

ONW2-06



THE BLAZING BANNER

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

Version 1

by Stuart Kerrigan

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Undertake a truly heroic quest to allow the flower of chivalry within Onnwal to grow again by entering the forlorn city of Scant and wresting the Banner of Azharadian from the maw of the Scarlet Tyranny. Only the most careful and heroic shall succeed in this mission. This adventure is recommended for heroic, good-aligned characters, especially those who follow Heironeous. Part Two of the Knights of the Splintered Sun Series

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Onnwal. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

THE STORY ARC

It should be noted that this adventure is the second in a series dealing with the Knights of Azharadian. While Part Two of the series, it is hoped that this adventure can be played as a stand-alone module. Players who play in Part Two without first playing Part One can never go back to play Part One. This should be made clear to party members.

This adventure leaves several loose threads such as which of the six surviving knights (if indeed any) is the one who betrayed the Knights. Also, this scenario begins to address the question of who shall become the new Glaive Superior, Halrend or Gellen? Both are viable choices, but is one a traitor? The answers are determined by the Campaign Consequences, and by the actions of the characters.

Rest assured that while these questions remain unanswered for now, they shall be answered in future Onnwal scenarios. This scenario is playable on its own however. The identity of the traitor is not revealed. After all, today's Dungeon Master is potentially tomorrow's player.

ADVENTURE SUMMARY AND BACKGROUND

SCANT - 584 CY

The Bastion of the Golden Sun was the scene of some of the sharpest conflict during the taking of Scant. As night fell on the 18th of Wealsun 584 CY assassins and soldiers of the Scarlet Brotherhood crept from the ships of Lordship of the Isles ships, some of who sneaked into the catacombs below Scant and entered the Bastion of the Golden Sun. They were directed to these catacombs by a traitor of the Order, one yet to be unmasked.

The assassins struck down the Glaive Superior of the Order of the Golden Sun, also known as the Knights of Azharadian, and slew several of the Glaives and their Cohort before the Knights rose and drove them back and with the valour they are renowned for, gained the catacombs and sealed them, preventing the majority of the Brotherhood invaders from entering the Bastion.

Nonetheless the Brotherhood had achieved their goal. The panic and mayhem the Brotherhood had sewn was sufficient to paralyse the Glaives and prevent them from turning the battle elsewhere within the city. The Brotherhood effectively sealed them in the Bastion, and they could do naught but stubbornly struggle to keep the enemy outside their walls. This was a heroic but ultimately futile action as the Brotherhood had the advantage of superior numbers, and eventually the remaining Glaives were driven into the Inner Bastion, the Temple of Heironeous known as Joyous Vanguard.

As the Brotherhood forces gathered for the final assault on the stronghold of the Order the bearer of the scared Banner of Azharadian, the symbol on which all

new Knights swore their vows, seeing all was lost took drastic measures. Glaive Martial Palim Destron prayed swiftly to Heironeous as he fought. As the Brotherhood soldiers cut down the last defender, a single golden lightning bolt came from the statue of the Invincible One struck the Glaive Martial as he bore the Banner in a last act of defiance.

Flames came from the lightning bolt and the Glaive Martial burnt as the Brotherhood troops watched in horror. The flames that licked the flesh from his body never died.

Attacking followers of Pyremius took it to be a sign from their god, until one of them reached to touch it and was immolated by a golden lightning bolt springing from the flames.

The cowards fled, killing every other man, but unable to reach the Banner in the Glaive's arms.

No one attempted to wrest the Banner, save for one warrior in the service of Pyremius, Malax. He too was struck by a bolt of lightning, but did not die for he was one of those who had taken part in the burning of 34 Onnwalion farmers. Pyremius blessed him; His burnt and charred body changed form into a part-demon monster that resembled his malefic deity.

With these bizarre occurrences, only the bravest and most fanatical of the Brotherhood would enter the Bastion. The inner sanctums of the Bastion called Joyous Vanguard and its Temple of Heironeous are given a wide berth by the occupiers of Scant.

THE PRESENT DAY - 592 CY

Months have passed since the events of the adventure "Glaive's Gambit," wherein two assassins tried to claim the life of Sir Halrend Lorenndren. One was the unwitting brainwashed squire of Duke Gellen Cadwale, Siward, the other a loyal Scarlet Brotherhood agent. Death was meted out to these two, and Halrend was saved.

Siward, before he died, imparted the valuable information to the Knights of Azharadian that the Banner of Azharadian, the most sacred treasure of the Order, was held in Scant.

The Knights desperately called for Sturrend Keldas, senior-member of the Glaive Cohort and a powerful cleric of Heironeous, to divine its location. Alas it lay within Scant, and behind the lines of the Scarlet Brotherhood.

This was not enough to stop men of valour. The Knights dispatched one of their own, but naught has been heard for two weeks. As they number so few they dare not send any more, and thus have called the characters in to help find it. Portents have indicated they have little time in this endeavor as the Pyremius Priest Malax, believing himself chosen of Pyremius, is close to creating a ritual that will allow the Banner to be destroyed if the flame is corrupted to Pyremius's glory. The imminent success of his dark rite has been revealed to Sturrend and his fellow priests, and the Knights are now desperate to retrieve their banner.

The Knights of Azharadian still have in their midst a traitor. He contacted the Scarlet Brotherhood upon hearing Sturrend's divinations and alerted them that a

force had been dispatched to Scant. The leader of this expedition, a full Glaive of the Order, was seized by Malax. Malax has taken the Glaive to the Inner Bastion, the tower called Joyous Vanguard intending to take sadistic pleasure out of making him watch the Banner fall to the Brotherhood and be destroyed.

WHAT HAPPENS IN THIS ADVENTURE?

In the Interactive “Pilgrims in an Unholy Land” the characters sneak into Scant. This adventure deals with the characters infiltrating the Bastion, facing undead that have taken route due to Malax’s meddling with the Banner.

In the penultimate part of this encounter the characters realise they have been set up, and fight Malax, his hochebi and ultimately seize the banner and leap off the top of the Bastion into the seas below. They are saved by a mysterious figure who shall return in a future Onnwal scenario.

Introduction

The characters are hired by either Duke Gellen or Baron Halrend. This is exactly as the encounter appears in Pilgrims in an Unholy Land and if that interactive has been ran in conjunction with this adventure, do not repeat the encounter.

The characters must leave behind any magic items they have, beyond one-use items such as scrolls and potions, and any animal companions that might give them away, such as bears, wolves, lions, and tigers.

Encounter 1: Friends Indeed

The characters meet their contact within Scant, a priestess of Jascar. She leads them to the Bastion, giving them holy water and the means to become invisible and enter the Bastion.

Encounter 2: Outside the Bastion

The characters enter the Bastion, under the noses of the Scarlet Brotherhood’s finest Hochebi troops.

Encounter 3: The Outer Bastion

The characters explore the Outer Bastion, facing undead such as a wraith, which amusingly enough they have no magic weapons to fight. Visions of the past, when the Bastion fell to the Glaives also assail the characters.

Encounter 4: The Courtyard

The characters sneak into the Inner Bastion...

Encounter 5: The Inner Bastion

The characters can learn what Malax is up to, rescue the captured Glaive and ultimately are trapped by Malax and his army of Hochebi. They should ideally grab the banner, escaping up the tower of the Inner Bastion, the Valorous Spire.

Encounter 6: A Leap of Faith

Trapped upon the battlements of the Bastion by a superior force, the characters must make a leap of faith,

risking the waves and rocks of the Gearnat Sea.

Encounter 7: Escape

If the characters have the Banner, they are saved by a mysterious figure. They awaken by the Pillar of Azharadian.

Conclusion

The characters hand over the Banner to either Halrend or Gellen. Whoever gets the Banner stands a good chance of becoming Glaive Superior.

WHO IS HIRING THE CHARACTERS?

Check the characters log sheets to see if any characters have played ONW1-03 *Glaive’s Gambit*, the prequel adventure to the Blazing Banner. If they have, ask to see their Influence Point certificates. Count up the number of certificates for the House of Lorenndren, and the number of certs for the House of Cadwale.

If there are more Cadwale influence certificates from ONW1-03 *Glaive’s Gambit*, start at Introduction A. Tiren Farness, a representative of the Duke Gellen Cadwale approaches the characters for this quest. This also affects the identity of the captured knight.

If there are more Lorenndren influence certs from “Glaive’s Gambit”, start at Introduction B. Baron Halrend Lorenndren himself approaches the characters for this quest. This also affects the identity of the captured knight.

If there is a tie, or the characters have not played “Glaive’s Gambit”, or have no certs, randomly choose a track, unless the characters show awareness of the political scene and express a preference.

Also, ask any characters from the ONW1-03 *Glaive’s Gambit* if they received a vision during that quest. If they did, select them now for the vision in this quest irrespective of the other characters.

INTRODUCTION

A: GLAIVE VIRTUOUS TIREN FARNESS

Once you have determined that the party is to be summoned to meet Duke Gellen Cadwale, read aloud or paraphrase the following text:

An invitation to attend the Duke Gellen Cadwale in Longbridge is rare in itself, but such a clandestine invitation as was slid under the door of your residence can only be a unique occurrence.

The note, written in hasty scrawl, addresses each of you by name, and asks for your discretion in a matter of urgency.

The secrecy of this correspondence, and the well-known distrust between the Glaives of Azharadian, of which the Duke is the most senior, is well known. It begs two questions, the first, what does the Duke want with you? The second, shall you meet with him?

Ask each of the characters if their characters attend the Duke. Those who do not cannot proceed further with this adventure.

Once the characters decide to attend the Duke

proceed with the following:

Your journey to Longbridge is uneventful. You reach the bank of the Fallnos, and from there you follow it south to the spires of the town.

It is close to dusk when the Ducal guard at the gate meet each of you, escorting you to the townhouse of Duke Cadwale. There you are granted access, and led into one of the many private studies.

It is a well-decorated room, with books and scrolls arrayed across a broad oak desk. In the distance the sun begins to set, and the figure sat in the chair watches intently.

The man turns his chair to face you, and it is a dapper man with graying hair, lean figure and pale complexion, which do not present the typical figure of a warrior. "I must apologise if you were expecting to see the Duke, but with the suspicion surrounding him since the gathering in Longbridge he prefers to act through intermediaries.

He coughs momentarily, and continues, "I am the Glaive Virtuous Tiren Farness. I shall be representing the Duke in matters concerning the Order.

"I am sure you are aware of the recent events, concerning the Duke's squire, Siward Cadwale."

If there are indeed characters among the group who did not play in Part 1 of this series, ONW1-03 Glaive's Gambit, or have clearly forgotten, Tiren elaborates:

"At a gathering of the Order, I am sorrowed to say His Grace's squire, Siward Cadwale, appeared to be in the thrall of the Scarlet Brotherhood. This mental scarring was done to him by the fiends during the Occupation of Longbridge. A Scarlet Assassin used his hidden programming to get him to try to slay the Duke's rival for the role of Glaive Superior, Halrend Lorendrenn. It seems clear to me that this perfidious rogue aimed to permanently sunder the Order.

"Fortunately the attempt failed, and the unwitting puppet was captured, the puppet master was dispatched by one of Onnwal's finest war companies."

If the characters did not need to be reminded, simply read the following, or have Sir Tiren continue:

"While Siward was executed as a traitor to the Order, he had one valuable shred of information that he imparted.

"During his capture by the Scarlet Ones, they took him to Scant. There they tried to get him to do what they could not do... destroy the Banner of Azharadian.

"I see you look confused. The Banner is a holy relic of our Order. Without it no new Glaives of the Order can be sworn in, without it our Order will die.

"Our priests tried divinations to locate the Banner to no avail. Wherever it lay it was shielded from our sight. It was only with talking to the departed Siward, whose tormented soul is now at peace, I learned more.

"The Banner lies in the occupied city of Scant, within the Bastion of the Golden Sun, once the Headquarters of the Knighthood.

"Siward's shade said the banner lies frozen in some sort of fiery stasis, in the arms of a long-dead Glaive waiting for one who is worthy to pluck it from the flames.

"I sent one of the Duke's loyal Glaives, Baernen Kelldas, a strong and irreproachable man, with a squad of men from the Cohort, to enter Scant and return our Banner. It has been three weeks and I fear them lost... worse yet, our clerics divinations have finally revealed something, the Brotherhood shall soon have researched the means to release the banner and destroy it forever.

"You see my dilemma. I can risk no more Glaives, I must ask for true heroes from Onnwal's patriots to retrieve the Banner and return it to me.

"Will you do this?"

Here are some likely questions and Tiren's responses:

Q: What is in this for us?

A: You will have my gratitude, and hopefully that of the Glaive Superior of the Order of the Golden Sun. You shall be heroes of the realm, to have entered Scant and plucked a priceless artifact from the Scarlet Brotherhood. As well, there are doubtless other valuable items within the Bastion. Return these and we will let you keep what you wish and pay you for that we wish to keep.

Note: Any character that rudely demands payment in coin shall be offered the 150 gp reward for themselves. They are labeled "mercenary" and forfeit any IPs and Favours at the end of the scenario.

Q: How shall we get into Scant?

A: The Resistance have a man in Halmarn, the outskirts of Scant, who runs wine from Halmarn to an alehouse in Scant. To get into Halmarn you must get behind enemy lines. I have instructed one of the rebel commanders to lead a feinting skirmish to draw away patrols and allow you to pass behind the enemy lines. Our man in Halmarn is to drop you in a secret location known only to him. His name is Berdun, and you shall know him when he says, "Courage is the steel of the soul" and by the sign of the axe he wears around his neck. He routinely sends barrels of ale and wine to and from Halmarn, and he shall let you hide in his barrels. We have told them to expect a group of your size exactly. Where he shall take you, and what happens next I cannot tell you, for he would not tell, in case you were captured, and because of the reputation our Order has gained.

Q: What of the missing Glaive, Baernen Kelldas?

A: Return him if he yet lives. We shall reward you further for this. We sent Baernen in through Gate Hill in disguise rather than stoop to further subterfuge. Alas this seems a necessary evil now.

Q: How can we expect to get the Banner where others have failed?

A: Patriots of Onnwal have proven themselves to be of the highest character. Duke Gellen, and Tiren himself have no doubt you will succeed.

Q: Where is the Banner within the Bastion?

A: Siward did not know exactly, but the Bastion is divided into two parts, the Outer Bastion, which is living space and public areas, and the Inner Bastion, which contains the private

chapel, library and the Glaive Superior's quarters and studies. We believe it is in this inner sanctum the last stand of our brethren took place there, and thus it is where the Banner lies.

Tiren also provides the characters with a map, as shown in Player's Handout 1. This map does not show the damage inflicted by the Scarlet Brotherhood.

Final Conditions

Tiren asks the characters not to take into Scant the following:

- *Animal companions larger than small:* Getting the characters into Scant alone shall be difficult without additional space required for animal companions. These can be left on the Ducal estate.
- *Magic Items:* The Scarlet Brotherhood has a detection network over Scant that alerts them to any foreign magic items being brought into the city. Items such as minor scrolls and potions (1st-level spells, with 1st- to 3rd-level casters) are safe, but "permanent" items such as a +1 battleaxe, ring of protection (+1), boots of striding and springing only give the characters away. Spellbooks and holy symbols are fine, assuming the symbol is hidden when traveling in Halmarn. Tiren gladly offers to keep the items safe for the characters and in the case of magic weapons, he is happy to supply the characters with a non-magical version (e.g. swap a +1 battleaxe with an ordinary battleaxe for the duration of the adventure). No masterwork replacements are available. This also applies to weapons temporarily enchanted by magical spells. Tiren instructs the characters to enchant their weapons within Scant if they must.

If the characters ignore Tiren's advice and try to smuggle in their magic weapons they are captured after arrival in Scant. This means their character sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured characters are out of play until such time as they can be rescued. Due to the nature of this campaign this may be years of real time.

There is no provision made for smuggling animal companions or familiars into Scant. Characters who take along larger animals, such as bears and tigers are going to have to leave them in Halmarn permanently.

B: BARON HALREND

Once you have determined that the party is to be summoned to meet Duke Gellen Cadwale, read aloud or paraphrase the following text:

An invitation to attend the Baron Halrend of Dunheern is rare in itself, but such a clandestine invitation as was slid under the door of your residence can only be a unique occurrence.

The note, written in hasty scrawl, addresses each of you by name, and asks for your discretion in a matter of the utmost urgency.

The Baron is widely regarded as being the most valiant in the recent campaigns of the Order of the Golden Sun, but the secrecy of this correspondence reminds you of the corrosive distrust that exists between the Knights. It also begs two questions, the first, what does the Baron want with you? The second, shall you meet with him?

Ask each of the players if their characters attend the Baron. Those who do not and cannot proceed further with this adventure.

Once the characters decide to attend the Baron proceed with the following:

Dunheern lies within the Eastern Marchlands and there has been tell of red trolls and worse about. Your journey was pleasant, and you reached the village of Dunheern without incident.

It is a small place, with the streets quiet. Those who lives here do not care for strangers and in the town there is but one tavern and two temples. At the north end of the village, by the Gearnat Sea, lies a Temple to Procan, the God of the Sea.

Also by the docks is an ornate, but small Temple of Heironeous, and by it the Baron's Keep, part of a line of fortifications that protect the village. Once these were to keep the Aerdi out, but they function just as well to keep the Scarlet Brotherhood's hochebi at bay, as can be seen by the line of rotting Hochebi heads that lie on spikes along the wall.

It is to the Keep you are directed, and from there guardsmen wearing the gold lightning bolt of the Lorendrenn family allow you in.

After a few hours of waiting, with refreshment provided, you enter the great hall of the Keep, and there at the end of a long table sits Baron Halrend Lorendrenn.

In the dim torchlight, a shadow crosses Halrend's face and he stands, "You came. This is good, for I have need of your help... 'tis to do with the events at Cadwale's manor a few months back."

If there are indeed characters among the group who did not play in Part 1 of this series, ONW1-03 Glaive's Gambit, or have clearly forgotten Baron Lorendrenn elaborates:

"At a gathering of the Order, His Grace's squire, Siward Cadwale, appeared to be in the thrall of the Scarlet Brotherhood. This mental scarring was done to him by the fiends during the Occupation of Longbridge. Forces unknown, though I suspect we both know who they are, used his hidden programming to get him to try to slay me. It seems clear to me that this perfidious rogue aimed to eliminate me so the auspice of Glaive Superior was open to Duke Cadwale.

"Fortunately the attempt failed, and the unwitting puppet was captured, the puppet master was dispatched by one of Onnwal's finest war companies."

If the characters did not need to be reminded, simply read the following, or have the Baron continue:

"While Siward was executed as a traitor to the Order, he had one valuable shred of information that he imparted.

"During his capture by the Scarlet Ones, they took him to Scant. There they tried to get him to do what they could not do... destroy the Banner of Azharadian.

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"Our priests tried divinations to locate the Banner to no avail. Wherever it lay it was shielded from our sight. It was only with talking to the departed Siward, whose tormented soul is now at peace, I learned more.

"The Banner lies in the Bastion of the Golden Sun, once the Headquarters of the Knighthood, but now occupied by the Brotherhood as is all of Scant.

"Siward's shade said the banner lies frozen in some sort of fiery stasis, in the arms of a long-dead Glaive waiting for one who is worthy to pluck it from the flames.

"I sent one of the Duke's loyal Glaives, Dorland Maldrenn, a strong and irreproachable man, with a squad of men from the Cohort, to enter Scant and return our Banner. It has been three weeks and I fear them lost... worse yet, our clerics divinations have finally revealed something; the Brotherhood shall soon have researched the means to release the banner and destroy it forever.

"You see my dilemma. I can risk no more Glaives, so I must ask for true heroes from Onnwal's patriots to retrieve the Banner and return it to me.

"Will you do this?"

Here are some likely questions and the Baron's responses:

Q: *What is in this for us?*

A: *You will have my gratitude, and hopefully that of the Glaive Superior of the Order of the Golden Sun. You shall be heroes of the realm, to have entered Scant and plucked a priceless artifact from the Scarlet Brotherhood. As well, there are doubtless other valuable items within the Bastion. Return these and we will let you keep what you wish and pay you for that we wish to keep.*

Note: Any character that rudely demands payment in coin shall be offered the 150 gp reward for themselves. They are labeled "mercenary" and forfeit any IPs and Favours at the end of the scenario.

Q: *How shall we get into Scant?*

A: *The Resistance have a man in Halmarn, the outskirts of Scant, who runs wine from Halmarn to an alehouse in Scant. To get into Halmarn you must get behind enemy lines. I have instructed one of the rebel commanders to lead a feinting skirmish to draw away patrols and allow you to pass behind the enemy lines. Our man in Halmarn is to drop you in a secret location known only to him. His name is Berdinun, and you shall know him when he says, "Courage is the steel of the soul" and by the sign of the axe he wears around his neck. He routinely sends barrels of ale and wine to and from Halmarn, and he shall let you hide in his barrels. We have told them to expect a group of your size exactly. Where he shall take you, and what happens next I cannot tell you, for he would not tell, in case you were captured, and because of the reputation our Order has gained.*

Q: *What of the missing Glaive, Dorland Maldrenn?*

A: *Return him if he yet lives. We shall reward you further for this. We sent Dorland in through Gate Hill in disguise. Alas, he is now lost to us.*

Q: *How can we expect to get the Banner where others have failed?*

A: *Patriots of Onnwal have proven themselves to be of the highest character. I have no doubt you will succeed.*

Q: *Where is the Banner within the Bastion?*

A: *Siward did not know exactly, but the Bastion is divided into two parts, the Outer Bastion, which is living space and public areas, and the Inner Bastion, which contains the private chapel, library and the Glaive Superior's quarters and studies. We believe it is in this inner sanctum the last stand of our brethren took place there, and thus it is where the Banner lies.*

Halrend also provides the characters with a map, as shown in Player's Handout 1. This map does not show the damage inflicted by the Scarlet Brotherhood.

Final Conditions

Halrend asks the characters not to take into Scant the following:

- **Animal companions larger than small:** Getting the characters into Scant alone shall be difficult without additional space required for animal companions. These can be left on the Ducal estate.
- **Magic Items:** The Scarlet Brotherhood has a detection network over Scant that alerts them to any foreign magic items being brought into the city. Items such as minor scrolls and potions (1st level spells, with 1st–3rd level casters) are safe, but "permanent" items such as a +1 battle axe, +1 ring of protection, boots of striding and springing only give the characters away. Spellbooks and holy symbols are fine, assuming the symbol is hidden when traveling in Halmarn. Tiren gladly offers to keep the items safe for the characters and in the case of magic weapons, he is happy to supply the characters with a non-magical version (e.g. swap a +1 battle axe with an ordinary battle axe for the duration of the adventure). No masterwork replacements are available. This also applies to weapons temporarily enchanted by magical spells. Tiren instructs the characters to enchant their weapons within Scant if they must.

If the characters ignore Halrend's advice and try to smuggle in their magic weapons they are captured after arrival in Scant. This means their character sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured characters are out of play until such time as they can be rescued. Due to the nature of this campaign this may be years of real time.

There is no provision made for smuggling animal companions or familiars into Scant. characters who take along larger animals, such as bears and tigers, are going to have to leave them in Halmarn permanently.

LACK OF LOYALTY: TROUBLESHOOTING

If the characters decide to try to switch loyalties at this point (i.e. if they met and irritated Tiren and then went off to hire themselves to Halrend for a higher price) they must cross off an additional 2 TUs to travel from one town to the other.

When they get there, the other patron shall not hire them, as he does not need to sponsor people whose only loyalty is to themselves. The characters who are this mercenary have wasted 2 TUs and can only go back to their original sponsor if they are willing to continue the adventure. They receive no Favour or Influence points on completion of this mission.

DRAMATIC INTERLUDE: THE DREAM

A portentous dream haunts one of the characters one night into the journey to Halmarn. Ideally give Player's Handout 2 to a character who received a dream during ONW1-03 *Glaives Gambit*.

Failing that, give the Handout to a character who follows Heironeous as a deity, or if one is not available, show preference to Paladins and Clerics respectively. Otherwise choose a lawful good character or the character with the alignment nearest to lawful good (i.e. neutral good, chaotic good, lawful neutral etc.)

For all intents and purposes, the character in question appears to have a quiet night's sleep, and awakens refreshed in the morning with the others.

The significance of the dream is to provide clues as to what they need to do to get the banner to safety.

EVENTS UP UNTIL SCANT

If the interactive adventure, *Pilgrims in an Unholy Land*, has not been played, use the following text to summarize the journey to Scant:

The mini-scenario ends with the characters in the caves beneath the Jascar shrine in barrels, just having caught sight of Brinnia, the Priestess of Jascar, dressed in Scarlet Robes.

Travelling to the west towards Scant, you briefly spoke with one of the commanders of the Army of Rebellion, Jherest, who bravely led a series of hit-and-run actions against the Scarlet Brotherhood's troops. You were able to sneak behind the Hochebi and into the territory held by the Scarlet Brotherhood!

In Halmarn you saw a scene of disarray. Hochebi marched through the streets, leading men and women with the word "Thrall" upon their foreheads. Your contact was a boatman, a sub-citizen who ran supplies to Scant. There was a barrel set aside for each of you, and though you were almost detected by Hepmonaland savages, eager to sample your contact's wares, you were eventually thrown into an underground cavern, the Shrine of Jascar within Scant.

You opened your barrel you hear the sound of mischievous laughter, and in the distance your eyes make out a figure clad in robes in the distance. What colour is that? Is it Scarlet? Have you been betrayed into the hands of the enemy?

ENCOUNTER 1: FRIENDS INDEED

As your eyes adjust to the light, you see the figure, a woman, now visible in the dim torchlight, old and weathered, dressed in scarlet robes that are highlighted by her silver hair.

To the side of you, the mischievous laughter continues and a young voice says, "They look really scared of you, Mistress Brinnia!"

"Who'd be scared of old Brinnia and grandfather Brandwym?" pipes up another.

A small face pops up in front of the barrels to greet you, a face that is old and grayed, much like the beard that hangs upon it, "Pay them no attention, good people. We rarely get visitors any more down here and the children are restless."

The figure in scarlet is Brinnia Earthshadow, the priestess who tends the Shrine of Jascar. Beside her is Brandwym, one of the gnomes that are hidden in the cellars of the Shrine. Brandwym was trapped within Scant during the fall and took shelter within the Shrine of Jascar, hidden by Brinnia.

WHAT BRINNIA AND BRANDWYM KNOW

Brinnia is an old priestess of Jascar, almost 50 years of age. She has lived in Scant long before the Occupation, tending the small shrine and the Spring of Jascar.

Jascar is a Suloise god so the Scarlet Brotherhood must pay him lip service. This is the only reason they let her live, and she must wear Scarlet Robes instead of her old brown robes. She longs to see her home of the Headlands again, but she is responsible for a clan of Noniz (gnomes) that are also similarly trapped.

- Brinnia does not know what the characters mission is, save that it is of great importance to the rebellion of Free Onnwal. She genuinely hopes it is of great value and asks the characters to explain it.
- The Bastion of the Golden Sun lies within Palace Hill. Getting into Palace Hill is possible via a cavern system upon the Hill of Scant called the Spiresteps of Jascar. No one save Priests of Jascar and a trusted few (the characters and the Noniz) know of it. The Spiresteps lead into a cave that allows access into Palace Hill, near the Bastion.
- The Bastion is shunned by all save the bravest of the Brotherhood. It is said to have been cursed, and recently strange noises and lights have been seen. The troops prefer to stay on the exterior walls of the fortress, only because the Bastion is a vital fortification in the defense of Scant.
- A strange man has been seen outside the Bastion. Dressed in Scarlet, he is larger than the usual bigots of the Brotherhood, and even the red monks give him a wide berth!

When the characters have finished their conversation, Brinnia asks them to stay within the chamber and not leave, for they shall surely be lost. She claims to have urgent preparations to make and leaves Brandwym to look after them. Brandwym is a priest of Garl Glittergold, and offers to heal the characters to full strength via his healing spells. He knows the same information as Brinnia.

THE QUEST BEGINS AGAIN

Once the characters are ready to begin the fight anew read the following:

You spend several tense hours within the cave as the gnome tends your wounds. His family fusses over you, asking for tales of your exploits and of the place you call Free Onnwal.

Though it is impossible to tell when night falls within the cave, the priestess keeps her promise and returns, her face a mask of serenity, though her hands shake.

Allow the characters to greet Brinnia, and then read the following:

In her hands she holds small glass vials, one for each of you that contains a dark, viscous liquid. Handing each of you one of these she says, "I brewed these potions in case I ever had to hide one of my small friends from the eyes of the Scarlet Brotherhood. Drinking it shall make you invisible to the Scarlet Brotherhood's troops, long enough for you to leave the shrine and enter the Bastion."

A shadow passes her face as she speaks, "However, they shall not hide you from whatever force inside the Bastion reaches out from beyond the grave. These second vials contain water from the underground spring of Jascar. Once the spring was beauteous and clear, its waters were healing to the faithful, but once the invaders came the waters lost their potency, and now this is all I have left. Perhaps it shall protect you from the evil within the Bastion."

Armed with the *potions of invisibility* and holy water that Brinnia Earthshadow gives each of them, the characters should have no trouble in sneaking past the Hochebi on duty. Note that there is only one potion for each character, as they were instructed not to bring animal companions with them.

The vial of water can be used one of two ways, it functions as a *potion of cure light* wounds when consumed, however, it may also be used to splash an undead creature for 1d8+1 hit points of damage. The water loses its power when moved 5 miles from the spring of Jascar and shall be of little use to the characters by then.

ENCOUNTER 2: OUTSIDE THE BASTION

Once the characters are ready to leave proceed with the following:

Brinnia leads you through several winding passages as you make your way out of the cave-shrine of Jascar. You look out into the eastern bay, from atop the Hill of Scant. What Brinnia leads you up is a series of rough-hewn steps in the hill itself. At the top you enter the darkness of a cave and for ten minutes you make your way through the darkness, trusting your guide.

Finally the cave leads out into the early evening light. You peer down the hill, looking at a building hewn from the rock of the Hill of Scant itself. The once-proud headquarters of the Knights of Azharadian stands as you remember it, but the defilement of the invaders and the damage of Rebel attacks is apparent.

The ornate glass windows of the public temple that was the front of the Bastion is now rent asunder. Painted on the walls in red are the words, "Vanquished and So Very Dead." Some areas of the building are crumbling, and debris of broken masonry adorn the banner intermittently.

Atop the battlements of the Bastion you spy a score of Hochebi, led by a sinister figure in Scarlet Robes. The hobgoblins are clearly ill at ease, pacing, arguing, at least they appear to be, and checking their weapons as they look down at the street below them.

Brinnia whispers, "Drink the mixture that I made for you and you shall be able to walk into the Bastion under their very noses."

The obvious thing to do is to drink the potions of invisibility and sneak in under the hochebi's noses. If they do so read the following:

Brinnia smiles as you drink the viscous liquid before her very eyes, "None shall see you, you shall be like the wind upon the Dells. When you complete your mission you must find your own way back to the Shrine, where I shall hide you. May the Lord of the Dells watch over you." With that she is gone, back into the darkness of the cave.

The characters' goal now is to sneak across the street and under the auspices of the Hochebi until they are within the Public Chapel, in the front of the Bastion.

THINGS GO WRONG

If the characters are too paranoid to each drink their *potion of invisibility* and risk trying to sneak into the Bastion without the potions, allow opposed Move Silently checks to the each of the 20 Hochebi's Spot check.

Given the hochebi have the advantage in numbers detection is most likely. The characters most likely end their days under a hail of hochebi arrows as the troops on the battlements fire. If by some miracle they do manage to enter the Bastion without drinking the potions, they are fired on by Hochebi troops. Something which, given their numbers, should be as unpleasant as possible for the characters. Do not be shy in killing them off if they are stupid enough to make enough noise to alert the Hochebi.

☛ **Hobgoblins (20):** Male hobgoblin Ftr4; hp 35; see Appendix I.

ENCOUNTER 3: THE OUTER BASTION

INVISIBLE?

For the duration of the *potions of invisibility* (30 minutes) the characters may think they are going to walk through this adventure. As most of the enemies at this stage are undead, they are not invisible to them. Also, being invisible to one's own companions makes casting spells on them difficult. The characters can opt to end the invisibility by attacking however.

VISIONS OF THE PAST

Malax's dark rituals have stirred the trapped essence of the slain members of the Order of the Golden Sun. Characters are momentarily distracted by visions of the past. Randomly choose characters to receive the boxed text of flashbacks and take them aside.

B1. The Public Chapel

This was once the public chapel, dedicated to Heironeous where anyone, not just members of the Order of the Golden Sun prayed to the Archpaladin. Now all that remains are a few upturned and destroyed pews, the shredded remnants of blue curtains with the Sun of Aerdy and the Holy Bolt of Heironeous upon them, and the remains of a single coppery statue that once was a proud depiction of the Invincible One. Its shattered head rests on the altar, staring northwards, toward the way the characters entered the chapel.

A set of stone doors, emblazoned with the crest of the Knights hang partly of their hinges, allowing access to the Banner.

Flashback

Randomly choose a character to receive this boxed text of flashbacks and take them aside to hear the following:

There is a bright flash of light and you find the Chapel has been restored. The statue of Heironeous is whole, the curtains are bright and clean, and the stained-glass windows are repaired.

A burly man bearing the coat of arms of the Glaive Cohort, the soldiers of the Order, stands at the great stone doors. He shouts something, his mouth moves but you hear no words, as five other soldiers of the Order run through the door and close it behind them.

As the Hochebi slowly advance, your attention is drawn away to the head of the statue of the Invincible One. Its eyes bleed. There is a second flash of light and you stand once more in the ruined chapel.

Items of Interest

Characters who investigate the statue head after the flashback do indeed find traces of blood. The blood is warm. There is naught else of note here beyond desolation and despair.

B2. The Entrance

This 15 ft. by 15 ft. entrance leads through into the Bastion. At the points shown on the map there is a broken and discarded portcullis, a smashed winch and pulley, and in the ceiling murder holes that made the Bastion such an arduous task for the Brotherhood to take.

Two large archways contain sets of ruined bronze and copper double-doors etched with the heraldry of the Order of Azharadian.

B3. A Waiting Room

This room contains two chairs against each wall. There is nothing here, but when the characters enter this room, the chairs move unexpectedly and at random intervals.

B4. Empty Rooms

These rooms are empty.

B5. The Cells of the Cohort

These corridors, a windswept and dusty place, with stone walls and a dingy floor with a mud-cached carpet that was once bright and brilliant contains doorways to simple cells containing little other than musty unused beds, some of which are still bloodstained and cut by hochebi spear and axes.

The eastern portion of the second corridor is blocked by fallen masonry caused by a rebel attack on Scant.

Of note is the cell labeled B6. That cell contains a special treasure the invading Hochebi did not notice.

B6. The Cell of the Priest

Much like the cells described above, on the bed lie the skeletal remains of a Priest within the Cohort. Threadbare azure rags lie on the floor, the tattered remnants of his ceremonial robes. Around the neck of the skeleton is a golden amulet wrought in the shape of the Golden Sun of the Aerdy.

Flashback

If the characters pick up the amulet from the skeleton, choose one of them randomly and take them aside to read the following:

With a bright flicker of light the room is restored and you hear the sound of breathing. A man, sleeping soundly, occupies the bed in the corner of the room.

Just then you notice the door open a crack, and in the dimly lit corridor outside you see the silhouette of a dark figure. In the gloom it moves toward the sleeping form and in the darkness you see the gleam of the knife it raises above its head. A knife it then plunges repeatedly into the chest of the sleeping warrior.

The assassin ransacked the room after he slew the occupant. However he did not lay hands upon the amulet, preferring to return later and destroy it. In the confusion of the day it was forgotten.

The amulet around the skeletons neck is the *Amulet of the Golden Sun*, a potent religious symbol worn by high-ranking priests of the Cohort. Its powers are detailed in the *Treasure Summary*.

If any character takes the amulet, the skeleton turns its head accusingly at the character and drops it lower jaw. It then crumbles to dust if the characters have not already pummeled it into submission.

B7. Barracks (EL 5)

When the characters enter this room, read or paraphrase the following:

Three rows of beds used to provide accommodation for the Cohort of visiting Glaives. During the Fall of Scant it was all but picked clean by looting Hochebi and has now fallen into disrepair and disuse.

The eerie transparent form of warrior, dressed in mail and wearing the colors of the Cohort sits on the nearest bunk polishing a transparent battleaxe. Its vacant and lifeless eyes never stray long from the object of its task.

The spectral warrior is a wraith. It does not attack unless attacked, preferring to cleanse its axe for a victorious battle that shall never come.

If the characters begin investigating the room, the wraith stops polishing its axe and watches the characters intently. If spoken to, it is silent and continues polishing its spectral axe. If the characters are foolish enough to attack it, it responds with lethal, and level draining force.

As the characters could not have brought magic weapons with them there is little defense they have against it. It does not chase them further than one room's distance, if they flee that far the Wraith returns to this room and resumes polishing its axe until they re-enter.

ALL APLS (EL 5)

☛ **Wraith:** hp 60, see *Monster Manual*.

B8. The Grand Hall

A banquet was being set here for the Glaives returning from Idee, though none lived to eat it. Read the following before the characters enter:

This is was once a grand hall that housed three large banquet tables, one for each rank of Knighthood. It was a feasting hall where the well to do of Onnwal could swap a tale of valour and honour. Alas, the depraved minions of the Brotherhood have ransacked this grand dining hall. There is nothing here but the remains of crockery, as if the tables were set for a great banquet that never came to pass.

This room is inhabited by poltergeists that animate the crockery, table and chairs to attack any of the living that enter the room.

Throughout the attack of the poltergeists the characters can hear a grating voice continually muttering over and over, "Unvanquished even in Death."

The creatures stop only when their items are destroyed, or when all living characters leave the room.

APL 4 (EL 7)

Only the cutlery and chairs of the first table the

characters pass in this room is animated.

☛ **Medium-size Animated Objects (5):** hp 16, 16, 16, 16, 16; see *Monster Manual*.

Small Animated Objects (4): hp 10, 10, 10, 10; see *Monster Manual*.

APL 6 (EL 9)

The cutlery and chairs of the first two tables the characters pass in this room is animated.

☛ **Medium-size Animated Objects (9):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

☛ **Small Animated Objects (8):** hp 10, 10, 10, 10, 10, 10, 10, 10; see *Monster Manual*.

APL 8 (EL 11)

The cutlery and chairs of all three tables the characters pass in this room is animated.

☛ **Large Animated Object (3):** 30, 30, 30; see *Monster Manual*.

☛ **Medium-size Animated Objects (10):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

☛ **Small Animated Objects (10):** hp 10, 10, 10, 10, 10, 10, 10, 10, 10, 10; see *Monster Manual*.

B9. The War Room

Tattered remnants of banner, rusted battleaxes and shields bearing the heraldry of the Order of Azharadian are the ornaments in this room.

A once grand oak table lies sundered in the center of this room, cut in twain by the ferocious Hochebi invaders that defiled the Bastion during the Night of Scarlet Knives.

Around this table sit three figures dressed in ragged robes that were once blue but through time have faded to a gray colour. These figures are wights, brought into existence from the remains of these knights and their fury of their betrayal, a fury that has only recently been awakened by Malax's rituals upon the Banner.

Flashback

A sudden flash of light blinds you, and when your sight returns the room is restored to its original splendor. The blue banners of the Knights of Azharadian are hale and hole, the shields and axes on the wall shine keenly, and over the repaired table hangs a map of the County of Idee, where the Glaive's held their final campaign before the slaughter at the Bastion.

The figures have become men, Glaives in the service of Azharadian, who are sat, staring intently at a piece of paper.

"You are right, Walrund," says the oldest of the three. "The order to retreat is indeed a forgery, though a clever one."

"It was Sir Cellen who handed it to my unit at Bronzegate," says a younger Glaive Martial.

"Then we have been deceived," says the third Glaive of Azharadian.

"Deceived!" says another, until they look at you. For a

moment your blood freezes as they once more become the gray figures, and the room becomes defiled once more. The figures begin to move...

At this point all of the party should see the wights begin to move and attack.

APL 4 (EL 6)

👉 **Wights (3):** hp 26, 26, 26; see *Monster Manual*.

APL 6 (EL 8)

👉 **Wights (3):** Male human Ftr2; hp 47, 47, 47; see Appendix I.

APL 8 (EL 10)

👉 **Wights (3):** Male human Ftr4; hp 61, 61, 61; see Appendix I.

Treasure: In the folds of one of the robes is the Veneratios Agrais (see the Treasure Summary).

B10. Exit to the Courtyard

A battered door lies on the ground here. Now, the doorway is exposed, leading out into the courtyard. A corridor full of rubble blocks further access into the Outer Bastion and the catacombs beyond. These catacombs, which link into the sewers of Scant, shall be detailed in a future Onnwal regional module.

ENCOUNTER 4: THE BASTION COURTYARD

The cobbled floor of the courtyard of the bastion is covered in refuse from the scores of hochebi that have passed through this way.

A pair of copper doors hang off the entrance to the Inner Bastion, while in the southwest corner a watch tower is manned by 10 hochebi, who stand at the foot of the tower, nervously looking about. Their field of view of the characters is occluded by the Inner Bastion, plus they have orders not to “notice” the characters until they have entered the Inner Bastion, at which point they move to block their escape as noted below.

Unless the characters attack or make themselves unduly noticeable, the hochebi do not attack, or even seem to notice the characters. Nonetheless, you should ask the characters to make Move Silently checks, disregarding the results, no matter how appallingly low they roll.

If the characters do attack, all the hochebi have horns to alert each other to danger. There is another 20 champion hobgoblins in the watch tower. They would prefer not to come out until the characters enter the Inner Bastion. Furthermore there is currently 20 hochebi on each battlement of the Bastion. If the characters stand and fight here, they shall be picked off by the hochebi

archers.

If a fight starts the characters should be driven into the Inner Bastion. If they retreat into the Outer Bastion, they are trapped as the hochebi summon all the military force Scant has. They can die fighting, or surrender, in which case their character sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured characters are out of play until such time as they can be rescued. Their fate shall be decided by the Team, but they should not expect an immediate escape.

ALL APLS

👉 **Hobgoblin Champions (10):** Male hobgoblin Ftr4; hp 35, 35, 35, 35, 35, 35, 35, 35, 35, 35; see Appendix I.

ENCOUNTER 5: THE INNER BASTION – JOYOUS VANGUARD

I1. The Main Corridor

The corridor was once decorated with a rich carpet and stone floor. Now dilapidated with hochebi refuse, it provides access to all the other rooms of the Inner Bastion.

I2. The Library

When the characters enter this room, read the following:

This was once an ornately decorated room, the walls of which are surrounded by bookcases. Now the marble floor is pitted and scorched, while the bookcases are all but burnt to a crisp.

On the remnants of a burned out table it seems as if someone was at work here, as several tomes have been laid out.

Three tomes can be found here:

- Tome: *The Axe and the Pillar* (Value: 75gp; Weight: 3 lbs): A volume that details Azharadian's Pillar, a great stone large pillar erected by the Order on the site of Azharadian's death in the western Headlands. It is said that within this pillar lies his legendary battleaxe, Bardinar. In happier times the Knightly Conclave was called on a grand pavilion outside the pillar.
- Tome: *The Virtues of the Ideal Warrior* (Value: 50gp; Weight: 3 lbs): A large derivative volume of collected interpretations on the Strictures of Azharadian. Each of these essays details a particular knight's views and interpretations on the legendary General's work, including such luminaries as his own war captain Craylest Destron, and more recently Jian Relaster (a major contributor), Tiren Farness (whose essay is by far the longest), and Gellen Cadwale.
- Tome: *The Murderous Flame* (Value: 20 gp; Weight 3 lbs): The cover of this tome appears to be made from burnt and boiled flesh. Inside it appears to be written in a harsh and feral tongue.

The lettering of the last book uses the alphabet of Infernal, but it is written in Ancient Suloise and therefore requires both languages to understand it. It is a book that contains rites of blessing flames to Pyremius. Any non-worshipper may only read the book for a minute before enduring a splitting headache for 1 hour.

At the back of the book is Malax's journal written in Common. It is provided in Player's Handout 3.

I3. The Room of the Glaive Superior

When the characters enter this room, read the following:

This room was once grand, as testified by the dirtied and weathered azure carpet and the burnt furniture.

A ruined bed and wrecked set of drawers and wardrobes bear the symbol of the Knights of Azharadian, and in the northern wall is a smashed stain glass window.

Flashback

Your eyes are drawn to the ruined window and in a flash it is restored to its splendor, a stained glass representation of an army over which a blue banner shines keenly.

A golden sun sets over the city of Scant, and a man in fine mail stands watching it. Suddenly out of the shadows comes a figure in rust red robes. Out of the folds of its robe comes a garrote that it pulls over the Glaive Superior's throat. After several seconds of gasping for breath, the leader of the Order of the Golden Sun slumps to the ground dead.

Treasure

Amidst the debris can be found a shield that once hung upon the wall of the Glaive Superior's office, one that was an heirloom of the House of Relaster. The shield is a +1 large steel shield.

I4. The Donjon

When you are ready to continue, read the following:

Stairs begin to slope downwards into the darkness and at the end open up into a room containing three barred chambers, gaols. Straw and refuse line the floors of these rooms and before you stand three cell doors. Within the centremost of these doors you can see a figure slumped in rags, lying on a rough palette.

The identity of the prisoner in the dungeon depends on which track of this adventure is being run (i.e. who hired the characters at the start).

Track A: A Glaive of Gellen

The occupant of the first cell in this dungeon is Glaive Valorous Baernen Kelldas. A brief description of this NPC is provided here:

Baernen Kelldas, Glaive Valorous: Male human Ftr6/Glaive of Azharadian*4.

*See Appendix 2: New Rules for additional information.

Built like an ox and at 6 ft. 6 in., Baernen appears to be the mightiest of the surviving Glaives. Coming from the Fallnos Vale, Baernen speaks with what others jokingly call a country accent, something that was a source of amusement to the other Glaives, many of whom considered him a fool for his rural upbringing. This is not the case, for Baernen possesses a keen wit, which often disarms unsuspecting conversationalists.

Track B: A Hero of Halrend

The occupant of the first cell in this dungeon is Glaive Martial Dorlan Maldrenn. A brief description of this NPC is provided here:

Dorlan Maldrenn, Glaive Martial: Pal6/Glaive of Azharadian*1.

*See Appendix 2: New Rules for additional information.

This 6' tall dashing young man of 27 summers is the son of Lord Keirnal. His sand-blond curls and tall muscular figure make many a maiden blush. Dorlan is somewhat dour and taciturn, prone to silence but his looks and expressions speak volumes.

Incapacitated

The Glaive was commanded by his respective liege (Baernen by Gellen, Dorlan by Halrend) to enter Scant and take the banner. He and his men never made it through Gate Hill before hochebi and Olman warriors overpowered them. The men were put to the death, while Malax tried to make the Glaive pull the banner from the flames. He refused and was incarcerated here. He was tortured and thus is in very poor condition. They also tried to warp his mind with the poison, Oil of Taggit, rendering him unconscious currently.

Open the Door!

If the characters can open the door Open Lock (DC 20), or Strength check (DC 20) then they can move the Glaive, though he is doubtless of little use in his current state.

It is entirely likely the characters may decide to leave him behind.

IS. THE INNER CHAPEL

This ruined chapel was the scene of the Glaives' last stand. The last Glaive still remains in fiery stasis, holding the true blue banner of his forefathers and waiting.

In addition the stairwell into the upper reaches of the Inner Bastion, the Valorous Spire is here, providing the only escape

The stench of death reeks within this once-grand hall. At least twenty human skeletons lie strewn around the overturned pews and thrones that litter the ground.

At the end of the aisle is a black marble staircase. It turns dramatically, leading ever upward into a level beyond the Chapel. Behind this staircase lies the focal point of the room, a once-fine tapestry, blackened by flames. The central point of this

old tapestry is a mighty warrior atop a hill in mounted combat against a blackened and bony figure. A round stained glass window in the ceiling depicts the Archpaladin Heironeous, ever vigilant over the mighty Azharadian. Both glow with an eerie golden light, the source of which is in front of the stained glass window flames, golden and magnificent, lick at the heels of a charred black skeleton chained to a pyre.

Allow the characters to enter this room and once they are halfway in, read the following:

The sound of chuckling echoes through this room, as if someone is enjoying a private joke at your expense.

The source of the laughter is a cowed figure in Scarlet Robes slowly winding his way down the staircase, "I suppose it was inevitable that the Knights would send a second group of fools."

The figure throws back his hood to reveal a demonic red face crowned by a pair of cruel black horns. A red axe is in his hands, scarcely concealed by the fabric of his rust red robes. He pats it menacingly, "Perhaps you will die better than they. For the moment though, we talk..."

Glancing back in the corridor behind you, a column of the hochebi you saw in the courtyard of the Bastion have formed behind you, blocking your escape... your retreat.

If a clearly lawful good paladin or cleric of a martial deity (Heironeous especially, but also Pholtus or Mayaheine) is in the party, Malax challenges him or her to single combat. Failing that Malax is also content to single out any obvious warrior-type, especially Knights of the Chase, who he is anxious to engage in combat to see how they compare to the Knights of Azharadian.

Continue with the encounter as described in Honourable Combat otherwise move on to Thugfest. If the characters interrupt Malax's speech at any point with hostile actions, move on to Thugfest.

"HONOURABLE" COMBAT

Malax singles out any obvious lawful good paladin or cleric of a martial deity. If possible he wants to fight followers of Heironeous, but is content to single out any paladin-like character. Failing that, choose the most warlike of the party.

He challenges them as so:

A red finger points at you, "You may prove amusing. Perhaps you will die better than the fools who defended the bastion when I took it. I challenge you to single combat. Will you accept?"

He laughs momentarily, "Ah, but you need incentive. The death of a generation of holy warriors is not enough? Perhaps this is."

A talon disappears beneath a leathery wing to produce a blooded canvas sack, tied by a single leather cord that he throws upon the ground. The cord unravels to reveal the severed heads of Brinnia, priestess of Jascar, and that of old Brandwyrn her gnome companion.

"Is that sufficient to move you to action or should I bring the score of heads of the Noniz I also harvested?"

Assuming the character accepts the challenge, the half-baatezu is true to his word, and fights the character one-to-one by the flame. He tries to keep the character away from the flame, but if a character touches the flame go to the section, *Aid From Beyond the Grave*.

If Malax is reduced to below 5 hp, scenically add in the final touch if time allows, whereby he attempts to goad the character into killing him while he is unarmed.

The demon-creature's axe falls to the ground beyond his grasp, and with a sigh he sags to the ground, unable to summon the strength to stand.

A feral grin crosses his face and a guttural laugh fills the room, "The battle is yours warrior. I am helpless. What do you wait for? Are you weak like the rest of Azharadian's followers? Their blood is upon my hands, strike fast and you may avenge their blood."

Knowing full well no paladin would dare touch him in this state, Malax tries to goad the character into slaying him outright. If this happens or another character intervenes and slays him, note this in the Campaign Consequences.

Solutions to this dilemma include throwing Malax his axe and giving him a last roll of the dice so to speak, or simply waiting for him to retrieve the axe, which he does if the character does nothing. If the character attempts to capture or restrain the half-baatezu, he pulls his concealed dagger and attempts to end the fight with one last-ditch attempt.

Thug Fest

If the characters do not have an obvious target for the "Honourable" Combat, or if the character refuses present the following:

Casting an eye across the group, the red human shakes his head, "None here are worthy then. How truly disappointing."

Malax and 8 of the Hochebi within the room engage the characters. Each time a hochebi is felled in combat, a replacement enters from outside the chapel. The serried ranks of the elite hochebi blocking the way. They have orders not to interfere while Malax plays, and ensure only eight are in at any one time. If the characters open fire on the hochebi outside they shall use their bows to exact revenge.

There are 30 champion hochebi who block the character's escape from this room, who also enter the fray individually to replace any fallen hochebi in combat. The characters only escape is either up the spiral staircase of Valorous Spire or to pick up the Banner of Azharadian.

APL 4 (EL 7)

➤ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr2/Clr2 (Pyremius); hp 38; see Appendix I.

➤ **Hobgoblins (8):** hp 9, 9, 9, 9, 9, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 9)

➤ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr4/Clr2 (Pyremius); hp 56; see Appendix I.

➤ **Hobgoblins (8):** Male hobgoblin Ftr1; hp 11, 11, 11, 11, 11, 11, 11, 11; see Appendix I.

APL 8 (EL 11)

➤ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr6/Clr2 (Pyremius); hp 74; see Appendix I.

➤ **Hobgoblins (8):** Male hobgoblin Ftr2; hp 18, 18, 18, 18, 18, 18, 18, 18; see Appendix I.

AID FROM BEYOND THE GRAVE

If a character touches the Flame of Courage, present the following (adjust for the situation if necessary):

The searing heat of the flame licks around you as soon as you come in contact with the flame. You are entirely consumed by the flame.

The charred skeletal face of the form within the flame contorts horrifically, to face you, and for an instance you think its face appears human, that of a young man, and it smiles, mouthing the words, "Unvanquished Even In Death."

The fiend looks at the skeleton in horror, and you feel the blackened skeleton shove the banner into your hands. The flames around you rise for a moment, before it and the skeleton disappear into dust.

There is a moment of silence as friend and foe stand, stunned. Then there is the sound of the stained glass window above being smashed as golden lightning strikes the ground inches from your feet. Bolts of lightning continue to strike the ground of the cathedral as the Hochebi and the Fiend stare in horror.

The character who took the Banner can now use the ability Unvanquished Even In Death once. You should provide him with the cert for the ability, as he may most likely use it before the adventure ends.

The Hochebi are stunned because of the lightning for 2 rounds, but the hochebi outside the room are not stunned if the characters try to escape that way. Malax is not stunned and attempts to prevent the characters from escaping up the stairs.

The two rounds should be enough time for the characters to gain the steps of the Valorous Spire. If after this time the characters do not ascend the Spire have the Hochebi from outside pile into the characters.

ENCOUNTER 6: A LEAP OF FAITH

The Valorous Spire leads up Joyous Vanguard, a large tower that provides a view of the entire city and is also an access point to the parapets of the Bastion.

Hastily you reach the top of the tower, the wind blowing in your face as you heave open the black door.

You see the adjoining battlements of the Bastion, linked by stone bridges that span from the Inner Bastion to the Outer Bastion's parapets. The midday sun looms overhead, its golden riches almost within your grasp from these dizzy heights. From here, far to the east, you can see the gentle rolling hills of Onnwal, elusive and beautiful in the evening mist. To the south the breeze of the sea assails your nostrils.

Turning behind you, you are stunned to see all of Scant, the desolation, the despair. In the streets you can see every work gang, led in chains by a red-robed captor. From up here, the oppressive leaders seem insignificant. There is the crash of the waves, mixed with scarcely audible sound of the gulls flying overhead. The sound of the Breakers is broken by a peal of thunder, and the realization that there are hochebi upon the adjacent battlements.

Bolts of lightning are striking the southern parapet, and it is deserted save for the corpse of a Hochebi, struck by nature's wrath it seems. Alas, none of the other parapets of the Bastion are clear of the taint, and even now the elite Hochebi, clad in dark mail and sporting longbows number three score. They have you at their mercy, but what are they waiting for?

WHAT OF THE HOCHEBI?

The hochebi force in the Temple of Heironeous shall ascend the stairs, pausing just below the characters to try to force them out onto the roof. It should be clear to the characters now that escaping back down into the temple is impossible.

The hochebi on the western, northern and eastern ramparts shall begin a slow and drawn out march upon the seemingly-doomed heroes. Their only escape is to reach the southern rampart and there jump into the sea below.

If the rescued Glaive is present with the characters he urges death over surrender.

GETTING TO THE SOUTHERN PARAPET

Getting to the parapet is easy. A successful Jump check (DC 10) should do it, or using a rope and grapple.

Once the characters are there, their escape should be cut off by the 60 hochebi. If the characters look down to the sea below, present the following:

The sun is perfectly reflected off the black depths of the sea. Staring down at the waters you realise the cliffs that surround the waters are obscured by a silvery mist.

Allow the characters to make a Spot check (DC 20) to see the following in the waters:

In the distance though, almost hidden in the mist, you chance upon the silhouette of a man standing upon the waters. Though you cannot make out any exact features you believe he is wearing mail and a crested helm. His head is tilted upwards, returning your stare and a shadowy hand extends, pointing at you.

The figure does nothing more, becoming motionless.

AN OFFER OF SURRENDER

The characters have five rounds to decide what to do. After five rounds, Maranafel Toktot, who has been supervising the trap, appears at the head of the hochebi host on the northern tower. Any characters that played in *Escape from Scant* recognize the villain.

A scarlet clad man raises a hand sternly, "Patriots of Onnwal! Listen to me, for your very lives are at stake! Admit that your cause is hopeless. Surrender the banner and you may yet live past this day."

If the characters appear to take any hostile action against the Kesh of Scant he simply disappears back behind a wall of his elite hochebi soldiers. If they attack the hochebi, their act of defiance does little, as they shall surely be overborne and captured.

If the characters are actually weak-willed enough to accept his offer they are escorted down the Bastion.

If the characters jump, proceed to jumping. If however five rounds pass after Maranafel's offer and the characters remain defiant but do not jump, or if they decide to be clever and use magic such as *fly*, combat ensues as hochebi on the west and east parapets set about the southern parapet with melee weapons.

Maranafel orders those on the northern parapet to fire indiscriminately on the characters and their Hochebi comrades. Death is almost certain if they do not jump.

JUMPING

If the characters did not carry the Banner, then they take 10d6 falling damage. Those who survive must attempt to swim to safety as the hochebi open fire on them. Capture is also possible, in which case the captured characters' sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured characters are out of play until such time as they can be rescued. Due to the nature of this campaign this may be years of real time.

If the characters do have the banner and jump, note if they took the Glaive with them or not. A cruel DM would roll the 10d6 damage for the fall before the players and then disregard the result, but failing that read the following:

Your descent is at a truly terrifying speed. You can only hope you have managed to avoid the cliffs of Scant as you hurtle toward the misty waters at breakneck speed. Before you can find out all becomes darkness.

ENCOUNTER 7: RESCUE

Read the following to the characters once they have settled down:

You are floating upon black waters, as the stars are resting in the sky above you. Sitting by this invisible, yet somehow tangible riverbank is a young boy, scarcely ten, dressed in blue robes. His

skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern. Standing by the lad is a wizened man, dressed in mud-cached robes and bearing a fine longbow.

The boy smiles, watching as you float past. He turns to the old man and says slowly, "All debts shall be repaid."

The light returns to your world, and you are awakened to the sounds of the seagulls above you. You are wet and miserable, yet you feel unable to move as in turn strong hands grab each of you. Darkness swiftly returns to you, and again you sleep.

Allow the characters to react to this before continuing:

The blurry azure hue of the sky greets you as you awaken. You are lying upon piles of wood and scrub, the mirky depths of the Harbour of Scant a distant memory. You are atop a hill, and in the distance you make out the lush green and brown terrain that can only be Onnwal's Headlands.

Your reverie at being alive is broken however as something cold and solid presses against your back. With a groan you feel a great stiffness as you realise you have been sat against rock while asleep.

Characters who investigate, find they are leaning against a basalt pillar. Read the following:

The rock you have been leaning against is a gray pillar of over 100 feet high, alone against the sky. This remarkable structure is built from close set blocks of hard gray basalt, fitted so seamlessly together that it must surely be of Dwur craftsmanship.

The four sides of the pillar are engraved lovingly with images of war. At the pedestal of the pillar is engraved script that appears to be in Old Oeridian. The four corners of this pedestal contain reliefs showing scenes of martial life. The first shows a young warrior, knelt in devotion as a battleaxe is lowered into his eager arms from the heavens. The second shows a King carrying an orb and sceptre pointing to a silhouette of a mounted warrior at the head of a great column. The third shows a troop of Dwur kneeling before the warrior, clearly in his prime. The last depiction is that of a ship landing on a rocky shore, with a mounted figure dressed in black standing atop the outcrop, awaiting their arrival.

At the top of this pillar, silently standing vigil is a single white gull. As you stare at it, the bird flaps its wings majestically, swoops over your head, over the Banner of Azharadian that has somehow been embedded in the earth beside the Pillar, and flies into the distance.

The last relief should strike a chord with anyone who saw the tapestry in the Inner Bastion chapel. It is the Ebon Knight, and a successful Knowledge (geography) check (DC 17) reveals the area to be that of Obelstone, now occupied with the fell fortress where the Brotherhood perform unspeakable acts.

Characters who speak Old Oeridian recognise the script on the bottom of the pillar as the names of several lands that were once in the Great Kingdom, conquered by General Azharadian. At the bottom of the list is the words "The Dragonhead Campaign, Kingdom of the Onnwi".

The characters have been brought, through unknown means, to the Pillar of Azharadian, within the

Headlands. The Banner is firmly planted in the ground, at the foot of the pillar. All their equipment they brought with them is present and they are at liberty to head to Longbridge or Dunheern to deliver the Banner. As they leave however, read the following:

Your comrades readied, you wearily begin your journey to the destination. It is only as you take one final look at the magnificent pillar that the humming noise fills your ears. Looking at the Pillar momentarily you see that it is vibrating slightly, and the humming is growing fainter.

A few moments pass, and the vibrating and humming cease, and you are left pondering what this bizarre omen means.

The significance of this omen may be revealed to clever characters in Glaive's Gathering, the final module in the Splintered Sun trilogy. For now though, the characters have the issue of what to do with the Banner.

They may, if they wish, not choose to deliver the banner to the Glaive who hired them, but rather defect to his opponent if they wish. In this case run the appropriate end sequences (so if Gellen hires them, but they hand the Banner to Halrend, run Halrend's ending). If this happens, the characters must forfeit any Influence Points and Favours they possess from their former patron.

It is entirely reasonable that the characters may decide to keep the Banner, but alas this is not to be. Nobody, not even the Wreckers, buy the Banner off them, for all true citizens of Onnwal recognise it. If the characters are open in carrying the Banner, the Glaives shall eventually find them.

If they rescued the Glaive he eventually comes round and he demands they return it to his superior, and breaks fellowship with the characters at the first opportunity to tell his superior.

In addition to losing the equipment the characters left with the Glaives they shall slowly suffer the following curse:

- Each night after the characters decide to keep the Banner, they suffer terrible dreams of a pillar atop a hill vibrating, and bleeding gently. They awaken in a cold sweat.
- After two nights the characters each awaken branded with a golden sun upon their forehead, beneath which is the words "Oathbreaker" written above it. This awards a -2 to Charisma permanently to all characters involved, unless removed by a *wish* or *remove curse* spell. Returning the Banner does not reverse this.
- After six nights the characters have not returned it, Sturrend Kelldas and a retinue of Glaive Cohort find the characters, divinely guided by *locate object* spells. They request that the characters hand the Banner over to them, who shall return it to their patron. The characters lose any influence and favour rewards they were entitled to. The Glaives do not resort to force to get the Banner.
- After the seventh night the Banner disappears mysteriously, only to return a month later in the

hands of the party's patron, either Duke Gellen or Baron Halrend.

CONCLUSION

A: GELLEN RECEIVES THE BANNER

For handing over the Banner of Azharadian to Duke Gellen the characters have all but ensured his succession to Glaive Superior. For this, each of them, who did not demand payment in gold initially, receive the Favour of the House of Cadwale.

If any character is a follower of Heironeous, Gellen states that if they ever need a sponsor to enter the Glaive Cohort or advance in the Order of the Golden Sun he shall aid them. Either way each character who did not demand payment in gold initially gains an Influence Point with the Order of the Golden Sun.

Furthermore the party is given the sum of gold each, dependant on the APL they have chosen to play.

- APL 4 – 200 gp each
- APL 6 – 500 gp each
- APL 8 – 700 gp each

It is worth noting they would be given this even if they did not demand it.

B: HALREND RECEIVES THE BANNER

For handing over the Banner of Azharadian to Baron Halrend the characters have all but ensured his succession to Glaive Superior. For this, each of them who did not demand payment in gold initially, receive the Favour of the House of Lorendrenn.

If any character is a follower of Heironeous, Halrend states that if they ever need a sponsor to enter the Glaive Cohort or advance in the Order of the Golden Sun he shall aid them. Either way each character who did not demand payment in gold initially gains an Influence Point with the Order of the Golden Sun.

Furthermore the party is given the sum of 100 gp each. It is worth noting they would be given this even if they did not demand it.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: The Outer Bastion

B8: Defeat the animated objects (poltergeists).

APL 4	180 XP
APL 6	270 XP

APL 8 330 XP

Encounter 3: The Outer Bastion

B9: Defeat the wights.

APL 4 180 XP
APL 6 240 XP
APL 8 300 XP

Encounter 5: The Inner Bastion – Joyous Vanguard

I4: Rescue the glaive (Kelldas or Maldrenn).

APL 4 60 XP
APL 6 90 XP
APL 8 120 XP

Encounter 5: The Inner Bastion – Joyous Vanguard

I5: Defeat Malax and recover the Banner.

APL 4 180 XP
APL 6 270 XP
APL 8 330 XP

Total Possible Experience

APL 4 600 XP
APL 6 870 XP
APL 8 1080 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 (that is, 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 3: The Outer Bastion

B9: Defeat the wights and find Veneratios

Agrias.

APL 4: L: 31 gp; C: 0 gp; M: 0

APL 6: L: 31 gp; C: 0 gp; M: 0

APL 8: L: 0 gp; C: 0 gp; M: +1 battleaxe (Value 345 gp per character).

Encounter 5: The Inner Bastion – Joyous Vanguard

I2: Recover the three tomes, and sell two of them to Glaive Virtuous Tiren Farness.

APL 4: L: 50 gp; C: 0 gp; M: 0

APL 6: L: 50 gp; C: 0 gp; M: 0

APL 8: L: 50 gp; C: 0 gp; M: 0

Encounter 5: The Inner Bastion – Joyous Vanguard

I5: Defeat Malax and strip him of his gear.

APL 4: L: 12 gp; C: 0 gp; M: 0

APL 6: L: 12 gp; C: 0 gp; M: ring of protection +1 (Value 150 gp per character).

APL 8: L: 12 gp; C: 0 gp; M: ring of protection +1 (Value 150 gp per character).

Conclusion

Return the Banner to Duke Gellen.

APL 4: L: 0 gp; C: 200 gp; M: 0

APL 6: L: 0 gp; C: 500 gp; M: 0

APL 8: L: 0 gp; C: 700 gp; M: 0

OR

Return the Banner to Baron Halrend.

APL 4: L: 0 gp; C: 100 gp; M: 0

APL 6: L: 0 gp; C: 100 gp; M: 0

APL 8: L: 0 gp; C: 100 gp; M: 0

Total Possible Treasure

APL 4: 293 gp

APL 6: 743 gp

APL 8: 1257 gp

From the B9: The War Room

Veneratios Agrias

The dwur Gelevas of Vergannin, a follower of Clangeddin and one of the finest smiths ever to walk the Dragonshead peninsular forged this double-edged battleaxe a century ago.

Its original master was a member of the Glaive Cohort named Valdarn who had distinguished himself on the field by taking an arrow for his liege knight at the Siege of Irongate.

Passed down through the years, the last descendant of Valdarn is thought to have passed away during the assault on the Bastion of the Golden Sun, meaning that the axe awaits a new bearer to wield it in an honourable cause.

At APLs 4 and 6 Veneratios Agrias is a masterwork battleaxe. At APL 8 Veneratios Agrias is a +1 battleaxe.

Appearance: A finely hewed battleaxe, Veneratios Agrias (which is Ancient Oeridian for Honour of the Axe) has the lightning bolt of Heironeous engraved on one side of the axe, and the Sun of the Aerdy on the reverse side. The hilt has written on in archaic golden script, "Unvanquished Even In Death".

Note: The Glaive Martial Milos Faskel gladly offers to pay the full value for this axe.

From I2: The Library

Tome: The Axe and the Pillar (Value: 75gp; Weight: 3 lbs): A volume that details Azharadian's Pillar, a great stone large pillar erected by the Order on the site of Azharadian's death in the western Headlands. It is said that within this pillar lies his legendary battleaxe, Bardinar. In happier times the Knightly Conclave was called on a grand pavilion outside the pillar.

Note: Glaive Virtuous Tiren Farness shall gladly pay double the book's cost to have it added to his personal library.

Tome: The Virtues of the Ideal Warrior (Value: 50gp; Weight: 3 lbs): A large derivative volume of collected interpretations on the Strictures of Azharadian. Each of these essays details a particular knight's views and interpretations on the legendary General's work, including such luminaries as his own war captain Craylestron, and more recently Jian Relaster (a major contributor), Tiren Farness (whose essay is by far the longest), and Gellen Cadwale.

Note: Glaive Virtuous Tiren Farness shall gladly pay double the book's cost to have it added to his personal library.

Tome: The Murderous Flame (Value: 20 gp; Weight 3 lbs): The cover of this tome appears to be made from burnt and boiled flesh. Inside it appears to be written in a harsh and feral tongue.

IF THE CHARACTERS RETURN THE BANNER

If they gave the Banner to Duke Cadwale

Favour of the House of Cadwale

You have earned the favour of Duke Gellen Cadwale. This favour can be redeemed for shelter within the town of Longbridge, and may result in you once more being in the Duke's employ. This favour and any others may also be exchanged for a number of Influence Points with the

House of Cadwale, the Church of Heironeous or the Knights of Azharadian.

If they gave the Banner to Baron Halrend

Favour of the House of Lorendrenn

You have earned the favour of Baron Halrend Lorendrenn. This favour can be redeemed for shelter within the village of Dunheern, and may result in you once more being in the Baron's employ. This favour and any others you already have may also be exchanged for a number of Influence Points with the House of Lorendrenn, the Church of Heironeous or the Knights of Azharadian.

RETURN THE CAPTURED GLAIVE

If Duke Cadwale sponsored them

Favour of the House of Faskel

You have earned the favour of the Baron Kalderon Faskel for returning his son, Milos Faskel. This favour and any others may also be exchanged for a number of Influence Points with the House of Faskel, the Church of Heironeous or the Knights of Azharadian.

If Baron Halrend sponsored them

Favour of the House of Kelldas

You have earned the favour of Baron Joren Kelldas for returning Baernen Kelldas to his family. This favour and any others may also be exchanged for a number of Influence Points with the House of Faskel, the Church of Heironeous or the Knights of Azharadian.

Finally, for the character who plucked the Banner of Azharadian from the flames, assuming they did not expend this power already.

Unvanquished Even In Death

For taking the Banner of Azharadian from Palim Destron, the last Glaive within the Bastion a part of his essence remains within you. You may use this essence once to push yourself to excel in combat.

The first time your hit point total is brought between 0 and -9, your body becomes charged with vigor, granting you a burst of reserve energy (characters brought to -10 or fewer hit points die instantly). This manifests as a one-time +6 enhancement bonus to Constitution, which lasts for 10 rounds.

This ability is lost if the wound that brings the character between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Cross this off the Adventure Certificate immediately after use.

APPENDIX I: NPCS

ENCOUNTER 2: OUTSIDE THE BASTION

➤ **Hobgoblins (20):** Male hobgoblin Ftr4; CR 4, Medium-size humanoid (goblinoid); HD 4d10+7 hp 35; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8/19-20, longsword) or +5 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +2, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp, longbow, 20 arrows.

ENCOUNTER 3: THE OUTER BASTION

APL 6 (EL 8)

➤ **Wights (3):** Male human Ftr2; CR 5; Medium-size undead; HD 6d12; hp 47; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +4, Ref +4, Will +5; Str 12, Dex 13, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +8, Hide +10, Listen +10, Move Silently +16, Search +7, Spot +10; Blind-Fight, Dodge, Lightning Reflexes, Mobility, Spring Attack.

Possessions: chain shirt

APL 8 (EL 10)

➤ **Wights (3):** Male human Ftr4; CR 7; Medium-size undead; HD 8d12; hp 61; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +7/+2 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +5, Ref +6, Will +6; Str 12, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +10, Hide +12, Listen +10, Move Silently +18, Search +7, Spot +10; Blind-Fight, Dodge, Lightning Reflexes, Mobility, Spring Attack.

Possessions: chain shirt

ENCOUNTER 4: THE BASTION COURTYARD

➤ **Hobgoblin Champions (10):** Male hobgoblin Ftr4; CR 4, Medium-size humanoid (goblinoid); HD 4d10+7 hp 35; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8/19-20, longsword) or +5 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +2, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp, longbow, 20 arrows.

ENCOUNTER 5: THE INNER BASTION – JOYOUS VANGUARD

APL 4 (EL 7)

➤ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr2/Clr2 (Pyremius); CR 6, Medium-size humanoid; HD 2d10+2d8+12; hp 38; Init +8; Spd 30 ft., fly 50 ft. (average); AC 20 (touch 14, flat-footed 16); Atk +9 (1d8+6/x3, battleaxe); SA *Darkness* 3/day, *desecrate*; SQ *Darkvision* 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +9, Ref +4, Will +4; Str 22, Dex 19, Con 16, Int 14, Wis 13, Cha 10.

Skills and Feats: Concentration +10, Hide +5, Jump +5, Listen +6, Move Silently +5, Spellcraft +5, Spot +6; Alertness, Cleave, Extra Turning, Improved Initiative, Power Attack.

Possessions: battleaxe, chain shirt, small steel shield.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0 – *inflict minor wounds*, *light*, *read magic*, *resistance*; 1st – *burning hands**, *cure light wounds*, *entropic shield*, *obscuring mist*.

*Domain spell. *Domains:* Evil (You may cast evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 6 (EL 9)

➤ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr4/Clr2 (Pyremius); CR 8, Medium-size humanoid; HD 4d10+2d8+18; hp 56; Init +8; Spd 30 ft., fly 50 ft. (average); AC 21 (touch 14, flat-footed 17); Atk +11 (1d8+6/x3, battleaxe); SA *Darkness* 3/day, *desecrate*, *unholy blight*; SQ *Darkvision* 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +10, Ref +5, Will +5; Str 22, Dex 19, Con 16, Int 14, Wis 13, Cha 10.

Skills and Feats: Concentration +10, Hide +6, Jump +6, Listen +7, Move Silently +6, Spellcraft +6, Spot +6; Alertness, Cleave, Dodge, Extra Turning, Great Cleave, Improved Initiative, Power Attack.

Possessions: battleaxe, chain shirt, small steel shield, *ring of protection* +1.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0 – *inflict minor wounds*, *light*, *read magic*, *resistance*; 1st – *burning hands**, *cure light wounds*, *entropic shield*, *obscuring mist*.

*Domain spell. *Domains:* Evil (You may cast evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

➤ **Hobgoblins (8):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +2;

Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +2 melee (1d8/19-20, longsword) or +3 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +2, Will +0; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Listen +2, Spot +2; Alertness, Dodge, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, longbow, 20 arrows, 2 gp, horn.

APL 8 (EL 11)

☛ **Malax Baatezu Half-Fiend:** Male half-fiend/half human Ftr6/Clr2 (Pyremius); CR 10, Medium-size humanoid; HD 6d10+2d8+24; hp 74; Init +9; Spd 30 ft., fly 50 ft. (average); AC 22 (touch 15, flat-footed 17); Atk +13/+8 (1d8+6/x3, battleaxe); SA Darkness 3/day, desecrate, unholy blight, poison 3/day; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +11, Ref +6, Will +6; Str 22, Dex 20, Con 16, Int 14, Wis 13, Cha 10.

Skills and Feats: Concentration +10, Disguise +1, Hide +7, Intimidate +2, Jump +6, Knowledge (religion) +4, Listen +7, Move Silently +7, Spellcraft +6, Spot +6; Alertness, Cleave, Dodge, Expertise, Extra Turning, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: battleaxe, chain shirt, small steel shield, ring of protection +1.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0 – inflict minor wounds, light, read magic, resistance; 1st – burning hands*, cure light wounds, entropic shield, obscuring mist.

*Domain spell. *Domains:* Evil (You may cast evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

☛ **Hobgoblins (8):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +2; Alertness, Dodge, Mobility, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, longbow, 20 arrows, 2 gp, horn.

APPENDIX 2: NEW RULES

THE GLAIVE OF AZHARADIAN AS PRESENTED IN *LIVING GREYHAWK JOURNAL* #9

The knights of Onnwal's Order of the Golden Sun are known as the Glaives of Azharadian, taking their name from that of one of the greatest generals in the history of the Aerdi people. The knighthood consists of three ranks, ascending in importance and influence from the general Glaives Martial to the journeymen Glaives Valorous and ultimately to the Glaives Virtuous, who comprise the most puissant warriors in the order. The foremost Glaive of Asharadian (typically a scion of one of Onnwal's four Great Noble Houses) is known as the Glaive Superior.

The knighthood follows the tenets of Heironeous, so most members take up an active opposition of evil through honorable combat and good works throughout Onnwal. Ever since the nation fell under the thumb of the Scarlet Brotherhood during the Greyhawk Wars, the Glaives of Azharadian have worked to free their homeland from the clutches of tyranny.

Prospective knights must be sponsored by a glaive in good standing and seconded by any member of the Order of the Golden Sun (who need not be a knight). A candidate can be granted the title of knight only by the Glaive Superior at a conclave of no fewer than four other knights or priests of Heironeous, preferably members of the Glaives Cohort. At the ceremony, the candidate must swear an oath of allegiance to the Order of the Golden Sun, to the Free State of Onnwal, and to the nation's rightful and just ruler, Szek Jian Destron. A second oath is sworn to Heironeous to uphold honor, justice, and the ideals and traditions of the order as outlined in the Strictures of Azharadian. Before Onnwal's occupation, such ceremonies were commonly held under the Sacred Banner of the Golden Sun, once flown by Azharadian himself. Since the fall of Scant and the presumed destruction of the banner, the knighthood has taken to using a convincing replica for this purpose.

Glaives of Azharadian are expected to at least wear chainmail in the field, and since until recently all members of the knighthood were nobles, full plate predominates. Skill with a battleaxe or longsword is required, to honor the Archpaladin, and familiarity with the lance is greatly appreciated (axe-users greatly outnumber sword-wielders in the knighthood, in part because Azharadian himself used a battleaxe). All candidates to the order must know how to ride a horse. Full knights bear shields emblazoned with the arms of the Order of the Golden Sun – the flaming Aerdi sun surmounted by a silver hand gripping a lightning bolt with the slogan “Unvanquished even in death” written in Old Oeridian beneath the image.

Not surprisingly, paladins dominate the order (they may multiclass freely as a Glaive of Azharadian). Fighters, who have the greatest potential for mastering the axe, and particularly powerful clerics of the Invincible One round out the order. Members of other classes, though uncommon, occasionally become Glaives of Azharadian.

Hit Die: d8.

Requirements

To qualify to become a glaive of Azharadian, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Language: Old Oeridian.

Handle Animal: 3 ranks.

Knowledge (religion): 3 ranks.

Ride: 6 ranks.

Feats: Leadership, Weapon Focus (battleaxe or longsword).

Alignment: Lawful neutral or lawful good.

Other: Must worship Heironeous. Also, would-be glaives must have done a great deed in the eyes of the Order of the Golden Sun (usually some exceptional service to the Free State of Onnwal), garnering the sponsorship of two members of the order. They also must pass the first trial of membership, known as the Trial Martial.

Class Skills

The glaive of Azharadian's class skills (and the key ability for each skill) are: Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Ride (Dex), and Jump (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Martial Axe
2 nd	+2	+3	+0	+3	Unvanquished Even In Death (+2 Con)
3 rd	+3	+3	+1	+3	Bolt of Glory
4 th	+4	+4	+1	+4	Presence of Azharadian

5 th	+5	+4	+1	+4	Valorous Axe
6 th	+6	+5	+2	+5	Unvanquished Even in Death (+4 Con)
7 th	+7	+5	+2	+5	Wisdom of Azharadian
8 th	+8	+6	+2	+6	Virtuous Axe
9 th	+9	+6	+3	+6	Unvanquished Even in Death (+6 Con)
10 th	+10	+7	+3	+7	Sight of Azharadian

Class Features

Weapon and Armor Proficiency: Glaives of Azharadian are proficient in the use of all simple and martial weapons and all armor, and with shields.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to the weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and –9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to –10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound the brings the glaive between 0 and –9 hit points is self-inflicted or inflicted by an ally.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe or longsword can cast the spell searing light as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

Presence of Azharadian (Su): The mere presence of the glaive is enough to bolster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

Valorous Axe (Su): Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the weapon as if it has the keen weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already keen, this power has no effect.

Wisdom of Azharadian (Ex): The glaive embodies Azharadian's natural talent for the martial life and thus selects a number of glaive of Azharadian class skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the glaive can take 10 even if stress and distractions would normally prevent him from doing so.

Virtuous Axe (Su): Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the weapon as if it has the holy weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already holy, this power has no effect.

Sight of Azharadian (Ex): The supreme embodiment of the virtues of Azharadian, the glaive also embodies Azharadian's intuitive knowledge of his enemies. Therefore the glaive is never surprised and thus can always take a partial action during a surprise round (unless otherwise prevented from doing so).

Code of Conduct: Should a glaive ever willingly betray the tenets of his order, he immediately loses all glaive of Azharadian special class abilities. To regain those abilities, the glaive must renew his oaths with the leaders of the order; they must be aware of all the circumstances of the betrayal and willing to allow the glaive to return to the fold.

KNIGHTS OF AZHARADIAN AT A GLANCE

Authority Figures: Duke Gellen Cadwale (duke-apparent of the Azure Coast and Glaive Virtuous of the Order of the Golden Sun); Baron Halrend Lorendrenn (baron-apparent of Dunheern, and Glaive Valorous of the Order of the Golden Sun);

Important Figures: Tiren Farness (baron-apparent of Low Headland, Glaive Virtuous of the Order of the Golden Sun, supporter of Gellen); Baernen Kelldas (Glaive Valorous of the Order of the Golden Sun, supporter of Gellen); Dorlan Maldrenn (Glaive Martial of the Order of the Golden Sun, supporter of Halrend); Milos Faskel (Glaive Martial of the Order of the Golden Sun, supporter of Halrend); Sturrend Kelldas (senior-most Glaive Cohort and High Priest of Heironeous).

Overview

The Order of the Golden Sun, commonly called the Knights of Azharadian, is Onnwal's only order of chivalry. It is comprised of a core of knights known as Glaives. A body of commoners and priests of Heironeous called the Glaives Cohort support the Glaives. The Cohort administer healing or moral advice, perform the rituals of the Order and when need demands, to be at the forefront of the fighting when the Knight's enter battle.

The Time of Azharadian

Azharadian is hailed as one of the finest Generals in the history of the Great Kingdom. Azharadian represented what was truly great about the Aerdi during their halcyon days. As a man, his integrity and honour were beyond reproach. An ardent reverer of Heironeous, his thoughts and lessons from his campaigns were eventually recorded in his work, *"The Strictures of Azharadian,"* which forms the creed of the Order of the Golden Sun.

Azharadian's captains had the utmost respect for him and their accounts fondly mention his idiosyncrasies. His life ended on the soil of Onnwal, far removed from his home and family in Rel Astra. Historians claim it was a disease of the lungs that claimed him, but the folktale "The General and the Reaper" is a more romantic account of Azharadian's fight against death itself to win his final campaign in Onnwal. The Knights accept this tale as scripture.

The renowned axe Bardinar (*"Glaive of Victory"* in Old Oeridian) is said to be interred inside a large pillar raised on the site of Azharadian's death in tribute to the General, while the banner remained in the keeping of his captains.

A Rising Sun

Upon their return to Rel Astra with their general's body, Azharadian's four War Captains were each given generous land grants in Onnwal. The families and comrades of the ennobled captains were to form the

core not only of Onnwal's Great Noble Houses, but also of the Order of the Golden Sun, a chivalrous order dedicated to preserving the principles that Azharadian had lived by. The Order was founded on the site of Azharadian's death on the edge of the Headlands, taking its name from the Golden Sun of Aerdy that formed the centerpiece of Azharadian's heraldry.

The Order was never popular outside Onnwal, with the more established Knights-Protectors of the Great Kingdom viewing them as a little more a fringe cult blindly devoted to a dead warrior. A second group, the Glaives Cohort was founded to cater initially for the noble's retinues, though later it also accepted priests of Heironeous. The Cohort became the sole focus of the Invincible One's faith in Onnwal, as its doctrine of chivalry and honourable battle found little purchase among the Onnwalon peasantry.

In 447 CY the Glaives were key players in the rebellion against the Szk, Trevellyn of Hexpools, a crony of the oppressive Naelex Herzog of South Province. It was they who marched upon the Szk's Palace in Scant and seized it from Trevellyn's bodyguards, signaling the end of Aerdi rule in Onnwal. When Parmus Destron, the first ruler of a free and independent Onnwal, ascended to the throne, he did not forget the role of the Order of the Golden Sun. In exchange for an oath of allegiance he lavished titles and honourifics upon its members, and its name became synonymous with chivalry within Onnwal.

A Splintered Sun

During the Greyhawk Wars, the Order fought with distinction on the plains of Idee. Just prior to the fall of Onnwal in 584CY, the Glaives were summoned to a conclave in the Chapterhouse of the Order in the Bastion of the Golden Sun in Scant. However on the eve of the meeting, Brotherhood assassins struck at Onnwal's leaders, including the Glaive Superior Jian Relaster. Those knights gathered at the Bastion of the Golden Sun found themselves assailed by advance parties of Brotherhood forces, bent on disabling the city's seaward defences. By dawn the surviving members of the Glaives and the Cohort had been trapped in the temple of Heironeous inside the Bastion. The fate of Azharadian's Banner, upon which all new Glaives swore their oaths, is unknown, but it is feared that it was destroyed by the Brotherhood.

Today only six glaives are alive, having been outside Scant during its fall for various reasons. The Cohort suffered similar losses with fewer than a dozen surviving. Of a force of five score heavy horse - only one score remain to the Order. The most senior surviving Glaive, Gellen Cadwale, should be the undisputed head of the Order. However, Cadwale bore the order recalling the Glaives to their doom in Scant. Nonetheless Tiren Farness and Baernen Kelldas recognise the Duke's claim. Halrend Lorendrenn, Baron of Dunheern and a decorated hero of the

Greyhawk Wars, openly denounces Cadwale as a traitor to the Order and the Free State. Sir Milos Faskel and Sir Dorlan Maldrenn support him in this matter.

The Glaive Cohort

The Glaive Cohort consists of priests of the Invincible One, men at arms from the households of the noble Glaives and those aspiring to the ranks of the Glaives. Most members of the Cohort have earned their places through their deeds. The Cohorts generally act to support the Knights, in battle as well as in spiritual and moral matters. Typically, the Cohort are mounted and heavily armoured, clad in chain and in some cases plate-mail. The lance and the emblematic battle or great axes are weapons of choice.

Glaive Errant of the Cohort

A small number of the Cohort are supplicants for the Knighthood, chosen to undertake the training and trials to become a full Glaive of the Order. These squires are called the Glaive Errants of the Cohort and are exclusively young noblemen of Onnwal's nobility. Each Glaive Errant typically serves one of the Knights as a squire.

The Trials of Becoming a Knight

To become a Glaive Martial, a squire must complete his training and be sponsored and seconded by two serving members of the Order. One can only be granted the title of Knight by the Glaive Superior of the Order, in a conclave of not less than four other Knights or priests of Heironeous of the Glaives Cohort.

To enter the Order and indeed each time a Glaive wishes to advance a rank they must undertake a trial. The Trial Martial involves a fight on horseback against an opponent selected from the Lists of the Glaives. His identity is concealed for he represents the Ebon Knight, according to legend Azharadian's final opponent, death itself, upon the site of his death, the Pillar of Azharadian.

Little knowledge is public domain about the Trial Valorous and the Trial Virtuous, save that they too involve a pilgrimage to Azharadian's pillar but are spiritual quests tailored to the individual knight. It is said the Trial Virtuous has broken the heart and will of those who fail and are not to be undertaken lightly.

The Knighthood

The Knighthood itself consists of three rankings, in ascending order Glaive Martial, Glaive Valorous and Glaive Virtuous. From among the ranks of the Glaives is also chosen a leader, the Glaive Superior, who is typically a scion of one of the four major houses of Onnwal.

All knights are at least expected to wear mail, though given the wealth of most of the Knights plate armour was not uncommon. Lances from horseback and battleaxes for close combat are the preferred weapons of choice. All shields are emblazoned with the arms of the Order, a golden sun on an azure field

surmounted by a silver hand gripping a lightning bolt, with the motto "Unvanquished even in death" in Old Oeridian beneath.

The Strictures of Azharadian

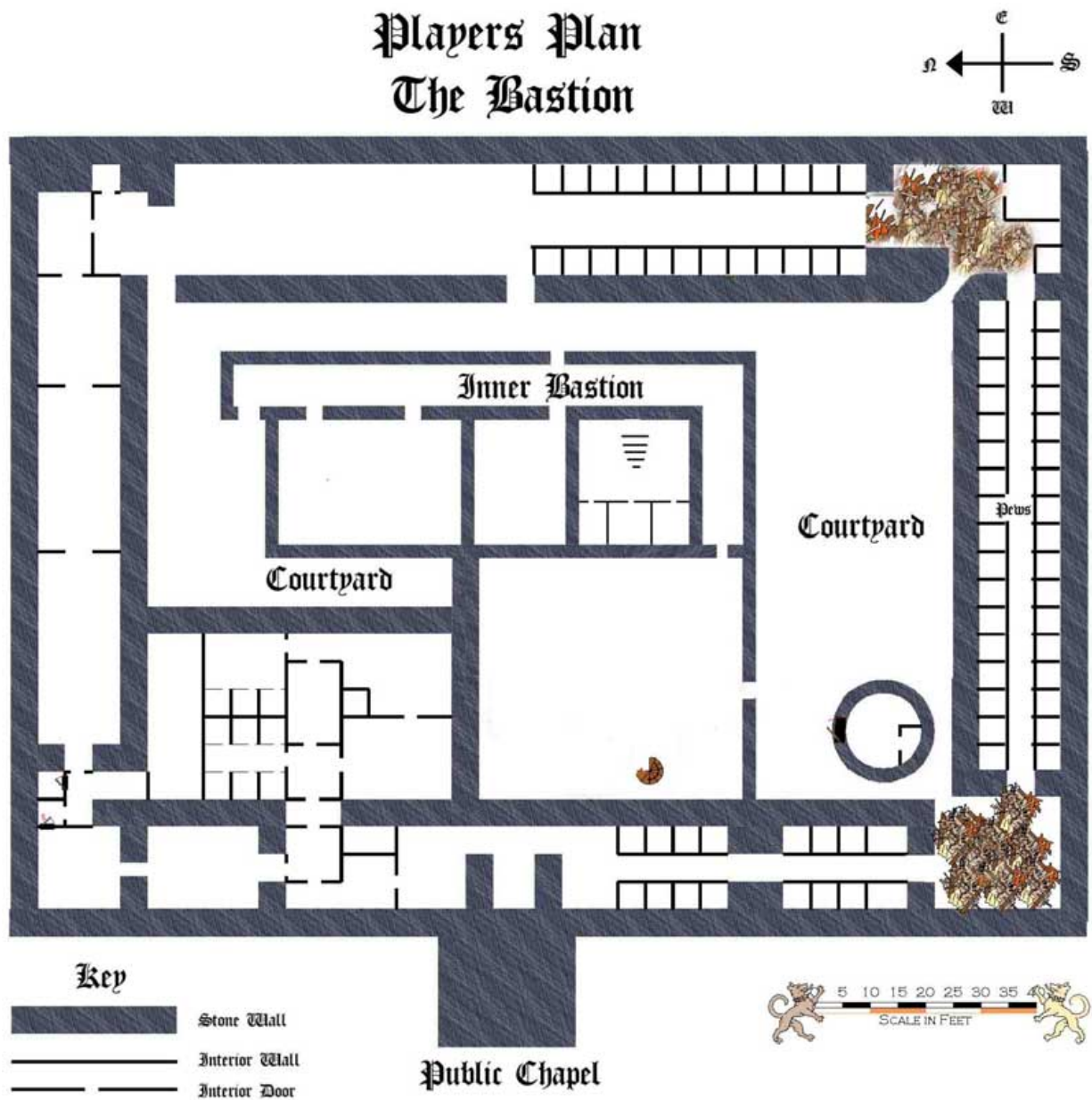
The Strictures of Azharadian comprises both the general's personal writings on warfare, strategy and the philosophy of war and the commentaries of his Captains and distinguished Glaives of the past. The Strictures are considered the template for the perfect Glaive and are studied extensively by all members of the Order. Numerous scholar-knights within the Order have written interpretations on the Strictures, but it depends on the individual knight which of these they subscribe to.

HERALDRY OF THE KNIGHTS OF AZHARADIAN



The Heraldry of the Knights of Azharadian comprises of the Sun of Aerdy – the ancient symbol of the Great Kingdom surmounted by the Silver Bolt of Heironeous.

PLAYER'S HANDOUT 1: MAP OF THE BASTION



PLAYER'S HANDOUT 2: THE DREAM

You lie upon a plain of sand, devoid of features and infinite in circumference. You feel that you have been dropped from a great height, and struggle to bring yourself to your feet.

Standing beside you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

He points to you and speaks slowly, his accent heavy and as if it pains him, "Do you know who I am?"

A look of confusion stretches across your face, and he nods, "You shall do in the end. Courage is the steel of the soul. Yours must be tempered within the flame to become stronger."

His hand outstretched, the boy smiles as a golden bolt of lightning from the hand and strikes you square in the chest. From your chest comes the sickly scent of fire and melting metal as the mail you wear catches fire.

You ignore the pain. The fire makes you stronger. Through its searing touch you will succeed.

Then your stomach lurches as you feel yourself falling. There is a numbing sensation of coldness of water. Like the blade, you have been tempered and cooled in the forge. Soon you will know the strength of the metal within you.

You awaken refreshed.

PLAYER'S HANDOUT 3: INSANE WRITINGS

My first true assignment for the glory of the Suel since the change.

The weak fools, they did not believe me, thinking I was tainted. Thinking I was not of the True Blood, but compared to me they are the ones tainted. Ever since that fateful day when the flames burned the farmers I have been changed – I have become his effigy, his prophet.

Aye, the change was painful, for months my skin boiled and burnt in response to my attempts to touch the banner. What the great Azharadian did not count on was that I was one of the circle blessed by Pyremius for the death of the Farmers. While his golden flame slew the uninitiated, it changed me, making me His effigy!

With his protection the sinews and muscle grew again, the fever broke. I have been touched by the devilish flame itself, and bear the mark in countenance and body. Those fools in Obelstone thought me a monster, but after five long lingering years of tests and treatment unfitting for the Blazing Killer's Prophet Flamefather Kiran himself has vouched for me and they dare not shackle me again!

Once the Knights are slain, I look forward to using him to revenge Leviticus. As my comrade in arms in taking this base temple, and in administering the Justice of the Suel I feel it my duty to avenge him and bring great suffering upon those who laid him low.

We have arrived at the Bastion, or as they now call it, The Tainted Bastion, for it reeks of the Oerids who built it. All my "loyal" Hochebi are afraid but then they are heathen and know little of the teachings of Pyremius. What does they know of the power of fire? They have never known its kiss, or felt its power upon his skin. I know how blessed I am by the caress of the devilish one.

Our puppet has proven useful once more. As he said the last vestiges of the pathetic Knighthood have sent one of their number and everything has progressed as I have foreseen. We shall have him.

I would like to remind you though, that it would not have come to this had not there been the incident in Longbridge. Curses be upon Kesh Nojos and her impure infatuation with that Siward. Had she have but kept her base desires in check and remembered Order, Purity and Obedience, then that woman would never have alerted them to our actions.

None the less, nothing shall come of it. The Golden Sun shall soon set forever.

He was indeed powerful, this new form the Murdering Flame has given to me. I fought the Glaive in single combat, mocking his honourable ways as the Hochebi pierced the hearts of his Cohort with their arrows. The Knight was no match for the sheer flurry of blows my axe laid upon him.

Now we have one of their knights I shall reclaim the banner from the flames. As one of the Chosen of Pyremius I shall succeed where our puppet and the demented squire failed.

The puppet speaks again – more are on their way to the trap. Is there no end to this?

As per your order, we have reset our trap. By the time they enter Scant all shall be in order. They shall not leave alive.

Any you who read this log, know that it is you I speak of. You have gained the Inner Bastion, as I allowed you. You will come to me now, and you will hand me my prize...

PLAYER'S HANDOUT 4: THE VISION FROM "THE GLAIVE'S GAMBIT"

This is provided for your reference, and to clarify if a character has had this vision in the previous scenario. If requested, allow any character who has had the vision to refer to it.

You lie upon a sandy beach, staring intently as the waves gently lap at your bare feet. A warm mug of ale and a plate of salmon lie by your side, resting upon a green blanket. Sitting next to you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

As he realises he has your attention, he points towards the sky. Your head moves mechanically, and for a moment the golden sun that stretches across the clear blue sky blinds you. You feel warm and comfortable. Looking down you see that you are clothed in mail. The heat seems almost unbearable... but just as quickly it is gone. The heat and the brilliant light begin to fade, and the sun begins to set on the horizon.

With horror you look at your feet, caked in red, and realize the tide has turned to blood. Darkness begins to fall, and as the sun sets it becomes a sickly shade of scarlet. The last thing you remember before you awaken that morning is being swept away in a wave of blood.

PLAYER'S HANDOUT 5: SCANT AT A GLANCE

🏰**Scant (Large Town):** Conventional; AL LE; 3,000 gp limit; Assets 750,000 gp; Population 5000 (?); Mixed (exact breakdown unknown).

Authority Figures: Athania (Cleric and “right-hand” of Telek); *Sister Kuranyie (Leader of the Brotherhood in Onnwal); Maranefel Toktot, (Known as the Butcher of Scant); Telek Senh (Influential and charismatic priest); Yabay Ren (Influential priest, believed slain).*

Important Figures: As it is a matter of pure speculation who is actually still alive within the war-wracked walls of Scant this section is intentionally left undetailed.

Before the Wars Scant was the capital of Onnwal, and the safest deep-water port on the Gearnat Sea. Located strategically on the tip of the peninsula ships leaving the city criss-crossed both the Gearnat and Azure sea carrying Onnwalish trade goods to the many nations clustered around these deep waterways. Onnwalish vessels made landfall as far west as the Hold of the Sea Princes and as far east as Dullstrand.

The city was the military, mercantile, secular and religious heart of the country. Ewerd Destron, Szek of Onnwal, dwelt here with his family and most of the noble families of the realm maintained ostentatious townhouses within its walls.

Prior to its fall Scant had a reputation as being almost impregnable due to its formidable Aerdi-constructed defences and favourable location. To seaward coral reefs together with powerful unpredictable tides combined to limit approaching ships to one of only two avenues of entry to the Great Harbour. To landward cliffs and cunning constructed fortifications allowed a relative handful of men at arms to hold at bay a much larger attacking force. These defences however proved completely ineffective against the Brotherhood's underhanded method of attack.

Several of the main buildings within Scant were damaged in the fighting and many more have since been converted to better suit the Brotherhoods needs. All businesses not run by those of Suel descent have been confiscated and all priests not of similar descent have been executed. Many of the temples have been rededicated to the worship of Suel gods and

many other buildings have been torn down so that their stone could be used to repair damaged fortifications.

LOCAL LORE

The first known inhabitants of the area that would become Scant were the Suel who wrested control of the peninsula from the Flan. Although they founded their capital elsewhere the ancient suel were intrigued by the hot springs that were to be found on the site of modern day Scant and expended considerable resources researching the phenomenon.

The Suel were themselves in turn supplanted by the Oeridians who subjugated the entire region during their early expansionist period. It was the Aerdi who founded Scant in 12 CY as a direct expression of their control over the Dragonshead. It was used by the Oeridians as a gateway for the colonisation of the peninsula and as a port through which the mineral wealth being mined from the Headlands could be shipped to Prymp and Chathold.

The official residence of the Szek of Onnwal, the new (and few surviving old) noble families of Onnwal quickly flocked to the new capital.

With the revolt of the south against the tyrannical rule of the Overking and the foundation of the Iron League, Scant entered a period of growth under the benevolent rule of the Destron family. The port was further fortified during 576/7 CY when the depravations of the Slavelords began to spread throughout the Gearnat. Used as a base for the Onnwalish navy, it was from here that the forces destined to defeat Blidg Fanger sailed in 578 CY.

In 578 CY, during the War of the Golden League, Scant itself came under attack. It was widely reported that something had entered the Great Harbour and was slaying sailors and townsfolk alike. A small band of heroes entered the sewers and destroyed the threat variously reported as a renegade band of Sea Devils, a huge crocodile, or an infestation of undead.

NIGHT OF THE SCARLET KNIVES.

Through means that are still unclear Rakehell Chert discovered the Brotherhoods plans just before they were put into effect. He evacuated his followers from Scant and reorganised them into the nucleus of what was to become the resistance. The rest of Scant was not so fortunate...

On the 18th of Wealsun 584 CY, the Followers of the Scarlet Sign and their allies unleashed a surprise attack on Scant. Details of the fateful night are confused. It seems however that previously docked vessels of the Lordship of the Isles disgorged hundreds of Brotherhood warriors onto the streets. This attack, aided by traitors and saboteurs, succeeded in seizing The Langneck Gate, The Palace Gate, Daern's Redoubt, the batteries overlooking the Szk's Channel and the Chapterhouse of the Loyal Company of Pilots. Tragically Ewerd Destron fell to treachery, slain on this fateful night in his own bedchamber by a trusted body servant.

The Knights of Azhardian were assailed in the Bastion of the Golden Sun and besieged within the Chapel of Heironeous while the temple of Procan was also attacked. The Temples of Osprem and Xerbo were undone from within by traitors while confused skirmishing broke out all over the city, as disorganised units of army regulars and marines aided by some spellcasters attempted to resist the Brotherhood's advances.

A few ships of refugees and marines managed to escape the Inner Harbour and evade the approaching Brotherhood attack fleet. At dawn the Brotherhood armada sailed unhindered under the silenced batteries of Scant and entered the Great Harbour, landing troops in the Inner Harbour and at the nearby village of Halmarn.

After this final disaster resistance quickly collapsed in all but two locations - the Knight's Chapel and the Temple of Fortubo on Gate Hill. Tragically these last holdouts were finally overwhelmed through sheer weight of numbers. Their resistance and heroic sacrifice has however come to symbolise the determination of Onnwal to resist the invaders. In recent years "For the Martyrs of Gate Hill," or "Remember the Sixty" have become common rallying cries of the resistance.

OCCUPATION

The occupation in Scant was harsh. Squads of hochebi warriors well versed in terror-tactics and cruelty maintained order within the capital. The Kesh of Scant, Maranefel Toktot, has gained a well-deserved reputation for unrivalled brutality. The burning of 34 farmers in the Grand Market in the Richfest of 585 CY was just one of a string of brutality designed to break the Onnwalons will to resist. After this atrocity Chert encouraged the populace to co-operate with the Brotherhood until the time to strike arrived. From Scant the

Brotherhood operated a virtual blockade of the vital Gearnat Straits, and extract a hefty toll from all who would use it.

REBELLION

Accurate details of conditions within Scant have been hard to come by since the city has been under almost constant siege for the last 5 years. The few individuals to escape from Scant paint a uniformly bleak picture of conditions within the city. Brotherhood troops are resupplied via vessels sailing from their homeland and thrall-states but these supplies are not plentiful enough to allow the feeding of the native population as well. Thus, starvation is becoming widespread.

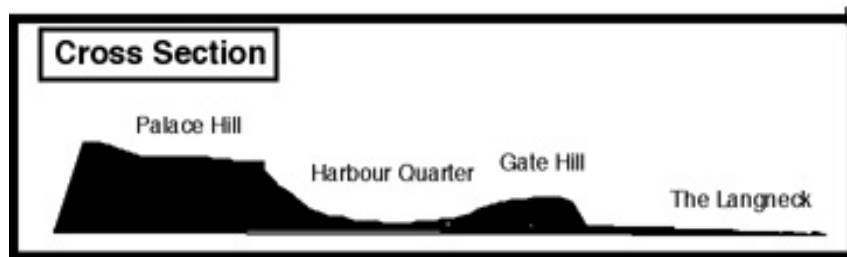
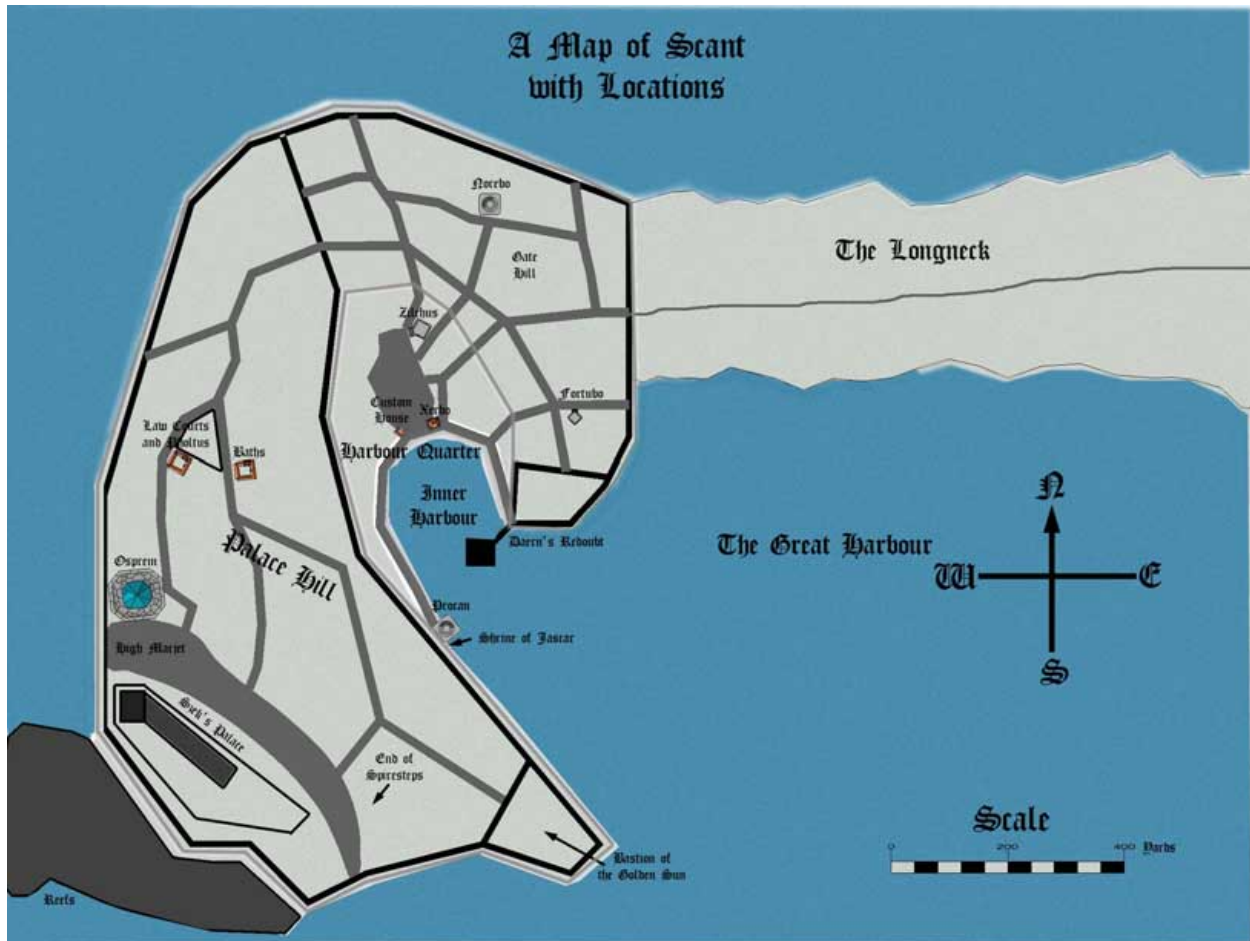
Although the rebellion was initially successful the rebels have always failed to make significant inroads into Scant due to manpower shortages and the strength of the city's fortifications. Constant skirmishing continues around the landward approaches to the city without significant gain for either side. The Brotherhoods naval superiority is also

such that Free Onnwal can not yet risk any of its handful of ships in an all out offensive or blockade. Even the Wreckers (it is said) have had considerable problems placing agents here.

Since the rebellion Sister Kuranyie has not been seen in public and some whisper that she is dead. Whatever the truth of the matter though the Brotherhood troops still in the capital resist the encroaching rebel forces with almost fanatical zeal.

The hand of Reydrich Sharn penned this treatise in the year 591 CY. It is taken from a series of travelogues, based upon first and second hand observations of Onnwal, accumulated by the author during his travels throughout the Dragonshead.

A MAP OF SCANT WITH LOCATIONS



CAMPAIGN CONSEQUENCES

This adventure has "Campaign Consequences"; that the outcome of this adventure can directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

In order for the results of this table of Blazing Banner to be taken into consideration in writing the third and final installment of the Splintered Sun trilogy it is imperative that you fill in this form (otherwise all that pain and suffering was for nothing) and return it either to the Onnwal Design Team representative who will then forward it to me. If that is not possible send an electronic copy to onnwal@rpgauk.com or a hardcopy to the following address:

Stuart Kerrigan
19 North Balmossie St.
Monifieth
Angus
Scotland
UK
DD5 4QL

Who approached the characters to take this quest? (Tiren Farness/Halrend Lorendrenn)

Were Brinnia and her gnomes slain? (Yes/No)

Was Malax killed? (Yes/No)

Was the knight imprisoned in the Bastion rescued? (Yes/No)

Was the Banner recovered? (Yes/No)

Who did the characters give the banner to finally? (Duke Gellen/Halrend Lorendrenn)

Did the characters sell the Agrais Veneratios to Glaive Martial Milos Faskel? (Yes/No)

Did the characters sell the two tomes to Glaive Virtuous Tiren Farness? (Yes/No)

Were any characters slain? (Yes/No)

Names of the Honoured Departed

Were any characters captured by the Brotherhood? (Yes/No)

If yes, please give the names of the damned

Other Notes:

WHO IS HIRING? THE LOYALTY OF THE PARTY

Fill this in before play begins to determine which track to play in this adventure.

Number of characters who received the Favour of House of Cadwale in Glaive's Gambit _____

Number of characters who are Glaive Cohort sponsored by House Cadwale _____

Number of characters who are vassals, bannerman etc. in the service of House Cadwale or Longbridge _____

Add these numbers to get Total A:-

Total A: _____

Number of characters who received Favour of House of Lorendrenn in Glaive's Gambit _____

Number of characters who are Glaive Cohort sponsored by House Lorendrenn _____

Number of characters who are vassals, bannerman etc. in the service of House Lorendrenn or Longbridge. _____

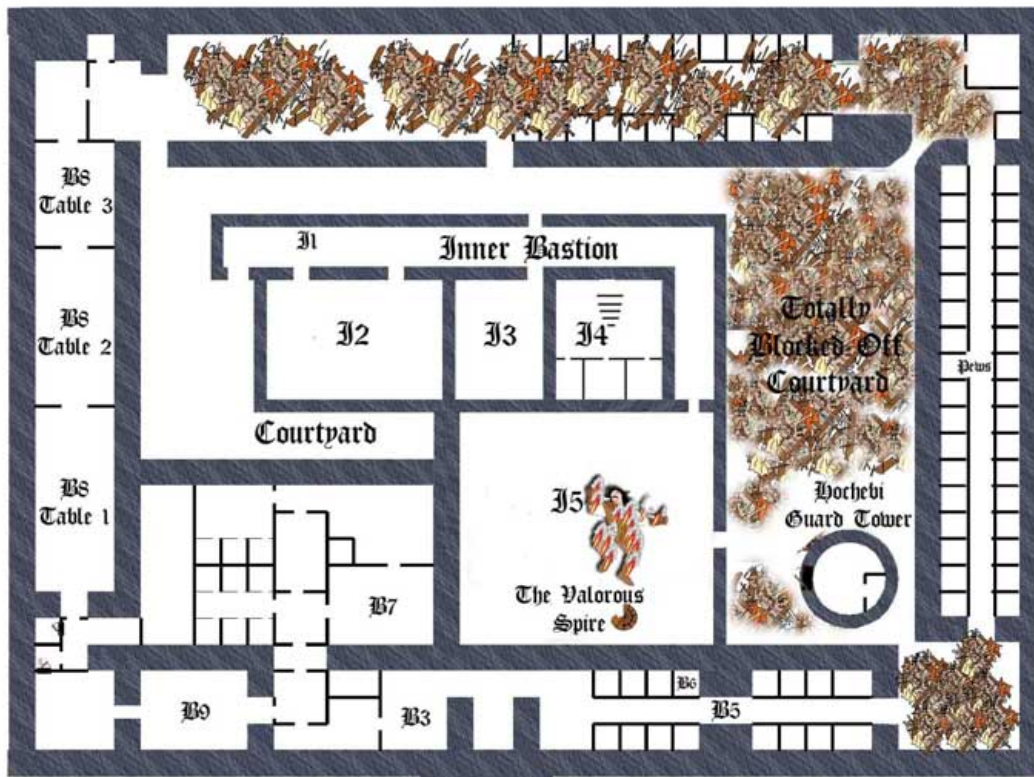
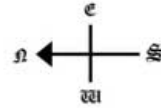
Add these numbers to get Total B:-

Total B: _____

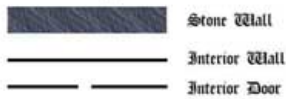
If Total A is greater than Total B run Track A where the characters are hired by Duke Gellen's supporters.

If Total B is greater than Total A run Track B where the characters are hired by Baron Halrend.

DM's Plan The Bastion

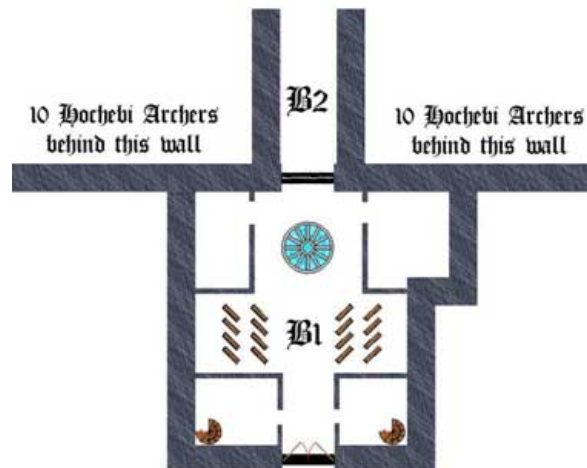
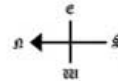


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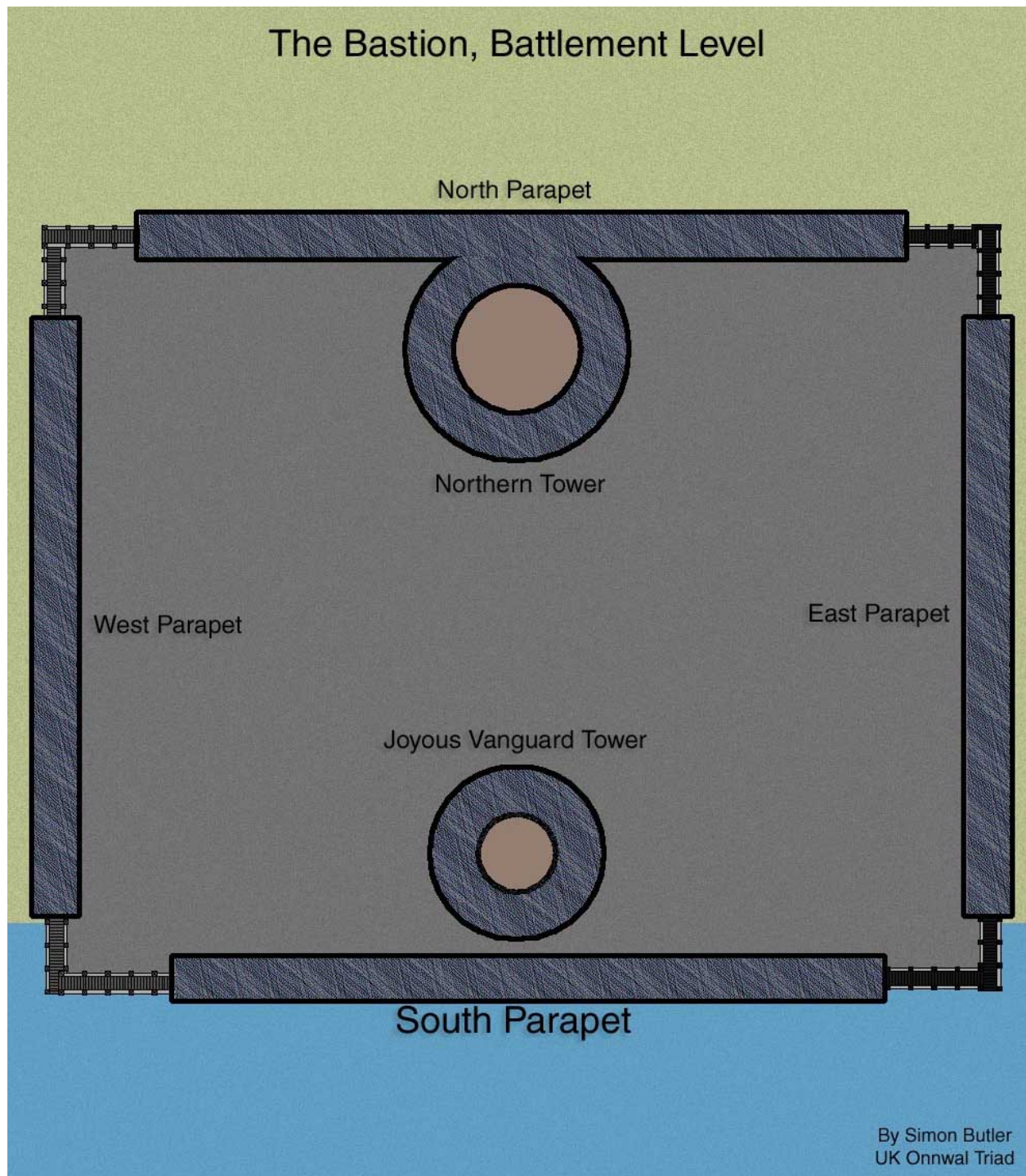


Public Chapel

DM's Plan The Bastion Entrance



THE BASTION, BATTLEMENT LEVEL



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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