

Rights and Wrongs

A One-Round Dungeons & Dragons® Living Greyhawk™ Shield Lands Regional Adventure

Version 0.7

by Jeremy Vosberg

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After a turbulent year of challenges, the people of the Shield Lands have met the threats of outside forces bent on their destruction, from agents of the Old One to foul cultists of dark powers, guided to security by the actions of the Council of Lords and the newly established Council of Inquisition. The events of the past year, however, have brought a great amount of change to the Shield Lands, and not all welcomed, however. A one-round Shield Lands Regional adventure set in Critwall and its environs for APLs 4-12.

Resources for this adventure include Complete Adventurer [Jesse Decker], Complete Champion [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], Complete Mage [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquelette], Complete Warrior [Andy Collins, David Noonan, Ed Stark], Fiendish Codex I: Hordes of the Abyss [Ed Stark, James Jacobs, Erik Mona], Heroes of Horror [James Wyatt, Ari Marmell, C.A. Suleiman], Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], Monster Manual II [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], Planar Handbook [Bruce R. Cordell, Gwendolyn F.M. Kestrel], Player's Handbook II [David Noonan], Races of Stone [David Noonan, Jesse Decker, Michelle Lyons], Races of the Wild [Skip Williams], and Spell Compendium [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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

PREPARING FOR PLAY

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

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

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

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

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Shield Lands. Characters native to that region pay 1 Time Unit; all other characters pay 2 Time Units.

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

ADVENTURE BACKGROUND

Over the past year, a series of events in the Shield Lands have caused a great many changes to the lands, primarily militarily, politically, and socially.

These changes were brought about through a number of occurrences that shifted the climate within the Shield Lands. First, the exposure of former Lord Regent Natan Enerick's treachery against now Lord Simen Sharn created a shakeup on the Council of Lords, as his actions with the succubus Zhayne and the Hextorian Kruptan were exposed through the retrieval of evidence from a lich's phylactery. Second, the disappearance of a number of the Shield Land's greatest heroes and supporters left the populace nervous and fearful of the times. Lastly, a wave of terror swept over the reclaimed lands through the actions of Iuzian infiltrators, spies, and doppelgangers, causing a great many to become untrusting of others.

In response to these changes, primarily the threat of the Iuzian activities on the Shield Lands, the Council of Lords tasked the Church of Holy Shielding with the creation and leadership of an order of inquisitors from all four major lawful churches (Heironeous, Mayaheine, Pholtus, and St. Cuthbert). Shortly after receiving this request, the Council of Inquisition was established, and was given the widely interpreted task to root out evil in the Shield Lands, including shapechangers, fiend-friendly arcanists, diabolical religions, possessions, and spawning free-willed undead. The Council of Inquisition works with the Knights of Holy Shielding on these

issues, and answers primarily to the Council of Lords overall.

Along with their activities to root out evil within the Reclaimed Lands, the Council of Inquisition has created a magical means to root out dopplegangers and other forces that had escaped most normal means of detection. Badges of Revelation, magical devices created by a joint effort of the four churches of the Inquisition, have made it impossible for infiltrators to mimic or replace key individuals in the Shield Lands without quick discovery. The badges, however, are rather expensive to create and the Inquisition now requires those applying for a badge pay the costs of it, along with going through a series of interviews and tests before qualifying for one. The required cost and process has given rise to protests from other groups in the Shield Lands, especially the followers of Trithereon, but most of the common folk have embraced the badges as a necessary evil to safeguard their lives. Unfortunately, the badges and related security measures have created a split socially, with those with badges receiving better perks and reactions than those without.

Another change with the events of the last year was the shifting of the Council of Lords on several fronts. Emergency powers were passed for the Council, allowing the Council of Lords to pass measures on short notice to better protect the Shield Lands from evil aggression, even without a full Council present. The Council moved to reduce the sizes of each Lord's personal armies to increase the size of the Standing Army, allowing them to be ready for Law's Crusade, along with providing additional troops to serve in the major cities as a protection force against further enemy activities. Even with the addition of troops guarding the city and the Inquisition's work, the Council passed a series of protective orders to better safeguard the populace from outside forces that would seek to harm the Shield Lands, thus placing numerous new laws and ordinances in place to create a higher level of law and order within the lands.

Lastly, the balance of power on the Council of Lords has shifted due to other occurrences in the Shield Lands, primarily with its overall leadership and direction. Lord Simen Sharn has grown over the past year and grown into a strong leader, filling a void created by the absence of Lady Katarina, who has returned to Admundfort to deal with issues there, primarily with overzealous Dyver merchants, Iuzian merchants, and assist in accelerating the reclamation of the city ruins and her family holdings on the island. Along with Lady Katarina's absence, Lord Bladehone has been gone with the planning and implementation of the Council-approved mission to Law's Forge and Lord Torkeep has been distracted with his appointment of the military leader of the Standing Army, dealing with the training and integration of the new troops gained from the reduction of the Lords' personal armies, dealing with the logistics of the new organization of the Army and the formation of a Mage's Army unit in the Standing Army.

These overall changes have led to new stability in the Shield Lands after a year of chaos, and have elevated

Lord Simen Sharn from novice newcomer to beloved leader. There remain, however, threats to the newfound security in the Shield Lands. Remaining agents of Iuz, Hextor, and other powers are still occasionally discovered and dealt with by the Council of Inquisition, serving as a constant reminder to the citizens of the Shield Lands of the threat they remain under from outside forces. Those agents rooted out are tried and convicted, suffering the harshest of penalties for their actions. Even with this overall atmosphere of dread, certain groups speak against the changes made by the Council of Lords and the Council of Inquisition, primarily the voices of the followers of Trithereon, who find the measures placed upon the citizens of the Shield Lands abusive and overzealous. These Trithereon worshippers have uncharacteristically joined to work together against the current atmosphere and policies of the Shield Lands, protesting and speaking against the policies publicly, naming their group the Brothers of Liberty. Unfortunately, their peaceful measures have had little effect so far on changing the iron grip the Council of Lords and the Council of Inquisition have upon the Shield Lands. Several members of the Brothers of Liberty have urged patience in achieving their movement's goals, but some of their order desire more direct and drastic measures to further their cause. To make matters worse, an outspoken newcomer to the area, a priest of Trithereon named Arcadym has silently gathered these more militant followers of the Summoner into another opposition group named the Harbingers of Retribution. This group has begun to stage acts of defiance against the Inquisition and government, claiming them to be overwhelming tyrants of freedom. So far, the acts have been minor in nature, but have been increasing in scope. The Harbingers have created a great amount of turmoil recently, and have caused uneasiness for both the Council of Inquisition and the Brothers of Liberty.

Unknown to all three groups, the Trithereon priest Arcadym is not who he claims to be. Arcadym, in reality, is a devout priest of Erythnul, primarily devout to the aspects of hate, malice, and panic. Attracted to the area to sow more discontent and chaos when he heard of the numerous acts of terror in the Shield Lands, he arrived just as the Council of Inquisition had quelled a great number of the threats, leaving it dangerous to operate his plans without suitable planning. The recent rise of the Brothers of Liberty gave him an opportunity, as he heard of a great number of faithful Trithereon followers wanting more direct action against the oppression coming from the Council of Inquisition and the Council of Lords. Presenting himself as a like-minded follower, he has managed to convince a great many followers of Trithereon to join the Harbingers of Retribution, allowing him to sow chaos and terror in the Shield Lands. Through careful escalation and manipulation, he has managed to increase the severity of the group's actions of late without raising any of the members' concerns. Regardless, with the return of a great many missing Shield Landers from seemingly nowhere, a slight wave of fear is rising again in the Shield Lands, one that Arcadym

plans on utilizing to his advantage to further his goal of creating more strife and chaos in the Shield Lands.

ADVENTURE SUMMARY

Introduction: The adventure for the PCs begins in Critwall, as the changes of the past year upon the Shield Lands becomes evident to the characters, many of whom will have been missing for the past year in the Shadowdark.

Encounter 1: Making rounds in Critwall, the PCs will find themselves in a crowded square, where several criminals are about to be executed for their crimes against the Shield Lands. These criminals, foreign mercenaries discovered by the Council of Inquisition to be Hextorians under the leadership of former Captain Kruppan, had committed numerous acts against the Shield Lands and were found guilty and sentenced to death. Several high ranking officials of the lands, including Lord Simen Sharn and several cloaked leaders of the Inquisition, are in attendance for this event, along with a large number of other spectators, to see the Hextorians brought to justice. Just as the execution is about to occur, several large explosions occur, throwing the square into chaos, and several comrades of the convicted prisoners appear from the surrounding area to free the convicts, drawing the PCs into the struggle.

Encounter 2: After the chaos at the square has subsided, the characters are questioned by a member of the Inquisition on their actions at the execution. After answering the questions of the Inquisitor, he will recommend that those loyal to the Shield Lands attempt to get badges of revelation to be in better order with the current climate of the Shield Lands.

Encounter 3: The following day, the PCs all find themselves requested to meet with a seneschal of Lord Sharn, who observed their actions the previous day and has an offer of employment for them. The seneschal explains the recent trouble with agents causing chaos in Critwall, and that they wish for the party to investigate the recent troubles. Also, the leader of the Brothers of Liberty will request a meeting with the members of the party, asking for their aid in tracking down several former members of their group, for whom he is concerned of. The party can choose to accept one, both, or neither of the invitations.

Encounter 4: The party begins its investigations, learning of Arcadym and Harbingers of Retribution and several other pieces of information during the process. The information can be gained through several means, and eventually a path to the Harbingers' lair can be discovered.

Encounter 5: Following their uncovered leads, the party finds itself beneath Critwall in the sewers on their way to the lair of the Harbingers of Retribution. Along the way, they will encounter mockeries of the Summoner's three animal companions, foul beasts of Erythnul that guard the sewers to the lair from outsiders. After defeating the three beasts, the party will make its

way into the stronghold of the Harbingers, where Arcadym's true agenda is exposed, and the party must fight for their survival.

Encounter 6: After defeating Arcadym and his allies, the party must decide what to do with the misguided followers of Trithereon that were members of the Harbingers of Retribution. Depending upon what is decided, the overall conclusion of the adventure is decided.

Conclusion: The adventure ends here with the choices made by the party determining the fates of those involved in the recent events. The party will possibly earn the favor or scorn of different groups in the Shield Lands, with the overall effects of those decisions to be seen...

PREPARATION FOR PLAY

This adventure primarily deals with the changes to the Shield Lands over the last year and the forces behind those changes. The Shield Lands has developed a paranoia of the unknown, and the Council of Inquisition has become the primary source of faith to the common folk in the Shield Lands. But, due to the paranoia and occurrences of the past year, character backgrounds will be important in roleplaying encounters.

Take note of those characters that are from the Shield Lands region and those who are not, as foreigners are not as trusted as much. Note which metaorgs characters belong to, as noted lawful organizations, primarily those from the Shield Lands (Knights, Standing Army, lawful churches), tend to grant positive reactions where as outside or chaotic organizations (Merchant Guild, the Sidhee, chaotic churches) tend to get negative social reactions. Also, those who have *badges of revelation* or are part of the Inquisition tend to be viewed positively by the common populace.

Also, note AR items gained that are obviously lawful and/or good in nature or items that are obviously evil, or may be viewed as evil, such as those tainted by exposure to the Shadowdark or other similar traits.

INTRODUCTION

The cold winds buffet your clothes, serving as a reminder of the coming winter, though the current autumn day is one of sunshine and activity. The citizens of Critwall move about their daily routines, though all do so with an aura of caution in their activities. They give each other wide berths, acknowledging each other with muted greetings typically, though most of the people smile warmly and greet with appreciation the numerous guards and officers that patrol the streets, platinum badges obvious upon their chests. It seems that the badges second as a medal of worth, as you have seen the weight that the badges earn a person in Critwall the past few days – cheaper goods and services from merchants, less scrutiny from the guards of the city,

and even more privilege access to once-public buildings.

Along with the badges, a great number of other changes are evident since your last visit to Critwall. A number of laws, known as 'The Acts of Protection' by the Council of Lords, have impacted your former routine. Those without badges are restricted from carrying unbounded weapons, forcing those armed to peacebond or store their weapons. Nighttime curfews require the ownership of a badge of revelation or a nightpass to be out from sundown to sunrise without danger of arrest. Regardless, those and numerous other changes have been an adjustment for your lifestyle.

A loud cheer distracts you from your thoughts, as a large crowd spills into the street ahead of you, hinting at the hidden mass of people that fill a public square that lies off of the path in the direction you are traveling.

At this point, the PCs are not together as a group but in the same general area. Hand to the players Player's Handout #1: The Acts of Protection, which details the new laws enacted by the Council of Lords in the past few months, detailing what each PC would have been instructed of upon entering Critwall. Second, any characters who are members of the Standing Army, Knights, or any of the four major lawful churches (Heironeous, Mayaheine, Pholtus, and St. Cuthbert) should be given Player's Handout #2: Orders, which details orders to them to obtain badges of revelation or face possible consequences.

1: EXECUTIONS

Ahead of the characters, a public square is filled with spectators who are attending the public execution of a number of Hextorites, mercenaries that were once under the employ of former Lord Regent Natan Enerick and then Lord Simen Sharn, who were compatriots of Kruptan and allies to his cause. They were discovered by the Council of Inquisition and convicted of a great number of crimes against the Shield Lands, and given the sentence of capital punishment for their wrongdoings. Since the Council of Inquisition formation, a great many criminals of high crimes against the Shield Lands have been sentenced to the fullest degree of punishment, usually involving public executions to serve as examples against any others who would think to do break the laws of the Shield Lands.

Approaching the filled square, a sea of onlookers crowd the usually open space, their attention at a rectangle gallows built in the center of it, elevated to give easy view to all present there. A group of five prisoners stand on the gallows, clad in irons and surrounded by members of the Standing Army. A pair of hooded executioners takes the prisoners one by one, binding their hands behind them before leading

them to a barrel and forcing them to stand upon it before placing a rope noose around their necks. The crowd cheers as the preparations are made, and a series of arms pointing to a balcony hanging from the side of a keep that forms a border of the square preludes a large roar of greeting and approval from the crowd. Appearing from behind curtains there, Lord Simen Sharn appears, leading a group of leaders of the lawful churches of the Inquisition to serve as official witnesses to the sentences to be carried out this day. Lord Sharn waves in greeting to the assembled mass, as the crowd below cheers in appreciation and approval to the Lord above them. After a few moments, Lord Sharn gestures to the crowd to quiet, and as if a maestro directing an orchestra, the crowd silences itself to nary a whimper.

Turning his attention to the gallows, Lord Sharn steps to the edge of the balcony and speaks. "In accordance to the laws of the Shield Lands, you five have been tried and found guilty of high crimes against the Shield Lands, including espionage, sabotage, and worship of an evil deity. For these serious high crimes, you have been sentenced to public hanging." The crowd sounds its approval loudly and quickly, and then silences itself again for the Lord to continue.

"May you serve as an example to others who would do the Shield Lands harm, showing..."

Suddenly, a cacophony of multiple explosions cut off Lord Sharn's pronouncement, as balls of fire spread out from the area around the gallows, engulfing those unfortunate souls on the gallows and in the crowd that were caught in the blasts. Gasps of surprise quickly turn to screams of terror as chaos envelopes the square.

The once orderly execution has now become a scene of chaos, as Arcadym choose to strike at the public execution as the first major strike from the Harbingers of Retribution, trusting one of his allies, a fellow follower of Erythnul, to carry out the attack. Utilizing a forgotten sewer passage that lead under the gallows in the square, the ally sneaked under the gallows and placed several magical devices known as *blast disks* beneath it, concealed from detection by the wooden edging of the gallows. After setting the *blast disks* in several locations, he activated them and retreated back into the sewers, placing the large cobblestone he had used for his entrance and exit from the old sewer passage to hide his passage.

The explosions from the *blast disks* will envelope a radius of 10 feet, dealing 5d6 fire damage (Reflex DC 14 half) to any caught in the explosions. The explosions will kill the several of the guards and both of the executioners, along with killing or injuring several people in the crowd around the stage. If any characters choose to move closer to stage, they may be included in the blasts, and that can be determine by looking at the map of the area, which is labeled as Execution Square in Appendix 3: DM Maps.

Shortly after the explosions, Lord Sharn and his entourage will be quickly escorted off the balcony they were viewing from, though they will move to a more secure viewing area to watch the aftermath of the attack. The crowd will panic, attempting to flee down the streets and away from the chaos. Several injured spectators will remain dying in the square in the area around the gallows, in grave need of assistance.

Along with the act of terror from the Harbingers of Retribution, another group had an outside agenda this day. Several Hextorite allies of the prisoners had mixed with the crowd and had approached the stage to attempt a rescue of their brethren. The Hextorites will be caused by surprise of the explosions, but quickly regain themselves and mount a rescue shortly after the explosions, as the chances of success are much greater with the unanticipated chaos created, along with the reduced number of guards around the stage, those remaining caught up in the chaos to react to the rescue attempt.

In the sea of chaos, the characters have a chance to act, with several issues to deal with. Have the characters roll initiative and begin the combat, even though their actions may vary.

COMBAT SETUP AND CHALLENGES

There are a few issues to be dealt with in this combat, as multiple things have occurred at once in the square:

- A group of Hextorites attempting to rescue their five comrades from the gallows. They will move towards the gallows and climb upon it using one of the stairways, moving to the prisoners and freeing them. Freeing a prisoner is a full-round action as the Hextorite rescuer cuts the bindings from the prisoner. The rescuers also carry a few spare weapons (daggers) for their fellow Hextorites, and will arm them after they are freed, though the prisoners are unarmed and not in the best shape from their imprisonment. The prisoners will not be able to free themselves while bound, as they are in difficult straits, as they are balancing on a small barrel and keeping themselves from falling and hanging themselves. After being freed, the prisoners will attempt to free the other prisoners, so their better-equipped rescuers can deal with any possible interference with the rescue.
- Several of the spectators and guards are not dead, but incapacitated and dying. On the map of the area in Appendix 3: Execution Square, there are notations of the victims of the explosions, including the two executioners, four guards, and six spectators. Of these victims, four are still alive but in the process of dying. At the first round of combat, all five dying victims, including one executioner, one soldier, and three spectators, start at -1 and bleed out at the end of each combat round, though all get the normal 10% chance to stabilize before losing another hit point. Some parties may think about attempting to help any victims that were not killed in the blast, though

they will suffer difficulties do to the Hextorites' rescue attempt in progress.

- Lastly, the crowd will be attempting to move out from the square after the blasts, and will be in a panic. Movement for the first three rounds of combat is doubled, as the panicked mass does not provide easy passage for anyone moving against them in the direction of the gallows. A successful Diplomacy or Intimidate check DC 15 will negate any movement penalties for one round for the party, and a successful Diplomacy or Intimidate check DC 25 will end the penalty immediately for the duration of the combat. Any Diplomacy or Intimidate check to negate the movement penalty suffers a -10 penalty due the check being rushed. It is also possible to negate this movement penalty through other means, such as a *calm emotions* spell or similar effects. Use good judgment in adjudicating other methods or solutions to dealing with the crowd, though any reasonable method not describe should be accepted as a solution to this problem.
- It is possible, though unlikely, that some or all of the characters may flee the scene. Allow them to flee, though they will get caught up in the crowd and unable to return to the public square and the combat until it is over. The Development section at the end of this encounter will have more details on how to handle those that flee the chaos.

CREATURES

APL 4 (EL 6)

Hextorite Rescuer (2): hp 34; *Appendix 1*.

Hextorite Prisoner (5): hp 6; *Appendix 1*.

APL 6 (EL 8)

Hextorite Rescuer (2): hp 51; *Appendix 1*.

Hextorite Prisoner (5): hp 6; *Appendix 1*.

APL 8 (EL 10)

Hextorite Rescuer (2): hp 68; *Appendix 1*.

Hextorite Prisoner (5): hp 6; *Appendix 1*.

APL 10 (EL 12)

Hextorite Rescuer (2): hp 85; *Appendix 1*.

Hextorite Prisoner (5): hp 6; *Appendix 1*.

APL 12 (EL 14)

Hextorite Rescuer (2): hp 102; *Appendix 1*.

Hextorite Prisoner (5): hp 6; *Appendix 1*.

Tactics

- Their primary objective is the rescue attempt, though they will also worry about their own survival. After freeing a prisoner or two, they will give the prisoners daggers and have them free the other captives as

they confront any characters attempting to stop the rescue.

- The Hextorites will be prepared for combat, as they were readied to attempt a rescue against the executioners and guards, and thus have prepared for combat.
- The Hextorites, at all APLs, will have a variety of special combat abilities for use in melee, from both feats and their prestige class ordained champion. Be aware that these abilities are melee in nature, but can be combined, as their type of attack can vary, including standard, move, swift, and free. They will mix these abilities for the best possible melee damage, utilizing smites for additional bonuses to hit and damage rolls.
- At higher APLs, the Hextorite rescuers will be able to spontaneously cast spells from the War Domain instead of *inflict* spells. Typically, they will convert 2nd-level spells for *spiritual weapon*, 4th-level spell to cast *divine power* on themselves, and 5th-level spells for *flame strike*. They will also be able to cast these spells as swift actions at higher APLs.
- When casting spells, the Hextorite rescuers at APL 10 and 12 will try and not cast their memorized War domain spells unless totally necessary, to gain the benefit from their Holy Warrior feat.
- After all the prisoners are freed, the Hextorites will attempt to flee through an alley marked on the map for Execution Square in Appendix 3: DM Maps. A drawn-out fight would only expose the Hextorites to possible capture from guards and others responding to the chaos in the square.

Treasure: If the PCs are able to defeat the Hextorite rescuers, they will be able to lay claim to the following items:

APL 4: Loot 261 gp; Coin 12 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 281 gp.

APL 6: Loot 261 gp; Coin 24 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 293 gp.

APL 8: Loot 261 gp; Coin 36 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 305 gp.

APL 10: Loot 261 gp; Coin 48 gp; Magic 754 gp; 2 *periparts of wisdom +2* (333 gp each), 2 *incenses of concentration* (20 gp each), 2 *potions of faith healing* (20 gp each), 4 *scrolls of faith healing* (2 gp each); Total 1,063 gp.

APL 12: Loot 261 gp; Coin 48 gp; Magic 754 gp; 2 *periparts of wisdom +2* (333 gp each), 2 *incenses of concentration* (20 gp each), 2 *potions of faith healing* (20 gp each), 4 *scrolls of faith healing* (2 gp each); Total 1,063 gp.

Detect Magic Results: *incense of concentration* (moderate; DC 18, transmutation), *peripart of wisdom +2* (moderate; DC 17, transmutation), *potions of faith healing* (faint; DC 16, conjuration), *scroll of faith healing* (faint; DC 16, conjuration).

TROUBLESHOOTING

There are a few possible unusual paths that may be taken during this encounter, though most should be easy to adjudicate.

First, some characters may decide to attempt to encounter or engage Lord Simen Sharn due to recent developments in the lands. It will be impossible for the characters to reach the balcony before the explosions occur, though they may press to follow Lord Sharn and his entourage after they retreat from the balcony. Any characters doing so are unable to participate in the combat and influence its outcome. Wait till the combat ends and deal with them. Those successful following Lord Sharn will find his group at another window of the keep watching the scene below. Those who follow into the keep will be spotted by several of the inquisitors in his entourage and captured immediately, considering that the inquisitors there have several methods of detecting characters and high level magic to facilitate incapacitation of anyone spotted.

Second, if anyone attempts to attack Lord Sharn, their life is forfeited. A great many protective magic is about the balcony, such as *wind walls*, *walls of force*, and other protective barriers to keep him safe, along with magic and items upon his person. Anyone that attempts to attack Lord Sharn will find themselves surrounded within moments of their attack by members of the Standing Army, including a high level cleric and wizard. They will attempt to capture any responsible, though will not hesitate to use lethal force if necessary. With the number of witnesses present, the character will be found guilty of high treason and executed (if still alive), their remains destroyed utterly with no possible method of return save *true resurrection*.

Third, anyone that flees the square will be spotted by several witnesses, including some of the crowd escaping, along with a guard or two caught in the mass. They will not be able to reenter the square until after the combat is over, if they choose to return. Any who do not choose to return will be arrested as 'persons of interest' later in the day and be interrogated on their presence in the square, which is covered in the next encounter. The method of arrest is identical to what those in the square are meet with, just that the individual who fled will be approached by a lesser number of troops, escorted by a knight in service to the Council of Inquisition. Also, any references to others should be removed from the section if used, unless several characters fled the square and were arrested later together. Deal with these characters away from the table after the combat ends, but before you continue on with the next encounter for the party members that were in the square.

DEVELOPMENT

Unless a character takes a radical action, the party should have to deal with the aftermath of the blasts and the rescue attempt. After the combat is over, keep in initiative to deal with any of the wounded victims of the blast, if all are not stable yet and have not reached -10 and

death. Any party that manages to stabilize the five dying victims will receive *Thanks of those Saved* on the AR for their actions.

A few moments after the combat ends, a squad of guards will enter the square, leading to the next encounter. It is possible that the Hextorites may succeed in their rescue attempt. If the party is defeated, the guards will stabilize anyone injured and dying before they reach -10. The Hextorites, in their rush to escape, will not have time to loot the characters if this occurs.

2: INTERROGATIONS

A squad of guards will arrive shortly after the previous encounter ends, moving to secure the prisoners and anyone in the square. With the recent occurrences in the Shield Lands, suspicion runs high and nothing is taken for granted in regards of pursuing lawbreakers that may have been involved in any crimes. Due to this fact, arrests are made immediately of all 'persons of interest' at the time, leading to interrogations and investigations of any involved by the Standing Army and Inquisition that are done later to those arrested.

Catching your breath in the calm of the aftermath to the chaotic scene that just ended, several groups of soldiers of the Standing Army enter the square, moving to surround those remaining here. Spears are leveled at those standing, while those on the ground, regardless of their state, have a guard hovering above them, ready to strike at a moment's notice. Grimfaced and serious, none speak as they watch all in the square unwaveringly.

A few moments later, several clerics follow the soldiers, examining those lying upon the ground, seeing if any need their wounds closed before death overtakes them. They glance accusingly at those standing, attempting to judge if anyone that is responsible for the wounds remain.

After several moments that seem like minutes in the uneasy silence, the heavy footsteps of a knight clad in heavy armor draws your attention. Bearing the heraldry of a Knight of Holy Shielding, the man looks over the scene, taking it in for his own judgment. He looks over those standing, then nods to himself in judgment.

"All present here upon our arrival are under arrest, as persons of interest, possibly guilty until their innocence is proven. Drop your weapons slowly and carefully, unarming yourselves of all weapons and any spell materials you carry. Failure to do so, or attempting to speak, will be assumed a sign of guilt and will be dealt with harshly."

The Knight and soldiers wait for your reactions, ready to act at a moments notice...

The knight is dead serious, as this method is the standard upon the approval of the Council of Lords and the Council of Inquisition, judging that any other method of

arrest left the chance of escape of lawbreakers possible. Those who attempt to speak will find a rough cough meet them from the knight, who wishes no bloodshed in the arrests of those here, as a final sign of warning. Those who disobey the order to surrender or not to speak are incapacitated through magic and unarmed forcible, then gagged and manacled for arrest. Those that willingly surrender will be manacled but not gagged, but ordered to remain silent until instructed otherwise.

After their arrest at the square, the characters will be brought to the headquarters of the Council of Inquisition, whom have taken over the investigation of the events in the square, as they have jurisdiction in such matters by the order of the Council of Lords. Once the characters, along with anyone else still alive in the square, are arrested, continue on with the following:

Manacled and escorted, you are lead under heavy guard to the headquarters of the Council of Inquisition. The streets empty for you and your escorts, as those watching the process smile in approval at the knight and soldiers, thankful for their vigilance in protecting the populace, and eyeing you with obvious scorn and suspicion, untrusting of your true intentions.

Having been paraded through Critwall, you enter the Hold of Truth, the newly completed headquarters of the Council of Inquisition and those that serve it. You and your companions are escorted to an interior chamber, and seated at a long table in an otherwise sparse chamber, still manacled in irons. Your escort leaves a pair of guards behind to watch you, ready to sound an alarm in an instance, if necessary.

Note: Any characters that may have opted out of the conflict in the square, by either following Lord Sharn and being captured or perhaps fleeing the square after the explosion and not returning, only to be arrested later on as a person of interest that was identified as being at the square during the blasts, will be here waiting for the other characters, as it is common for the inquisition to place several persons of interest in a room together to play off one another, as it allows the Inquisitor in charge of the interrogation the chance to use them against each other to expose lies, misdeeds, and any possible involvement in crimes, related or otherwise.

The party will be left here for over an hour, as the Inquisition is interrogating other witnesses and persons of interest, along with examine the square and evidence gathered from there. Anyone attempting to speak or stand will be warned not to take such actions during this time. Doing so will cause the guards to summon an Inquisitor, who will then have anyone disobeying the orders render unconscious, by either physical or magical means.

After the hour passes, an older priest of Saint Cuthbert will enter the chamber, accompanied by a priest of Pholtus and a paladin of Heironeous. All three wear the familiar platinum badges of revelation, and are

clothed in the standard robes of the Council of Inquisition, concealing what they bear on their persons save the badges and their holy symbols. The three will not introduce them, and will begin their interrogations of the characters immediately, attempting to determine if those before them are guilty of treason or sedation in regards to the blasts and rescue attempt.

As they prepare to begin their interrogation of the party, they will announce that they are going to cast several spells of detection and revelation on the party, and will warn that resisting of such magic by anyone under investigation of the Inquisition is a crime. After giving such a warning, the following spells will be cast, and the following actions demanded of the characters:

- *Detect Magic*: One of the Inquisitors will cast detect magic and concentrate on one character at a time, asking them to remove all items of magic from their person, to ensure magic is not used to mislead the Inquisitors. The only magic item that will be allowed to be worn is a *badge of revelation*, if the character has one on his person. The Inquisitors will verify its authenticity the *badge* as genuine and then allow it to be worn by the character.
- *True Seeing*: One of the Inquisitors will cast true seeing, to see if any of the characters are using magic to disguise their appearance or conceal any equipment upon their persons.
- *Detect Evil*: The paladin of Heironeous will concentrate and detect evil after the first two divinations are completed to verify that the characters and the items they possess are not evil in nature.
- *Zone of Truth*: One of the clerics will cast this spell to force no one in the room to speak a lie or mistruth. Before casting the spell, he will inform the characters of what the spell is and that it should not be resisted by any of them.
- *Discern Lies*: The other cleric will cast this spell and concentrate on it, verifying whatever character is speaking is not misleading or lying in the interrogation. It is typical for both a *zone of truth* and a *discern lies* to be used in conjuncture to add multiple layers of possible detection against lies and mistruths during Inquisition interrogations.

After the spell casting of the Inquisitors is completed, they will inform the characters that they are official persons of interest in the explosions and rescue attempt of the Hextorite prisoners earlier this day, and asked them to reveal their innocence in the matters they are accused of being involved in. If any of the characters here had fled the chaos in the square or attempted to spy or follow Lord Sharn and his entourage, they will be pressed hardly on their actions and motives, along with the main investigations of the Council. Standard practice of the Council of Inquisition is to assume anyone of interest is guilty on some level of being involved with crimes that were committed, and then force those people to prove their innocence by their testimony and statements. The

Inquisitors will also probe other areas, attempting to identify any other unlawful or evil deeds that prisoners may be guilty of, but will usually state on the topics that they are currently investigating unless other such crimes come to light during their interrogations.

Keep in mind that between the *discern lies*, *zone of truth*, and the Inquisitors' Sense Motive and Spot skills, it will be rather difficult for anyone to attempt to lie or give mistruths, though characters could choose to just not respond or react to the questioning. During the interrogation, the Inquisitors present will press the fact that the onus of the character's innocence is on their responses, and that silence is a sign of guilt.

The Inquisitors will act in the following ways during their interrogation, as follows:

- Anyone with a *badge of revelation* will be looked upon with favor by the Inquisitors, and not treated as harshly during the interrogation. Those without, especially members of Shield Land organizations, will be looked upon more unfavorable, questioned on their motives and lack of one.
- Characters of an obvious lawful background will be trusted more by the Inquisitors than others, and those of a more chaotic bent will be questioned more harshly.
- Native Shield Landers will be trusted more, and outsiders will be questioned more on their reasons for being in the Shield Lands, along with their alliances and motives for being in the Shield Lands.
- Certain races will receive more intense questioning from the Inquisitors, especially Rhennee, Halflings, elves, and half-orcs. Any characters of magical or mixed blood from acquired templates, classes, and other physically altering effects will the same extra attention, as the Inquisitors question their racial or magical faults, such as effects upon their mental state or their reactions to prejudices that they suffer for their race or appearance as a motivating factor to cause evil.
- Members of the Sidhee will receive incredible scrutiny, especially in light of their new home in Wraithwood and the recent problems there with aberrations and other evil creatures. Also, the Sidhee's loyalty to their nation and the political tensions between the Shield Lands and the Sidhee Nation are a cause for concern to the Council of Inquisition.
- Any with a lingering evil aura will be identified as being once in a place of evil influence and not being evil, such as those who returned from the Shadowdark, but will be pressed upon possible changes to their minds and souls after such an experience.
- Anyone who detects as evil, carries an item with an evil aura, or bears an object with the symbol of an evil deity or organization will be found guilty of one of the Acts of Protection, and immediately be sentenced to punishment per what is described in

Player's Handout #1: The Acts of Protection. Depending upon how the character earned or received the evil aura or item will determine the punishment per the guidelines in listed in the Acts of Protection.

- Also, if any of the characters had used a weapon that was not properly peacebonded or stowed will have the weapon confiscated and a fine leveled per the law for weaponry listed in Player's Handout #1: The Acts of Protection. The fee must be paid immediately, and the weapon will be kept unless the character pays the required cost for the weapon's return as listed in the Acts of Protection.

This is an exercise in roleplaying, showing the mindset and forcefulness of the Inquisition in protecting the Shield Lands. Keep in mind that the Inquisitors presented here only want to find the truth and maintain law and order that the Council of Lords has tasked them with, following guidelines established and adopted by the Council of Inquisition. The Inquisitors will maintain a hard edge, pushing and probing to determine if the characters are truly innocent. The Inquisitors will demand order during their interrogation, allowing only one person to respond at a time. Interrupting the Inquisitors or another speaking will earn a look of suspicion and ire from the Inquisitors, who see such actions as only a sign of guilt or something to hide. The Inquisitors will attempt to confuse and frustrate the characters at times in order to force the truth from them, especially if it seems that a character may be close to revealing a crime.

Assuming that the characters answer correctly and honestly, the Inquisitors will find no link to between the characters and the incidents in the square from earlier in the day. They will be found innocent and free to go. As long as there are no other possible violations found done by the characters, they receive *Attention of the Council of Inquisition: Favorable* on their ARs.

Those that admitted to other possible shady or illegal activities will be warned of the questionability of their actions, and advised that the Council of Inquisition would be watching them in the future. This includes those that sneak after Lord Sharn and were caught, along with those that fled the chaos at the square, or those found guilty of a violation of the Laws of Protection. Any characters that meet these guidelines receive *Attention of the Council of Inquisition: Unfavorable* on their ARs.

As the characters gather their belongings and get ready to leave, the Inquisitors that are present will suggest that the characters attempt to get *badges of revelation* if they wish to be active in the Shield Lands and a responsible part of the populace here. They will be told that a *badge* can be applied for during daylight hours at the Hold of Truth or any of the churches of the religious orders of the Inquisition.

After this past piece of advice, the party will be escorted from the Hold of Truth and be set free into the twilight hours, as most of their day will have been

consumed by their time held by the Council of Inquisition.

NPCs

Priest of St. Cuthbert, Inquisitor: male human cleric 4/church inquisitor 7 (Diplomacy +10, Listen +10, Sense Motive +18, Spot +18).

Priest of Pholtus, Inquisitor: female human cleric 8 (Diplomacy +12, Listen +12, Sense Motive +14, Spot +8).

Paladin of Heironeous, Inquisitor: male human paladin 8 (Diplomacy +15, Listen +6, Sense Motive +11, Spot +6).

TROUBLESHOOTING

If, by some means, a character manages to avoid capture by the Inquisition for interrogation, they are immediately found guilty of high treason, as outlined in Player's Handout #1: The Acts of Protection. Such a character receives *Wanted by the Council* on their AR, along with the *Attention of the Council of Inquisition: Unfavorable*. The adventure is not over for any players that receive these, though they will not be invited to speak with the Seneschal Rylaint in the next encounter. They will, however, be asked to meet with the representative of the Brothers of Liberty, however, who view such attention as a mark of honor in the current times.

In addition, it is possible that a character may have broken one or several of the Acts of Protection and admitted to it. Some of these infractions will receive a stern warning from the Inquisitors, and perhaps some small fines, especially if committed in the past before the Acts were passed or if the character admits to breaking it with a reasonable explanation. A small measure of 'mercy and understanding' is granted by the Council for this infraction, but those that are granted this mercy are briefed in the Acts so they are fully aware to avoid any future violations, or at least be able to commit them without having an acceptable alibi. Those who are found of more serious violations, such as attacking Lord Simen Sharn or a member of the Inquisition, are found guilty and put to death as described in Player's Handout #1: The Acts of Protection. All of the players will have been provided with the Acts after the Introduction and such serious crimes are always followed through and punished at the fullest extent of the law, with no mercy or exceptions given.

Those who request or volunteer to assist in the investigation of the explosions or rescue attempt will be politely turned away, as they will be told that the Council of Inquisition will handle the matter internal, as required by the orders of the Council of Lords.

DEVELOPMENT

The characters will have a sense of the changes that the Council of Inquisition now wields in the Shield Lands and the extent of their power. It will be too late in the day to obtain a *badge of revelation*, as night will have fallen and the applications for *badges* only occur during daylight hours. Also, if anyone attempts to investigate the

square, they will find it blocked off and guarded by the Standing Army and being examined by several members of the Inquisition for evidence. It will be impossible to get access to the square until later in the adventure, after the meetings that occur in the next section, and anyone trespassing into the square before then will be in violation of interfering with the Council of Inquisition, punishable as listed in Player's Handout #1. The players can do whatever else they like, but after they turn in for the evening, that is when the next encounter begins.

3: COURTINGS

The actions of the party will not have gone unnoticed, having garnered the attention of Lord Simen Sharn and Pribb, a cleric of Trithereon who is the most public voice of the Brothers of Liberty. They saw the actions of the characters at the execution, followed their plight throughout the aftermath, and investigated their backgrounds. Though both of the men are looking more for people that think and feel along their lines in the current atmosphere of the Shield Lands, they wish to also test others that might not be inline with their ways to better know their opinion and standing in the current climate. After all the characters have turned in for the night, which may be together or separated, begin with the following for the next morning, for all the characters:

Rising from your night's rest, you rub the sleep from your eyes and prepare for the coming day. A folded piece of parchment lying on the floor garners your attention, obvious slid under the door to your chamber last night as you slept.

The piece of parchment on the floor is Player's Handout #3: Invitation from the Brothers of Liberty. The character's plight yesterday garnered the attention of Pribb, the public face of the leadership of the Brothers of Liberty. He wishes to speak to the party about a concern he has the incident yesterday, along with problems he is having with several followers of Trithereon that have been swayed in their ways. The note will ask the characters to meet with him at Dewey's Tavern at two hours past noon.

After the players have read the note from Pribb, continue on with the following for anyone that is not Wanted by the Council and not properly disguised, especially those that fled from the interrogation last encounter. Those who fled the interrogation or are Wanted by the Council will not receive the invitation to meet with Seneschal Rylaint, and thus do not receive the next visitor.

Before you can consider the mystery message any further, a knock on your door alerts you to an early morning visitor, further interrupting the start of your day.

The person at the door is a young page, wearing a tabard that identifies him as a servant to the Council of Lords with a successful Knowledge: Nobility DC 10 or Knowledge: Local (Iuz) DC 15. Beating the check by more than five also reveals that this particular page is assign to Lord Sharn.

The page will knock three times before leaving, and if the character answers he will be polite and courteous to the character, offering apologies for his arrival at an early hour and explaining he was tasked with delivering this missive with all haste to the character. He will hand the missive to the character and then excuse himself to continue his rounds.

The missive is Player's Handout #4: Invitation from the Seneschal of Lord Sharn and polites requests the presence of the character at the Council of Lords this day to speak about a private matter which Lord Sharn feels that the character may be suited for. Lord Sharn knows of the character and their actions yesterday, and wishes to employ them in a matter, along with having his seneschal get a feel for the character's motivation and allegiances.

After the messages are delivered to the characters, it is up to them what they wish to do. They will have meetings with Seneschal Rylaint and Speaker Pribb that they can attend, along with the possible desire of attempting to obtain a *badge of revelation* for themselves (or have orders to apply and obtain one as a requirement of their metaorg), which there is time for before or after the meetings, though having a *badge* will change the reactions of certain parties they meet throughout the adventure. It is also possible that the character to perhaps gather information on the happenings and events in the Shield Lands if they like.

BADGES OF REVELATION

In reaction to the infiltrations of the new breed of doppelgangers over the previous year, when a great many adventurers were lost in the Shadowdark, the Council of Lords tasked four major lawful churches to find a way to detect and protect against the threat and others. The Council of Inquisition was formed, its leadership taken from the churches of Heironeous, Mayaheine, Pholtus, and St. Cuthbert along with the Council of Lords. The Knights of Holy Shielding are tasked to support the Council of Inquisition in their activities of rooting out evil in the Shield Lands. To combat the problems with doppelgangers and other evil creatures with the ability to shapechange or disguise themselves, the Council of Inquisition created the *badges of revelation*.

A *badge of revelation* is a magical device that reveals that the being wearing one is indeed who they appear to be. A *badge of revelation* will only properly function for the person for whom it was crafted for, as a mystical link that is impossible to duplicate, even with magic of Use Magical Device, is utilized to prove that the bearer of the badge is the one it was linked to. To date, it has been impossible for anyone to duplicate a *badge* properly to use it to fool any Inquisitor who has examined it.

A *badge of revelation* will appear to glow with a pure white light to a divine caster of one of the four lawful faiths of the Inquisition when they physical touch a *badge*, channeling positive energy in an area with a *badge* in it, or view a *badge* with any divine spell effect that detects the presence of magic or alignment. This method is utilized by members of the Inquisition and the Knights of Holy Shielding to verify any *badge* as genuine and real when observed, and it glow is only visible to those of a faith of the Inquisition, concealing such detection efforts from those being examined.

A *badge of revelation* is also crafted as such to tarnish from its brilliant platinum to a corroded black tarnish if worn by anyone other than who it was linked with. This effect is permanent, forcing anyone who loses their *badge* and later recovers it to discard it and purchase another one at a later date, going through the process of application again. It is a crime to steal a *badge of revelation* or be in possession of a tarnished one, as detailed in Player's Handout #1.

Lastly, a *badge of revelation* prevents a bearer from concealing their appearance or alignment via magical means, forcing them to remain in their true forms. Anyone who attempts to do either of these actions via spell or magical item will find their *badge of revelation* will tarnish from the attempt. Examples of such methods are the spells *disguise self* or *undetectable alignment*, or magic items such as a *hat of disguise* or an *amulet of proof versus detection or location*. The shapeshifting ability of certain classes and items do not count for this effect, though when shifting the *badge* leaves a visible platinum coloring to their new form. Examples of such allowed shapeshifting is the wildshape ability of druids, although any such character that is shapeshifted is forced to revert to their true form if the *badge* is examined for its authenticity as a precautionary measure.

A character that wishes to obtain a *badge of revelation* must apply for one during daylight hours at either the Hold of Truth or one of the four lawful churches that are members of the Council of Inquisition. Those applying for a *badge* will need to pay 250 gp for the process to obtain a *badge*, as the methods required to properly screen applicants and then craft their personalized *badge* linked to them are rather expensive. Foreigners are required to pay double the cost to obtain a *badge of revelation*, a measure used to help finance the Council of Inquisition and Law's Crusade, along with perhaps limiting the number of non-Shield Landers that obtain *badges of revelation*.

The process that occurs during the application for a *badge of revelation* is as follows. Keep in mind that the exact details of the process are not explained or revealed to anyone before, during, or after the process to protect the methodology used. Also, the application for a *badge* is considered to be an investigation of the Council of Inquisition, and thus violating or ending the process by refusing to follow the process is a crime, leading to the applicant that fails to earn *Attention of the Council of Inquisition: Unfavorable* on their ARs.

- An applicant must pay, up front, the 250 gp for the *badge*. This cost is non-refunded, even if the applicant cannot qualify for one in the end.
- After paying the application cost, the applicant is lead to a private chamber and instructed to remove all of their gear and clothing, along with dismissing all magic currently upon their person. A simple robe is provided to the character for the process instead of their normal clothing. A private locker is provide to secure the character's gear, and is guarded by the Inquisition during the process. Anyone refusing to remove all their clothing or gear is escorted from the process, and loses their money spent, having to reapply and repay to start the process again.
- After stowing their gear and removing their clothing, the character is escorted to a private chamber, were an Inquisitor awaits the applicant. The Inquisitor utilizes divination magic to examine for magic auras or shapechanged applicants. After examine the applicant, the Inquisitor leaves the chamber and activated a *greater dispel magic* (caster level 20th) that target the character in the chamber, which attempts to dispel any magical effects that were not dismissed earlier. The Inquisitor then reexamines the applicant again, and will utilize the chamber until no magical effects are detected on the applicant.
- After the applicant is dispelled and verified through those effects to be truthful in appearance, he is directed down a corridor to another Inquisitor. This corridor has a permanent *anti-magic field* in the middle section, which will suppress any remaining magical effects upon the applicant, possible revealing their true form if it is still protected via magical means.
- Once the character has passed the initial magical examinations, he will be lead to a chamber were cuts of his hair and some of his blood will be gathered. Failure to provide either will lead to the removal of the applicant from the process, along with perhaps some quality time with the Council of Inquisition on their reluctance in not providing the materials. The samples will be tested further through alchemy and magic to verify the person's identity, and then utilized in the ritual that links a *badge of revelation* to the applicant permanently.
- Once the applicant has provided the samples, he is lead into another chamber, where an Inquisitor informs the applicant to accept spells of divination upon his person. The Inquisitor will have *detect magic*, *detect evil*, and other divination magic already upon himself, along with casting *discern lies* and *zone of truth* to force truthful answers from the applicant. Before questioning the applicant, he will approach the applicant and verify no mundane disguises are being utilized, taking 20 on a Sense Motive and Spot check. Discovery of a mundane disguise will lead to the immediate removal of the applicant, along with earning the applicant the *Attention of the Council of*

Inquisition: Unfavorable on their AR. The applicant will then be asked for his true name, any used aliases, place of origin, current place of resident, and faith or deity worshipped. This questioning is meant to weed out any evil worshippers or spies from obtaining a *badge of revelation*. Once the applicant has answered truthfully to all the questions, and not responded with an evil country of origin or faith worshipped, the applicant is moved on the final stage.

- After the tests are done, the applicant is escorted to a final chamber, where another Inquisitor awaits the applicant with a prepared *badge of revelation*. The Inquisitor goes through a lengthy ritual, and then informs him that the *badge* has been attuned to his person. The ritual does finish the attunement process, though many secret processes are conducted while the questioning is occurring, utilizing the hair and blood gathered from the applicant. These steps are never discussed or revealed, as these steps have not been learned by any outside threat as of yet, protecting many of the secrets of the construction and attunement of the *badges*. After the *badge* is attuned to the applicant, they will congratulate and instruct that a bearer of a *badge* should report any *badge* that is lost immediately to the Council of Inquisition. Also, the bearer of a *badge* will be instructed that any attempt to disguise themselves through magic spells or items will lead to the destruction of the *badge*, which is considered a crime by the Acts of Protection. The Inquisitor will explain that wildshaping by those possessing the ability will not cause the *badge* to tarnish, however, and will explain that a platinum mark will be visible when wildshaped, and that Inquisitors can see through anyone attempting to utilize wildshape to avoid examination, though not the fact that they can force those using wildshape to shift to their true forms. Of course, anyone obtaining a *badge* has it pinned to their robes at this point, as anyone that is still concealing their identity, as unlikely as it may be, will cause the *badge* to tarnish immediately, leading to their arrest and interrogation by the Council of Inquisition. Finally, the Inquisitor will request that the recipient of a *badge* not speak of the process to anyone to protect the safety of the Shield Lands.
- After receiving the *badge*, the applicant is escorted to a private chamber to change out of the robe and gather their belongings, which officially ends the process.

The total process takes anywhere from a half-hour to an hour, and is done on an individual basis to prevent applicants from working together to circumvent any part of the process.

Note: Some characters may choose to apply for *badges of revelation*, while others may choose not to. The process should take only a few minutes of roleplaying, and it can

be done with multiple players at once, but remind them that the process is being done individually in-game. Ask anyone that chooses to not apply for a *badge* to take a short break during the application process.

NPCs

Inquisitors: male human cleric 5/ church inquisitor 5. (Diplomacy +10, Listen +13, Sense Motive +17, Spot +17)

GATHER INFORMATION

Information that can be learned through Gather Information skill is available in the next encounter. If this course of action is desired before then, utilize the information in the next section for any Gather Information checks, as it will be the same overall for the course of this module.

MEETING WITH SENESCHAL RYLAIN

The party may choose to meet with Seneschal Rylain, who was instructed by Lord Simen Sharn to speak with the characters and see if they were willing to assist in the investigation of the incidents at the square. Lord Sharn is aware that the Council of Inquisition's resources are stretched thin currently, as the rescue attempt was a surprising event, and the Council of Inquisition has been busy investigating the sudden appearance of a great many missing Shield Landers, a number of whom have the taint of evil from their time gone. This investigation has stretched the Inquisition's resources for the time, and the launching of Law's Crusade has pulled a number of the Knights and Standing Army troops previously at its disposal away, leaving it in a draught of manpower to take on this additional task.

In addition to getting assistance for the Council of Inquisition, Lord Sharn observed the happening yesterday and decided that he wanted to learn more of the characters, and figured employing them in this task would allow his seneschal and himself to better gauge them personally.

If the party decides to meet with Seneschal Rylain, proceed with the following:

Approaching the central keep in Critwall, home to the Council of Lords, you see a mass of activity outside of its walls. A number of new tents and structures surround the keep, and a long line of visitors wait at the main gate to be dealt with.

As you wait in line for your turn, you see an Inquisitor at the main gate working with a clerk at a table, several Standing Army personnel present also as guards, and a rotation of pages that run errands and escort guests. Those seeking entry approach the two at the desk, and seem to state their business. It becomes evident that the Inquisitor views the visitor, verifying the authenticity of their badge of revelation if owned, and then giving orders to the clerk, who summons pages to run quickly scribed messages or escort guests to their meetings. Observing the routine

several times, you discover that those with badges are escorted to their meetings inside the keep, while the others are lead to one of the number of tents and structures that know crowd the area around the keep. Before you can consider this revelation any further, a cough for the clerk alerts you to the fact it's your turn at the desk.

The party will be asked who they are seeing, and the clerk will ask for their invitation and names to verify that the characters are all scheduled to meet with Seneschal Rylaint. After receiving everyone's names and verifying that they were extended invitations, the clerk will quiet and the Inquisitor will examine the party. If all of the party have *badges of revelation*, the Inquisitor will use his ability to *detect evil* to verify their authenticity before acknowledge that the group passes inspection. If the whole of the party have *badges* that are authenticated as genuine, the Inquisitor will inform the clerk that the party passes and they are welcomed inside the keep. The clerk will then send the party into the keep with a page as an escort to a simple meeting chamber with a large table and plenty of chairs for the group, were they are instructed to wait for the Seneschal to arrive, which occurs within moments.

If the all of the party do not possess *badges of revelation*, the Inquisitor will seem uncomfortable with the group and *detect evil*, verifying that no evil exists among them, before stating to the clerk that he senses no evil but they are to be assigned an exterior meeting place. The clerk will then summon two pages, one to inform the seneschal that the ones he summoned have arrived for the meeting, and having another escort the party to one of the exterior tents, were the page instructs the party to be seated and to wait for the seneschal to arrive. After several minutes, Seneschal Rylaint will arrive, escorted by a pair of soldiers from the Standing Army.

After the party has been escorted to their meeting place, continue with the following:

After a short wait, a man in court attire enters the meeting space, carrying a satchel of paperwork. He mutters incoherently to himself as he approaches the table that you are seated around, taking an open seat and opening his bag, removing some documents from it. He looks over the documents while continuing his muttering, before looking over each one of you over. Then, in an instance, he straightens his posture and stops muttering, and begins in a calm, courtly tone.

"Lord Simen Sharn sends his greetings and thanks for you for accepting of his invitation to this meeting. Unfortunately, the recent disturbances combined with the ongoing matters that the Council of Lords is deliberating have kept him from meeting personally, as he wished to. He asked me to speak to you on a matter of employment, explaining the situation to you and seeing if you would interested in accepting his offer if it interests you.

"The Council of Inquisition is currently stretched thin investigating the circumstances regarding the

sudden reappearance of so many missing Shield Landers, and has also lost much of its manpower that it was able to once rely upon to the recent military maneuvers that are part of Law's Crusade. Because of this shortage, Lord Sharn has decided to finance some qualified outside assistance for the Council of Inquisition into the matters that occurred yesterday in the square during the execution of condemned prisoners. He asks that you seek out those responsible for the explosions and chaos, as the early investigations of the Inquisition have determined that those mounting the rescue were unaware and irresponsible for the blasts. Given the stress that the recent occurrences have created upon the populace, both the Council of Lords and the Council of Inquisition have determined that order must be maintained to better Law's Crusade, so those who have sown this chaos must be caught and dealt with.

"So, are you willing to serve the Shield Lands as special investigators into the matter?"

Seneschal Rylaint will wait for an answer, though he will be examining those assembled while waiting for their responses and any possible questions. During any exchanges, he will show great respect for those bearing a *badge of revelation*, and contempt for those without. Regardless, he will not say or act improperly to those assembled, since his lord directly asked for those assembled. He will show a measure of respect to any member of a lawful church, the Standing Army, or of the Knights. Information and reactions that he may respond with:

- Lord Sharn only expects the characters to determine who is responsible for the blasts at the execution yesterday, along with determine any allies or affiliations that may be of interest to the Council of Inquisition. If the party were able to bring physical evidence, or perhaps capture and bring in those involved to the Council of Inquisition, which would be welcomed also.
- The investigations by the Inquisition will have determined that it appears a series of magical devices, most likely a total of four, were what caused the blasts. According to the reports that Rylaint has with him, those knowledgeable in the matters of magical believe the blasts occurred from devices planted underneath the gallows.
- Anyone accepting the position of special investigators will receive a special writ for this investigation, dated to expire within two days time that will prove to any in the Inquisition or Standing Army that they are under the employ of the Council of Lords at the behest of Lord Simen Sharn. The writs are detailed, not allowing those so employed to break any laws in their investigation and that those so employed must obey the Council of Inquisition and the Standing Army in all matters, regardless of circumstances.
- If asked about the business that kept Lord Sharn away, he will explain that the Council of Lords dealing

with the aftermath of the launching of Law's Crusade and examining another reducing to each Lord's personal armies to reinforce the Standing Army further.

- If anyone comments on the Crusade being fool hearted or poorly planned, or other comments blaming Lord Sharn for any problems in regards to the army or reclamation, the seneschal will be angered, and will relate that the new Crusade is being commanded by Lord Torkeep personally. He will also comment if not for Lord Sharn's wisdom in moving forces from each Lord's personal army into the Standing Army, the Crusade would not have been possible.
- If asked, neither Seneschal Rylaint, Lord Sharn, nor the Council of Lords will cover the cost or supply a *badge of revelation* to those hired. Also, none of the parties will circumvent the proper channels of obtaining one if asked, and the seneschal will seem aghast at the suggestion. Also, note any characters that ask for this circumvention, as Seneschal Rylaint will inform the Council of Inquisition of their request and they will earn the *Attention of the Council of Inquisition: Unfavorable* on their ARs.
- Anyone who makes accusations about Lord Sharn regarding his actions or affiliations, Seneschal Rylaint will get angry and ask for evidence to support these claims. Regardless if the accusers have evidence or not, which they should not, the seneschal will dismiss their claims as rubbish and have they dismissed, calling for guards to escort them away.

Additional, Seneschal Rylaint will have the possessions of the Hextorites from the rescue attempt, if the party defeat them, and will give them to the party as a reward for their efforts that day. He will explain that Lord Sharn felt that those whom were the saviors of the day should have their spoils, save any items that would be illegal to possess as stated in the Acts of Protection.

If the party accepts the offer, Seneschal Rylaint will provide the writs to the party and then send them on their way. Those who choose not to accept the employment are sent away without any compensation, and received the *Disfavor of Lord Simen Sharn* on their ARs. Not accepting the employment of Lord Sharn does not end the adventure for those refusing it, but it does limit their possibilities for rewards and recognitions on their ARs.

NPCs

Seneschal Rylaint: male human expert 8 (Diplomacy +14, Listen +12, Sense Motive +12, Spot +12).

MEETING WITH SPEAKER PRIBB

If the party decides to meet with Speaker Pribb at Dewey's Tavern at 2 bells past noon, they will find the tavern rather slow than they remember. A few patrons will be inside eating late lunches, and their summoner,

Speaker Pribb, will be waiting for the party at a corner table. Start with the following:

Entering Dewey's, the thin crowd surprises you, as only a few are here this day, all present eating late meals and nursing tankards slowly. As you scan the tavern, a man stands at a table in the corner, a symbol of a rune upon the amulet around his neck, and waves to you in greeting.

The man smiles as you approached, as he yells beyond you to the barkeep. "Bring me and my friends a round or two of ales and meads, Dewey! The day be long and are throats' dry, or will be once we begin our business. Oh, and a plate of beard an' cheese to stave off our stomachs' hunger, while your at it!"

The man nods his appreciation in your presence here, and motions to you all to be seated. He sits himself, and grabs a tankard from the tray of drinks delivered by a barmaid. A tray of beard, cheese, and some meat arrives as well for your table, as the man begins to speak.

"I thank you for all coming, as I need some assistance from you. It's a delicate matter, given the times, and I would not ask for help if it were not important. Would you be interested? If you are, I'll explain further, but if your not, are business is done. But, be warned, I will be asking you to do right," Pribb states, as he sighs, "though others may feel you are doing wrong."

Speaker Pribb is in his forties, and sports a graying black beard and steel-blue eyes. He will appear worn and stressed, primarily from the conflict he has been waging upon the recent laws and changes that he and other Trithereon followers have be against, feeling that they are overbearing and over restrictive. Pribb will understand if any do not wish to hear what he has to say, and will politely ask them to leave. If the characters agree to listen to his proposal, he has the following information:

- Since the establishment of the Council of Inquisition, the creation of the *badges of revelation*, and the passage the Acts of Protection, the Council of Lords has overstep their bounds and become to restrictive and overbearing in their power.
- Shortly after the Acts were passed, some local followers of Trithereon decide that someone needed to speak against the changes, and thus, uncharacteristically he will admit, formed the Brothers of Liberty. The Brothers have peacefully protested the Inquisition and its policies, as well as speaking of the separation of castes occurring due to the *badges of revelation*, creating a social and economic separate with their existence.
- For the last several months, the Brothers have attempted to sway members of the Council of Lords against the current policies without success, and have also failed with rallying the common folk against the Inquisition and the *badges*, who feel that the solutions and security they provide are worth it,

regardless of any difficulties they may suffer. After the disappearance of so many heroes of the Shield Lands a year ago, the doppelganger infiltrations and saboteurs that struck caused a wave of fear to sweep over the populace, and now they like the security and order the changes have brought to the lands.

- A few weeks ago, rumors made it back to me that another group was forming underground, going by the name the Harbingers of Retribution. It sounds like a new cleric of the Summoner has arrived, though by his title his methods may be much more severe than the Brothers of Liberty.
- Over the past few weeks, several of the Brothers, along with other worshippers of Trithereon have disappeared from public, and I have not been able to track them down. I'm afraid that they might have been caught up in this new group, and I feel that it may be more than some of them will have bargained for.
- He is afraid that the Harbingers of Retribution may start taking actions to disrupt the current status quo, and does not want the Inquisition to turn its eyes upon the faithful of Trithereon in retribution, as not all feel the need for violence to force change.
- If pressed, he will admit that he has suspicions that the blasts at the execution may have been caused by the Harbingers.
- He will explain that he wishes to ask the characters to track down the missing local Trithereon worshippers and convince them to return to him for guidance. If the party cannot convince them to return to him, providing him with a location or their activities will be enough for him.
- If asked, he will claim to be fearful of the repercussions would be if the Harbingers had caused the explosions, to those in the Harbingers along with the Brothers of Liberty and other followers of Trithereon.
- He will state that he has no solid leads, though several of the local missing followers frequently some of the more distasteful taverns in Critwall, and it seems those taverns were the last known location of a good many of the missing.

Speaker Pribb will speak warily to those of lawful religions, especially those that are involved in the Council of Inquisition, along with showing caution speaking to members of the Knights and the Standing Army. He will look upon those bearing *badges of revelation* with a mix of disgust and pity, as he sees them as a forced order and loss of personal freedom to those who bear them.

If the party accepts, he will ask that they contact him through the barkeep at Dewey's if they have any results. He will understand if anyone decides to not assist him, though those characters, along with those that decide to not hear him out, will receive the *Disfavor of the Brothers of Liberty* on their ARs.

NPCs

Speaker Pribb: male human cleric [Trithereon] 8
(Diplomacy +6, Listen +8, Sense Motive +8, Spot +8).

TROUBLESHOOTING

It is possible that the characters may choose against meeting with Seneschal Rylaint or Speaker Pribb. It is an acceptable choice, though completing the module may become difficult without meeting with one or both of them. Keep in mind, however, that not meeting with them does not earn such characters with the either ones disfavor at this time. It is possible that the characters will decide to accompany other party members on their investigations, and allow them to partake in the adventure further, although not meeting with either may affect their rewards, depending upon their actions. Another possible solution, if no one in the party meets with either the seneschal or the speaker is that they will investigate the explosions independently, which may lead them further in the adventure. If they choose to do nothing more, the adventure will end for them here.

In regards the obtaining *badges of revelation*, characters may choose to obtain one at any time during the event, as long as it is during daylight hours and they can make it to a location that they can be received at. They have until the conclusion is completed to make this decision.

DEVELOPMENT

After having the opportunity to meet with two sides of the coin in the current situation in Critwall, the party will likely have reason to investigate either the explosions at the execution, the missing local followers of Trithereon, or both. The next section contains information that can be gleaned in their investigations. Of course, the party may also decide to not investigate any of the issues, but doing so will effectively end the module for them.

4: INVESTIGATIONS

After possible meeting with several different parties in Critwall with seemingly differing issues, the party will be left to their own devices to investigate the recent happenings, whichever ones they choose to do so. There are only a few reasonable paths to pursue, and they are listed in the following sections. The options outlined below are gathering information, searching the gallows, and investigating the missing followers of Trithereon. It is possible that some parties may attempt to search for information into Lord Sharn or the Hextorites, but not much more than the information that can be learned through gathering information can be investigated, as Lord Sharn will be too difficult to reach with his business with the Council of Lords and the Hextorites have been driven deep into hiding, making them impossible to track down at this time after their rescue attempt.

GATHERING INFORMATION

Gathering information is an option to investigate the happenings, and is broken down below by subject matter. Considering the variety of topics that may be of interest to the party, utilize whatever subject matter seems to work best.

Also, given the current state of the populace of Critwall, there are modifiers to this check based upon the party's composition. With the chaos of the past year, and the weight of the political and social changes, the citizenry of the Shield Lands has become distrustful of outsiders and those not seen as part of the Inquisition. The circumstance modifiers are listed below, and should be applied as an overall total circumstance modifier. So, if only one person is making the Gather Information check, figure out their modifier from the list below and apply it after he gives you his result. If any other characters are assisting someone on their Gather Information check, total the circumstance modifiers of all those involved in the check, and apply that modifier to the result.

Circumstance Modifiers

- +2 bonus for bearing a *badge of revelation*, -2 penalty for not bearing a *badge of revelation*
- +2 bonus for being from the Shield Lands region (excluding members of the Sidhee Nation), -2 penalty for those not of the Shield Lands region or -4 penalty for members of the Sidhee Nation
- +2 bonus if a member of the Standing Army, Knights, Greycloaks, or a Lawful church Shield Lands metaorg; -2 penalty if a member of a Neutral or Chaotic church Shield Land metaorg
- -2 penalty if *Tainted by Shadow*, from *SHL7-05 Shadows of Nevermore*

When resolving the Gather Information checks, roleplay the reactions of the populace that the characters interact with. Those characters or parties with positive circumstance modifier should be shown trust, kindness, and admiration. Those characters with negative modifiers should be shown distrust, caution, and fear. This roleplaying is important to show the general state of the populace, who live in fear of anything that is not part of the changes that have alleviated the chaos and attacks that had occurred over the past year.

Here are the subjects that can be subject of Gather Information checks:

General Information

- **DC 5:** The Council of Inquisition has been very successful, having exposed evil cults and groups in the past year and punishing them harshly for their despicable acts.
- **DC 10:** Former Lord Natan Enerick remains in prison, and by all reports is still insane, even though their have been attempts to heal him so any others of his

group could be rooted out and captured by the Inquisition.

- **DC 15:** The Council of Lords has been dealing with matters under Lord Sharn's guiding hand, as Lady Katarina has been ignoring her responsibilities dealing with the remnants of the Iuzian forces on Walworth Isle, along with trying to limit the influence of the Dyverian merchants that have taken root there.
- **DC 20:** More weapons and armor bearing the mark of the various armories in the Shield Lands have been found in the hands of Hextorites. Hopefully their supplies are nearly exhausted since that traitor Kruptan is no longer available to give our weapons to our enemies.
- **DC 25:** Fortunately, the justice passed upon those caught breaking the Acts of Protection by the Inquisition is not going light on any who are threaten the Shield Lands. Those who cause such acts of evil should not get mercy for their unlawful acts.
- **DC 30:** Haven't you heard? Whispers from the Church of Holy Shielding claim that Heironeous has blessed Lord Sharn! They claim that if Lord Sharn falls, so does the Shield Lands!

Lord Simen Sharn

- **DC 5:** Thank Heironeous that Lord Sharn was returned to us. Without his guidance, I'm sure the Shield Lands would have fallen to one of the numerous evils that wish us destroyed.
- **DC 10:** Lord Sharn has been making sure that the Council of Lords has remained vigilant in monitoring and supporting Law's Crusade, even recommending that Lord Torkeep be appointed as the Council's representative in making sure the Standing Army can continue the crusade.
- **DC 15:** Lord Sharn has been questioning several of the commanders in the Standing Army for failures in Law's Crusade, wondering if they should be replaced with other more capable candidates.
- **DC 20:** The Hextorites seem to see the strength of Lord Sharn's leadership, as the Council of Inquisition discovered several Hextorites that managed to get hired as guards in Lord Sharn's service, likely to strike out at him. The Council of Inquisition has investigated the matter, and no evidence of any other Hextorites has been found, as Lord Sharn allowed the Inquisition to search all his estates and question all of his hired help.
- **DC 25:** Rumor is that Lord Sharn has been working with some merchants from Dyvers in acquiring a large amount of raw materials and worked goods to support Law's Crusade.
- **DC 30:** Rumor is that even though Lord Bladehome and Lord Torkeep wanted to suggest a Crusade, neither of them could manage to do so. Lord Sharn's

leadership is far better than the other Lords, as he made their empty words reality.

Council of Inquisition, the Acts of Protection

- **DC 5:** Thank the good churches they accepted the responsibility of forming the Council of Inquisition, because since it has been formed, the evil that infiltrated the lands has been turned away!
- **DC 10:** The Council of Inquisition has been granted the power to order Knights and soldiers of the Standing Army to enforce the law, which has proved a great move. Until the recent trouble, most threats that have been lying in wait have been discovered by the Inquisition and arrested either Knights or soldiers before they could cause harm.
- **DC 15:** Rumored is that Lord Sharn suggested the reduction of the individual private armies of all the Lords in order to increase the available troops in the Standing Army to serve as guards in the cities, and thus working for the Inquisition in enforcing the Acts of Protection.
- **DC 20:** The Council of Inquisition has begun to provide trials to those it captures in violation of the Acts of Protection. The Council of Lords approved the motion as necessary to the Inquisition and its activities.
- **DC 25:** Rumor is that Lord Sharn first suggested the formation of a Council of Inquisition when things started looking bad with all of the chaos that was happening. Why couldn't someone else suggest such a successful plan?
- **DC 30:** The Council of Inquisition was able to root out Hextorites that were posing as foreign mercenaries recently. Luckily, they were discovered before they could arm their target, Lord Sharn, as they were working as part of his house guard.

Followers of Trithereon (Includes the Brothers of Liberty and the Harbingers of Retribution)

- **DC 5:** A group has been formed by a group of followers of Trithereon called the Brothers of Liberty. They are protesting the Acts of Protection as being too oppressive. Don't they realize those Acts are what are protecting us?
- **DC 10:** The Council of Inquisition is watching followers of Trithereon closely, as they have been outspoken opponents of the Acts of Protection.
- **DC 15:** A few weeks ago a new priest of Trithereon arrived in Critwall, and has been causing tension with the Brothers of Liberty for some reason. Maybe it has to do with a bunch of local followers being missing now?
- **DC 20:** Rumor is that many of the Brothers of Liberty have left that group for another, claiming that the methods of the Brothers are not getting results in changing the Acts of Protection.
- **DC 25:** Whispers say that a new group opposed to the changes in the Shield Lands has formed called the

Harbingers of Retribution. They best not cause any trouble, as everything has been better with the changes of late.

- **DC 30:** Rumor is a short, mustached Rhennee follower of Trithereon has been frequently some of the taverns that the local followers gather at, and those who talk to him go missing after speaking with him.

SEARCHING THE GALLOWS

Some groups may go back to the square to search the site of the execution and the rescue attempt for more evidence of what truly occurred. Those approaching the square will find it blocked off, guarded by soldiers of the Standing Army. A party with a writ from Seneschal Rylaint can show this to soldiers to gain access to the square; else they must utilize other means to access the square. A successful Diplomacy check DC 15 for those parties who have someone in the party that bears a *badge of revelation* (who must be the primary character making the check) or a Diplomacy check DC 25 for those parties without someone with a *badge*. It is possible to also Bluff the soldiers into allowing access, opposing the Bluff check with a Sense Motive from the soldiers, though a circumstance modifier should be used for the reasons for access, along with the general look or makeup of the party, as parties with *badges of revelation* or perhaps mostly Standing Army will have a better chance at being believed than a group of Sidhee elves or foreigners; the circumstance modifier should be from a +4 bonus to a -4 penalty at most. Also, a party could attempt to sneak past the guards, which requires a Hide check against the soldiers' Spot check. Otherwise, a party could choose to use magic to gain access to the square, by using concealing or transporting magic.

Standing Army Soldiers: male human warrior 4 (Listen +6, Sense Motive +4, Spot +6).

In the square, building supplies have already arrived and have been stacked in the square to repair the gallows, and craftsmen are in the area preparing for those repairs. If the characters are able to get into the square, by whatever means, the craftsmen will not question their presence, assuming that the soldiers allowed them access.

Characters will discover that the gallows was damaged in a series of several blasts, fiery explosions. A Spellcraft check DC 18 can determine that it appears the blasts were caused by explosions similar to the effects of a *fireball* spell, though those who make the check by more than 5 can also determine that the blasts originated underneath the gallows, judging from the damage still visible on the gallows.

If the characters search under the gallows, a few items of interest can be discovered. A Search check DC 20 finds a dagger dropped during the rescue attempt by the Hextorites. The dagger will have a symbol etched into the blade, which with a Knowledge: Religion check DC 10 as a the holy symbol of Hextor. Secondly, a Knowledge: Nobility or Knowledge: Local (Iuz Border

States) 15 determines that the symbol pressed into the hilt of the dagger as being the symbol of the Council of Lords armory located in Critwall. The Hextorites in the rescue yesterday had received arms from the capture Hextorites before their arrests, and had obtain the weapons during their service in Lord Sharn's house guard.

Secondly, those who search the cobblestone surface of the square can discover, with a successful Search check DC 25 that one of the cobblestones is loose, and if lifted up opens to a shaft leading down into the sewers underneath Critwall. A series of pitons have been driven into the sides of the shaft, allowing it to be climbed easily and quickly. A successful Knowledge: Architecture or a Stonecunning check DC 15 can determine that the pitons have been driven into the stone recently, and that the surface of the shaft has been worked on in the past few weeks.

If the sewers below are examined, a Track or Search check DC 20 can find signs of recent passages in the past day, allowing the party to follow them to the Harbingers of Retribution's lair in the sewers. Proceed to Encounter Five if the party chooses to follow the tracks here.

THE MISSING TRITHEREON FOLLOWERS

Parties that decide to try and investigate the missing Trithereon followers will need a place to start, and either from their meeting with Speaker Pribb or their own information gathering, should attempt to locate some of the more distasteful taverns in Critwall for their investigation. Luckily, they will not have to search these locations long, as the first tavern they enter will get provide instant results.

Entering the tavern the characters will see a few people in the crowded tavern around a small Rhennee man with a thin mustache, animatedly attempting to prove his point to a few fellows. This is Lodd, an agent of Arcadym, who is attempting to convince a few followers of Trithereon frustrated by the current atmosphere in the Shield Lands to join the Harbingers of Retribution. He does so in a measured tone, making it clear to those at the table with him but not to others in the tavern.

If any characters approach the table, Lodd will go silent and not continue his conversation, instead questioning those who approached on their business. He will refuse to speak to anyone that does not have a symbol of Trithereon shown, as he is cautious of arousing suspicion in his actions. He will invite characters with a holy symbol of Trithereon to go his table, while asking any else to politely go away. If anyone claims to be a follower of Trithereon, Lodd will dismiss their claims, suggesting that a true follower of Trithereon would not hide his fate in these dark times. He will be especially unwelcoming to anyone who bears a *badge of revelation*, questioning their motivations and dedication to freedom, which will draw nods of support and approval to the three local Trithereon followers at the table with him.

If the characters instead just sit elsewhere in the tavern, or attempt to listen in after they are dismissed by

Lodd, allowing them to attempt to follow his conversation to the Trithereon followers by making a Listen check DC 15, due to the noise and other conversations in the tavern, along with the difficulty of hearing Lodd's whispered preaching. If successful, they will here Lodd attempting to paint the Brothers of Liberty as ineffective and weak willed, unable to take the steps that Trithereon himself would condone to fight the oppression that the Acts of Protection and the Council of Inquisition have brought to the Shield Lands. He will never openly state taking up arms or other violent actions, though his preaching should hint at that possibility. After he finishes, he will give directions to an 'entrance to the location of the truly faithful' and shake the three local followers' hands, along with any characters hands that were invited to sit with him. A Spot check versus Lodd's Sleight of Hand check will reveal that Lodd passed a token to each of the followers during the handshake. Lodd's Sleight of Hand per APL can be determined in Appendix One by looking in Lodd's stat block for the table's APL. The token passed along is needed to pass the guardians outside the inner lair of the Harbingers of Retribution, as those without a token are attacked by the three corrupted beasts of Erythnul, though Lodd will suggest that the token is just for the Harbingers to recognize anyone as sympathetic to their cause. After the handshakes, all four men at the table will get up and leave the tavern, separating after exiting the tavern in different directions, per Lodd's instructions.

The party can choose a few courses of actions at this time. The party could choose to follow either Lodd or one of the local followers, who will carefully attempt to make sure they are not followed. Roleplay the tension of shadowing whoever they choose to follow, but needless to say the party will be able to follow their chosen target successful, they will, however, loose their quarry once they reach their destination, a shack in Tent Town that lies against the wall surrounding Critwall, as they will be into the sewers too quickly for the party to catch up to them after that point. It is also possible that the party will have the directions to this location Lodd described if they were present at the table or able to listen in to his conversation. When the party enters the uninhabited shack, they will find it in disrepair; obviously not have been used as a living space for quite some time. If the party searches it, a successful Search check DC 20 will reveal the hidden shaft into a sewer tunnel that leads back in Critwall under the wall.

If the sewer tunnel below the shack is examined, a Track or Search check DC 20 can find signs of recent passages in the past few hours, allowing the party to follow them to the Harbingers of Retribution's lair in the sewers. Proceed to Encounter Five if the party chooses to follow the tracks here.

It is also possible that the party may attempt to speak with the local followers of Trithereon, attempting to get one of them to reveal Lodd's conversation or have them hand over the token. Needless to say, with the current situation in Critwall, any follower will be unwilling to deal with the party, as they are too untrusting in those

not of their faith, and too loyal to those who are. If the party wants one of the tokens, they will need to successfully pickpocket one off a follower. Attempting to pickpocket a token from Lodd will fail, as his tokens are carried in an extradimension space that only he can access while he wears it.

TROUBLESHOOTING

The main point of the section is to get the party to discover the hidden passages in the sewers leading to the lair of the Harbingers of Retribution. The party should be able to follow several leads to find this, though it is possible that other methods may work. Creative use of divination magic could suffice in finding the lair of the Harbingers, or perhaps other methods. If the party comes up with a creative method of finding the way to the lair, roll with it as long as it makes sense.

Also, some parties may press the issue of the dagger discovered at the gallows. Any party doing so will find disinterest, as it is known that Lord Sharn reported some weapons loaned from the armory to his guards missing, and the Hextorites admitted to stealing the weapons during their interrogations. Any suggestion that Lord Sharn was possibly involved with knowingly arming Hextorites will be found as ridiculous in thought. Anyone pressing the issue will be scorned and ignored in the end, and for their persistence will receive *Attention of the Council of Inquisition: Unfavorable* and the *Disfavor of Lord Simen Sharn* on their ARs.

DEVELOPMENT

Once the party is in the sewers and following the path in the sewers to the lair of the Harbingers of Retribution, continue onto the next encounter. Both the hidden sewer entrance at the square and at the shack will lead to the lair, though they will enter the guardian chamber from different locations, as will be noted in the next encounter.

5: REVELATIONS

Discovering the path to the location of the sewer lair of the Harbingers, the party will continue following the trail, once discovered, for approximately a half-hour before leading to the guardian chamber. Here, guarding the tunnel to the underground lair of the Harbingers, three beasts of Erythnul guard the lair from unwelcomed intruders. Mockeries of the three beasts that Trithereon summons, these beasts guard silently in this chamber, and will attack anyone not bearing a token giving to them by Lodd.

All three beasts will attempt to surprise intruders, so have the characters make Spot checks versus the three beasts Hide checks to determine if they were able to surprise the party. A map of the Guardian Chamber is in Appendix 3: DM Maps, and details the entrance point for the party, depending on the tunnel they followed, along with the locations that the three beasts are hiding at.

CREATURES

APL 4 (EL 6)

Nemoud the Hound: hp 37; *Appendix 1.*

Harms the Falcon: hp 32; *Appendix 1.*

Carolk the Sea Lizard: hp 34; *Appendix 1.*

APL 6 (EL 8)

Nemoud the Hound: hp 68; *Appendix 1.*

Harms the Falcon: hp 60; *Appendix 1.*

Carolk the Sea Lizard: hp 59; *Appendix 1.*

APL 8 (EL 10)

Nemoud the Hound: hp 102; *Appendix 1.*

Harms the Falcon: hp 104; *Appendix 1.*

Carolk the Sea Lizard: hp 95; *Appendix 1.*

APL 10 (EL 12)

Nemoud the Hound: hp 162; *Appendix 1.*

Harms the Falcon: hp 159; *Appendix 1.*

Carolk the Sea Lizard: hp 145; *Appendix 1.*

APL 12 (EL 14)

Nemoud the Hound: hp 243; *Appendix 1.*

Harms the Falcon: hp 246; *Appendix 1.*

Carolk the Sea Lizard: hp 248; *Appendix 1.*

Tactics

The three beasts are formidable opponents, being beasts of chaos. They have a smite ability, which they will utilize as early as possible in combat, to attempt to damage a possible lawful opponent for more damage. They will have variety of other abilities, such as DR and fast healing from their *anarchic* template, and more special abilities and such from their *legend* templates at the highest APLs.

At low APLs, Nemoud will utilize his bite attack with its trip ability to drop combatants it engages. At the highest APLs, Nemoud will also have a frightful presence ability it will use to attempt to shaken its opponents.

At low APLs, Harms will engage those that are alone or able to reach him with ease, eventually gaining the ability to fly-by attack to avoid prolonged melee contact and damage. At the highest APLs, Harms will join a lightning breath weapon that Harms will utilize to either avoid melee contact or to catch multiple opponents for damage.

At low APLs, Carolk will move out of the sewer water and attack with hopefully the element of surprise, or attack anyone who transverses the water, attempting to strike with his bite and if able to, pull anyone grappled into the water to fight. At the highest APLs, Carolk's bite attack gains the ability to poison as well.

Treasure: Scattered amongst the nests of the three false beasts of Trithereon can be found their small hoards of treasure:

APL 4: Loot 0 gp; Coin 12 gp; Magic 0 gp; Total 12 gp.

APL 6: Loot 0 gp; Coin 24 gp; Magic 0 gp; Total 24 gp.

APL 8: Loot 0 gp; Coin 48 gp; Magic 0 gp; Total 48 gp.

APL 10: Loot 0 gp; Coin 96 gp; Magic 0 gp; Total 96 gp.

APL 12: Loot 0 gp; Coin 192 gp; Magic 0 gp; Total 192 gp.

After resolving the combat with the guardians, the characters can discover with a successful Search check DC 15 that a passageway in the chamber had seen a great amount of traffic. This passageway leads down a corridor 40 ft. to the doors that bar entrance into the Harbingers' lair.

THE LAIR OF THE HARBINGERS OF RETRIBUTION

The doors into the lair are unlocked, and lead into an apparent hallway leading up to a chamber containing a shrine to 'Trithereon'. As the characters open the doors, read the following to them:

Opening the doors the shouts of an argument are clearly heard echoing down a passageway from a lit chamber ahead.

"It is not our way! How could you take such an action without conferring with us first, Arcadym! A great many innocents were injured those blasts along with those who support the oppression of the Council. There must have been a better way!" The trouble voice is cut off sharply, like cloth cut by a knife, as a voice responds.

"And what would you do instead, speak words against the injustices like our weak-minded brethren in the Brothers? Their efforts have failed, were mine have worked! The streets are now filled with the voices of uncertainty, and as we continue our efforts, more will begin to think to stand against the rule of the Council! We will have our freedom, regardless of the price in blood!"

A general mumbling is heard, and then the previous voice calls out again. "We will not allow your methods to continue, Arcadym. We will not shed the blood of innocents to bring Trither..."

A sharp word of power cuts into the renouncement of Arcadym's ways, a harsh word born out of the very depths of the Lower Planes. The sound of collapsing bodies can be heard, as sound of the dissenters is silenced abruptly by his word as well.

His words dripping with anger, Arcadym speaks one last time. "It figures that you weak-minded followers of the Summoner would not have the stomach for my methods. Perhaps the next group I recruit will see it my way more appealing in the future. As for you, your suffering should appease Erythnul quite nicely."

With their fate announced, the sounds of weapons being drawn can be heard.

Tired of dealing with his recruited followers of Trithereon and their resistance to his ways, Arcadym has decided to remove them as possible problems by sacrificing them to his god. The robes given to his converts were enchanted with magic that activated when he spoke his command word, dropping the followers of Trithereon with their magic and making them helpless to their coming fate. The presence of the party will be their only possible opportunity of rescue from the fate Arcadym has in store for them. Roll initiative as soon as you complete the box text, although if any claims to be preparing during the box text above, they have enough opportunity to take three rounds worth of preparations before initiative.

Arcadym is not alone however in this combat, as his fellow followers of Erythnul are present as well. All three will be grabbed in identical executioner robes as the disabled followers of Trithereon, dark purple robes with have mesh black clothes sowed over the opening in the hoods which are drawn unto their heads, concealing their faces from view but not affecting their ability to see.

CREATURES

APL 4 (EL 6)

Arcadym: hp 13; *Appendix 1.*

Lodd: hp 26; *Appendix 1.*

Lavi: hp 20; *Appendix 1.*

APL 6 (EL 8)

Arcadym: hp 22; *Appendix 1.*

Lodd: hp 45; *Appendix 1.*

Lavi: hp 31; *Appendix 1.*

APL 8 (EL 10)

Arcadym: hp 31; *Appendix 1.*

Lodd: hp 62; *Appendix 1.*

Lavi: hp 42; *Appendix 1.*

APL 10 (EL 12)

Arcadym: hp 40; *Appendix 1.*

Lodd: hp 79; *Appendix 1.*

Lavi: hp 53; *Appendix 1.*

APL 12 (EL 14)

Arcadym: hp 49; *Appendix 1.*

Lodd: hp 96; *Appendix 1.*

Lavi: hp 64; *Appendix 1.*

Tactics

A map of the Harbingers' Lair is in Appendix 3: DM Maps, and denotes the position of the three followers of Erythnul, along with the locations of the eight helpless Trithereon followers in the chamber, who are to the right and left of the passage into the lair were the party will

enter from. During combat, the followers of Erythnul will not care if they hit the helpless Harbingers, though their primary concern will be to stop the party from interfering and escaping.

During the combats, Arcadym will attempt to keep his distance, due to his low hit points and AC, using his magic to protect himself and his allies, since none of the followers of Erythnul is heavily armored. He has a wide variety of spells, items, and abilities at his disposal, and should utilize them depending upon the situation. At higher levels, he will have a few spells precasted upon himself and Lavi, and his items provide additional abilities for the battlefield and his own protection.

Lodd is a fierce warrior, chosen to rage and enter close combat, preferring to cause horrid wounds with little concern for himself. Several of his feats can be used with his raging ability to give him more survivability, and his prestige class opens several attack choices to increase the damage he can cause, which he will use early and often. At higher APLs, these abilities are usable multiple times per day, and a variety of magical items can also be used to increase his combat potential.

Lavi is a light fighter, utilizing finesse in combat. She is more likely to get spells from Arcadym to protect herself, and has a variety of magical items to increase her offensive and defensive capabilities. She will employ *blast disks* if able to, but will also concentrate on making sure she can sneak attack, either by flanking or bluffing in combat, to maximize her combat potential.

Familiarize yourself with the abilities, feats, and magical items of the followers of Erythnul for this combat, as they are numerous and varied, given them a few differing measures to call upon in this combat.

Treasure: If the PCs defeat the followers of Erythnul, they may claim their equipment:

APL 4: Loot 109 gp; Coin 40 gp; Magic 301 gp; 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *eternal wand (ray of clumsiness)* (68 gp); Total 450 gp.

APL 6: Loot 80 gp; Coin 80 gp; Magic 944 gp; 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *rod of sliding* (116 gp); Total 1,104 gp.

APL 8: Loot 54 gp; Coin 120 gp; Magic 1,552 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 1,726 gp.

APL 10: Loot 54 gp; Coin 160 gp; Magic 1,885 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *headband of intellect +2* (333 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 2,099 gp.

APL 12: Loot 54 gp; Coin 200 gp; Magic 3,592 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +2* (333 gp each), *counterstrike bracers* (208 gp), *eternal wand (ray of clumsiness)* (68 gp), *fiery tunic* (416 gp), *gloves of dexterity +2* (333 gp), *headband of conscious effort* (166 gp), *headband of intellect +2* (333 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 3,846 gp.

Detect Magic Results: *belt of one mighty blow* (faint; DC 17, transmutation), *blast disk* (faint; DC 17, evocation), *bracers of armor +1* (moderate; DC 16, conjuration), *breastplate +1* (faint; DC 18, transmutation), *cloak of resistance +1* (faint; DC 15, abjuration), *cloak of resistance +2* (faint; DC 15, abjuration), *counterstrike bracers* (faint; DC 17, transmutation), *eternal wand (ray of clumsiness)* (faint; DC 16, transmutation), *fiery tunic* (moderate; DC 18, conjuration), *gloves of dexterity +2* (moderate; DC 17, transmutation), *headband of conscious effort* (moderate; DC 18, transmutation), *headband of intellect +2* (moderate; DC 17, transmutation), *quicksilver boots* (faint; DC 17, illusion), *ranseur +1* (faint; DC 18, transmutation), *rod of sliding* (moderate; DC 19, transmutation).

TROUBLESHOOTING

Defeat in either of these encounters spells death to the characters, either during the combats or afterwards as sacrifices to Erythnul. Even with this outcome, the Inquisition does eventually discover the lair of the Harbingers of Retribution and assault it, discovering the remains of the characters there, as well as their equipment, allowing for the chance of the characters to be raised from the dead. It is also possible that the characters may retreat if overwhelmed, which is an acceptable option. If the party does not reveal the location of the lair in short order however, to either the Council of Inquisition, the Brothers of Liberty, or other group, Arcadym and his allies will escape after slaughtering the disabled followers of Trithereon in a bloody and horrific method to their dark god.

DEVELOPMENT

After defeating the faithful of Erythnul, the disabled followers of Trithereon will still be done, leading the party to have to decide what to do with them in the next encounter.

6: RESOLUTIONS

After saving the misguided Trithereon followers, ten in count, the party must decide what to do with them. Two differing fates possible await them, depending on the party's decision. There are two parties that want the followers delivered to them for their fates, including the Council of Inquisition via Seneschal Rylaint (at the orders of Lord Sharn) or Speaker Pribb and his fellow Brothers of Liberty.

If roused, the members of the Harbingers of Retribution will still be too weak for a while to move about, and will thank the party for saving them. If asked, they will have the same general stories, about being persuaded by Lodd to join the Harbingers, and then meeting Arcadym, who managed to convince them that his methods would get results. All will be rather shaken if Arcadym's true loyalties are revealed to them, as they had no idea of his truth faith.

If anything of the Council of Inquisition is mentioned, they will beg to not be brought before them for justice, even though in their weakened states, that cannot stop the party from doing so. They feared for their well-being if delivered to the Inquisition, regardless of what the characters think. The promises of characters defending or speaking for the Harbingers is met with little optimism, as the Trithereon followers have little faith in compassion from the Inquisition.

If offered the chance to go to Speaker Pribb for guidance, the Harbingers will state they are willing to work with the Speaker on their issues. They are truly sadden with the events that they are involved in, and wish to make amends for the suffering they caused, but still feel that the Inquisition and other recent changes are not good for the Shield Lands.

Regardless, it should be evident that the fates of the Harbingers are in the hands of the characters. Determine what course of action the party wishes to pursue, and then utilize the section below for the outcomes of their decision. This course of action could vary greatly on a character by character basis, and it is possible for the characters to try and take actions opposing their companions, though the results of their actions may vary. The results of their actions will have bearings their individual rewards on the AR.

DELIVERED TO THE COUNCIL OF INQUISITION

If the party decides to deliver the members of the Harbingers of Retribution to the Inquisition or Seneschal Rylaint, the party will be able to secure the ten members with little difficulty, given their weakened state. Once delivered, either to the Inquisition or Seneschal Rylaint, they will be given thanks for delivering the Harbingers to face justice for their crimes. If any of the characters wish to speak on the Harbingers behalf, statements are collected by an Inquisitor, and those defending the Harbingers are faced with questions on why they should be granted mercy for their actions. They will note the influence of the followers of Erythnul misguiding the followers, and state it will be considered during the trial of the Harbingers.

Upon deliver of the Harbingers to the Council of Inquisition, Speaker Pribb will approach the character afterwards, chastising their decision. He will show obvious anger at the deliver of his fellow followers of Trithereon to the Inquisition, and blame the party for any harm that comes to them.

For delivering the Harbingers to the forces of the Inquisition, those party members will receive the

Attention of the Council of Inquisition: Favorable and the *Favor of Lord Simen Sharn* on their ARs for their actions, along with earning the *Disfavor of the Brothers of Liberty*. In addition to the above favors, characters will also receive the *Law's Reward* on their AR.

The only exception to these rewards is granted to those who do not assist in delivering the Harbingers to the forces of the Inquisition and instead immediately go to the forces of the Brothers of Liberty. They will instead gain the *Favor of the Brothers of Liberty* on their AR, along with earning the *Attention of the Council of Inquisition: Unfavorable* and the *Disfavor of Lord Simen Sharn* for not supporting their efforts in maintaining the laws of the Shield Lands. Any characters choosing this course of action receive neither *Law's Reward* nor *Mercy's Reward*.

DELIVERED TO THE BROTHERS OF LIBERTY

If the party decides to deliver the members of the Harbingers of Retribution to the Brothers of Liberty or Speaker Pribb, the party will be able to escort them safely to either party, even with their weakened states. Once delivered safely, they will be given thanks for deliver the Harbingers to their fellows, allowing them to seek atonement and guidance for their parts in the strife caused by the followers of Erythnul that mislead them. After receiving their mislead fellows, they will leave the party and move the former Harbingers into hiding to protect them from forces that may soon pursue.

Shortly after the Brothers of Liberty have left, the party will be tracked down by Seneschal Rylaint and members of the Inquisition. He will demand an update of their progress in their investigation, and will not be happy to hear that any members of the Harbingers were released and not delivered to the Inquisition. He will state disappointed in the characters, and inform them that their actions will be monitored in the future.

For delivering the Harbingers to the Brothers of Liberty, those party members will receive the *Attention of the Council of Inquisition: Unfavorable* and the *Disfavor of Lord Simen Sharn* on their ARs for their actions, along with earning the *Favor of the Brothers of Liberty*. In addition to the above favors, characters will also receive the *Mercy's Reward* on their AR.

The only exception to these rewards is granted to those who do not assist in delivering the Harbingers to the Brothers of Liberty and instead immediately go to the forces of the Inquisition. They will instead gain the *Disfavor of the Brothers of Liberty* on their AR, along with earning the *Attention of the Council of Inquisition: Favorable* and the *Favor of Lord Simen Sharn* for not supporting their efforts in maintaining the laws of the Shield Lands. Any characters choosing this course of action receive neither *Law's Reward* nor *Mercy's Reward*.

TROUBLESHOOTING

Parties should not abandon the Harbingers in the sewers, as it is evident that they may not survive if left there. They will perish if not escorted out of the sewers, and if

left will cause the characters involved to earn all negative favors on their ARs and none of the rewards for their actions.

DEVELOPMENT

Depending upon the choice of the party, the fate of the Harbingers and the other worshippers of Trithereon will be decided. Utilize the result below that goes with either outcome described in this encounter.

CONCLUSION

For parties that deliver the Harbingers to the forces of the Inquisition:

In the days following your decision, nothing concrete is heard on the fate of the Harbingers of Retribution, as rumors and speculation are heard throughout all of Critwall. It seems the Council of Inquisition is still debating the fates of those involved, and undecided in their response.

Approaching the square where you were drawn into the recent events nearly a tenday ago, the voice of Lord Simen Sharn can be heard clearly, the quiet undertones of a crowd listening intently serving as an underscore to his speech. Approaching the square to hear better, you spy a large crowd attending his appearance.

"The Harbingers of Retribution were lead astray by those with evil in their hearts, but never gave praise to the Lord of Slaughter, the Lord of Strife. They maintain their innocence by remaining faithful to their god Trithereon, and thus innocent of the crime of worship of an evil power within the Shield Lands," states Lord Sharn, his tone sympathetic to the Harbingers plight. His next statement, however, carries the weight of a judge upon it. "That does not, however, forgive the crime of belonging with a group that caused death and chaos within our borders. During their time in custody with the Council of Inquisition, they admitted to being members of a group that caused the death of law-abiding citizens, and thus are guilty of murder most heinous, of which their punishment, carried forth to today, is death. May both Heironeous and Trithereon have mercy on their souls."

Rounding the buildings blocking your view of the square, you arrive in time to see the trapdoors of the gallows open underneath the Harbingers of Retribution, as they fall suddenly to their quick deaths, the snapping of their necks echoing throughout the square. The assembled crowd cheers in acceptance and on the balcony above, Lord Sharn and his entourage have the look of satisfaction at the justice carried out today against enemies of the laws of the Shield Lands...

For parties that deliver the Harbingers to the Brothers of Liberty:

In the days following your decision, nothing concrete is heard on the fate of the Harbingers of Retribution, as rumors and speculation are heard throughout all of Critwall. It seems the parties involved have not made public their reactions in the occurrences yet.

Approaching the square where you were drawn into the recent events nearly a tenday ago, the voice of Lord Simen Sharn can be heard clearly, the quiet undertones of a crowd listening intently serving as an underscore to his speech. Approaching the square to hear better, you spy a large crowd attending his appearance.

"The Harbingers of Retribution were lead astray by those with evil in their hearts, but never gave praise to the Lord of Slaughter, the Lord of Strife. They maintain their innocence by remaining faithful to their god Trithereon, and thus innocent of the crime of worship of an evil power within the Shield Lands," states Lord Sharn, his tone sympathetic to the Harbingers plight. His next statement, however, carries the weight of a judge upon it. "That does not, however, forgive the crime of belonging with a group that caused death and chaos within our borders. Even more grievous is the actions of the Brothers of Liberty, who welcomed these lawbreakers into their group with open arms and understand, refusing to see the call of justice for the crimes committed by the Harbingers against the Shield Lands. These actions cannot, and will not be ignored, and thus have to be address."

Rounding the buildings blocking your view of the square, you arrive to see Lord Simen Sharn and his entourage high above the crowd, a look of resolution and drive upon his face. "For the crimes committed by the Harbingers of Retribution and their sheltering by the Brothers of Liberty, the Council of Lords, upon the recommendation of the Council of Inquisition, has no choice to find both groups guilty of high crimes against the Shield Lands, and wanted by the Council for punishment. Furthermore, do to the relation of the groups to the faithful of Trithereon, we have no choice but to demand that those faithful surrender themselves to the Inquisition. Furthermore, any group that speaks forth against the Council of Inquisition is from today forth is guilty of treason, as that law has, with a heavy heart, been added to the Acts of Protection, to better the causes of law and order in the Shield Lands." The crowd below him cheers in approval, as the faithful of Trithereon have today become the enemies of the Shield Lands...

Any follower of Trithereon is now *Wanted by the Council*, and is noted as so on their AR. They should contact the Triad Point of Contact if they wish to turn themselves in to the Council of Inquisition upon the announcement of the Council of Lords' decree.

EXPERIENCE POINT SUMMARY

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

1: EXECUTIONS – RESCUE ATTEMPT

Stop Rescue Attempt

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: REVELATIONS – GUARDIAN CHAMBER

Defeat or Pass Guardian Creatures

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: REVELATIONS – HARBINGERS’ LAIR

Defeat followers of Erythnul

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

STORY AWARD

Find the missing followers of Trithereon and decide their fate:

APL 4	60 XP
APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	75 XP
APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

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

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

1: EXECUTIONS – RESCUE ATTEMPT

APL 4: Loot 261 gp; Coin 12 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 281 gp.

APL 6: Loot 261 gp; Coin 24 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 293 gp.

APL 8: Loot 261 gp; Coin 36 gp; Magic 8 gp; 4 *scrolls of faith healing* (2 gp each); Total 305 gp.

APL 10: Loot 261 gp; Coin 48 gp; Magic 754 gp; 2 *periaps of wisdom +2* (333 gp each), 2 *incenses of concentration* (20 gp each), 2 *potions of faith healing* (20 gp each), 4 *scrolls of faith healing* (2 gp each); Total 1,063 gp.

APL 12: Loot 261 gp; Coin 48 gp; Magic 754 gp; 2 *periaps of wisdom +2* (333 gp each), 2 *incenses of concentration* (20 gp each), 2 *potions of faith healing* (20

gp each), 4 *scrolls of faith healing* (2 gp each); Total 1,063 gp.

5: REVELATIONS – GUARDIAN CHAMBER

APL 4: Loot 0 gp; Coin 12 gp; Magic 0 gp; Total 12 gp.

APL 6: Loot 0 gp; Coin 24 gp; Magic 0 gp; Total 24 gp.

APL 8: Loot 0 gp; Coin 48 gp; Magic 0 gp; Total 48 gp.

APL 10: Loot 0 gp; Coin 96 gp; Magic 0 gp; Total 96 gp.

APL 12: Loot 0 gp; Coin 192 gp; Magic 0 gp; Total 192 gp.

5: REVELATIONS – HARBINGERS' LAIR

APL 4: Loot 109 gp; Coin 40 gp; Magic 301 gp; 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *eternal wand (ray of clumsiness)* (68 gp); Total 450 gp.

APL 6: Loot 80 gp; Coin 80 gp; Magic 944 gp; 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *rod of sliding* (116 gp); Total 1,104 gp.

APL 8: Loot 54 gp; Coin 120 gp; Magic 1,552 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 1,726 gp.

APL 10: Loot 54 gp; Coin 160 gp; Magic 1,885 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +1* (83 gp each), *eternal wand (ray of clumsiness)* (68 gp), *headband of conscious effort* (166 gp), *headband of intellect +2* (333 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 2,099 gp.

APL 12: Loot 54 gp; Coin 200 gp; Magic 3,592 gp; *belt of one mighty blow* (125 gp), 2 *blast disks* (75 gp each), *bracers of armor +1* (83 gp), *breastplate +1* (112 gp), 3 *cloaks of resistance +2* (333 gp each), *counterstrike bracers* (208 gp), *eternal wand (ray of clumsiness)* (68 gp), *fiery tunic* (416 gp), *gloves of dexterity +2* (333 gp), *headband of conscious effort* (166 gp), *headband of intellect +2* (333 gp), *ranseur +1* (192 gp), *rod of sliding* (116 gp), *quicksilver boots* (291 gp); Total 3,846 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 370 gp; Coin 64 gp; Magic 309 gp; Total 743 gp (max 650 gp).

APL 6: Loot 341 gp; Coin 128 gp; Magic 952 gp; Total 1,421 gp (max 900 gp).

APL 8: Loot 315 gp; Coin 204 gp; Magic 1,560 gp; Total 2,079 gp (max 1,300 gp).

APL 10: Loot 315 gp; Coin 304 gp; Magic 2,639 gp; Total 3,258 gp (max 2,300 gp).

APL 12: Loot 315 gp; Coin 440 gp; Magic 4,346 gp; Total 5,101 gp (max 3,300 gp).

ADVENTURE RECORD

Thanks of those Saved: For saving their lives, those who you rescued from death will remember your deed. In any Shield Lands regional event that you die in and choose to be raised from the dead, those you saved will help you cover half of the cost of the material components required for your return to life, and the churches of the Shield Lands will cover the costs of the casting after hearing of your past deeds.

Badge of Revelation: You have purchased a *badge of revelation* from the Council of Inquisition, which provides physical proof to those seeing it of your true being.

Attention of the Council of Inquisition: Favorable / Unfavorable

Favor / Disfavor of Lord Simen Sharn

Favor / Disfavor of the Brothers of Liberty

Wanted by the Council

Law's Reward: You have turned in criminals of the Shield Lands to the Inquisition and allowed the due process of law to proceed. For your efforts, the Inquisition and those who support it have given you access to their magic, and you now have Open access to two of the following spells: *mass align weapon*² [lawful only], *axiomatic storm*², *axiomatic water*², *mantle of law*², *wall of law*². Also, they have given you one-time regional access to the *axiomatic*² weapon enhancement, along with regional access to the items below marked with a *.

Mercy's Reward: You have turned over misguided souls to the care of a priest of Trithereon, so that they may earn penance for their misdeeds. For your act of mercy, the local followers of Trithereon have given you access to their magic, and you now have Open access to two of the following spells: *mass align weapon*² [chaotic only], *anarchic storm*², *anarchic water*², *mantle of chaos*², *wall of chaos*². Also, they have given you one-time regional access to the *anarchic*² weapon enhancement, along with regional access to the items below marked with a **.

¹Dungeon Master Guide ²Spell Compendium

ITEMS FOUND

APL 4:

- Blast disk (Adventure; MIC)
- Eternal wand (ray of clumsiness) (Adventure; CL 1st; MIC)
- Hat of disguise (Regional; DMG)**
- Inquisitor bracers (Regional; MIC)*
- Scroll – faith healing (Adventure; CL 1st; 25 gp)

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

- Gloves of fortunate striking (Regional; MIC)**
- Headband of conscious effort (Adventure; MIC)

- Rod of sliding (Adventure; MIC)
- Stone of alarm (Regional; DMG)*

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

- Belt of one mighty blow (Adventure; MIC)
- Lense of detection (Regional; DMG)*
- Quicksilver boots (Adventure; MIC)
- Vest of escape (Regional; DMG)**

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

- Incense of concentration (Adventure; MIC)
- Potion – faith healing (Adventure; CL 5th; 250 gp)
- Shirt of slaadskin (Regional; MIC)**
- Shirt of the inevitable (Regional; MIC)*

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

- Counterstrike bracers (Adventure; MIC)
- Fiery tunic (Adventure; MIC)
- Lenses of true form (Regional; MIC)*
- Ring of mind shielding (Regional; DMG)**

1: EXECUTIONS – RESCUE ATTEMPT

HEXTORITE RESCUER**CR 4**

Male human (Oer) cleric 4

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 26 (4 HD)**Fort** +6, **Ref** +2, **Will** +7**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** light flail +5 (1d8+1)**Ranged** light crossbow +4 (1d8/19-20)**Base Atk** +3; **Grp** +4**Atk Options** Destruction domain,**Special Actions** Law devotion, turn undead**Combat Gear** light flail, light crossbow, 10 bolts, 3 daggers, 2 scrolls of faith healing**Cleric Spells Prepared** (CL 4th):2nd— *bear's endurance*¹, *shatter*^D (DC 15), *sound**burst* (DC 15), *spiritual weapon*1st— *bless*¹, *divine favor*, *faith healing*, *magic weapon*^D¹, *shield of faith*¹0— *cure minor wound*, *detect magic*, *guidance*, *light*, *resistance*¹ Already cast**D:** Domain spell. Deity: Hextor. Domains: Destruction, War**Abilities** Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 14**SQ** nil**Feats** Extra Turning, Law Devotion, Somatic Weaponry, Weapon Focus (light flail)^B**Skills** Concentration +9, Knowledge (religion) +7, Spellcraft +7**Possessions** combat gear plus full plate, heavy steel shield**Destruction Domain (Su)** Gain smite ability, to make a single melee attack with a +4 bonus on attack rolls and a +4 bonus on damage rolls (if you hit), usable once per day.**Turn Undead (Su)** 9/day; 1d20+2; turning damage 2d6+6**Power-Up Suite: Prepared** – *bear's endurance* (11 rounds remaining), *bless* (10 rounds remaining), *magic weapon* (12 rounds remaining), *shield of faith* (13 rounds remaining): **AC** 23 touch 13 flatfooted 22 (+2 deflection), **hp** 34, **Fort** +8, **Will** +7, **Melee** - light flail +7 (1d8+2), **Ranged** - light crossbow +5, **Con** 18, **Concentration** +9**Physical Description:** Draped in a dark robe, glints of steel betray the heavy armor worn underneath it. Wielding a flail and carrying a heavy shield, a look of resolve is carried on this Oeridian male's face.**HEXTORITE PRISONER****CR 0**

Male human (Oer) warrior 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3**Languages** Common**AC** 11, touch 11, flat-footed 10

(+1 Dex)

hp 6 (1 HD)**Fort** +4, **Ref** +1, **Will** +1**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** dagger +3 (1d4+2)**Ranged** dagger +2 (1d4+2/19-20)**Base Atk** +1; **Grp** +3**Atk Options** nil**Special Actions** nil**Combat Gear** nil**Abilities** Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 10**Feats** Alertness**Skills** Climb +6, Intimidate +4**Possessions** combat gear plus prisoner outfit

5: REVELATIONS – GUARDIAN CHAMBER

NEMOUD THE HOUND**CR 3**

Anarchic Advanced Wolf

CN Medium Magical Beast (Extraplanar)

Init +2; **Senses** darkvision 60', low-light vision, scent; Listen +3, Spot +3**AC** 14, touch 12, flat-footed 12**hp** 37 (5 HD); fast healing 1**Immune** petrification, polymorph**Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5**Fort** +7, **Ref** +6, **Will** +2**Speed** 50 ft. (10 squares)**Melee** bite +5 (1d6+1)**Base Atk** +3; **Grp** +4**Atk Options** Smite Law, Trip**Abilities** Str 13, Dex 15, Con 16, Int 3, Wis 12, Cha 6**Feats** Improved Trip, Track^B, Weapon Focus (bite)**Skills** Hide +5, Move Silently +3, Survival +1***Smite Law (Su)** Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.**Trip (Ex)** A wolf that hits with a bite attack can attempt to trip the opponent (+5 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the wolf.**Skills** +4 racial bonus on Survival checks when tracking by scent**HARMS THE FALCON****CR 3**

Anarchic Dire Hawk

CN Medium Magical Beast (Extraplanar)

Init +6; **Senses** darkvision 60', low-light vision; Listen +8, Spot +10***AC** 19, touch 16, flat-footed 13

hp 32 (5 HD); fast healing 1
Immune petrification, polymorph
Resist acid 5, cold 5, electricity 5, fire 5, sonic 5
Fort +6, **Ref** +10, **Will** +6

Speed 10 ft. (2 squares), fly 80 ft. [average] (16 squares)
Melee 2 talons +9 (1d4+1) and bite +4 (1d6)
Base Atk +3; **Grp** +4
Atk Options Smite Law

Abilities Str 12, Dex 22, Con 15, Int 3, Wis 15, Cha 11
Feats Alertness, Weapon Finesse
Skills Hide +6, Move Silently +8

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.
Skills * A dire hawk receives a +8 racial bonus to Spot checks in daylight.

CAROLK THE SEA LIZARD **CR 3**
 CN Medium Magical Beast (Extraplanar)
Init +1; **Senses** darkvision 60', low-light vision; Listen +4, Spot +4

AC 15, touch 11, flat-footed 14
hp 34 (4 HD); fast healing 1
Immune petrification, polymorph
Resist acid 5, cold 5, electricity 5, fire 5, sonic 5
Fort +8, **Ref** +5, **Will** +2

Speed 20 ft. (4 squares), Swim 30 ft. (6 squares)
Melee bite +7 (1d8+6) or tail slap +7 (1d12+6)
Base Atk +3; **Grp** +7
Atk Options Improved Grab, Smite Law

Abilities Str 19, Dex 12, Con 18, Int 3, Wis 12, Cha 2
SQ Hold Breath
Feats Alertness, Skill Focus (Hide)
Skills Hide +7*, Swim +12

Improved Grab (Ex) When a crocodile hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.
Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.
Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.
Skills A crocodile has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
 * A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils

showing, gaining a +10 cover bonus on Hide checks.

5: REVELATIONS — HARBINGERS' LAIR

ARCADYM **CR 3**
 Male Human (Oeridian) sorcerer 3
 CE Medium Humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Abyssal, Draconic

AC 11, touch 11, flat-footed 10
hp 13 (3 HD)
Fort +3, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee quarterstaff +0 (1d6-1)
Ranged light crossbow +2 (1d8)
Base Atk +1; **Grp** +0
Atk Options Spells
Combat Gear quarterstaff, light crossbow, 10 bolts, *eternal wand [ray of clumsiness]* (CL 1st)
Class Spells Known (CL 3rd):
 1st (6/day)—*grease* (DC 15), *magic missile*, *ray of enfeeblement*
 0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *ray of frost*, *touch of fatigue* (DC 14)

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 13, Cha 18
SQ Summon Familiar (none summoned)
Feats Blood Calls to Blood, Eschew Materials, Keeper of Forbidden Lore
Skills Bluff +5, Concentration +8, Gather Information +2, Knowledge (arcana) +7, Knowledge (the planes) +9, Spellcraft +11
Possessions combat gear plus robe

LODD **CR 3**
 Male Half-Orc barbarian 1/fighter 2
 CE Medium humanoid
Init +2; **Senses** Listen +4, Spot +0
Languages Common, Orcish

AC 17, touch 12, flat-footed 15
hp 26 (3 HD)
Fort +8, **Ref** +2, **Will** +0

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.
Melee ranseur +8 (2d4+6, x3, 10' reach)
Ranged javelin +5 (1d6+4)
Base Atk +3; **Grp** +7
Atk Options Improved Sunder, Power Attack, Rage (1/day)
Special Actions Mad Foam Rager
Combat Gear masterwork ranseur, 6 javelins, dagger

Abilities Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6
Feats Improved Sunder, Mad Foam Rager, Power Attack, Reckless Rage
Skills Intimidate +3, Knowledge (Religion) +3, Survival +4, Swim +3
Possessions combat gear plus robes, masterwork breastplate

Power-Up Suite: Raging – +6 Str, +6 Con, +2 morale to Will saves, -4 AC, duration 9 rounds: AC 13, touch 8, flatfooted 11, hp 35, Fort +11, Will +2, Melee – ranseur +11 (2d4+10, x3, 10' reach), Ranged – javelin +5 (1d6+7), Grp +10, Str 24, Con 22, Swim +6

LAVI

CR 3

Female human (Oeridian) fighter 2/rogue 1

CE Medium humanoid

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

Languages Common, Abyssal, Flan, Orcish

AC 14, touch 13, flat-footed 11

hp 20 (3 HD)

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

Speed 30 ft. (6 squares)

Melee dagger +7 (1d4+2, 19-20) or dagger +5 (1d4+2, 19-20) and dagger +5 (1d4+1, 19-20)

Ranged dagger +6 (1d4+2)

Base Atk +2; **Grp** +4

Atk Options Far Shot, Point Blank Shot, Sneak Attack +1d6

Combat Gear 2 masterwork daggers, 4 daggers, 2 *blast disks*

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

SQ Trapfinding

Feats Far Shot, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +7, Bluff +4, Climb +7, Diplomacy +4, Disguise +4, Escape Artist +7, Hide +7, Jump +7, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Swim +4, Tumble +9

Possessions combat gear plus robes, *bracers of armor* +1

1: EXECUTIONS – RESCUE ATTEMPT

HEXTORITE RESCUER**CR 6**

Male human (Oer) cleric 4/ ordained champion 2

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +5**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 39 (6 HD)**Fort** +9, **Ref** +2, **Will** +10**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** light flail +7 (1d8+1)**Ranged** light crossbow +6 (1d8/19-20)**Base Atk** +5; **Grp** +6**Atk Options** Destruction domain, Modified Spontaneous Casting, Power Attack, Smite**Special Actions** Law Devotion, rebuke undead**Combat Gear** light flail, light crossbow, 10 bolts, 3 daggers, 2 scrolls of faith healing**Cleric Spells Prepared** (CL 5th):3rd— *blindness/deafness* (DC 16), *contagion*^D (DC 16), *dispel magic*2nd— *bear's endurance* ✂, *hold person* (DC 15), *shatter*^D (DC 15), *sound burst* (DC 15)1st— *bless* ✂, *divine favor*, *faith healing*, *magic weapon*^D ✂, *shield of faith* ✂0— *cure minor wound*, *detect magic*, *guidance*, *light*, *resistance*

✂ Already cast

D: Domain spell. Deity: Hextor. Domains: Destruction, Evil, War**Abilities** Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 14**SQ** Continued Advancement**Feats** Combat Casting, Diehard^B, Extra Turning, Law Devotion, Power Attack^B, Somatic Weaponry, Weapon Focus (light flail)^B**Skills** Concentration +11, Knowledge (religion) +7, Spellcraft +9**Possessions** combat gear plus full plate, heavy steel shield**Destruction Domain (Su)** Gain smite ability, to make a single melee attack with a +4 bonus on attack rolls and a +6 bonus on damage rolls (if you hit), usable once per day.**Modified Spontaneous Casting (Ex)** If a champion has cleric levels, the champion lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, the champion can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain. This alteration applies even to levels a champion gains as a cleric after becoming an ordained champion.If not a cleric, modified spontaneous casting does not apply to the champion, even if the champion spontaneously cast some other kind of spell, such as *summon nature's ally*.**Smite (Su)** May spend one daily use of champion's turn/rebuke ability as a swift action to turn your next melee attack into a smite. The champion gains a bonus equal to the champion's Charisma modifier on attack rolls (+2 bonus), and deals extra damage equal to the champion's total effective turning or rebuking level (+6 damage). The smite attack is not limited by alignment or race; a champion can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).**Rebuke Undead (Su)** 9/day; 1d20+2; turning damage 2d6+8**Continued Advancement (Ex)** Levels in ordained champion stack with levels of other appropriate classes for the purpose of turning or rebuking undead, and for all level-dependent domain granted powers.**Power-Up Suite:** *bear's endurance* (21 rounds remaining), *bless* (20 rounds remaining), *magic weapon* (22 rounds remaining), *shield of faith* (23 rounds remaining): AC 24 touch 14 flatfooted 23 (+3 deflection), hp 51, Fort +11, Will +11, Melee - light flail +9 (1d8+2), Ranged - light crossbow +7, Con 18, Concentration +13**Physical Description:** Draped in a dark robe, glints of steel betray the heavy armor worn underneath it. Wielding a flail and carrying a heavy shield, a look of resolve is carried on this Oeridian male's face.**HEXTORITE PRISONER****CR 0**

Male human (Oer) warrior 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3**Languages** Common**AC** 11, touch 11, flat-footed 10

(+1 Dex)

hp 6 (1 HD)**Fort** +4, **Ref** +1, **Will** +1**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** dagger +3 (1d4+2)**Ranged** dagger +2 (1d4+2/19-20)**Base Atk** +1; **Grp** +3**Atk Options** nil**Special Actions** nil**Combat Gear** nil**Abilities** Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 10**Feats** Alertness**Skills** Climb +6, Intimidate +4**Possessions** combat gear plus prisoner outfit

5: REVELATIONS – GUARDIAN CHAMBER

NEMOUD THE HOUND**CR 5**

Anarchic Advanced Dire Wolf

CN Large Magical Beast (Extraplanar)

Init +2; **Senses** darkvision 60', low-light vision, scent; Listen +7, Spot +7

AC 14, touch 11, flat-footed 12

hp 68 (8 HD); fast healing 3

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +10, **Ref** +8, **Will** +7

Speed 50 ft. (10 squares)

Melee bite +13 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +17

Atk Options Smite Law, Trip

Abilities Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Track^B, Weapon Focus (bite)

Skills Hide +3, Move Silently +4, Survival +2*

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

HARMS THE FALCON

CR 5

Anarchic Advanced Dire Hawk

CN Medium Magical Beast (Extraplanar)

Init +6; **Senses** darkvision 60', low-light vision; Listen +8, Spot +10*

AC 19, touch 16, flat-footed 13

hp 60 (8 HD); fast healing 3

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +9, **Ref** +12, **Will** +8

Speed 10 ft. (2 squares), fly 80 ft. [average] (16 squares)

Melee 2 talons +12 (1d4+1) and bite +7 (1d6)

Base Atk +6; **Grp** +7

Atk Options Flyby Attack, Smite Law

Abilities Str 12, Dex 22, Con 16, Int 3, Wis 15, Cha 11

Feats Alertness, Flyby Attack, Weapon Finesse

Skills Hide +9, Move Silently +8

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Skills * A dire hawk receives a +8 racial bonus to Spot checks in daylight.

CAROLK THE SEA LIZARD

CR 5

CN Huge Magical Beast (Extraplanar)

Init +1; **Senses** darkvision 60', low-light vision; Listen +5, Spot +5

AC 16, touch 9, flat-footed 15

hp 59 (7 HD); fast healing 1

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +9, **Ref** +6, **Will** +3

Speed 20 ft. (4 squares), Swim 30 ft. (6 squares)

Melee bite +11 (2d8+12) or tail slap +11 (1d12+12)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +21

Atk Options Improved Grab, Smite Law

Abilities Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2

SQ Hold Breath

Feats Alertness, Endurance, Skill Focus (Hide)

Skills Hide +1*, Swim +16

Improved Grab (Ex) When a crocodile hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

5: REVELATIONS – HARBINGERS' LAIR

ARCADYM

CR 5

Male Human (Oeridian) sorcerer 5

CE Medium Humanoid

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

Languages Common, Abyssal, Draconic

AC 11, touch 11, flat-footed 10

hp 22 (5 HD)

Fort +4, **Ref** +3, **Will** +6

Speed 30 ft. (6 squares)

Melee quarterstaff +1 (1d6-1)

Ranged light crossbow +3 (1d8)

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

Atk Options Spells

Combat Gear quarterstaff, light crossbow, 10 bolts, *eternal wand [ray of clumsiness] (CL 1st)*, *headband of conscious effort*, *rod of sliding*

Class Spells Known (CL 5th):

2nd (5/day)—*glitterdust* (DC 16), *web* (DC 16)
 1st (7/day)—*enlarge person*, *grease* (DC 15), *magic missile*, *ray of enfeeblement*
 0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 13, Cha 19

SQ Summon Familiar (none summoned)

Feats Blood Calls to Blood, Eschew Materials, Keeper of Forbidden Lore

Skills Bluff +7, Concentration +10, Gather Information +2, Knowledge (arcana) +7, Knowledge (the planes) +11, Spellcraft +13

Possessions combat gear plus robe, *cloak of resistance* +1

LODD**CR 5**

Male Half-Orc barbarian 3/fighter 2

CE Medium humanoid

Init +2; **Senses** Listen +4, Spot +0

Languages Common, Orcish

AC 18, touch 12, flat-footed 18

hp 45 (5 HD)

Fort +10, **Ref** +4, **Will** +2

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee ranseur +10 (2d4+6, x3, 10' reach)

Ranged javelin +7 (1d6+4)

Base Atk +5; **Grp** +9

Atk Options Improved Sunder, Power Attack, Rage (1/day)

Special Actions Mad Foam Rager

Combat Gear masterwork ranseur, 6 javelins, dagger

Abilities Str 19, Dex 14, Con 16, Int 10, Wis 10, Cha 6

SQ Trap Sense +1, Uncanny Dodge

Feats Improved Sunder, Mad Foam Rager, Power Attack, Reckless Rage

Skills Intimidate +6, Knowledge (Religion) +3, Survival +4, Swim +8

Possessions combat gear plus robes, *breastplate* +1, *cloak of resistance* +1

Power-Up Suite: Raging – +6 Str, +6 Con, +2 morale to Will saves, -4 AC, duration 9 rounds: AC 14, touch 8, flatfooted 14, hp 60, Fort +13, Will +4, Melee – ranseur +13 (2d4+10, x3, 10' reach), Ranged – javelin +7 (1d6+7), Grp +12, Str 25, Con 22, Swim +11

LAVI**CR 5**

Female human (Oeridian) fighter 2/rogue 3

CE Medium humanoid

Init +3; **Senses** Listen +6, Spot +8

Languages Common, Abyssal, Flan, Orcish

AC 14, touch 13, flat-footed 11

hp 31 (5 HD)

Fort +7, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +9 (1d4+2, 19-20) or dagger +7 (1d4+2, 19-20) and dagger +7 (1d4+1, 19-20)

Ranged dagger +8 (1d4+2)

Base Atk +4; **Grp** +6

Atk Options Far Shot, Point Blank Shot, Sneak Attack +2d6

Combat Gear 2 masterwork daggers, 4 daggers, 2 *blast disks*

Abilities Str 14, Dex 17, Con 14, Int 14, Wis 10, Cha 10

SQ Evasion, Trap Sense +1, Trapfinding

Feats Far Shot, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +13, Bluff +8, Climb +7, Diplomacy +8, Disguise +4 (+6 to act in character), Escape Artist +9, Hide +7, Jump +9, Move Silently +7, Sense Motive +8, Sleight of Hand +9, Swim +4, Tumble +13

Possessions combat gear plus robes, *bracers of armor* +1, *cloak of resistance* +1

1: EXECUTIONS – RESCUE ATTEMPT

HEXTORITE RESCUER**CR 8**

Male human (Oer) cleric 4/ ordained champion 4

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +7**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 52 (8 HD)**Fort** +10, **Ref** +3, **Will** +11**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** light flail +9/+4 (1d8+1)**Ranged** light crossbow +8 (1d8/19-20)**Base Atk** +7; **Grp** +8**Atk Options** Channel Spell, Destruction Domain, Fist of the Gods, Modified Spontaneous Casting, Power Attack, Rapid Spontaneous Casting, Smite**Special Actions** Divine Bulwark, Law Devotion, Rebuke Undead**Combat Gear** light flail, light crossbow, 10 bolts, 3 daggers, 2 scrolls of faith healing**Cleric Spells Prepared** (CL 6th):3rd— *blindness/deafness* (DC 16), *contagion*^D (DC 16), *dispel magic*, *searing light*2nd— *bear's endurance*, *eagle's splendor*, *hold person* (DC 15), *shatter*^D (DC 15), *sound burst* (DC 15)1st— *bless*, *divine favor*, *faith healing*, *magic weapon*^D, *shield of faith*0— *cure minor wound*, *detect magic*, *guidance*, *light*, *resistance*

Already cast

D: Domain spell. Deity: Hextor. Domains: Destruction, Evil, War**Abilities** Str 13, Dex 12, Con 14, Int 10, Wis 17, Cha 14**SQ** Continued Advancement**Feats** Combat Casting, Diehard^B, Extra Turning, Law Devotion, Power Attack^B, Somatic Weaponry, Weapon Focus (light flail)^B**Skills** Concentration +13, Knowledge (religion) +7, Spellcraft +11**Possessions** combat gear plus full plate, heavy steel shield

Channel Spell (Sp) A champion can channel any spell you have available to cast into the champion's melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if the champion had cast the spell. The channeled spell affects the next target the champion successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. The champion can channel spells into only one

weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Destruction Domain (Su) Gain smite ability, to make a single melee attack with a +4 bonus on attack rolls and a +8 bonus on damage rolls (if you hit), usable once per day.

Fist of the Gods (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants the champion a bonus equal to 1 + spell level sacrificed on the champion's damage rolls for melee attacks. This benefit lasts for a number of rounds equal to the number of ordained champion class levels.

Modified Spontaneous Casting (Ex) If a champion has cleric levels, the champion lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, the champion can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain. This alteration applies even to levels a champion gains as a cleric after becoming an ordained champion.

If not a cleric, modified spontaneous casting does not apply to the champion, even if the champion spontaneously cast some other kind of spell, such as *summon nature's ally*.

Rapid Spontaneous Casting (Ex) At 4th level, any spell from the War domain that the champion spontaneously casts requires only a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action. A spontaneous spell that the champion modifies with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Smite (Su) May spend one daily use of champion's turn/rebuke ability as a swift action to turn your next melee attack into a smite. The champion gains a bonus equal to the champion's Charisma modifier on attack rolls (+2 bonus normally, +4 powered up), and deals extra damage equal to the champion's total effective turning or rebuking level (+8 damage). The smite attack is not limited by alignment or race; a champion can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Divine Bulwark (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. Thus, a 3rd-level ordained champion who sacrificed a *flame strike* spell would gain damage reduction 6/chaotic for 3 rounds. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for a number of rounds equal to the number of ordained champion class levels.

Rebuke Undead (Su) 9/day (11/day powered up); 1d20+2 (1d20+4 powered up); turning damage 2d6+10 (2d6+12 powered up)

Continued Advancement (Ex) Levels in ordained champion stack with levels of other appropriate classes for the purpose of turning or rebuking undead, and for all level-dependent domain granted powers.

Power-Up Suite: *bear's endurance* (31 rounds remaining), *bless* (30 rounds remaining), *contagion* [*channel spell ability – stored in flail*] (4,700 rounds remaining), *eagle's splendor* (34 rounds remaining), *magic weapon* (32 rounds remaining), *shield of faith* (33 rounds remaining): AC 24 touch 14 flatfooted 23 (+3 deflection), hp 68, Fort +12, Will +12, Melee - light flail +11/+6 (1d8+2), Ranged - light crossbow +9, Con 18, Cha 18, Concentration +15

Physical Description: Drapped in a dark robe, glints of steel betray the heavy armor worn underneath it. Wielding a flail and carrying a heavy shield, a look of resolve is carried on this Oeridian male's face.

HEXTORITE PRISONER

CR 0

Male human (Oer) warrior 1
LE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common

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

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** +1

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

Melee dagger +3 (1d4+2)

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

Base Atk +1; **Grp** +3

Atk Options nil

Special Actions nil

Combat Gear nil

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

Feats Alertness

Skills Climb +6, Intimidate +4

Possessions combat gear plus prisoner outfit

5: REVELATIONS – GUARDIAN CHAMBER

NEMOUD THE HOUND

CR 7

Anarchic Advanced Dire Wolf
CN Large Magical Beast (Extraplanar)
Init +2; **Senses** darkvision 60', low-light vision, scent; Listen +7, Spot +7

AC 14, touch 11, flat-footed 12

hp 102 (12 HD); fast healing 5; DR 5/magic

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +12, **Ref** +10, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +17 (1d8+12, 19-20 critical)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +23

Atk Options Smite Law, Trip

Abilities Str 26, Dex 15, Con 18, Int 3, Wis 12, Cha 10

Feats Alertness, Improved Critical (Bite), Improved Trip, Run, Track^B, Weapon Focus (bite)

Skills Hide +6, Move Silently +4, Survival +2*

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

HARMS THE FALCON

CR 7

Anarchic Advanced Dire Hawk
CN Large Magical Beast (Extraplanar)

Init +5; **Senses** darkvision 60', low-light vision; Listen +8, Spot +10*

AC 19, touch 14, flat-footed 14

hp 104 (11 HD); fast healing 3

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +11, **Ref** +12, **Will** +9

Speed 10 ft. (2 squares), fly 80 ft. [average] (16 squares)

Melee 2 talons +17 (1d6+5) and bite +12 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +17

Atk Options Flyby Attack, Smite Law

Abilities Str 20, Dex 20, Con 20, Int 3, Wis 15, Cha 11

Feats Alertness, Combat Reflexes, Flyby Attack, Hover, Weapon Finesse

Skills Hide +7, Move Silently +7

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Skills * A dire hawk receives a +8 racial bonus to Spot checks in daylight.

CAROLK THE SEA LIZARD

CR 7

CN Huge Magical Beast (Extraplanar)

Init +1; **Senses** darkvision 60', low-light vision; Listen +5, Spot +5

AC 16, touch 9, flat-footed 15

hp 95 (10 HD); fast healing 3

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Fort +12, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), Swim 30 ft. (6 squares)

Melee bite +14 (2d8+12) or tail slap +13 (1d12+12)

Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +23

Atk Options Improved Grab, Smite Law

Abilities Str 27, Dex 12, Con 20, Int 3, Wis 12, Cha 2

SQ Hold Breath

Feats Alertness, Endurance, Skill Focus (Hide), Weapon Focus (bite)

Skills Hide +4*, Swim +16

Improved Grab (Ex) When a crocodile hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

5: REVELATIONS – HARBINGERS' LAIR

ARCADYM

CR 7

Male Human (Oeridian) sorc 5/ the fiend-blooded 2
CE Medium Humanoid

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

Languages Common, Abyssal, Draconic

AC 12, touch 11, flat-footed 11

hp 31 (7 HD) ; **DR** 2/lawful

Fort +4, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares)

Melee quarterstaff +2 (1d6-1)

Ranged light crossbow +4 (1d8)

Base Atk +3; **Grp** +2

Atk Options Spells

Combat Gear quarterstaff, light crossbow, 10 bolts, *eternal wand [ray of clumsiness]* (CL 1st), *headband of conscious effort*, *rod of sliding*

Class Spells Known (CL 7th):

3rd (5/day)—*displacement*, *haste*, *slow* (DC 17)

2nd (7/day)—*glitterdust* (DC 16), *see invisibility*, *web* (DC 16)

1st (5/day)—*enlarge person*, *grease* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

⚡ Already cast

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 13, Cha 19

SQ Fiendish Companion, Fiendish Heritage (+1 AC), Fiendish Sorcery, Summon Familiar (none summoned)

Feats Blood Calls to Blood, Cloak of the Obyrith, Eschew Materials, Keeper of Forbidden Lore

Skills Bluff +9, Concentration +12, Gather Information +2, Knowledge (arcana) +7, Knowledge (the planes) +14, Spellcraft +16, Survival -1

Possessions combat gear plus robe, *cloak of resistance* +1

Fiendish Heritage (Ex) A Fiend-Blooded draws strength from his fiendish ancestor's essence, gaining increased mastery over his lineage. At first level, a subtle toughening of his physical form grants a +1 natural armor bonus to AC.

Fiendish Sorcery (Ex) The Fiend-Blooded gains insight into the power of his fiendish heritage, and this insight strengthens the Fiend-Blooded's spellcasting prowess. At 2nd, 4th, 6th, 8th, and 10th level, the Fiend-Blooded adds one additional spell to his spells known list. Each new spell must be one of a level that the Fiend-Blooded can cast but can be any spell having the fire description of any spell from the schools of enchantment, illusion, or necromancy. Thus, the Fiend-Blooded could add *fireball* (a fire spell) or *speak with dead* (a necromancy spell) to your 3rd-level spells known (even though you are an arcane caster and *speak with dead* is normally a divine spell), but not *lightning bolt* (which is neither carries the fire descriptor nor belongs to one of the three specified schools).

Power-Up Suite: *mage armor* (1,200 rounds remaining): AC 16, flatfooted 15

LODD

CR 7

Male Half-Orc barbarian 3/fighter 2/ravager 2

CE Medium humanoid

Init +2; **Senses** Listen +4, Spot +0

Languages Common, Orcish

AC 18, touch 12, flat-footed 18

hp 62 (7 HD)

Fort +13, **Ref** +4, **Will** +2

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee ranseur +12/+7 (2d4+7, x3, 10' reach)

Ranged javelin +9 (1d6+4)

Base Atk +7; **Grp** +11

Atk Options Improved Sunder, Pain Touch (1/day), Power Attack, Rage (1/day)

Special Actions Aura of Fear (10' radius, 1/day), Instantaneous Rage, Mad Foam Rager

Combat Gear ranseur +1, 6 javelins, dagger, *belt of one mighty blow*

Abilities Str 19, Dex 14, Con 16, Int 10, Wis 10, Cha 6

SQ Trap Sense +1, Uncanny Dodge

Feats Improved Sunder, Instantaneous Rage, Mad Foam Rager, Power Attack, Reckless Rage

Skills Intimidate +8, Knowledge (Religion) +5, Survival +4, Swim +8

Possessions combat gear plus *breastplate* +1, *cloak of resistance* +1

Pain Touch (Su) A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level (1d8+2). Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level (1d4+2). The ravager can make one additional pain touch for every three ravager levels beyond 1st.

Aura of Fear (Su) Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. Each use lasts a number of rounds equal to 3 + the ravager's Charisma modifier (1 round).

Power-Up Suite: Raging – +6 Str, +6 Con, +2 morale to Will saves, -4 AC, duration 9 rounds: AC 14, touch 8, flatfooted 14, hp 83, Fort +15, Will +3, Melee – ranseur +15/+10 (2d4+11, x3, 10' reach), Ranged – javelin +9 (1d6+7), Grp +14, Str 25, Con 22, Swim +11

LAVI

CR 7

Female human (Oeridian) ftr 2/rog 3/invisible blade 2
CE Medium humanoid

Init +3; **Senses** Listen +10, Spot +10

Languages Common, Abyssal, Flan, Orcish

AC 16, touch 15, flat-footed 11

hp 42 (7 HD)

Fort +7, **Ref** +10, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +11/+6 (1d4+2, 19-20) or dagger +9/+5 (1d4+2, 19-20) and dagger +9 (1d4+1, 19-20)

Ranged dagger +10 (1d4+2)

Base Atk +6; **Grp** +8

Atk Options Bleeding Wound, Dagger Sneak Attack +3d6, Far Shot, Point Blank Shot, Sneak Attack +2d6

Special Actions Blindfight

Combat Gear 2 masterwork daggers, 4 daggers, 2 *blast disks*, *quicksilver boots*

Abilities Str 14, Dex 17, Con 14, Int 14, Wis 10, Cha 10

SQ Evasion, Trap Sense +1, Trapfinding, Unfettered Defense

Feats Blindfight, Far Shot, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +15, Bluff +10, Climb +7, Diplomacy +8, Disguise +4 (+6 to act in character), Escape Artist +10, Hide +7, Jump +9, Move Silently +7, Sense Motive +10, Sleight of Hand +9, Swim +4, Tumble +15

Possessions combat gear plus robes, *bracers of armor* +1, *cloak of resistance* +1

Bleeding Wound (Ex) An invisible blade of 2nd level or higher who makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

Unfettered Defense (Ex) An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, the invisible blade adds 1 point of her Intelligence bonus (if any) per invisible blade class level to her Armor Class in addition to any other modifiers she would normally receive. If the invisible blade is caught flat-footed or is otherwise denied her Dexterity modifier to Armor Class, she also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as her only weapons.

Power-Up Suite: *mage armor* (1,200 rounds remaining): AC 19, flatfooted 14

1: EXECUTIONS – RESCUE ATTEMPT

HEXTORITE RESCUER**CR 10**

Male human (Oer) cleric 5/ ordained champion 5

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +9**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 65 (10 HD)**Fort** +10, **Ref** +3, **Will** +12**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** light flail +10/+5 (1d8+5)**Ranged** light crossbow +9 (1d8/19-20)**Base Atk** +8; **Grp** +9**Atk Options** Channel Spell, Destruction Domain, Fist of the Gods, Holy Warrior, Modified Spontaneous Casting, Power Attack, Rapid Spontaneous Casting, Smite**Special Actions** Divine Bulwark, Law Devotion, Rebuke Undead**Combat Gear** light flail, light crossbow, 10 bolts, 3 daggers, *potion of faith healing* (CL 5th), 2 *scrolls of faith healing***Cleric Spells Prepared** (CL 8th, War domain +2 CL):4th— *divine might*^D, *freedom of movement*[\], *moon bolt*[\] (DC 18), *poison* (DC 18)3rd— *blindness/deafness* (DC 17), *contagion*^D (DC 17), *dispel magic*, *inflict serious wounds* (DC 17), *searing light*2nd— *bear's endurance*[\], *eagle's splendor*[\], *hold person* (DC 16), *shatter*^D (DC 16), *sound burst* (DC 16)1st— *bless*[\], *divine favor*, *faith healing* (2), *magic weapon*^D[\], *shield of faith*[\]0— *cure minor wound* (2), *detect magic*, *guidance*, *light*, *resistance*[\] Already cast**D:** Domain spell. Deity: Hextor. Domains: Destruction, Evil, War**Abilities** Str 13, Dex 12, Con 14, Int 10, Wis 19, Cha 14**SQ** Continued Advancement, War Caster**Feats** Combat Casting, Diehard^B, Extra Turning, Holy Warrior, Law Devotion, Power Attack^B, Somatic Weaponry, Weapon Focus (light flail)^B**Skills** Concentration +15, Knowledge (religion) +7, Spellcraft +13**Possessions** combat gear plus full plate, heavy steel shield, *amulet of wisdom* +2, *incense of concentration***Channel Spell (Sp)** A champion can channel any spell you have available to cast into the champion's melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if the champion had cast the spell. The channeled spell affects the next target the champion successfully attacks with that weapon, though

saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. The champion can channel spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Destruction Domain (Su) Gain smite ability, to make a single melee attack with a +4 bonus on attack rolls and a +8 bonus on damage rolls (if you hit), usable once per day.

Fist of the Gods (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants the champion a bonus equal to 1 + spell level sacrificed on the champion's damage rolls for melee attacks. This benefit lasts for a number of rounds equal to the number of ordained champion class levels.

Holy Warrior (Sp) At 5th level, a champion can spend one daily use of turn/rebuke undead as a swift action to bring the champion's Wisdom into play in combat. For 5 rounds after the champion activates this ability, the champion uses the Wisdom modifier in place of the Strength modifier on attack rolls and damage rolls.

Modified Spontaneous Casting (Ex) If a champion has cleric levels, the champion lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, the champion can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain. This alteration applies even to levels a champion gains as a cleric after becoming an ordained champion.

If not a cleric, modified spontaneous casting does not apply to the champion, even if the champion spontaneously cast some other kind of spell, such as *summon nature's ally*.

Rapid Spontaneous Casting (Ex) At 4th level, any spell from the War domain that the champion spontaneously casts requires only a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action. A spontaneous spell that the champion modifies with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Smite (Su) May spend one daily use of champion's turn/rebuke ability as a swift action to turn your next melee attack into a smite. The champion gains a bonus equal to the champion's Charisma modifier on attack rolls (+2 bonus normally, +4 powered up), and deals extra damage equal to the champion's total effective turning or rebuking level (+10 damage). The smite attack is not limited by alignment or race; a champion can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Divine Bulwark (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to gain

damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. Thus, a 3rd-level ordained champion who sacrificed a *flame strike* spell would gain damage reduction 6/chaotic for 3 rounds. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for a number of rounds equal to the number of ordained champion class levels.

Rebuke Undead (Su) 9/day (11/day powered up); 1d20+2 (1d20+4 powered up); turning damage 2d6+12 (2d6+14 powered up)

Continued Advancement (Ex) Levels in ordained champion stack with levels of other appropriate classes for the purpose of turning or rebuking undead, and for all level-dependent domain granted powers.

War Caster (Ex) At 5th level, the champion gains a +2 bonus to effective caster level when casting spells that appear on the War domain spell list.

Power-Up Suite: *bear's endurance* (51 rounds remaining), *bless* (50 rounds remaining), *eagle's splendor* (54 rounds remaining), *freedom of movement* (949 rounds remaining), *magic weapon* (52 rounds remaining), *moon bolt [channel spell ability – stored in flail]* (4,700 rounds remaining), *shield of faith* (53 rounds remaining): AC 24 touch 14 flatfooted 23 (+3 deflection), hp 85, Fort +12, Will +13, Melee - light flail +12/+7 (1d8+6), Ranged - light crossbow +10, Con 18, Cha 18, Concentration +17

Physical Description: Drapped in a dark robe, glints of steel betray the heavy armor worn underneath it. Wielding a flail and carrying a heavy shield, a look of resolve is carried on this Oeridian male's face.

HEXTORITE PRISONER

CR 0

Male human (Oer) warrior 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common

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

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** +1

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

Melee dagger +3 (1d4+2)

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

Base Atk +1; **Grp** +3

Atk Options nil

Special Actions nil

Combat Gear nil

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

Feats Alertness

Skills Climb +6, Intimidate +4

Possessions combat gear plus prisoner outfit

5: REVELATIONS – GUARDIAN CHAMBER

NEMOUD THE HOUND

CR 9

Anarchic Advanced Dire Wolf of Legend

CN Large Outsider (Extraplanar)

Init +9; **Senses** darkvision 60', low-light vision, scent; Listen +8, Spot +8

AC 22, touch 14, flat-footed 17

hp 162 (12 HD); fast healing 5; DR 5/magic

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5; SR 16

Fort +20, **Ref** +16, **Will** +13

Speed 50 ft. (10 squares)

Melee bite +22 (2d6+19, 19-20 critical)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +28

Atk Options Smite Law, Trip

Special Actions Frightful Presence (DC 18)

Abilities Str 36, Dex 21, Con 28, Int 5, Wis 14, Cha 14

SQ Greater Damage

Feats Alertness, Improved Critical (Bite), Improved Initiative, Improved Trip, Run, Track^B, Weapon Focus (bite)

Skills Hide +9, Move Silently +7, Survival +3*

Frightful Presence (Ex) When Nemoud howls (a free action) it inspires terror in all creatures within 20 feet that have fewer hit dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10+ ½ Nemoud's hit dice +Nemoud's Charisma modifier) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to Nemoud's frightful presence for 24 hours.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+21 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the dire wolf.

Greater Damage (Ex) Damage dice for Nemoud's natural attacks are increased by one die type, from 1d8 to 2d6.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

HARMS THE FALCON

CR 9

Anarchic Advanced Dire Hawk of Legend

CN Large Outsider (Extraplanar)

Init +12; **Senses** darkvision 60', low-light vision; Listen +9, Spot +11*

AC 27, touch 17, flat-footed 19

hp 159 (11 HD); fast healing 3

Immune electricity, mind-affecting, petrification, polymorph

Resist acid 5, cold 5, fire 5, sonic 5

Fort +19, **Ref** +18, **Will** +13

Speed 10 ft. (2 squares), fly 80 ft. [average] (16 squares)

Melee 2 talons +22 (1d8+10) and bite +20 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +22

Atk Options Breath Weapon (3d6 lightning, DC 25), Flyby Attack, Smite Law

Abilities Str 30, Dex 26, Con 30, Int 5, Wis 17, Cha 15

SQ Greater Damage

Feats Alertness, Combat Reflexes, Flyby Attack, Hover, Improved Initiative, Multiattack, Weapon Finesse

Skills Hide +10, Move Silently +10

Breath Weapon (Su) Every 1d4 rounds, Harms can use a breath weapon (15' cone, 3d6 lightning damage). A target can make a Reflex save (DC 10 + ½ Harms' Hit Dice + Harms' Charisma modifier).

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Greater Damage (Ex) Damage dice for Harms' natural attacks are increased by one die type, from 1d6 to 1d8 for his talons and 1d8 to 2d6 for his bite.

Skills * A dire hawk receives a +8 racial bonus to Spot checks in daylight.

CAROLK THE SEA LIZARD CR 9

CN Huge Outsider (Extraplanar)

Init +8; **Senses** darkvision 60', low-light vision; Listen +6, Spot +6

AC 24, touch 12, flat-footed 20

hp 145 (10 HD); fast healing 3

Immune acid, petrification, poison, polymorph

Resist cold 5, electricity 5, fire 5, sonic 5; SR 15

Fort +20, **Ref** +14, **Will** +8

Speed 20 ft. (4 squares), Swim 30 ft. (6 squares)

Melee bite +19 (2d8+19 plus poison (1d6 Str/1d6 Str, DC 25)) or tail slap +18 (1d12+19)

Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +28

Atk Options Improved Grab, Poison, Smite Law

Abilities Str 37, Dex 18, Con 30, Int 5, Wis 14, Cha 6

SQ Hold Breath

Feats Alertness, Endurance, Improved Initiative, Skill Focus (Hide), Weapon Focus (bite)

Skills Hide +7*, Swim +21

Improved Grab (Ex) When a crocodile hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Poison (Ex) Carolk delivers its poison with a successful bite attack. A target that succeeds at a Fortitude save (DC 10+ ½ Carolk's Hit Dice + Carolk's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

5: REVELATIONS — HARBINGERS' LAIR

ARCADYM

CR 9

Male Human (Oeridian) sorc 5/ the fiend-blooded 4
CE Medium Humanoid

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

Languages Common, Abyssal, Draconic

AC 13, touch 12, flat-footed 12

hp 40 (9 HD) ; DR 3/lawful

Fort +5 (+6 against poison), **Ref** +4, **Will** +10

Speed 30 ft. (6 squares)

Melee quarterstaff +3 (1d6-1)

Ranged light crossbow +5 (1d8)

Base Atk +4; **Grp** +3

Atk Options Smiting Spell (1/day), Spells

Combat Gear quarterstaff, light crossbow, 10 bolts, *eternal wand [ray of clumsiness]* (CL 1st), *headband of conscious effort*, *rod of sliding*

Class Spells Known (CL 9th):

4th (5/day)—*dimension door*, *enervation*, *greater invisibility*

3rd (7/day)—*dispel magic*, *displacement*, *haste*, *slow* (DC 18)

2nd (6/day)—*false life* ✎, *glitterdust* (DC 17), *see invisibility*, *web* (DC 17)

1st (6/day)—*enlarge person*, *grease* (DC 16), *mage armor* ✎, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 15)

✎ Already cast

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 13, Cha 21

SQ Blood of Fiends, Fiendish Companion, Fiendish Heritage (+1 AC, +1 Cha), Fiendish Sorcery, Summon Familiar (none summoned)

Feats Blood Calls to Blood, Cloak of the Obyrith, Eschew Materials, Keeper of Forbidden Lore, Precognitive Visions

Skills Bluff +11, Concentration +14, Gather Information +2, Knowledge (arcana) +7, Knowledge (the planes) +17, Spellcraft +19, Survival -1

Possessions combat gear plus robe, *cloak of resistance* +1

Smiting Spell (Su) A Fiend-Blooded of at least 4th level can, as a free action, once per day, invest a portion of his fiendish power into any damaging spell he casts. The resulting spell will deal an additional number of hit points of damage equal to the Fiend-Blooded's class level + Charisma modifier to all within in the spell's area.

Fiendish Heritage (Ex) A Fiend-Blooded draws strength from his fiendish ancestor's essence, gaining increased mastery over his lineage. At first level, a subtle toughening of his physical form grants a +1 natural armor bonus to AC. At 3rd level, the Fiend-Blooded gains a +1 boost to his Charisma score.

Fiendish Sorcery (Ex) The Fiend-Blooded gains insight into the power of his fiendish heritage, and this insight strengthens the Fiend-Blooded's spellcasting prowess. At 2nd, 4th, 6th, 8th, and 10th level, the Fiend-Blooded adds one additional spell to his spells known list. Each new spell must be one of a level that the Fiend-Blooded can cast but can be any spell having the fire description or any spell from the schools of enchantment, illusion, or necromancy. Thus, the Fiend-Blooded could add *fireball* (a fire spell) or *speak with dead* (a necromancy spell) to your 3rd-level spells known (even though you are an arcane caster and *speak with dead* is normally a divine spell), but not *lightning bolt* (which is neither carries the fire descriptor nor belongs to one of the three specified schools).

Blood of Fiends (Ex) Upon reaching 3rd level, the Fiend-Blooded gains a +1 bonus on saves against poison. The Fiend-Blooded also reduces any damage taken from poison (whether hit point or ability damage) by 1 point.

Power-Up Suite: *false life* (1,200 rounds remaining), *mage armor* (1,200 rounds remaining): AC 19, flatfooted 14, hp 54

LODD

CR 9

Male Half-Orc barbarian 3/fighter 2/ravager 4

CE Medium humanoid

Init +2; **Senses** Listen +4, Spot +0

Languages Common, Orcish

AC 18, touch 12, flat-footed 18

hp 79 (9 HD)

Fort +14, **Ref** +5, **Will** +3

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee ranseur +15/+10 (2d4+8, 19-20/x3, 10' reach)

Ranged javelin +11 (1d6+5)

Base Atk +9; **Grp** +14

Atk Options Cruellest Cut (1/day), Improved Sunder, Pain Touch (2/day), Power Attack, Rage (1/day)

Special Actions Aura of Fear (10' radius, 1/day), Instantaneous Rage, Mad Foam Rager

Combat Gear ranseur +1, 6 javelins, dagger, *belt of one mighty blow*

Abilities Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 6

SQ Trap Sense +1, Uncanny Dodge

Feats Improved Critical (ranseur), Improved Sunder, Instantaneous Rage, Mad Foam Rager, Power Attack, Reckless Rage

Skills Intimidate +10, Knowledge (Religion) +7, Survival +4, Swim +9

Possessions combat gear plus robes, *breastplate* +1, *cloak of resistance* +1

Cruellest Cut (Ex) When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack ruins the attempt). If the ravager strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three ravager levels he has attained, but may only make one cruellest cut attempt per round.

Pain Touch (Su) A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level (1d8+4). Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level (1d4+4). The ravager can make one additional pain touch for every three ravager levels beyond 1st.

Aura of Fear (Su) Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. Each use lasts a number of rounds equal to 3 + the ravager's Charisma modifier (1 round).

Power-Up Suite: **Raging** – +6 Str, +6 Con, +2 morale to Will saves, -4 AC, duration 9 rounds: AC 14, touch 8, flatfooted 14, hp 106, Fort +17, Will +5, **Melee** – ranseur +18/+13 (2d4+13, 19-20/x3, 10' reach), **Ranged** – javelin +9 (1d6+8), Grp +17, Str 26, Con 22, Swim +12

LAVI

CR 9

Female human (Oeridian) ftr 2/rog 3/invisible blade 4

CE Medium humanoid

Init +4; **Senses** Listen +11, Spot +11

Languages Common, Abyssal, Flan, Orcish

AC 19, touch 18, flat-footed 11

hp 53 (9 HD)

Fort +8, Ref +12, Will +3

Speed 30 ft. (6 squares)

Melee dagger +14/+9 (1d4+2, 19-20) or dagger +12/+7 (1d4+2, 19-20) and dagger +12/+7 (1d4+1, 19-20)

Ranged dagger +13 (1d4+2)

Base Atk +8; Grp +10

Atk Options Bleeding Wound, Dagger Sneak Attack +4d6, Far Shot, Point Blank Shot, Sneak Attack +2d6, Uncanny Feint (Move)

Special Actions Blindfight, Feint Mastery

Combat Gear 2 masterwork daggers, 4 daggers, 2 *blast disks*, *quicksilver boots*

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

SQ Evasion, Trap Sense +1, Trapfinding, Unfettered Defense

Feats Blindfight, Far Shot, Improved Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +18, Bluff +12, Climb +10, Diplomacy +8, Disguise +4 (+6 to act in character), Escape Artist +13, Hide +8, Jump +10, Move Silently +8, Sense Motive +12, Sleight of Hand +10, Swim +4, Tumble +18

Possessions combat gear plus robes, *bracers of armor +1*, *cloak of resistance +1*, *headband of intellect +2*

Bleeding Wound (Ex) An invisible blade of 2nd level or higher who makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

Uncanny Feint [Move] (Ex) At 3rd level, an invisible blade gains the ability to feint in combat (see page 68 in of the PH) as a move action rather than a standard action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex) At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of her ability to mislead opponents that she can take 10 on all Bluff checks when feinting in combat (see page 68 in the PH), even if stress and distractions would normally prevent her from doing so.

Unfettered Defense (Ex) An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, the invisible blade adds 1 point of her Intelligence bonus (if any) per

invisible blade class level to her Armor Class in addition to any other modifiers she would normally receive. If the invisible blade is caught flat-footed or is otherwise denied her Dexterity modifier to Armor Class, she also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as her only weapons.

Power-Up Suite: *mage armor* (1,200 rounds remaining): AC 22, flatfooted 14

1: EXECUTIONS – RESCUE ATTEMPT

HEXTORITE RESCUER**CR 12**

Male human (Oer) cleric 7/ ordained champion 5

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +11**Languages** Common**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 78 (12 HD)**Fort** +11, **Ref** +4, **Will** +14**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** light flail +12/+7 (1d8+6)**Ranged** light crossbow +11 (1d8/19-20)**Base Atk** +10; **Grp** +11**Atk Options** Awesome Smite, Channel Spell, Destruction Domain, Fist of the Gods, Holy Warrior, Modified Spontaneous Casting, Power Attack, Rapid Spontaneous Casting, Smite**Special Actions** Divine Bulwark, Law Devotion, Rebuke Undead**Combat Gear** light flail, light crossbow, 10 bolts, 3 daggers, *potion of faith healing* (CL 5th), 2 *scrolls of faith healing***Cleric Spells Prepared** (CL 10th, War domain +2 CL):5th— *flame strike*^D (DC20) (2), *slay living* (DC 20), *spell resistance* ✂4th— *divine might*^D, *freedom of movement* ✂, *greater magic weapon* ✂, *moon bolt* ✂ (DC 19), *poison* (DC 19)3rd— *blindness/deafness* (DC 18), *contagion*^D (DC 18), *dispel magic*, *inflict serious wounds* (DC 18), *searing light*2nd— *bear's endurance* ✂, *eagle's splendor* ✂, *hold person* (DC 17), *resist energy*, *shatter*^D (DC 17), *sound burst* (DC 17)1st— *bless* ✂, *divine favor*, *faith healing* (2), *inflict light wounds*^D (DC 16), *obscuring mist*, *shield of faith* ✂0— *cure minor wound* (2), *detect magic*, *guidance*, *light*, *resistance*

✂ Already cast

D: Domain spell. Deity: Hextor. Domains: Destruction, Evil, War**Abilities** Str 13, Dex 12, Con 14, Int 10, Wis 20, Cha 14**SQ** Continued Advancement, War Caster**Feats** Awesome Smite, Combat Casting, Diehard^B, Extra Turning, Holy Warrior, Law Devotion, Power Attack^B, Somatic Weaponry, Weapon Focus (light flail)^B**Skills** Concentration +17, Knowledge (religion) +7, Spellcraft +15**Possessions** combat gear plus full plate, heavy steel shield, *amulet of wisdom* +2, *incense of concentration***Channel Spell (Sp)** A champion can channel any spell you have available to cast into the champion's

melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if the champion had cast the spell. The channeled spell affects the next target the champion successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. The champion can channel spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Destruction Domain (Su) Gain smite ability, to make a single melee attack with a +4 bonus on attack rolls and a +8 bonus on damage rolls (if you hit), usable once per day.

Fist of the Gods (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants the champion a bonus equal to 1 + spell level sacrificed on the champion's damage rolls for melee attacks. This benefit lasts for a number of rounds equal to the number of ordained champion class levels.

Holy Warrior (Sp) At 5th level, a champion can spend one daily use of turn/rebuke undead as a swift action to bring the champion's Wisdom into play in combat. For 5 rounds after the champion activates this ability, the champion uses the Wisdom modifier in place of the Strength modifier on attack rolls and damage rolls.

Modified Spontaneous Casting (Ex) If a champion has cleric levels, the champion lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, the champion can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain. This alteration applies even to levels a champion gains as a cleric after becoming an ordained champion.

If not a cleric, modified spontaneous casting does not apply to the champion, even if the champion spontaneously cast some other kind of spell, such as *summon nature's ally*.

Rapid Spontaneous Casting (Ex) At 4th level, any spell from the War domain that the champion spontaneously casts requires only a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action. A spontaneous spell that the champion modifies with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Smite (Su) May spend one daily use of champion's turn/rebuke ability as a swift action to turn your next melee attack into a smite. The champion gains a bonus equal to the champion's Charisma modifier on attack rolls (+2 bonus normally, +4 powered up), and deals extra damage equal to the champion's total effective turning or rebuking level (+12 damage). The smite attack is not limited by

alignment or race; a champion can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Divine Bulwark (Sp) A champion can sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. Thus, a 3rd-level ordained champion who sacrificed a *flame strike* spell would gain damage reduction 6/chaotic for 3 rounds. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for a number of rounds equal to the number of ordained champion class levels.

Rebuke Undead (Su) 9/day (11/day powered up); 1d20+2 (1d20+4 powered up); turning damage 2d6+14 (2d6+16 powered up)

Continued Advancement (Ex) Levels in ordained champion stack with levels of other appropriate classes for the purpose of turning or rebuking undead, and for all level-dependent domain granted powers.

War Caster (Ex) At 5th level, the champion gains a +2 bonus to effective caster level when casting spells that appear on the War domain spell list.

Power-Up Suite: *bear's endurance* (51 rounds remaining), *bless* (50 rounds remaining), *eagle's splendor* (54 rounds remaining), *freedom of movement* (949 rounds remaining), *greater magic weapon [light flail]* (3,049 rounds remaining), *moon bolt [channel spell ability – stored in flail]* (4,700 rounds remaining), *shield of faith* (53 rounds remaining), *spell resistance* (55 rounds remaining): AC 24 touch 14 flatfooted 23 (+3 deflection), hp 102, Resist: SR 22, Fort +13, Will +15, Melee - light flail +16/+11 (1d8+9), Ranged - light crossbow +12, Con 18, Cha 18, Concentration +19

Physical Description: Drapped in a dark robe, glints of steel betray the heavy armor worn underneath it. Wielding a flail and carrying a heavy shield, a look of resolve is carried on this Oeridian male's face.

HEXTORITE PRISONER

CR 0

Male human (Oer) warrior 1
LE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common

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

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** +1

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

Melee dagger +3 (1d4+2)

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

Base Atk +1; **Grp** +3

Atk Options nil

Special Actions nil

Combat Gear nil

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

Feats Alertness

Skills Climb +6, Intimidate +4

Possessions combat gear plus prisoner outfit

5: REVELATIONS – GUARDIAN CHAMBER

NEMOUD THE HOUND

CR 11

Anarchic Advanced Dire Wolf of Legend

CN Large Outsider (Extraplanar)

Init +10; **Senses** darkvision 60', low-light vision, scent; Listen +8, Spot +8

AC 23, touch 15, flat-footed 17

hp 243 (18 HD); fast healing 5; DR 5/magic

Immune petrification, polymorph

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5; SR 19

Fort +23, **Ref** +20, **Will** +16

Speed 50 ft. (10 squares)

Melee bite +26 (2d6+19, 19-20 critical)

Space 10 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +32

Atk Options Smite Law, Trip

Special Actions Frightful Presence (DC 21)

Abilities Str 36, Dex 22, Con 28, Int 5, Wis 14, Cha 14

SQ Greater Damage

Feats Alertness, Diehard, Endurance, Improved Critical (Bite), Improved Initiative, Improved Trip, Run, Track^B, Weapon Focus (bite)

Skills Hide +16, Move Silently +8, Survival +3*

Frightful Presence (Ex) When Nemoud howls (a free action) it inspires terror in all creatures within 20 feet that have fewer hit dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10+ ½ Nemoud's hit dice + Nemoud's Charisma modifier) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to Nemoud's frightful presence for 24 hours.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+21 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the dire wolf.

Greater Damage (Ex) Damage dice for Nemoud's natural attacks are increased by one die type, from 1d8 to 2d6.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

HARMS THE FALCON

CR 11

Anarchic Advanced Dire Hawk of Legend
CN Large Outsider (Extraplanar)
Init +13; **Senses** darkvision 60', low-light vision;
Listen +9, Spot +11*

AC 28, touch 18, flat-footed 19
hp 246 (17 HD); fast healing 5; DR 5/magic
Immune electricity, mind-affecting, petrification,
polymorph
Resist acid 5, cold 5, fire 5, sonic 5
Fort +22, **Ref** +22, **Will** +16

Speed 10 ft. (2 squares), fly 80 ft. [average] (16 squares)
Melee 2 talons +26 (2d6+10, 19-20 critical) and bite +24 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +26
Atk Options Breath Weapon (3d6, DC 28), Flyby Attack, Smite Law

Abilities Str 30, Dex 28, Con 30, Int 5, Wis 17, Cha 15
SQ Greater Damage
Feats Alertness, Combat Reflexes, Flyby Attack, Hover, Improved Critical (talon), Improved Initiative, Improved Natural Attack (talon), Multiattack, Weapon Finesse
Skills Hide +17, Move Silently +11

Breath Weapon (Su) Every 1d4 rounds, Harms can use a breath weapon (15' cone, 3d6 lightning damage). A target can make a Reflex save (DC 10 + ½ Harms' Hit Dice + Harms' Charisma modifier).
Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Greater Damage (Ex) Damage dice for Harms' natural attacks are increased by one die type, from 1d6 to 1d8 for his talons and 1d8 to 2d6 for his bite.

Skills * A dire hawk receives a +8 racial bonus to Spot checks in daylight.

CAROLK THE SEA LIZARD **CR 11**
CN Huge Outsider (Extraplanar)
Init +8; **Senses** darkvision 60', low-light vision;
Listen +6, Spot +6

AC 24, touch 12, flat-footed 20
hp 248 (16 HD); fast healing 5; DR 5/magic
Immune acid, petrification, poison, polymorph
Resist cold 5, electricity 5, fire 5, sonic 5; SR 18
Fort +24, **Ref** +17, **Will** +10

Speed 20 ft. (4 squares), Swim 30 ft. (6 squares)
Melee bite +24 (2d8+19, 19-20 critical, plus poison (1d6 Str/1d6 Str, DC 29)) or tail slap +23 (1d12+19)
Space 15 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +33
Atk Options Improved Grab, Poison, Smite Law

Abilities Str 37, Dex 18, Con 32, Int 5, Wis 14, Cha 6
SQ Hold Breath

Feats Alertness, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Skill Focus (Hide), Weapon Focus (bite)
Skills Hide +13*, Swim +21

Improved Grab (Ex) When a crocodile hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Poison (Ex) Carolk delivers its poison with a successful bite attack. A target that succeeds at a Fortitude save (DC 10+ ½ Carolk's Hit Dice + Carolk's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Smite Law (Su) Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

5: REVELATIONS – HARBINGERS' LAIR

ARCADYM **CR 11**
Male Human (Oeridian) sorc 5/ the fiend-blooded 6
CE Medium Humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Abyssal, Draconic

AC 13, touch 12, flat-footed 12
hp 49 (11 HD) ; DR 3/lawful
Resist cold 5, fire 5
Fort +7 (+8 against poison), **Ref** +6, **Will** +12

Speed 30 ft. (6 squares)
Melee quarterstaff +4 (1d6-1)
Ranged light crossbow +6 (1d8)
Base Atk +5; **Grp** +4
Atk Options Smiting Spell (1/day), Spells
Combat Gear quarterstaff, light crossbow, 10 bolts, *eternal wand [ray of clumsiness]* (CL 1st), *headband of conscious effort*, *rod of sliding*
Class Spells Known (CL 11th):
5th (5/day)—*cloudkill* (DC 20), *dominate person* (DC 20), *wall of force*
4th (7/day)—*dimension door*, *enervation*, *evard's black tentacles*, *greater invisibility*

3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 18), *haste*, *slow* (DC 18)

2nd (6/day)—*false life* ✎, *glitterdust* (DC 17), *see invisibility*, *mirror image*, *web* (DC 17)

1st (6/day)—*enlarge person*, *grease* (DC 16), *mage armor* ✎, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

✎ Already cast

Abilities Str 8, Dex 12, Con 14, Int 15, Wis 13, Cha 21

SQ Blood of Fiends, Fiendish Companion, Fiendish Heritage, Fiendish Sorcery, Summon Familiar (none summoned)

Feats Blood Calls to Blood, Cloak of the Obyrith, Eschew Materials, Keeper of Forbidden Lore, Precognitive Visions

Skills Bluff +13, Concentration +16, Gather Information +2, Knowledge (arcana) +7, Knowledge (the planes) +19, Spellcraft +21, Survival -1

Possessions combat gear plus robe, *cloak of resistance* +2

Smiting Spell (Su) A Fiend-Blooded of at least 4th level can, as a free action, once per day, invest a portion of his fiendish power into any damaging spell he casts. The resulting spell will deal an additional number of hit points of damage equal to the Fiend-Blooded's class level + Charisma modifier to all within in the spell's area.

Fiendish Heritage (Ex) A Fiend-Blooded draws strength from his fiendish ancestor's essence, gaining increased mastery over his lineage. At first level, a subtle toughening of his physical form grants a +1 natural armor bonus to AC. At 3rd level, the Fiend-Blooded gains a +1 boost to his Charisma score. At 5th level, the Fiend-Blooded gains a +1 boost to his Intelligence score.

Fiendish Sorcery (Ex) The Fiend-Blooded gains insight into the power of his fiendish heritage, and this insight strengthens the Fiend-Blooded's spellcasting prowess. At 2nd, 4th, 6th, 8th, and 10th level, the Fiend-Blooded adds one additional spell to his spells known list. Each new spell must be one of a level that the Fiend-Blooded can cast but can be any spell having the fire description of any spell from the schools of enchantment, illusion, or necromancy. Thus, the Fiend-Blooded could add *fireball* (a fire spell) or *speak with dead* (a necromancy spell) to your 3rd-level spells known (even though you are an arcane caster and *speak with dead* is normally a divine spell), but not *lightning bolt* (which is neither carries the fire descriptor nor belongs to one of the three specified schools).

Blood of Fiends (Ex) Upon reaching 3rd level, the Fiend-Blooded gains a +1 bonus on saves against poison. The Fiend-Blooded also reduces any damage taken from poison (whether hit point or ability damage) by 1 point.

At 6th level, the Fiend-Blooded's fiendish essence grants him resistance to cold and fire 5.

Power-Up Suite: *false life* (1,200 rounds remaining), *mage armor* (1,200 rounds remaining): AC 17, flatfooted 16, hp 64

LODD

CR 11

Male Half-Orc barbarian 3/fighter 2/ravager 6

CE Medium humanoid

Init +2; **Senses** Listen +4, Spot +0

Languages Common, Orcish

AC 18, touch 12, flat-footed 18

hp 96 (11 HD)

Fort +16, **Ref** +7, **Will** +5

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee ranseur +17/+12/+7 (2d4+8, 19-20/x3, 10' reach)

Ranged javelin +13 (1d6+5)

Base Atk +11; **Grp** +16

Atk Options Cruellest Cut (2/day), Improved Sunder, Pain Touch (2/day), Power Attack, Rage (1/day)

Special Actions Aura of Fear (20' radius, 2/day), Instantaneous Rage, Mad Foam Rager

Combat Gear ranseur +1, 6 javelins, dagger, *belt of one mighty blow*, *counterstrike bracers*

Abilities Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 6

SQ Trap Sense +1, Uncanny Dodge

Feats Improved Critical (ranseur), Improved Sunder, Instantaneous Rage, Mad Foam Rager, Power Attack, Reckless Rage

Skills Intimidate +12, Knowledge (Religion) +9, Survival +4, Swim +9

Possessions combat gear plus robes, *breastplate* +1, *cloak of resistance* +2

Cruellest Cut (Ex) When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack ruins the attempt). If the ravager strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three ravager levels he has attained, but may only make one cruellest cut attempt per round.

Pain Touch (Su) A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level (1d8+6). Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level (1d4+6). The ravager can make one additional pain touch for every three ravager levels beyond 1st.

Aura of Fear (Su) Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within

range. Each use lasts a number of rounds equal to 3 + the ravager's Charisma modifier (1 round).

Power-Up Suite: Raging – +6 Str, +6 Con, +2 morale to Will saves, -4 AC, duration 9 rounds: AC 14, touch 8, flatfooted 14, hp 129, Fort +19, Will +7, Melee – ranseur +20/+15/+10 (2d4+13, 19-20/x3, 10' reach), Ranged – javelin +11 (1d6+8), Grp +19, Str 26, Con 22, Swim +12

LAVI

CR 9

Female human (Oeridian) ftr 2/rog 3/invisible blade 5/thief-acrobat 1

CE Medium humanoid

Init +4; **Senses** Listen +12, Spot +14

Languages Common, Abyssal, Flan, Orcish

AC 20, touch 19, flat-footed 11

hp 64 (11 HD)

Resist fire 5

Fort +9, **Ref** +16, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +16/+11 (1d4+2, 19-20) or dagger +14/+9 (1d4+2, 19-20) and dagger +14/+9 (1d4+1, 19-20)

Ranged dagger +15 (1d4+2)

Base Atk +9; **Grp** +11

Atk Options Bleeding Wound, Dagger Sneak Attack +5d6, Far Shot, Point Blank Shot, Sneak Attack +2d6, Uncanny Feint (Free Action)

Special Actions Blindfight, Feint Mastery

Combat Gear 2 masterwork daggers, 4 daggers, 2 *blast disks*, *fiery tunic*, *quicksilver boots*

Abilities Str 14, Dex 20, Con 14, Int 18, Wis 10, Cha 10

SQ Evasion, Fast Acrobatics, Kip Up, Steady Stance, Trap Sense +1, Trapfinding, Unfettered Defense

Feats Blindfight, Far Shot, Improved Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +21, Bluff +13, Climb +10, Diplomacy +8, Disguise +4 (+6 to act in character), Escape Artist +16, Hide +9, Jump +12, Move Silently +9, Sense Motive +13, Sleight of Hand +11, Swim +4, Tumble +21

Possessions combat gear plus robes, *bracers of armor* +1, *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2

Bleeding Wound (Ex) An invisible blade of 2nd level or higher who makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune

to sneak attack damage are immune to bleeding wounds as well.

Uncanny Feint [Free Action] (Ex) At 5th level, an invisible blade gains the ability to feint in combat (see page 68 in of the PH) as a free action rather than a standard action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex) At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of her ability to mislead opponents that she can take 10 on all Bluff checks when feinting in combat (see page 68 in the PH), even if stress and distractions would normally prevent her from doing so.

Fast Acrobatics (Ex) A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb at half her speed as a move action without taking a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex) A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex) A thief-acrobat remains stable on her feet when others have difficulty standing. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance and Climb checks to remain balancing or climbing when she takes damage.

Unfettered Defense (Ex) An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, the invisible blade adds 1 point of her Intelligence bonus (if any) per invisible blade class level to her Armor Class in addition to any other modifiers she would normally receive. If the invisible blade is caught flat-footed or is otherwise denied her Dexterity modifier to Armor Class, she also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as her only weapons.

Power-Up Suite: *mage armor* (1,200 rounds remaining): AC 23, flatfooted 14

APPENDIX 2: NEW RULES ITEMS

FEATS

AWESOME SMITE [TACTICAL]

Through a combination of sheer muscle and mystical acumen, you can deliver devastating smite attacks.

Prerequisite: Power Attack, base attack bonus +6, smite ability

Benefit: This feat allows the use of three tactical maneuvers, each of which requires you make a smite attack while using the Power Attack feat (minimum attack penalty -1). You must declare the use of this feat before making the attack roll. You can employ one of these maneuvers at a time.

Demolishing Smite: Your smite attack punches through your enemy's defenses. For the purpose of this single attack, you can ignore a number of points of damage reduction (Except DR/- or DR/epic) up to twice your Charisma bonus (if any). For instance, if your Charisma is 17 (+3 bonus, you ignore 6 points of your target's damage reduction when making a demolishing smite.

Overwhelming Smite: Your smite attack can knock an opponent prone. If the attack hits and deals damage it is treated as though it were also a trip attack. Make a Strength check opposed by the defender's Strength or Dexterity, with all normal trip modifiers (PH 158). A foe that resists is not entitled to make a trip attempt against you in return. You can attempt an overwhelming smite only once per round.

Seeking Smite: Your smite attack is uncannily guided to its target. For the purpose of this single attack, you ignore any miss chance your foe might have, though your weapon must still be able to strike the target. Thus, while this maneuver allows you to strike an incorporeal creature unerringly with a magic sword, it does not allow you to strike it with a nonmagical weapon.

Source: *Complete Champion* 55.

BLOOD CALLS TO BLOOD

Exploring the latent potential in your blood due to your fiendish descent, you learn how to better adapt to the mystical attacks of your forebears.

Prerequisite: Spontaneous arcane caster, must be descended from a fiend.

Benefit: Against the attacks, spells, and spell-like abilities of fiends (evil outsiders) and half-fiends, you gain a +2 bonus on your saving throws. This bonus does not apply against assaults of opponents of any other kind.

Source: *Heroes of Horror* 120.

CLOAK OF THE OBYRITH [ABYSSAL HERITOR]

The chaos of the Abyss suffuses your being, as it does the ancient obyriths.

Prerequisite: Chaotic alignment.

Benefit: You gain damage reduction 1/lawful. The amount of damage reduction increases by 1 for each Abyssal heritor feat you possess.

Special: You are careless when it comes to your own fundamental well-being and take a -2 penalty on Survival checks.

Source: *Fiendish Codex I: Hordes of the Abyss* 85.

HOLY WARRIOR [RESERVE]

Your zeal on the battlefield allows you to deal extra damage in combat.

Prerequisite: Ability to cast 4th-level spells, access to the War domain.

Benefit: As long as you have a 4th-level or higher War domain spell available to cast, you gain a bonus on your weapon damage rolls equal to the level of the highest-level War spell you have available to cast.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

Source: *Complete Champion* 60.

INSTANTANEOUS RAGE [GENERAL]

You activate your rage instantly.

Prerequisite: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack but you may be flat-footed.

Normal: You enter a rage only during your turn.

Source: *Complete Warrior* 102.

KEEPER OF FORBIDDEN LORE [ABYSSAL HERITOR]

A shred of demonic racial memory grants you knowledge of numerous ancient magical secrets.

Prerequisite: Int 13.

Benefit: You gain a bonus of Knowledge (the planes), Spellcraft, and bardic knowledge checks. The magnitude of this bonus equals the number of Abyssal heritor feats you possess. In addition, Knowledge (the planes) and Spellcraft are always class skills for you, and you can use them untrained.

Special: You have trouble acquiring information in more conventional ways, which translate to a -2 penalty on Gather Information checks.

Source: *Fiendish Codex I: Hordes of the Abyss* 86.

LAW DEVOTION [DOMAIN]

The power of law assists you in combat.

Benefit: Once per day as a swift action, you can summon the power of law to aid you. Upon activating this ability, you immediately gain a +3 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls or to your AC until your next action. At the beginning of your next action, you can reallocate the bonus if desired. This effect lasts for one minute.

The bonus increases to +5 when you attain 10th level, and to +7 when you attain 15th level.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Source: *Complete Champion* 61.

PRECOGNITIVE VISIONS [ABYSSAL HERITOR]

You periodically experience visions from the near future.

Prerequisite: Wis 13, any one Abyssal heritor feat.

Benefit: Your visions reflect possible futures, and you can act to ensure or resist them. You gain a number of floating +1 insight bonuses equal to one-half the number of Abyssal heritor feats you possess (minimum 1). The bonuses last 24 hours, and you must reassign them at the start of each new day. You can assign each bonus to one of the following:

- Your Armor Class
- Your attack rolls
- Your Initiative checks
- One of your saving throws (Fortitude, Reflex, or Will)
- Checks made with one skill of your choice

Since insight bonuses do not stack, it's best to assign each one to a different kind of roll or check.

Special: Your visions tend to create unwelcome hallucinations. This effect imposes a -2 penalty on Spot checks.

Source: *Fiendish Codex I: Hordes of the Abyss* 87.

MAD FOAM RAGER [GENERAL]

You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisite: Rage or frenzy ability.

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

Source: *Player's Handbook II* 143.

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: *Races of Stone* 143.

SOMATIC WEAPONRY [GENERAL]

You are adept at performing somatic spell components while your hands are occupied.

Prerequisite: Concentration 5 ranks, Spellcraft 5 ranks.

Benefit: When wielding a weapon (or holding an item of comparable size) in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers. This allows you to cast spells with somatic components even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

Normal: You must have a hand free to cast spells that have somatic components.

Source: *Complete Mage* 47.

ITEMS

BELT OF ONE MIGHTY BLOW

Price (Item Level): 1,500 gp (5th)

Body Slot: Waist

Caster Level: 5th

Aura: Faint;(DC 17) transmutation

Activation: Swift (command)

Weight: 1 lb.

The buckle of this wide leather belt is set with a single blood-red carbuncle.

Activating a *belt of one mighty blow* grants extra damage on your next melee attack made before the end of your turn. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage.

A belt of one mighty blow functions once per day.

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

Cost to Create: 750 gp, 60 XP, 2 days.

Source: *Magic Item Compendium* 74.

BLAST DISK

Price (Item Level): 900 gp (4th)

Body Slot: - (held)

Caster Level: 5th

Aura: Faint;(DC 17) evocation

Activation: Standard (manipulation)

Weight: 1 lb.

This jet-black, 8-inch-diameter plate bears a bas relief humanoid skull surrounded by runes and sigils. Its other side is perfectly smooth and flat.

A *blast disk* can be set to explode through proximity or on a timer. In either case, when the disk activates it explodes, destroying the *blast disk* and dealing 5d6 points of fire damage to all creatures and objects within 10 feet (Reflex DC 14 half).

If set to explode through proximity, a *blast disk* must be set down in a square on the battlefield. The next creature of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the *blast disk*. That creature receives a -2 penalty on the save against the blast.

A *blast disk* can also be set to automatically explode up to 10 rounds after placement.

A character who has trapfinding can find (Search DC 28) and disable (Disable Device DC 28) a *blast disk*.

Prerequisite: Craft Wondrous Item, *fireball*.

Cost to Create: 450 gp, 36 XP, 1 day.

Source: *Magic Item Compendium* 152.

COUNTERSTRIKE BRACERS

Price (Item Level): 2,500 gp (7th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint;(DC 17) transmutation

Activation: Immediate (command)

Weight: -

Each of these steel bracers bears the image of a stacked pair of daggers pointed in opposite directions.

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day.

Prerequisite: Craft Wondrous Item, *haste*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium* 90.

ETERNAL WAND

Price (Item Level): See table

Body Slot: - (held)

Caster Level: See table

Aura: Faint;(see table)school of spell contained in *eternal wand*

Activation: Standard (command)

Weight: -

This long, tapered wand ends with a pink crystal containing red swirls.

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Lore: During the final years of the last great war, the artificers and wizards of a powerful noble family perfected a new form of wand built around a crystal shard (Knowledge [history] DC 10).

The development of the *eternal wand* allowed lesser arcanists to take the place of war wizards during the final days of the last great war, supplementing their passive spells with more aggressive magic (Knowledge [history] DC 15).

While the artificers have been searching for ways to streamline the process of creation, the technique is still in its infancy. Currently, the wands are rarely seen except in military units, but a few soldiers who served in the war brought their *eternal wands of magic missile* home from the front lines (Knowledge [history] DC 20).

Prerequisite: Craft Wand, Craft Wondrous Item, the spell contained in the *eternal wand*.

Cost to Create: See table.

Source: *Magic Item Compendium* 159-160.

Spell Level	Caster Level	Price (Item Level)	Spellcraft DC	Cost to Create
0	1st	460 gp (3rd)	15	230 gp, 18 XP, 1 day
1st	1st	820 gp (4th)	15	410 gp, 32 XP, 1 day
2nd	3rd	4,420 gp (9th)	16	2,210 gp, 176 XP, 3 days
3rd	5th	10,900 gp (13th)	17	5,450 gp, 436 XP, 11 days

FIERY TUNIC

Price (Item Level): 5,000 gp (9th)

Body Slot: Torso

Caster Level: 7th

Aura: Moderate;(DC 18) conjuration

Activation: - and swift (command)

Weight: 2 lb.

This eye-catching tunic shifts and moves like liquid flame. A crystal shard burns a brilliant red in the middle of the chest, fused seamlessly with the cloth of the shirt.

A *fiery tunic* grants you resistance to fire 5. This is a continuous effect and requires no activation.

When you activate the tunic, it generates a *fire shield*, as the spell (warm shield effect only), that lasts for 5 rounds. In addition, any melee weapons you hold while the *fire shield* is active are treated as flaming weapons (*DMG* 224). You can deactivate this effect at any time with another swift action. This ability functions once per day.

Prerequisite: Bind Elemental (*ECS* 51) or Craft Wondrous Item, *planar binding*.

Cost to Create: 2,500 gp, 200 XP, 5 days.
Source: *Magic Item Compendium* 99-100.

GLOVES OF FORTUNATE STRIKING

Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint;(DC 16) divination
Activation: Immediate (mental)
Weight: -

These supple white leather gloves are embroidered with blue symbols of luck.

You can activate *gloves of fortunate striking* to reroll an attack roll that you've made before you know whether the attack succeeded. You must use the second result, even if it's lower. You can't use this ability if you have already rerolled the attack for any reason.

This ability functions once per day.

Prerequisite: Craft Wondrous Item, *true strike*.

Cost to Create: 1,000 gp, 40 XP, 2 days.

Source: *Magic Item Compendium* 105-106.

HEADBAND OF CONSCIOUS EFFORT

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 6th
Aura: Moderate;(DC 18) transmutation
Activation: Immediate (mental)
Weight: -

The front of this delicate golden headband is set with an array of three matched tiger's-eye gems that seem to glow with inner fire.

While wearing a *headband of conscious effort*, you can attempt a Concentration check instead of a required Fortitude saving throw once per day.

Prerequisite: Craft Wondrous Item, Combat Casting, *bear's endurance*.

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

Source: *Magic Item Compendium* 109-110.

INCENSE OF CONCENTRATION

Price (Item Level): 250 gp (2nd)
Body Slot: -
Caster Level: 7th
Aura: Moderate;(DC 18) transmutation
Activation: Standard (manipulation)
Weight: -

This golden yellow block of incense is imprinted with a rune representing memory.

If burned while you prepare spells, this incense allows you to prepare one extra 1st-level spell for the day. You can benefit from only one exposure to *incense of concentration* in a 24-hour period.

Prerequisite: Craft Wondrous Item, *Rary's mnemonic enhancer*.

Cost to Create: 125 gp, 10 XP, 1 day.

Source: *Magic Item Compendium* 162.

INQUISITOR BRACERS

Price (Item Level): 1,500 gp (5th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint;(DC 17) conjuration
Activation: Swift (command)
Weight: 1 lb.

The harsh suns carved into these heavy steel bracers resemble grim versions of the normally forgiving visage of Pelor, god of the sun.

Inquisitor bracers provide a potent method for sorting out normal townsfolk from conniving vampires or similarly stealthy undead. After you activate these bracers, the next melee attack you make before the end of your turn includes a cure moderate wounds effect (in addition to the normal damage dealt by the attack). Ideally, this effect damages its undead target and reveals its evil nature, but in cases of mistaken identity, at least the healing helps counteract the damage dealt to a living (and possibly innocent) target.

You can't use these bracers as part of a touch attack – only as part of a normal melee attack. This ability functions three times per day.

Prerequisite: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 750 gp, 60 XP, 2 days.

Source: *Magic Item Compendium* 105-113.

LENSES OF TRUE FORM

Price (Item Level): 10,000 gp (12th)
Body Slot: Face
Caster Level: 13th
Aura: Strong;(DC 21) divination
Activation: - and standard (command)
Weight: -

These lenses are small, clear, crystalline constructions set into a golden frame.

When you place these lenses over your eyes, they become all but invisible (Spot DC 30 to notice). While wearing the lenses, you gain a +10 circumstance bonus on Spot checks to see through a disguise. This is a continuous effect and requires no activation.

In addition, once per day you can activate the lenses to force a single shape-shifted creature within 30 feet to resume its natural form. The target creature can attempt a DC 14 Will save to resist. Failure means it immediately assumes its natural form, shape, and size, and it cannot assume a different shape for the next 2d4 rounds.

Prerequisite: Craft Wondrous Item, *true seeing*, *dispel magic* or *greater dispel magic*.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Source: *Magic Item Compendium* 113.

QUICKSILVER BOOTS

Price (Item Level): 3,500 gp (8th)

Body Slot: Feet

Caster Level: 5th

Aura: Faint;(DC 17) illusion

Activation: Swift (command)

Weight: -

The tops of these leather boots are folded over to make cuffs, revealing the arcane symbols that are woven with golden thread into the boots' lining.

Quicksilver boots give you the ability to flash across the battlefield with a moment's impulse. When you activate these boots, you can move a distance up to your land speed (as if using a move action to do so). This extra movement follows all the normal rules for movement, except that you can move across water or other liquid without falling in (as long as you start and finish on solid ground). You provoke attacks of opportunity as normal for movement, though the rapidity of your travel makes your form blurry, providing concealment against such attacks.

This ability functions two times per day.

Prerequisite: Craft Wondrous Item, *blur*, *expeditious retreat*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

Source: *Magic Item Compendium* 119.

SHIRT OF THE INEVITABLE

Price (Item Level): 15,000 gp (14th)

Body Slot: Torso

Caster Level: 9th

Aura: Moderate;(DC 19) transmutation

Activation: -

Weight: 10 lb.

This metal sheath covers the chest and shoulders.

This shirt is actually the metallic chestplate from one of the constructs of Mechanus – a noble inevitable. It grants you damage reduction 3/chaotic.

Prerequisite: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

Source: *Magic Item Compendium* 134-135.

ROD OF SLIDING

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

Body Slot: - (held)

Caster Level: 9th

Aura: Moderate;(DC 19) transmutation

Activation: Standard (command)

Weight: 3 lb.

Small magnets are set into the ends of this iron rod.

When activated, this rod can either push a targeted creature 5 feet farther away from you or pull it 5 feet closer to you. The target must be within 30 feet of you and must end its movement in an unoccupied square. The movement does not provoke attacks of opportunity. An unwilling creature is entitled to a DC 11 Will saving throw to negate the effect.

A *rod of sliding* functions three times per day.

Prerequisite: Craft Rod, *slide* (SC 191).

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

Source: *Magic Item Compendium* 175.

SHIRT OF SLAADSKIN

Price (Item Level): 15,000 gp (14th)

Body Slot: Torso

Caster Level: 9th

Aura: Moderate;(DC 19) transmutation

Activation: -

Weight: 1 lb.

This lightweight, brightly colored shirt is made from a rubbery, pebbled hide.

This shirt is made from the skin of a slaad. It grants you damage reduction 3/lawful.

Prerequisite: Craft Wondrous Item, *righteous might*.

Cost to Create: 7,500 gp, 600 XP, 15 days.

Source: *Magic Item Compendium* 135.

SPELLS

FAITH HEALING

Conjuration (Healing)

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Source: *Spell Compendium* 87.

MOON BOLT

Evocation

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One living or undead creature, or two living or undead creatures that are no more than 15 ft. apart; see text

Duration: Instantaneous

Saving Throw: Fortitude half (living target) or Will negates (undead target)

Spell Resistance: Yes

Picturing a full moon in your mind you call upon the cyclical energies of the celestial body. You create a bolt

of shimmering moonlight that streaks from your outstretched hand.

A *moon bolt* strikes unerringly against any living or undead creature in range.

A living creature struck by a *moon bolt* takes 1d4 Strength damage per three caster levels (maximum 5d4). If the subject makes a successful Fortitude saving throw, the Strength damage is halved.

An undead creature struck by a *moon bolt* must make a Will save or fall helpless for d4 rounds, after which time it is no longer helpless and can stand upright, but it takes a -2 penalty on attack rolls and Will saving throws for the next minute.

Source: *Spell Compendium* 143.

RAY OF CLUMSINESS

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (30 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

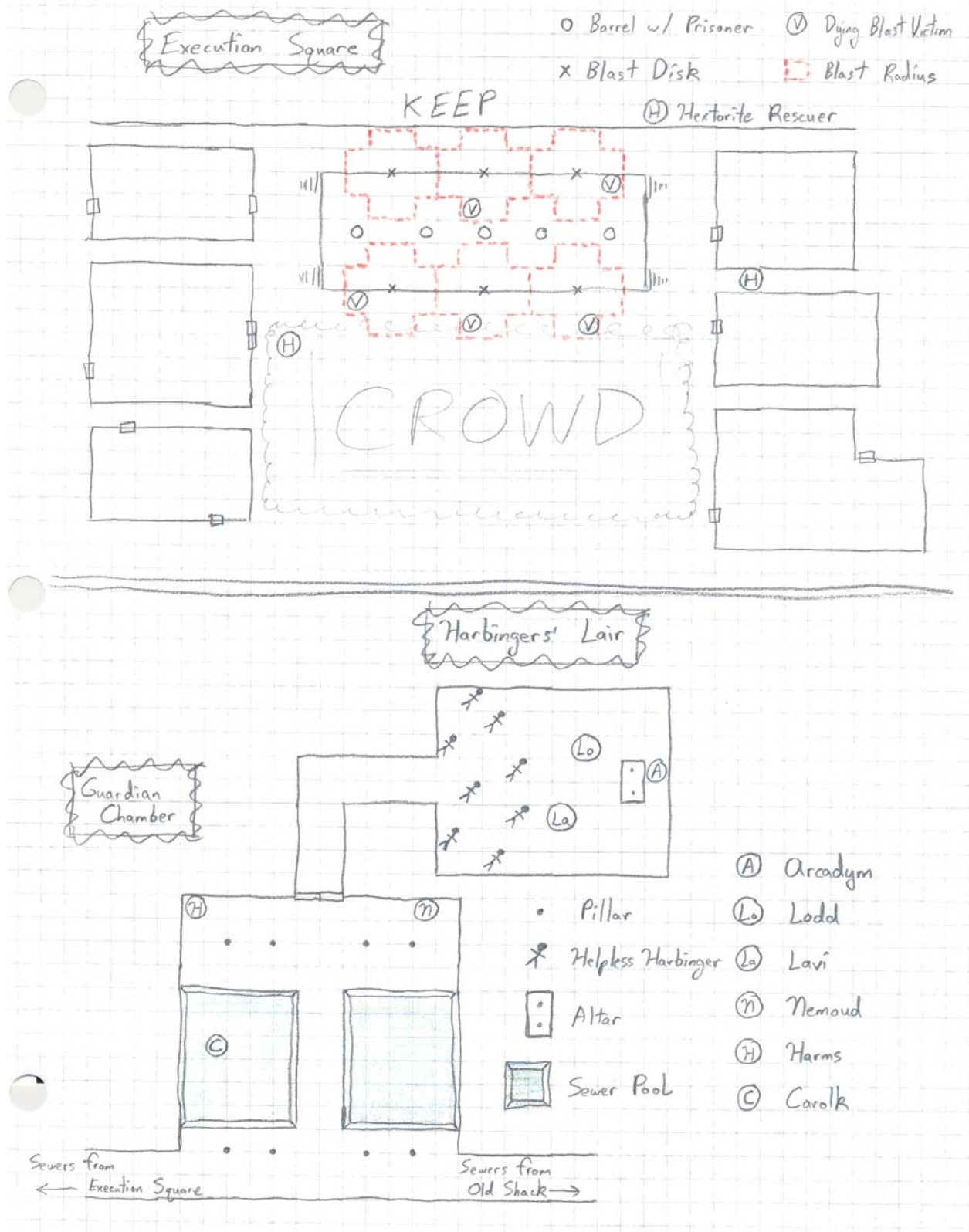
Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Source: *Spell Compendium* 166.

APPENDIX 3: DM MAPS



PLAYER HANDOUT 1: THE ACTS OF PROTECTION

As you are entering the gates of the city, a soldier hands you the following piece of parchment, written in a practiced hand:

As passed by the vote of the Council of Lords, as motioned for by the Lords, herein are the Acts of Protection, laws that are to be enacted immediately and their enforcement carried out by the Knights of Holy Shielding and the soldiers of the Standing Army, led by the Council of Inquisition, as dictated and granted by the Council of Lords.

All weapons are to be stowed or peacebonded within the borders of all cities of the Shield Lands, where as weapons that are free will be confiscated by the law and held until a fine is paid, being equal to twice the standard price of the weapon taken, or half the value of a weapon that is empowered by magic. Weapons confiscated twice within a tenday are seized permanently and are given to the Standing Army for use.

A curfew of sundown to sunrise is enacted from this day forth in all cities of the Shield Lands, and only those with a badge of revelation or a nightpass are allowed to be out, unless working for the Council of Inquisition. Anyone caught after hours in violation of the curfew will be arrested and questioned by the inquisition for this violation, with possible fines or prison time as decided by the results of such questioning.

Any persons of interest must surrender themselves without question to the forces of the Council of Inquisition when asked to. Forces of the Council of Inquisition include those in the Knights and Standing Army that include a member that carries rank and a badge of revelation, proving their authority. Failure to surrender to the forces of the Inquisition carries the charge of high treason, as the Council of Inquisition has been vested its power by the Council of Lords, and thus disobeying any request of a member of the Inquisition thus is disobeying an order of the Council of Lords.

Unsanctioned interference into any matters of the Council of Inquisition carries the charge of treason, if proven. Any activities that fall dictum to the Council of Inquisition are to be report immediately to a representative or agent of the Inquisition.

Any member of the Council of Inquisition carries the authority as if a high-ranking member of the Standing Army, their orders carrying greater rank than a Knight or Lieutenant. In order to carry out the Acts of Protection, the Council of Inquisition is granted the access to recruit and utilize members of the Knights of Holy Shielding and the Standing Army in their investigations.

The possession of any object bearing the symbol of an evil power or nation is illegal, and may carry the weight of high treason or espionage against the Shield Lands. Those who voluntarily deliver such objects immediately to the Council of Inquisition, with explanations of their possession by the party turning them in, are allowed a pardon after verification of their confessions. However, the worship of an evil power within the borders of the Shield Lands carries a sentence of death.

Employment by a foreign power that is a possible threat to the Shield Lands carries a sentence of treason.

Likewise, the Council of Lords has recognized the need for fast action in these troubled times, and thus has allowed the passing of further acts on short notice, allowing such measures to be reviewed for possible changes at a later date, when a full council is assembled, if passed without all members present.

PLAYER HANDOUT 2: ORDERS

Entering the city of Critwall, a member of your organization has met you and handed you the following orders:

As ordered by the Council of Lords, in order to prepare all those members of the Knights, Standing Army, and the churches of the Council of Inquisition for possible service in enforcing the Acts of Protection, makes the assurance of the true being of all members verified. Therefore, all members of the above organizations are to present themselves at the Hold of Truth, and acquired a badge of revelation to ready for service to the Council of Inquisition. Failure to do so will considered a violation of orders.

PLAYER HANDOUT 3: INVITATION FROM THE BROTHERS OF LIBERTY

Good and free soul,

We know of you, and find ourselves in need of individuals of your caliber to help us with a matter of importance which may be related to the unfortunate incident you found yourselves drawn into yesterday. If interested in assisting us, you will be able to find me at Dewey's at 2 bells after noon.

*Speaker Pribb, of the Brothers of Liberty
and
Faithful Servant of the Summoner*

PLAYER HANDOUT 4: INVITATION FROM THE SENESCHAL OF LORD SHARN

Good Citizen/Traveler,

Your actions yesterday have drawn the attention of my Lord, and thus he finds that your capabilities may be useful in resolving a matter of great importance to the Shield Lands and those who live here. If interested in assisting the Shield Lands in her times of need, my Lord humbly requests your presence at the Council of Lords this day to discuss the matter, to see if you may be willing to assist in working towards a better tomorrow for all here. Ask for me when you arrive, and we look forward to speaking with you.

*Seneschal Rylaint, Scribe of the Council of Lords
and
Assistant to Lord Simen Sharn*