of the attempt takes a -4 circumstance penalty. The DM can roll the saving throw secretly to prevent a player from knowing whether or not his character has become possessed. Once a creature makes a successful save against possession, that fiend cannot attempt to possess that creature again for 24 hours. On a failed save, the victim is possessed.

A fiend in possession of a body becomes part of the victim. It is aware of what is going on around the creature whose body it possesses and can see and hear as well as its victim can. A possessing fiend can, at any time, speak mentally to the creature it possesses in a language that creature can understand, although if the victim isn't very intelligent, its comprehension might be limited.

A creature possessed by a fiend doesn't always know that it is possessed. Furthermore, a fiend can attempt to hide its presence within the possessed creature, so that it can pass through a *magic circle against evil*, enter a *forbiddance-warded* church, or escape detection by a detect spell or effect. To hide its presence, the fiend must succeed on a special "mental" Hide check using its Intelligence modifier rather than its Dexterity modifier. The DC for this check is $10 + \text{level of the spell from which it wishes to hide} + \text{spellcaster's relevant ability modifier}$ (just like the saving throw DC of a spell). The fiend gains a +4 circumstance bonus on its Hide check if it is not currently controlling the victim.

A possessing fiend has immediate access to all of its victim's current thoughts, as though using the *detect thoughts* spell, except that it automatically reads surface thoughts. If desired, a possessing fiend can probe the possessed creature's memories as well, but the victim is allowed a Will save ($DC\ 10 + 1/2\ \text{fiend's HD} + \text{fiend's}$

Cha modifier) against this effect. If the save is successful, the victim keeps the fiend out of his thoughts for 24 hours. Whether the save succeeds or fails, probing memories automatically reveals the fiend's presence to the victim.

Physical harm to the possessed creature does not harm the fiend. Killing the possessed victim forces the fiend's incorporeal form back onto the Ethereal Plane, but it is unharmed and can attempt a new possession whenever it desires. Not even other incorporeal creatures can harm a possessing fiend.

A fiend possessing a creature can take any one of six roles with respect to its victim: ally, controller, enemy, mutterer, rider, or transformer. The fiend can switch from one role to another as a free action.

Ally: If the victim is aware of the possessing fiend and willing to serve as its host, the fiend can grant a +4 profane bonus to any one of the possessed creature's ability scores. This bonus is granted at the conclusion of a bargaining period between the fiend and the possessed creature (they can communicate telepathically with each other). The fiend is in control of this bonus and can take it away as a free action if the possessed creature fails to act in a desired manner. If the possessed creature continues to disobey the fiend's instructions, the fiend can go from ally to controller or from ally to enemy as a free action.

Controller: In the most feared form of possession, a fiend can take a standard action to attempt direct control over its victim's actions. The victim must succeed on a Will saving throw every round ($DC\ 10 + 1/2\ \text{fiend's HD} + \text{fiend's Cha modifier} + 1$ for each previous failed save against control that day) to avoid losing control of its own body.

A successful save indicates that the victim has resisted the fiend, but the fiend can make another control attempt in the next round. A creature struggling against control is staggered (DMG 301) and can take only a single action in a round (either a move action or standard action). If the possessed creature makes three consecutive successful saving throws, the possessing fiend can make no further attempts to control it for 24 hours. However, the fiend still possesses the creature regardless of the success or failure of any saving throws against the control.

If the possessed creature fails the Will save against control, the fiend has access to all the creature's senses, abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the possessed creature in all respects until control is relinquished or lost. During this time, the possessed creature can still communicate mentally with the fiend and receives all sensory input normally, unless the possessor takes a standard action each round to block the possessed creature's access to its senses. If the fiend wishes, it can cause the victim to lose consciousness as a standard action (no save). This condition persists as long as the fiend remains in control or until it chooses to return the victim to consciousness (a standard action).

While in control, the fiend uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all the possessed creature's physical ability scores. If a fiend with at least 9 Hit Dice and an Intelligence score of 15 or higher can maintain control for at least 10 rounds per day for seven consecutive days, it can also draw upon the possessed creature's spell-like abilities and use them at the same caster level as the possessed creature did. The fiend retains the victim's type and is affected by spells and effects as if it actually were the possessed creature. Thus, a demon-possessed wolf is subject to spells that affect animals, even though it is more intelligent than a normal wolf.

The possessing fiend automatically maintains control of its victim for a number of rounds equal to $1/2\ \text{fiend's HD} + \text{fiend's Cha modifier} + 1$ for each time the fiend has controlled this specific creature before. When the fiend's control lapses, it can attempt to reassert control if it chooses.

Fiends often choose weak-willed creatures, such as golems and other constructs, for their possession attempts. A construct can make a Will save just like any other creature to avoid possession, but it is likely that a possessing fiend can take and retain control because most constructs have poor Will save modifiers. A fiend possessing a construct can aid it as described in the ally entry (see above) but must relinquish direct control to do so, allowing the construct to revert to its prior programming.

Enemy: The opposite of an ally, this sort of possessor is a serious hindrance to its victim. The possessing fiend usually takes this role after failing to control its victim, or when the victim has made it angry by failing to follow its directives while it was acting as an ally. The possessing fiend can impose a -4 profane penalty to any one of the victim's ability scores. The fiend is in control of this bonus and can take it away as a free action. Typically, it removes the penalty after working out an agreement with the possessed creature through telepathic negotiations, and it might thereafter revert to an ally (a free action).

Mutterer: A mutterer enjoys planting barely perceived whispers in its victim's mind in an attempt to influence her actions and, with luck, drive her insane. A mutterer has the same characteristics as a rider (see below), except that every so often, the mutterer cajoles, criticizes, warns, or otherwise influences its host. These "mutterings" don't always come in the form of words. Sometimes the demon passes on whatever strong, negative emotion it is experiencing to the victim, causing its host to feel frightened, anxious, angry, or sad without knowing why.

Whenever a character possessed by a mutterer is alone or under extreme stress, the demon might strike (DM's option). The character receives emotions, advice, or other "mutterings" and might feel the desire to act on them or try to "get them out of his head." A character plagued by a mutterer must succeed on a Will saving throw

(DC 10 + 1/2 fiend's HD + fiend's Cha modifier). Failure means the victim must either perform a specific action in response to the demon's mutterings (DM's option) or spend a round befuddled, as if under the effect of a confusion spell. A successful save leaves the victim in control of its mind and actions but does not automatically tip the demon's hand—the host might still have no idea that it is possessed.

Mutterers often drive their hosts insane, or at least give them the appearance of insanity because they have a difficult time not talking back to the voices in their heads. Creatures playing host to mutterers often appear agitated or exhausted (since some mutterers deprive their hosts of sleep), and many actually develop physical tics.

Rider: Much of the time, a possessing fiend simply rides along with its victim, giving no clue as to its presence. The fiend might combine riding with hiding to get into an area protected by forbiddance or slip past a magic circle against evil near a target it could not otherwise approach. A fiend in the role of rider might eventually decide to take on the role of ally or controller instead. Doing so makes its presence known to the victim, although a victim with a low Intelligence score might not understand what is happening to it.

Transformer: This demon wants to use its host to gain a foothold on the Material Plane. To that end, it utilizes its considerable power to transform all or part of any creature it possesses into its own demonic shape. This process usually takes considerable time and effort on the part of the demon, but the overall effect is devastating.

A transformer demon can attempt only one change per day, and that change can never encompass more than one-quarter of the host's body. Whenever it makes such an attempt, the host must succeed on a Fortitude saving throw (DC 10 + 1/2 fiend's HD + fiend's Con modifier) to resist the change. Failure indicates that some part of the host's body transforms, either becoming identical to the corresponding portion of the possessing demon's normal form or gaining some sort of fiendish physical characteristic (see the Fiendish Characteristics sidebar). Whether the initial save succeeds or fails, the host must immediately attempt a Will saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha modifier). Success means that she can communicate this transformation (or attempted transformation) to others, and the demon cannot stop her from doing so in any way. Failure means the host attempts to conceal the transformation for as long as possible.

Complete transformation takes at least four days (one for each quarter of the host's body). Once a victim has been completely transformed, the demon has essentially taken the host's place. At that point, the demon has access to all the powers and abilities it normally possesses. The victim is trapped within the demon—effectively functioning as a "rider" in the demon's body—and can neither communicate nor exercise any power.

Transformer demons seldom, if ever, leave their host bodies willingly. Killing a transformer demon slays the host but frees its soul for the purpose of a resurrection or raise dead spell. A transformer demon cannot be banished once it has fully changed its host, but it can still be exorcised. If the fiend is forced out of the host's body by any means, the victim must attempt a Fortitude saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha modifier). Success frees the character of the demon and returns her body to normal; failure means the victim dies of shock but can be raised normally.

Some demon cults consider voluntary transformation a religious rite. In such cases, cultists possessed by transformer demons willingly fail saving throws to resist transformation. As is their nature, however, transformer demons often use full transformation as a "reward" for the cultists offering themselves for sacrifice.

USING THE LEVELS OF POSSESSION

Possessed NPCs can present an entertaining challenge for the characters, but running possessed PCs makes life difficult for the Dungeon Master. However, this situation can be rewarding, as long as the DM allows the player a certain amount of control. The following tips might help.

Allies and PCs: Only a rare PC can form an alliance with her possessor and still retain a nonevil alignment. Still, an unwary or desperate PC might try to bargain with a possessing demon. If a deal is struck, the demon should continue to prompt the character to perform more and more evil acts until she either rebels or becomes completely evil (usually becoming an NPC).

Controllers and PCs: In general, this sort of possession should be limited to NPCs, since it takes the game out of a player's hands. However, if the DM has reason to suppose that the characters can fight the demon off or the affected PC can resist control on a regular basis, this arrangement can make an intriguing storyline. If possible, allow the player to run the character even while he is possessed, but be careful—few players can truly act chaotic evil with respect to their own parties and still ensure that everyone enjoys the game. On the positive side, a PC/controller relationship can be used to end a demonic possession in a climactic way.

Enemies and PCs: The enemy fiend works well as a possessor of PCs. This creature makes life difficult for its victim but does not really prevent her from doing whatever she desires. A player willing to roleplay this situation can add drama to the game for some time (although not indefinitely). Furthermore, an enemy possessor can become an ally (and vice versa) if necessary.

Mutterers and PCs: As DM, you might want to pass notes to the affected player or even apply secret modifiers (usually +2 or -2) to the character's d20 rolls to reflect the mutterer's growing influence over the character.

If you know that the player in question can handle the intricacies of playing a possessed character, you might want to let him in on the secret early and keep the truth from the rest of the players for a while.

Riders and PCs: If the PC has reason to suspect the demon's presence, you might wish to give the player clues occasionally. Otherwise, its presence should remain a secret. Make sure the rider attempts to hide from the PCs whenever necessary.

Transformers and PCs: This situation is quite difficult to run, but it offers a great deal of drama. The affected PC usually gains some interesting—if horrific—benefits and might be forced to hide the affliction from others. In addition, she might have to deal with the possibility of a horrible death in a short period of time. When a transformer possesses a PC, all the characters should undergo a rollercoaster ride of situations and emotions as they race against the possessing demon's attempts to transform and permanently inhabit their friend.

POSSESSED OBJECTS

A fiend can possess a magical or mundane object of at least Tiny size but no larger than Huge. An item that is held, worn, or carried by a character uses its owner's Will saving throw modifier to resist possession. An unattended magic item gains a saving throw as if a spell were being cast upon it. In either of these cases, the Will save DC is $10 + 1/2 \text{ fiend's HD} + \text{fiend's Cha modifier}$. A possession attempt automatically succeeds against an unattended, nonmagical item.

A fiend that successfully possesses an object becomes a part of that object. While so joined, the fiend can see and hear to a distance of 60 feet from the object, but it can't use darkvision or blindsight, even if it ordinarily has these abilities. It remains vulnerable to spells that affect outsiders, extraplanar creatures, or evil creatures (such as holy word and holy smite), as well as mind-affecting spells and abilities. Physical attacks and most spells (such as *fireball*) don't affect the fiend, though they might affect the object. Damaging the object does not harm the possessing fiend, and if the object is destroyed, the fiend simply assumes its incorporeal form and can choose a new host object or creature.

A fiend can attempt to hide its presence within a possessed object in order to pass through barriers, such as a magic circle against evil or a *forbiddance* effect, or to escape detection by means of spells such as *detect evil*. To determine its success, use the same rules as you would for a fiend hiding in a creature. If the spell in question ordinarily detects or targets only creatures, the fiend gains a +8 circumstance bonus on its Hide check because it is within an object.

A fiend can also possess a quantity of substance that has no fixed shape (such as a pool of water or a dust cloud) or is part of a larger object (such as a section of wall). The maximum amount of substance that a fiend can possess in this manner is an area or a volume no larger than 10 feet on a side.

A fiend might choose to possess an item as the first step toward possessing a character. The possessing fiend gets a bonus on attempts to possess a creature that carries, holds, or wears an item that it already possesses. For each consecutive day the possessed item was worn, held, or carried by the target before the possession attempt, the DC for the target's Will save increases by 1 (maximum increase +10).

A fiend possessing an object can take one of four roles with respect to its victim: controller, corrupter, enhancer, or watcher. These roles are defined below. The fiend can switch from one to another as a free action.

Controller: The possessing fiend can control the movement of any object with moving parts, such as a wagon, clock, or crossbow. For example, a possessing fiend can make a wagon steer toward a pedestrian on a street or roll out of a stable with no horse pulling it, cause a clock to run slow (or even backward), or make a crossbow cock and fire (but not aim or load itself). Possessed objects with wheels or legs cannot move faster than the fiend could move in its corporeal form.

A possessing fiend with at least 10 Hit Dice and a Charisma score of 17 can force even an object with no moving parts (such as a table or a statue) to animate. The possessed object functions as an animated object (MM 13). However, no fiend can control an animated object that has a Challenge Rating higher than its own.

Corrupter: A fiend in the role of corrupter causes the object it possesses to radiate an evil aura of a magnitude equal to its own (see the *detect evil* spell description, PH 218-219). Nothing about the object's appearance suggests that it is possessed. Anyone touching the possessed object must succeed on a Will save ($DC 10 + 1/2 \text{ fiend's HD} + \text{fiend's Cha modifier}$) or be affected as if by a *bestow curse* spell (caster level equals the fiend's Hit Dice). However, the subject does not necessarily know he is cursed or that the effect came from the item. The curse lasts until removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, even if the fiend vacates the possessed object. A particularly crafty corrupter fiend might possess a small fountain to bestow its curse on anyone who touches or drinks the water. Similarly, a corrupter might possess a patch of ground, thereby delivering the curse to anyone who walks over it.

Enhancer: In the role of enhancer, a fiend can enhance a Tiny or larger weapon or suit of armor as if it was magic simply by possessing it. The fiend can duplicate magic item powers worth 2,000 gp per Hit Die it possesses. For example, a hezrou (9 HD) could possess a longsword and bestow up to 18,000 gp worth of powers on it,

causing it to function as a +3 longsword, a +1 unholy longsword, or any other magic longsword whose combined properties are valued at up to 18,000 gp. A fiend possessing a suit of magic armor or a magic weapon can increase the item's powers by the same gold piece value. Beginning on page 216, the *Dungeon Master's Guide* gives prices for various enhancements.

The fiend is in control of the powers it bestows upon the item, and it can take them away as a free action if the creature using the item does not act in a manner that the fiend favors. The object loses all powers bestowed by the possession when the fiend leaves it.

Despite the fiend's ability to duplicate the abilities of magic items, a nonmagical possessed item doesn't actually become magical. *Detect magic* does not reveal an aura, but *detect evil* does. In addition, smart characters might notice that the possessed item behaves strangely or has an unusual appearance. For example, a magic weapon that isn't of masterwork quality is a tip-off that its power stems from an unusual source. In addition, a character who succeeds on a DC 25 Search check while examining the item notes some peculiar feature about it.

Watcher: A possessing fiend in the role of watcher can see and hear out to 120 feet as long as the possessed object remains stationary.

Intelligent Items and Demonic Possession: Demons sometimes possess intelligent magic items, but more often, they simply masquerade as intelligent items. Few tricks make a demon happier than allowing a paladin to think she's just discovered a magic, intelligent sword that she can use to fight evil, then watching her face when she later discovers that her weapon is the home of a creature she has sworn to fight.

A demon possessing a magic item has control over the magic of the item and can turn it on or off at will. The demon might also be able to provide additional enhancements for the item as an enhancer, or even use some of its own powers through the object.

EXORCISM

Possessing demons are tricky creatures. They know they occupy a position both secure and vulnerable while possessing a creature or object. However, their chaotic nature makes discovery almost a forgone conclusion given time, so most demons rarely grow too comfortable in any host's body. Once discovered, those who can deal with such matters are inevitably summoned, and rather than go gently, most demons would fight attempts to drive them from a prized host. Removing an unwilling demon from a creature or object can be accomplished in but a few ways. Some individuals specialize in such matters. The sacred exorcists (see page 56 of *Complete Divine*) are quite accomplished at driving possessing fiends from their hosts. Unfortunately, these individuals are constantly seeking new signs of possession at the behest of their churches, and far too few of them exist to help as many possession victims as tend to crop up.

That said, spellcasters have a few weapons at their disposal to help deal with these unruly fiends. A few spells, in particular, come in handy when a possessed creature or object is encountered.

Banishment, *dismissal*, *dispel chaos*, and *dispel evil* can all drive a demon from its host's body. In these cases, despite a lack of line of effect, the caster can force a possessing fiend to succeed on a Will save. If it fails, it is not necessarily forced back to its home plane, however. Instead, the incorporeal form of the possessing fiend is driven out of the host and back to the fiend's own body. A fiend driven out in this method can immediately attempt to find its former host however, so this method typically requires a quick protection from evil spell cast on the former victim to prevent repossession.

If *protection from evil* is cast on a possessed creature before a demon is driven out, it suppresses the fiend's ability to influence its host for the duration of the spell—the fiend is essentially unable to do anything except leave the host. This is often enough of a solution to drive a demon from the host's body. Many lack the patience to wait even the short amount of time it takes for the spell to wear off.

In addition, the *exorcism* spell, found on page 92 of this book, specifically allows a cleric or paladin to drive an offending fiend from a host's body. While the spell is far more specialized than those spells previously mentioned, its focus makes it probably the best tool of the job (short of finding a sacred exorcist).

WHAT YOU KNOW ABOUT POSSESSION

Characters with ranks in Knowledge (religion) and Knowledge (the planes) can attempt skill checks to determine what they know about possession. When a character makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Fiends can possess creatures and force them to do their will. The motivations of these possessing fiends are as varied as the demons themselves. Evil creatures are more susceptible to possession, but no one is really safe.

DC 15: Fiends can also possess objects, although they usually do so to get to people. When a fiend possesses you, it can use you as a puppet, but sometimes it just lurks in your body, whispering dark ideas or waiting for the right moment to take control.

DC 20: Fiends that have possessed you still have a body, but they keep it hidden away somewhere safe. The part of the fiend that possesses someone is a sort of apparition version of the demon. Some fiends can warp your body when they possess you, eventually twisting you into their own physical form and permanently taking over your body.

DC 25: The apparition version of a possessing fiend is incorporeal and able to move to and from the Ethereal Plane as it pleases. While moving about incorporeally, a fiend's body is vulnerable to attack, if you can find it.

DC 30: If you can trap a possessing fiend's incorporeal body outside the host, you can destroy it, although you need the same kind of magic and weapons to do so as you would if fighting a ghost or shadow. If you attack the fiend's body, it can instantly return to its corporeal form, although this means it has to leave its possessed victim.

DC 40: A fiend's body while in its incorporeal state must be on the plane of the creature it possesses. So if your neighbor is possessed, the demon's body is somewhere on the Material Plane. If you destroy a demon's incorporeal, possessing form, the demon goes into a coma for as long as a week, and its body is completely vulnerable during this time.