

BIS7-05

Bastille

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

Version 1.0.0

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The Knights of the Watch built many towers to aid in the defense of the Sheldomar. Many of them were destroyed and rebuilt but some were left to be lost. Now old memories from the Greyhawk Wars are being dredged up and some must be dealt with. A Bissel regional adventure for APLs 2-12

Note: This adventure will be of particular interest to Knights of the Watch/Dispatch and member of the Church of Heironeous.

Resources: *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead]. *Complete Divine* [David Noonan] *Complete Warrior* [Andy Collins, David Noonan, Ed Stark] *Complete Arcane* [Richard Baker] *Player's Handbook II* [David Noonan]

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

In CY 431, the Knights of the Watch built the *Bastion of Impregnable Might*. This fortress was originally intended to be a Knights stronghold, but it soon acquired an additional purpose. Being on the northern frontier and close to the Ket border, the Bastion was often used to hold Kettie criminals/POWs for processing. Kettite sympathizers/spies were also sent there for questioning. During the Greyhawk Wars, the Bastion was destroyed by the forces of Iuz and buried under tons of earth.

The war with Ket has Field Marshal Valiserat's full attention. However, in the back of his mind, he is still concerned about the internal security of Bissel. He has asked his student Chalice Besselar to tour Bissel and investigate any significant threat to the March.

Traveling through the Bramblewood Gap, Chalice was ambushed by a well-organized force. Dispatching her attackers, Chalice found that one carried a cryptic message mentioning Knights and a place called the Bastion. Chalice consulted with Baroness Elina Luchelyn and learned the history of the Bastion. Exercising her authority as the ranking Knight of the Watch in Bissel, Elina Luchelyn has decided to lead a small force of Knights to the Bastion to investigate.

ADVENTURE SUMMARY

Chance or fate has called Elina and Chalice away from their mission to investigate the Bastion just as they encounter the party. Elina and Chalice ask the party to investigate the Bastion and report back to Field Marshall Valiserat. The party finds the Bastion and encounters an evil order of knights dedicated to Hextor.

Introduction: A Savior on the Road

Estimated Time: 30 minutes

The party encounters a military courier being chased by undead.

Encounter 1: Meeting the Nobles

Estimated Time: 20 minutes

The party escorts the courier to where Elina and Chalice have setup camp. When Elina and Chalice read the messages delivered by the courier, they ask the party to investigate the Bastion in their place.

Encounter 2: Finding the Keep

Estimated Time: 20 minutes

The party finds the Bastion. There is evidence that it has been recently occupied and all symbols of the Knights of the Watch/Dispatch have been desecrated.

Encounter 3: Exploring the Keep

Estimated Time: 30 minutes

This encounter contains descriptions for the many and varied rooms throughout the keep. These are non-encounter rooms but can help to explain and flesh out the purpose of the new occupants.

Encounter 4: Undead Made Here

Estimated Time: 20 minutes

The party finds the laboratory of a cleric of Hextor. The cleric has been conducting research on how to create more combat capable forms of undead.

Encounter 5: An Incautious Approach

Estimated Time: 30 minutes

The party runs afoul of the Bastion's security system.

Encounter 6: The Ghost of Ages Past

Estimated Time: 15 minutes

The party encounters the spirit of a cleric of Heironeous. The cleric asks the party to defeat the high cleric of Hextor and cleanse a shrine to Heironeous.

Encounter 7: The Champion of Hextor

Estimated Time: 30 minutes

The party fines the shrine to Heironeous and battles the high priest of Hextor.

Encounter 8 (Optional): Drawing out the Shadows

Estimated Time: 20 minutes

The party knowing what has tainted the meersalm, can also figure out how to draw out and defeat the evil inside.

Conclusion: Debriefing.

Estimated Time: 15 minutes

The party makes its way to the Ket front and reports to Field Marshal Valiserat.

PREPARATION FOR PLAY

This adventure has a lot of information in it that will be of particular interest to members of the Knights of the Watch and Members of the Church of Heironeous. Any PCs that are members of these meta-organizations should be identified and any relevant title should be recorded.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows, 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: A MEETING ON THE ROAD

Estimated Time: 20 minutes

Autumn has come to the March of Bissel and farmers are busy gathering their crops. Most of the work is done by hand with scythes and sickles, with the occasional horse drawn harvester in some of the larger fields. In one wheat field, a gnome with oxen is pulling a strange device that seems to be both harvesting and threshing the grain. The gnome's claims that this will revolutionize farming seem to be doing little to reassure the nervous farmer looking on. You take in these sights as you travel along the road through the heart of Bissel. At sunset, the farmers put down their tools and head for home or the nearest tavern.

Allow the players a chance to introduce themselves.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 10

- Jasmine and Cainlan Rashedra have announced the birth of their daughter, Kira.
- Avernand Keep, the first Ket fortress along the Irafa Road has been lost - the first defeat for the Bissel forces.

DC 15

- A significant portion of the Bramblewood south of Avernand Keep has been razed, and a large camp has been constructed. It hasn't given Bissel forces the leverage to retake Avernand, but has allowed a stalemate.
- Almost all the barons of Bissel have now traveled to Thornward to renew their pledges of fealty to the new Margrave, Malto Aneur. One, in particular, who has not, is Lord Camryn Fertuine, Baron of Cassiter.

DC 20

- Strange lights have been reported shining from beneath the surface of Lake Hasra.
- They just can't find a worthy competitor to fight against the famed pit fighter, Brar the Crusader. In order to keep up interest organizers in Sareden have taken to organizing group fights, where the acclaimed brawler takes on two or more opponents at a time.

DC 25

- Margrave Aneur has fallen ill. It is not the plague that wears on him; nor does it appear to be his age.
- It is said the forces of Iuz have begun to stir. His most powerful minions are searching for something.

DC 30

- The war with Ket has stalled along the Irafa Road, with the loss of Avernand. However, the Field Marshall seems oddly confident.

The quiet of the evening is interrupted as you round a bend in the road. In the distance, a man on horseback is traveling towards you. He is wearing a Bissel military uniform and his saddlebags bear courier markings. The horse is near collapse; it stumbles numerous times and froth is clearly visible coming from its mouth. In close pursuit of the courier are several hideous malformed creatures. The courier notices you and calls out:

[Courier]: *"Help! I don't know how much longer..."*

But he is cut off by the horse's screams as one of the pursuing creatures sinks a claw into its hindquarters and rips out a chunk of flesh. The horse falls to the ground, throwing the rider several feet.

APL 2 (EL 4)

👤 **Bloodhulk Fighter (1):** hp 140; see Appendix 1

APL 4 (EL 6)

👤 **Bloodhulk Giant (1):** hp 196; see Appendix 2.

APL 6 (EL 8)

👤 **Bloodhulk Crusherr (1):** hp 280; see Appendix 3.

APL 8 (EL 10)

👤 **Revived Fossil Megaraptor (1):** hp 118; see Appendix 4

APL 10 (EL 12)

👤 **Cadaver Collector:** hp 123; see Appendix 5.

APL 12 (EL 13)

👤 **Charnel Hound:** hp 220; see Appendix 6.

Tactics: The monsters have orders to kill the courier. If a player attacks a monster, the monster will turn on the player.

Developments: The courier is knocked unconscious when he hits the ground, but is otherwise unharmed. He can be awakened by a Heal check (DC 15) or he will wake on his own after a few minutes.

ENCOUNTER 1: MEETING THE NOBLES

Estimated Time: 20 minutes

This encounter occurs after the party has defeated the undead creature(s) pursuing the military courier.

The courier groans and rises to his feet. He makes his way to his horse and checks it for any signs of life. When it's clear that the horse is dead, he sighs and removes the saddlebags. Turning to you, he says:

[Garic]: *"I thought I was a goner, thanks for the help. I'm Garic, I mean Private Garic Maldoran of the Great Army of Bissel. Still getting used to all this military lingo. Just got done with basic 3 months ago. Then I got made a courier afterwards, guess that's 'cause I'm a pretty good rider."*

He looks back at his dead horse

[Garic]: *"Biscuit ol' buddy, I'm sorry I couldn't save ya."*

At this point let the players greet Garic and introduce themselves.

[Garic]: *Say, you fellows mind helping me out a bit more? I got a pretty important message, two in fact,*

that need deliverin'. Shouldn't be far, but with Biscuit down and the roads none too safe, I'd appreciate the company.

Assuming the party agrees to go along with Garic, continue on. Garic can't offer the PCs anything but he will still plead and wheedle any help he can.

Following Garic, you turn from the main road and head out over the open countryside. After about an hour, you crest a small hill and come to a scene of battle. Dozens of skeletons, ghouls, and other undead litter the battlefield. Mixed among the bodies of the undead are a few soldiers. However, the remaining combatants aren't fighting. Instead, they're watching two dueling figures. The first is a man clad in black plate armor. He has taken an aggressive battle stance and swings a heavy flail with powerful strokes. Opposite him is a woman also clad in plate, but hers gleams blue and silver in the torchlight illuminating the battle.

A Knowledge [nobility and royalty] (DC 15) is required to identify this woman as Baroness Elina Luchelyn, unless they have met her before.

The lady knight gracefully sidesteps the other's clumsy charge. With a lightning quick strike, she disarms him of his weapon as he overextends on a swing. The man snarls in rage and his hands begin to glow with an ebon light. His spellcasting is cut short as the lady's longsword pierces his heart. As he falls to the ground, he spits out his final words:

[Dark Cleric]: *This isn't over, you Heironean wench. The chosen is coming.*

[Elina]: *Let him come.*

As the black knight dies, the remaining undead begin to lose cohesion. They fall to the ground and stop moving. The woman turns to her men.

[Elina]: *Squires, make sure that they are all truly destroyed. Dig a pit and burn the remains.*

Garic, who had been watching the duel in awe, calls out to her.

[Garic]: *Baroness Luchelyn! Baroness Luchelyn! I have an important message for you!*

Baroness Elina Luchelyn frowns and replies:

[Elina]: *Keep your voice down soldier. This area has not been secured. Report to my tent immediately.*

With a sheepish look on his face, Garic turns to you.

[Garic]: *First delivery to a noble and I've already messed it up. Think you could come along for a little moral support?*

Once the party agrees and follows Garic continue with the following:

You follow Garic to a pavilion atop a small hill. Waiting at the entrance is a woman wearing a Bissel army uniform. The woman lifts a tent flap at your approach.

[Soldier]: *Please, enter and have a seat. The Baroness will be with us shortly.*

Entering the tent, you see a large table covered in maps. Around the table are various stools.

After a few minutes, Baroness Elina enters, followed by the soldier who greeted you at the entrance. Baroness Elina takes a stool, sits, and looks at Garic.

[Elina]: *Private, who are these with you?*

[Garic]: *Beggin' your pardon m'lady, but these adventurers saved my life. Some undead monsters chased me an' Biscuit all day long before these heroes showed up.*

[Elina]: *Very well, proceed.*

Garic opens his saddlebag and removes two scroll cases. He hands one to Baroness Luchelyn, one to the soldier next to her. Both women open their respective messages and begin to read. After a few moments, Baroness Elina frowns.

[Elina]: *Captain Besselar, I'm afraid I'm going to have to cancel the mission. My presence is required in Hochoch immediately.*

At the mention of the name Besselar, you notice that the soldier seated next to Baroness Luchelyn bears a striking resemblance to Baroness Jasmine Besselar: tan skin with curled, honey-blond hair. The soldier Chalice could almost be the twin of her older sister the Baroness but for the deep scar running from her upper brow to cross her nose and down the opposite cheek. Chalice speaks with the confidence of a natural leader.

[Chalice]: *I agree. There have been some recent developments on the Ket front. The Field Marshall has recalled me.*

Captain Chalice Besselar looks you over for a moment, and then turns to Baroness Luchelyn.

[Chalice]: *My lady, perhaps these adventurers could take our place? They've already proven that they can handle themselves in a fight.*

[Elina]: *I would have preferred to lead this mission myself, but given the circumstances, we have little choice.*

[Chalice]: *What say you brave adventurers? Are you willing to undertake an important mission for Bissel?*

Chalice will encourage the players by pointing out this act is beneficial to the March, it is what is right, and of course it is the way to adventure and riches if the party is as mercenary as that.

[Chalice]: *I suppose the quickest way to bring you up to speed is to show you this report that I prepared for the Field Marshal.*

Give the party Player Handout 1 – Report to Field Marshal Valiserat and Player Handout 2 – Missive Found on Dark Cleric.

[Elina]: *We leave in the morning. You may camp with us tonight.*

ENCOUNTER 2: FINDING THE KEEP

Estimated Time: 20 minutes

This encounter occurs the next morning.

With the squires standing watch, the night passes uneventfully. At sunrise, they quickly and efficiently break down camp and make ready to depart. Baroness Luchelyn pulls you aside.

[Elina]: *The war with Ket is at a crucial phase, and we cannot afford any distractions. You must find the Bastion and deal with this “Cornugon” as quickly as possible. When you have completed your investigation, report to Captain Besselar at the Ket front. She will relay what you have learned to both the Field Marshal and me.*

If there are any members of the Knights of the Watch or Dispatch at the table, she will turn to the highest-ranking Knight/Squire and address them directly by their full title..

[Elina]: *<Name and Title of the Highest Ranking Knight> I am placing you in command of this mission. Do not fail, for if what I suspect is true, the fate of Bissel could be at stake.*

Continue on with this:

With that you are off, following the directions given to you by Captain Besselar, you make your way to the Bramblewood Gap. After three days of travel, you reach a location indicated by Captain Besselar and Baroness Luchelyn as the best place to begin your search. The trees here are tall and dark.

If the party succeeds Survival check (DC 27) they find a trail created by a fast traveling horse, read the following:

You find a trail of tracks leading deeper into the woods. The tracks are of booted feet and various clawed limbs. The tracks appear to be only a few days old. They lead in the woods and after only two hour's hike you find a clearing atop a hill.

Afterwards continue on to HILLTOP.

In the event that the PCs were unable to succeed at the Survival check, read the following:

After wandering for most of the day, you creep deeper and deeper into the woods. The light has begun to fade into twilight and you see a clearing at the top of the hill you are on.

THE HILLTOP

This hill shows signs of being cleared recently. There are several pikes atop it, each with a different severed head impaled upon it. Each seems to be in different states of decay. Each one has had its eyes sewn shut and the lower jaw hangs open. As you approach large, bloated blood flies vomit forth from the mouths of several of the heads.

PCs interested in examining the heads may make a Heal check (DC 15) to discover that although all the heads are decaying differently they are almost all human. A Heal check (DC 25) reveals that the heads have been bludgeoned by a weapon with spikes attached to it.

INTO THE KEEP

The tunnel the PCs travel is narrow and any PC of size Large will need to squeeze through the tunnel. Anything larger cannot fit through here.

The excavated earth here is rich loam. The earthen tunnel slants down at a steep angle and turns to the left. The tunnel is narrow and permits you to only travel single file. Once the tunnel ends it opens into a domed “room”.

The floor is made out of stone with an obvious trapdoor in the center. The walls seem to be partly made of stone and earth. Upon closer examination it

seems the stone could be crenellations on a parapet or tower.

Once the PCs open the trapdoor read the following.

The trapdoor opens smoothly. Soil and some dislodged pebbles plummet into the darkness. Some of it pools on a spiral staircase made of wood and iron. It looks sturdy enough to support a reasonable amount of weight.

Cautious PCs may wish to inspect the stairs. Anyone doing so may make a Knowledge [architecture and engineering] check (DC 20) or a PC with the trapfinding class feature may make a Search check (DC 20) to determine that the stairs are structurally sound but great care must be taken with the third step.

If the PCs choose to make and succeeded at the above check they may choose to avoid the step, if they do proceed to Encounter 3. Otherwise read the following.

Beginning down the stairs they sway perilously. As the first person reaches the third step the board cracks in two and clatters downwards. It clatters against supports and railings the entire way down. Finally, it reaches the bottom with a crash that echoes throughout.

After this crash the PCs have 4 hours to explore the keep. If more than 4 hours elapse the Champion will have destroyed all of his secrets and will begin making his way out. Should the PCs rest in the keep he will attempt to ambush the party while they sleep.

ENCOUNTER 3: EXPLORING THE KEEP

Estimated Time: 30 minutes

This encounter describes the keep. Each section on the DMs Map 1: Fortress of Impregnable Might and DMs Map 2: Dungeon of the Fortress is described here. The number following the subsection equals the number on the map. Important sections including the Chapel, Laboratory, Stairs Down, Prisoner Cells, and the Guard Station are described in greater detail in the encounters that take place there. The keep should take a party staying together 2 hours to work through. If the party takes 20 searching or runs into any kind of trouble add the appropriate duration.

Conditions: The keep is unlit. As such the only light the PCs have will be what they have brought with them, sounds echo here creating a sensation of emptiness in a great space.

ENTRY HALL 1

This hall has a great deal of rubble in it. There is a path down it leading to a doorway. Midway down it branches but that way is so thickly choked with debris that passage is near impossible.

GRAND HALL 2

This large room is covered in dust and rubble littering the corners. Your light source creates shadows that flicker and dance around the columns of this hall. At the far end is a painted frieze of an argent owl on a field of sable. Dark lines run from the battered remnants of its eyes. Where once a motto had be carven there is rubble. Scrawled in chalk are the words "Their Blindness is Their Undoing".

Any curious PC can make a Heal check (DC 15) to tell that the dark lines are blood smeared on the frieze.

ARMORY 3

Opening the door you see a rectangular room brimming with weapons. Many of them are flails but the long walls have large racks lined with more than a few pikes, spears, and battle-axes. There is neither dust in this room nor any rubble. The far wall has a smaller rack containing only a few bows and a heavy flail.

PCs taking the time to take a Search check (DC 30) find a secret door. When the PCs open it read the following.

The door opens on to a small cabinet.

Treasure: The loot is along the walls in the racks, however the magic items and gold can be found only in the secret compartment.

APL 2: L: 150 gp, C: 75 gp, M: 42 gp, Restful Crystal (42 gp).

APL 4: L: 200 gp, C: 100 gp, M: 42 gp, Iron Ward Diamond (Least) (42 gp).

APL 6: L: 250 gp, C: 150 gp, M: 167 gp, Gloves of Lightning (167 gp).

APL 8: L: 300 gp, C: 175 gp, M: 333 gp, Gauntlets of War (333 gp).

APL 10: L: 500 gp, C: 250 gp, M: 467 gp, Helm of Glorious Recovery (467 gp).

APL 12: L: 600 gp, C: 300 gp, M: 1250 gp, Mantle of Second Chances (1250 gp).

BARRACKS 4

Beds line the walls here. All of them are meticulously made and each has a footlocker. Although the room is clear of rubble and dust most of the bedding is old. The newer looking accoutrements all are red and black.

If the PCs search the footlockers, the older chests are empty but the newer ones all contain the same items and are packed in a similar way, as the description below.

The chest swings open. Inside there are three days of rations, a pair of riding boots, three changes of clothes, a metal fist clutching 6 arrows, and a scroll. The scroll is sealed in wax with the imprint of a bat clutching arrows with its feet.

Any PCs wishing to read the scroll find it is written in Oeridian. If they can understand the text, read the following:

The scroll contains some form of orders. It reads, "The Order of Hate and Discord follows the dictums of Hextor. Those who balk at order will be delivered to the cells and later used to further our ends in total obedience. Insolence will not be tolerated.

Might is Right,

Champion Hadraed"

CHAPEL 5

This room is a chapel, dedicated to Heironeous. It contains an optional encounter. If the PCs bring the Meersalm into the chapel they may be able to trigger that encounter in that case, see Encounter 8: Drawing out the Shadows.

This room is clean and ordered. Along the back wall is a mailed fist gripping six arrows. The sidewalls contain an image of a bat clutching arrows in its feet. The ceiling here is vaulted marble with blue and white veins that run through it. Three rows of pews fill much of the area not taken up by the raised dais. On the platform there is an altar, the altar is minimally adorned except for a mailed fist and six arrows crossing the palm.

PCs who make a Search check (DC 30) or who have found the Champion's notes find a compartment behind the relief. See Encounter 8: Drawing Out the Shadow in the Finding Meersalm section.

LABORATORY 6

Approaching this room you hear a haunting sound. It is a high-pitched, almost squeaky music. As you walk into the room the sound stops.

Once the PCs enter the room, proceed to Encounter 4: Undead Made Here.

BARRACKS 7

There are only four beds in this room. They are all meticulously made and each has a footlocker, as well as writing desk and partition for privacy. On the first bed there is a journal.

If the PCs decide to look at or in the journal read the following:

Flipping through this work you see little of interest. Much of it seems to be a catalogue of military and mercenary action from Ahlysa to the Sheldomar. The final entry reads "Today I've been promoted from Squire to Retributive Nuperibo. Now I've been given another task to disrupt the actions of the crumbling government of Bissel"

If the PCs search the footlockers, the older chests are empty but the newer ones all contain the same items and are packed in a similar way, described below.

The chest swings open. Inside there are three days rations, a pair of riding boots, three changes of clothes, and a metal fist clutching 6 arrows.

STAIRS DOWN 8

This hall might once have had a guard station on it, now all that remains is a 25' x 25' room. The corners still have rubble and debris but the central floor seems mostly clear. At the far end of the room there is a shut door, a flail and a mailed fist rest on a pedestal just before the door.

See Encounter 5: An Incautious Approach.

PRISONER CELLS 9

The prison cells once held human captives but now only undead are kept here used for the dark unspeakable experiments performed in the Laboratory.

Descending the stairs you arrive in a hall that resembles a true dungeon. This long hall has several small cells and many of them contain occupants. The sounds of shuffling and bashing assail your ears as the captives seek freedom. It isn't until you pass the third cell that you realize the occupants of the

cells are undead. Cold rotting hands reach at you. They claw at the doors and howl their incontinent frustration. As you pass farther down the cellblock you approach a door at the end of the hall.

See Encounter 6: The Ghost of Ages Past

ALTERNATIVE BARRACKS 10

This row of cells is well repaired. Each cell is equipped in similar fashion to the bunks in the barracks one floor up. There is a bed with red and black bedding and a footlocker. Unlike the upstairs equipment these seem unused. Each footlocker is open and empty. In some of the rooms a noticeable layer of dust has begun to form.

GUARD STATION 11

The spire was once a guard station, but now it seems to serve another purpose. Outside the tower are two armored figures.

See Encounter 7: The Champion of Hextor.

ENCOUNTER 4: UNDEAD MADE HERE

Estimated Time: 20 minutes

This encounter occurs when the PCs enter location The Laboratory 6. It occurs at Location 6 on DM Aid: Map #1 – Bastion of Impregnable Might.

The absence of the strange sounds that lead you here only heighten your awareness of the surroundings. Several tables are cluttered with glasses, candles, jars, and beakers. Another table holds a book. Emblazoned upon the cover is a bat clutching several arrows; the dark ruddy ink inside forms strange symbols and is unreadable at this time. Around the book are several dried herbs and other mundane items. The walls of this room are lined with skulls and severed heads. At the back of the room is a large stone table.

A PC making a Craft [alchemy], Decipher Script, or Knowledge [arcana] check (DC 30) can after 5 minutes determine that this book is an alchemical and magical tome used by the Order of Hate and Discord, in experimentation to develop new forms of undead. Any PCs inspecting the heads can make a Heal check (DC 15) to tell that the skulls and heads are from a variety of humanoid species and that the heads have all been embalmed; they can also make a Spot check (DC 5) to realize that all of the eyes on the severed heads have been sewn shut.

The table is pitched at a noticeable incline. On its stained dark surface there are three grooves caked with dried blood and a collecting pool at the bottom. Straps dangle from the sides of the table. Next to it is another table with several small but sharp cutting implements as well as multiple vials.

The last thing of interest in the room is a lamp attached to the ceiling. It looks like an ornately decorated bullseye lantern. When you glance at it seems to be almost be shaking.

If any of the PCs approach the lamp they can hear a voice.

[Lamp]: *"Please don't hurt me. I've not been told to light, and if I don't do as command I will face the master's wrath."*

Below are sample questions that the lamp can answer.

Who is your master? *"He's not my master, just 'the master', but he's the vilest one of them all, him. He was the one put me up here. He calls himself both a champion and a devil"*

You talk! *"Of course I talk, I'm not surprised that you can."*

What are you? *"I'm stuck here, and I'm a lamp. Of course I'm also so much more or at least I used to be."*

What did you used to be? *"Why, a guiding light of course. I served to help the knights and priests reflect on things. And of course I worked guard duties. I'd always be up burning the midnight oil. Don't scoff, I like a little LIGHT humor once in a while."*

What's going on here? *"Do you mean now or before these villainous cretins?"*

What's going on now? *Well what I know is these cretins have overrun this place. They stuck me to ceiling one day and now I create light while they perform foul experimentation. The master comes in and does what he can to improve undeath. I tried explaining that the only way to improve the undead was to make them dead. He didn't like that very much. I spent a long time being slowly burned by an acid he made as punishment."*

What happened in the past? *"In the past this belonged to the Knights of the Watch, and the Clerics of Heironeous. The apothecaries and surgeons used this space. I got to be here anytime that happened since I was the brightest one in the keep. The days were brilliant back then."*

Who are these villains? *"They are some dark folk. Hextorites all. They call themselves the Order of Hate and Discord. It seems they are entertained by mimicking my order and attempting to infiltrate it. Clearly they are misguided if they think they can succeed at such a task."*

We've seen it done before? *"Until I see it happen I don't believe you."*

The light doesn't know too much else. But he will agree to help the PCs in any way he can if they help free him.

Once the PCs are done with the lamp they may continue on. If any of them decide to help free the lamp they must make aAlchemy check (DC 15) or a Craft [stonework] check (DC 20) to find he has been affixed to the ceiling by "sovereign glue". Any PC trained in alchemy can attempt an Alchemy check (DC 25) to mix up a batch of "universal solvent" this takes a half hour to create and apply there are only supplies enough here to make one use. Alternatively PCs may attempt a Craft [stonework] check DC 15 to remove the lamp; this also takes half an hour. If the Craft [stonework] check fails or the PCs decide to just hack lamp free the process take an hour, either way doing work on stone is loud and rings throughout the keep. If the PCs have not yet made a made sufficient noise to alert the Champion they now have. If more than 4 hours elapse the Champion will have destroyed all of his secrets and will begin making his way out. Should the PCs rest in the keep he will attempt to ambush the party while they sleep.

Treasure: These are items and materials found in the room.

APL 2: L: 150 gp, C: 75 gp.

APL 4: L: 200 gp, C: 75 gp, M: 125 gp, *Tome of Worldly Memory* (125 gp).

APL 6: L: 250 gp, C: 100 gp, M: 200 gp, *Sovereign Glue* (200 gp).

APL 8: L: 300 gp, C: 125 gp, M: 275 gp, *Domain Draught (Destruction)* (275 gp).

APL 10: L: 500 gp, C: 200 gp, M: 450 gp, *Murlynd's Spoon* (450 gp).

APL 12: L: 600 gp, C: 250 gp, M: 833 gp, *Ring of Avoidance* (833 gp).

ENCOUNTER 5: AN INCAUTIOUS APPROACH

Estimated Time: 30 minutes

This encounter occurs when the PCs enter the room at Location 8 on DM Aid: Map #1 – Bastion of Impregnable Might.

This room is an encounter trap. All of the floor tiles are trapped, as is the rear door and pedestal.

As the PCs enter the room read the following:

On the stand there is written "All who shall pass here must show proper deference to the lord while gripping his weapon and exulting in his name."

The answer to this "riddle" is to kneel, grasp the flail and speak "Hextor". Doing so activates the trap here, see TRAP. If the PCs instead decide to bash down the door or pick the lock, statistics may be found below, proceed to Beyond The Door.

🔑 **Door (2):** 5 in. thick; hardness 8; AC 5; hp 80; Open Lock DC 28, Break DC 28.

TRAP

Speaking the word Hextor the room grows cold, the door you came through slams shut. Then just as suddenly the wall to your left rises up, revealing a small alcove and a misshapen and gruesome form. The door on the far wall does not open.

At all APLs this encounter has both a trap and a monster they act as two separate creatures.

APL 2 (EL 3)

🧛 **Ghoul (1):** hp 13; see *Monster Manual*, page 119.

🔪 **Inflict Light Wounds Trap (1):** Search DC 22; magic; touch and command word trigger; see Appendix 1.

APL 4 (EL 5)

🧛 **Bugbear Zombie (1):** hp 42; see *Monster Manual*, page 267.

🔪 **Inflict Moderate Wounds Trap (1):** Search DC 24; magic; touch and command word trigger; see Appendix 2.

APL 6 (EL 7)

🧛 **Minotaur Zombie (1):** hp X; see *Monster Manual*, page 267.

✚ **Inflict Serious Wounds Trap** (1): Search DC 26; magic; touch and command word trigger; see Appendix 3.

APL 8 (EL 9)

☛ **Gray Render Zombie** (1): hp 133; see *Monster Manual*, page 267.

✚ **Inflict Critical Wounds Trap** (1): Search DC 28; magic; touch and command word trigger; see Appendix 4.

APL 10 (EL 11)

☛ **Mohrg** (1): hp 91; see *Monster Manual*, page 189.

✚ **Maximized Inflict Moderate Wounds Trap** (1): Search DC 30; magic; touch and command word trigger; see Appendix 5.

APL 12 (EL 13)

☛ **Mohrg** (2): hp 91; see *Monster Manual*, page 189.

✚ **Maximized Inflict Serious Wounds Trap** (1): Search DC 32; magic; touch and command word trigger; see Appendix 6.

Tactics: The trap attacks every creature in the room (including the undead). The negative energy from the inflict spell will heal the undead.

Developments: Once the trap has been broken the party will be able to break the door down.

BEYOND THE DOOR

Beyond the door you see a chamber that appears to have once been a holding area for those going down the stairwell. Whatever it once was it is now a gapping ragged pit in the floor. More spiraling stairs can be observed going down. From above these stairs are easily defensible but from below it would be treacherous to mount these stairs with attackers controlling the high ground.

If the party broke down the door and have not previously made sufficient noise to alert the Champion, they now have. If more than 4 hours elapse the Champion will have destroyed all of his secrets and will begin making his way out. Should the PCs rest in the keep he will attempt to ambush the party while they sleep.

Once they head down the stairs return to Encounter 3: Exploring the Keep in the PRISONER CELLS 9 subsection.

ENCOUNTER 6: THE GHOST OF AGES PAST

Estimated Time: 15 minutes

This encounter occurs when the PCs enter the room at Location 9 on DM Aid: Map #2 – Dungeon of The Fortress.

This encounter details Kreln, a former Knight of the Watch and Paladin of Heironeous. He knows that he is a ghost and was awakened when the Hextorite forces moved in. He is familiar with the fall of this keep and is very formal.

As you look down this cellblock an apparition appears from the floor below.

[Kreln]: *“Hail, and well met. I am Most Benevolent Black Bear Watcher Kreln Wrolgur, or at least I was. I know my visage is inappropriate to appear before the living but I must and I seek peaceful parlay. If you agree I will hold you to the rules of engagement Greyhawk Treaty of Battle Article 9. Once parlay has begun no offensive actions will be taken; nor will mind-altering affects or spells be cast.”*

If the PCs do not accept his offer of peace continue with the following:

[Kreln]: *“Then you are not the noble folk I had hoped for. Farewell”*

After this the ghost drifts into the floor.

After this the PCs may continue down the cellblock: the Ghost of Watcher Kreln will not appear to them again.

If the PCs accept peaceful negotiations proceed on.

The ghost seems to smile, for a moment.

[Kreln]: *“My thanks. Hextorite forces have overrun this keep and their ability to control spirits is a problematic in driving them out. I am hoping that I can seek a favor of you. The Hextorites have recently found an important religious item called Meersalm, and perverted it in some way. If that can be retrieved and returned to a temple of Heironeous the Knights, myself, and the church would all be in your debt. Can you aid me?”*

If the PCs do not accept his offer of peace continue with the following:

[Kreln]: *“Then you are not the noble folk I had hoped for. Farewell”*

After this the ghost drifts into the floor.

After this the PCs may continue down the cellblock, the Ghost of Watcher Kreln will not appear to them again.

If the PCs accept peaceful negotiations proceed on.

The ghost bows.

[Kreln]: *"My thanks. But I am sure you have questions and although I cannot promise you answers I can try."*

Below are sample questions that Kreln can answer.

You do realize you are a ghost. *"Yes, yes I am. I was one of the defenders of this keep before its fall. When the Hextorites moved in I was awakened but unable to do anything to stop them."*

Tell me about the fall? *"During the invasion of these lands by Ket this keep was an important location in the defense of the region. The forces of Iuz buried the entire keep in a rain of earth and fire. Those of us inside were unable to dig our way out and eventually we perished. There were not many of us here at the time as many of our number were out in force fighting the enemy on the field."*

What was this place before the fall? *"This keep was a watch location. Additionally due to its location near the Sheldomar's northern border it was also a holding area for prisoners of war. They would be brought here and either ransomed back to the barbarians to the north or taken to other more secure locations once they were deemed fit to travel. This was a secure building because many northern patrols would rest here providing us with a fully trained guard force as well as additional martial capable personnel."*

What is Meersalm? *"True Meersalm is the liquid that Heironeous - my lord and patron - was bathed in. It makes him impervious from all but the most powerful weapons and blows. The liquid here is a symbolic representation of that legendary blessing. Paladins, clerics, and knights in the faith of the Archpaladin were anointed by it upon taking their vows."*

Kreln will answer the PCs with everything he knows. He does understand this seems to be a Knighthood of Hextorites dedicated to destroying the Knights from the inside, but believes they will fail. He can warn the PCs about the Champion and what he is capable of. He does not know where the Meersalm is or exactly what happened to it. He does not need the PCs to purify the Meersalm simply find it and return it.

ENCOUNTER 7: THE CHAMPION OF HEXTOR

Estimated Time: 30 minutes

This encounter occurs when the PCs enter the room at Location 11 on DM Aid: Map #2 – Dungeon of the Fortress.

Approaching the guard tower, you realize just how massive this dungeon once was. The central area where the spire is seems to have once had 4 branches radiating from this central location. Although the far end of this hub is hidden in shadow the large amount of rubble seem to indicate all but the radial right of you are destroyed beyond repair.

As soon as you take this information in a door at the base of the spire opens and two figures enter. In the lead is a heavily armored man bearing a shield and flail. The second is more lightly armored, wearing only a chain shirt. He carries a massive heavy flail and eyes you menacingly. The lead knight bellows at you.

[Champion Hadraed]: *"You were brave enough to get this far but it is in vain. Stand down and accept the yoke of the Tyrant Lord or be crushed under his steel heel."*

APL 2 (EL 5)

☠ Merciless Cornugon, Male Human (O) Cleric 3: hp 22; see Appendix 1.

☠ Sadistic Kyton, Male Human (O) Fighter 2, Cleric 1: hp 25; see Appendix 1.

APL 4 (EL 7)

☠ Merciless Cornugon, Male Human (O) Cleric 4, Ordained Champion 1: hp 37; see Appendix 2.

☠ Sadistic Kyton, Male Human (O) Fighter 4, Cleric 1: hp 43; see Appendix 2.

APL 6 (EL 9)

☠ Merciless Cornugon, Male Human (O) Cleric 4, Ordained Champion 3: hp 52; see Appendix 3.

☠ Sadistic Kyton, Male Human (O) Fighter 4, Cleric 3: hp 43; see Appendix 2.

APL 8 (EL 11)

☠ Merciless Cornugon, Male Human (O) Cleric 4, Ordained Champion 5: hp 67; see Appendix 4.

☠ Sadistic Kyton, Male Human (O) Fighter 4, Cleric 5: hp 73; see Appendix 4.

APL 10 (EL 13)

☛ **Merciless Cornugon, Male Human (O) Cleric 6, Ordained Champion 5:** hp 82; see *Appendix 5*.

☛ **Sadistic Kyton, Male Human (O) Fighter 4, Cleric 7:** hp 88; see *Appendix 5*.

APL 12 (EL 15)

☛ **Merciless Cornugon, Male Human (O) Cleric 8, Ordained Champion 5:** hp 97; see *Appendix 6*.

☛ **Sadistic Kyton, Male Human (O) Fighter 6, Cleric 7:** hp 106; see *Appendix 6*.

Preparation: If the party alerted the Hextorites by falling down the stairs in Encounter 2, setting off the trap in Encounter 5, or using force to extract the lantern in Encounter 4, the Hextorites have time to prepare with the full power-up suite. If the party didn't alert the Hextorites, Cornugon/Kyton get no time to prepare.

Tactics: Sadistic Kyton will rush in and engage in melee, making liberal use of his smite ability (power attacking for the same amount as his smite bonus). The Merciless Cornugon will use spells to soften up the party before he enters melee. At APLs 6 and above, where they have Anklets of Translocation, they will use them to escape grapples and or move into advantageous position.

APL 2: Cornugon will use Cause Fear

APL 4: Cornugon will support Kyton with Spiritual Weapon and Cause Fear, using Close Wounds if necessary.

APL 6: Cornugon will strike with a channeled *Inflict Moderate Wounds* as well as using *divine vigor*

APL 8: Kyton will use his *belt of one mighty blow*. Cornugon will use channel spell to channel *Inflict Critical Wounds* with a weapon strike.

APL 10: Kyton will use his *belt of one mighty blow*. Cornugon will open up with *Flame Strike* before engaging in melee. In melee, Cornugon will use rapid spontaneous casting for *Divine Power*, then channel spell to channel *Inflict Critical Wounds* with a weapon strike.

APL 12: Cornugon will open with a *Sudden Widened Flame Strike*. In melee, Cornugon will use rapid spontaneous casting for *Divine Power*, then Channel Spell to channel *Harm* with a weapon strike.

Treasure:

APL 2: L: 200 gp, C: 75 gp, M: 29 gp, Bolt of Heironeous (29 gp).

APL 4: L: 350 gp, C: 75 gp, M: 117 gp, Anklet of Translocation (117 gp).

APL 6: L: 450 gp, C: 100 gp, M: 125 gp, Belt of One Mighty Blow (125 gp).

APL 8: L: 500 gp, C: 125 gp, M: 417 gp, Helm of Righteous War (417 gp).

APL 10: L: 750 gp, C: 200 gp, M: 1026 gp, Blade of Righteous War (1026 gp).

APL 12: L: 850 gp, C: 250 gp, M: 1514 gp, Bastion of Righteous War (1514 gp).

Developments: Once the PCs defeat the Champion and his cohort they may explore the inner part of the guard tower.

The interior of the spire is far more lavishly decorated than any of the other rooms. Here and there are a number of fine weapons and several chests.

PCs that make a Search check (DC 20) read the following description.

Searching the room you find several books on philosophy and theology including 'The Celestial Grindwheel' and 'The Book of Hextor'. An additional item of interest is a letter written to the Chosen.

At this time give the players Player Handout 3 – Letter to the Chosen.

The PCs should now have enough understanding to at least find the Meersalm in the chapel and return it to the church of Heironeous, or attempt to exercise the evil from it themselves. If they decide to exercise see Encounter 8: Drawing out the Shadows. If they are running out of time or decide not to go through with the encounter, proceed to the conclusion.

ENCOUNTER 8: DRAWING OUT THE SHADOWS (OPTIONAL)

Estimated Time: 20 minutes

This encounter occurs when the PCs enter the room at Location 5 on DM Aid: Map #1 – Bastion Of Impregnable Might.

Conditions: This room radiates an aura of strong evil.

FINDING MEERSALM

If the players use the notes of the Champion to find the Meersalm read the following.

Just as the Champion had written you find a crystal vial behind the fist of Hextor. The liquid inside seems viscous and thick and is a rich, ruddy color that seems to soak up the light. The vial is cold to the touch, well beyond anything else you have found.

If the players are simply searching the room provide the following details.

Behind the hand of Hextor there is a small alcove. In this alcove resides a vial containing a thick viscous liquid, dark and ruddy in color. The vial is cold to the touch, well beyond anything else you have found.

Players may make a Knowledge [religion] check (DC 30) to surmise this might be Meersalm, or a substance much like it. Meersalm is the legendary material Heironeous was bathed to aid him in his fight against evil. It is said this provides his skin with unnatural resilience allowing only the greatest of weapons to pierce him.

RELEASING THE DEMON

As indicated by the text of the Champions notes the demon can be called forth if the party can turn 3+APL HD in undead, channeling that energy towards the vial. Alternatively the party can use cure spells to deal APL x 10 points of positive energy damage to the flask in a single day. Once this has been met read the following.

Channeling positive energy into the vial you see it immediately begin to shimmer a brilliant gold. As the Meersalm grow brighter a dark miasma forms above the vial. It swirls about and a crackling sound like that of a burning fire or snow continuously crushed under foot emanates out. Suddenly there is a blinding flash and a deafening BOOM. As your vision clears you see a fiendish form. The look on its face shows that there can be no peaceful solution here, only death.

APL 2 (EL 4)

☛ **Imp** (2): hp 13; see *Monster Manual*, page 56

APL 4 (EL 6)

☛ **Chain Devil** (1): hp 52; see *Monster Manual*, page 53.

APL 6 (EL 8)

☛ **Chain Devil** (2): hp 52; see *Monster Manual*, page 53.

APL 8 (EL 10)

☛ **Bone Devil** (1): hp 95; see *Monster Manual*, page 52.

☛ **Hellcat** (1): hp 60; see *Monster Manual*, page 54.

APL 10 (EL 12)

☛ **Barbed Devil** (1): hp 126; see *Monster Manual*, page 51.

☛ **Bone Devil** (1): hp 95; see *Monster Manual*, page 52.

APL 12 (EL 14)

☛ **Ice Devil** (1): hp 147; see *Monster Manual*, page 56.

☛ **Barbed Devil** (1): hp 126; see *Monster Manual*, page 51.

Tactics: The devils attack to the best of their ability. They will attack Knights of the Watch and anyone displaying a holy symbol of Heironeous in preference to other targets.

Treasure: PCs who succeed at this encounter receive the *Droplet of Meersalm* AR item.

CONCLUSION

Estimated Time: 15 minutes

This is the conclusion of the adventure there are many paths and additions that can be added on based on player actions and performance.

If the PCs were forced to flee the keep read only the following:

Fleeing the keep you are at least aware of its location. The harrowing trip to the Ket front is tiring and dangerous. Eventually you reach a camp. The officer who debriefs you asks you to stay with the platoon. You soon learn another force is sent to the keep after you. They return confirming its location and the state of the keep. Unfortunately there were no living beings found and no sign of where they went.

If the PCs successfully defeated the Champion read the following:

Leaving the keep you travel to the Ketitite frontier. After reaching the largest camp you've seen in some time you check in with the Officer on Duty. He asks

you for a statement of your actions and writes it down dutifully. Upon hearing of your mission and the results he instructs you to remain until the morning.

In the morning a page retrieves you and leads you to a command tent. In the tent the page begins introductions.

[Page]: *“Field Marshal Valiserat, I present the adventurers returning from the mission Baroness Luchelyn and Captain Chalice informed you of.”*

[Valiserat]: *“Your report has been delivered to me and it is good you were able to return. This intelligence will help us deal with the threat of this Hextorite menace, providing us with no distractions as we concentrate on the war with Ket.”*

If the PCs return the Meersalm to the Church of Heironeous read the following:

The clerics of Heironeous on the front lines meet you and take the Meersalm from you with the utmost of reverence.

[Cleric]: *“My thanks for the return of this precious item. This is a symbol of the resolve of Heironeous and the power of a just cause. To have gained such a potent symbol can only be fortuitous as we continue our fight versus evil.”*

If the PCs defeated the Champion, found the Meersalm, and returned it to the church read the epilogue. Otherwise the adventure is over.

EPILOGUE

Estimated Time: 3 minutes

The PCs will only receive this if they helped the Kreln, ghost of Heironeous.

As you rest your head after a long days work on the Ket front you find yourself on a hill in a forest; it seem very much like the one you left. Behind you, you hear the whiny of a horse. Turning you see a knight astride a massive warhorse. He seems much like the ghost of Kreln, though the knight here is full of life and vigor rather than the ephemeral shade you encountered on your adventure. He is resplendent in his armor and robes. He looks around the hill he is on and slowly begins to fade. As he is little more than distorted colors he moves in a gesture that could be a salute. There is a peel of lighting and the crack of thunder. Looking up you see a fire in the sky. Something dark and burning is plummeting to the earth. There is more lightning”

Suddenly you sit bolt upright in you tent. The night is quiet. Looking outside, you see no sign of storm and the only fires around you are the camp fires.

CAMPAIGN CONSEQUENCES

If you run this event in November or December of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by January 1st, 2007, or have the Senior DM of your event do so.

The End

EXPERIENCE POINT SUMMARY

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

Introduction: A Meeting on the Road

Save the courier from the undead.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 5: An Incautious Approach

Access the room beyond the trap.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 7: The Champion of Hextor

Defeat the Champion.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Report back from the keep after defeating the champion and finding his report and orders.

APL 2: 23 xp.

APL 4: 34 xp.

APL 6: 45 xp.

APL 8: 57 xp.

APL 10: 68 xp.

APL 12: 79 xp.

Retrieve the Meersalm and return it to the Church of Hieroneous.

APL 2: 22 xp.

APL 4: 34 xp.

APL 6: 45 xp.

APL 8: 56 xp.

APL 10: 67 xp.

APL 12: 79 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 3: Exploring the Keep

APL 2: L: 150 gp, C: 75 gp, M: 42 gp, Restful Crystal (42 gp).

APL 4: L: 200 gp, C: 100 gp, M: 42 gp, *Iron Ward Diamond (Least)* (42 gp).

APL 6: L: 250 gp, C: 150 gp, M: 167 gp, *Gloves of Lightning* (167 gp).

APL 8: L: 300 gp, C: 175 gp, M: 333 gp, *Gauntlets of War* (333 gp).

APL 10: L: 500 gp, C: 250 gp, M: 467 gp, *Helm of Glorious Recovery* (467 gp).

APL 12: L: 600 gp, C: 300 gp, M: 1250 gp, *Mantle of Second Chances* (1250 gp).

Encounter 4: Undead Made Here

APL 2: L: 150 gp, C: 75 gp.

APL 4: L: 200 gp, C: 75 gp, M: 125 gp, *Tome of Worldly Memory* (125 gp).

APL 6: L: 250 gp, C: 100 gp, M: 200 gp, *Sovereign Glue* (200 gp).

APL 8: L: 300 gp, C: 125 gp, M: 275 gp, *Domain Draught (Destruction)* (275 gp).

APL 10: L: 500 gp, C: 200 gp, M: 450 gp, *Murlynd's Spoon* (450 gp).

APL 12: L: 600 gp, C: 250 gp, M: 833 gp, *Ring of Avoidance* (833 gp).

Encounter 7: The Champion of Hextor

APL 2: L: 200 gp, C: 75 gp, M: 29 gp, *Bolt of Heironeous* (29 gp).

APL 4: L: 350 gp, C: 75 gp, M: 117 gp, *Anklet of Translocation* (117 gp).

APL 6: L: 450 gp, C: 100 gp, M: 125 gp, *Belt of One Mighty Blow* (125 gp).

APL 8: L: 500 gp, C: 125 gp, M: 417 gp, *Helm of Righteous War* (417 gp).

APL 10: L: 750 gp, C: 200 gp, M: 1026 gp, *Blade of Righteous War* (1026 gp).

APL 12: L: 850 gp, C: 250 gp, M: 1514 gp, *Bastion of Righteous War* (1514 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 500 gp, C: 225 gp, M: 75 gp – Total: 800 gp (450 gp).

APL 4: L: 750 gp, C: 250 gp, M: 284 gp – Total: 1284 gp (650 gp).

APL 6: L: 950 gp, C: 350 gp, M: 492 gp – Total: 1792 gp (900 gp).

APL 8: L: 1100 gp, C: 425 gp, M: 1025 gp – Total: 2550 gp (1,300 gp).

APL 10: L: 1750 gp, C: 650 gp, M: 1943 gp – Total: 4343 gp (2,300 gp).

APL 12: L: 2050 gp, C: 800 gp, M: 3597 gp – Total: 6447 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

❖ **Droplet of Meersalm:** You have a vial of the rare solution known as meersalm. As a swift action, you can call upon the Archpaladin Heironeous and be coated with meersalm. The meersalm lasts for 1 minute and provides DR 10/-. The vial of meersalm disappears when used.

❖ **Dancing Lantern:** You have saved Sparky from eternal boredom. Sparky has the statistics of an intelligent *Dancing Lantern*. (Dungeonscape, 10,300 gp)

❖ **Influence Point with the Church of Heironeous:** You have earned an influence point with the Church of Heironeous in Bissel. You may spend this favor to receive special training in the Ordained Champion prestige class (Complete Champion), gaining access to the Prestige Class after spending 2 TU in training.

❖ **Influence point with the Knights of the Watch:** You have earned an influence point with the Knights of the Watch and Dispatch.

Item Access

APL 2:

- ❖ *Bolt of Heironeous* (Adventure; Complete Champion)
- ❖ *Restful Crystal* (Adventure; MIC)

APL 4 (all of APL 2 plus the following):

- ❖ *Least Iron Ward Diamond* (Adventure; MIC)
- ❖ *Tome of Worldly Memory* (Adventure; MIC)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ *Sovereign Glue* (Adventure; Dungeon Master's Guide)

- ❖ *Anklet of Translocation* (Adventure; MIC)
- ❖ *Belt of One Mighty Blow* (Adventure; MIC)
- ❖ *Gloves of Lightning* (Adventure; MIC)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *Gauntlets of War* (Adventure; Complete Champion)
- ❖ *Domain Draught* (Destruction) (Adventure; MIC)
- ❖ *Helm of Righteous War* (Adventure; Complete Champion)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ *Blade of Righteous War* (Adventure; Complete Champion)
- ❖ *Murlynd's Spoon* (Adventure; DMG)
- ❖ *Helm of Glorious Recovery* (Adventure; MIC)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *Bastion of Righteous War* (Adventure; Complete Champion)
- ❖ *Ring of Avoidance* (Adventure; MIC)
- ❖ *Retributive Amulet* (Adventure; MIC)

APPENDIX 1 – APL 2

INTRODUCTION

BLOODHULK FIGHTER **CR 4**
 NE Medium undead
Init -1; **Senses** Darkvision 60', Low-Light Vision, Listen +0, Spot +0
Languages understands creator's orders
AC 11, touch 9, flat-footed 11
 (-1 Dex, +2 natural)
hp 140 (10 HD)
Immune undead immunities
Fort +3, **Ref** +2, **Will** +7
Weakness fragile
Speed 20 ft. (4 squares)
Melee slam +8 (1d8+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Abilities Str 16, Dex 9, Con -, Int -, Wis 10, Cha 1
SQ blood bloated, undead traits
Feats -
Skills Listen +0, Spot +0
Possessions none
Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.
Blood Bloated (Ex) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.
Description This might have been human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.
Sources *Monster Manual IV* (Page 20)

ENCOUNTER 5

INFLECT LIGHT WOUNDS TRAP **CR 2**
Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.
Search DC 22; **Type** magic
Trigger touch and command word, **Init** +1
Effect *Inflict Light Wounds* (Atk +2 touch, 1D8+1 points of damage, DC 11 Will halves, CL 1)
Duration 5 rounds
Destruction AC 12, 5 hp (each floor square)
Disarm Disable Device DC 26 (each floor square)
Dispel DC 12 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR **CR 3**
 Male human cleric 3
 LE Medium human
Init +1; **Senses** Listen +2, Spot +5
Aura Aura of Law, Aura of Evil
Languages Common
AC 23, touch 15, flat-footed 22, (+1 Dex, +8 armor, +3 shield, +1 deflection)
hp 22 (3 HD)
Fort +5, **Ref** +2, **Will** +5
Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee masterwork flail +6 (1d8+2 B 20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Smite (Destruction domain)
Special Actions Rebuke Undead 4/day
Combat Gear +1 ring of protection, masterwork flail, masterwork full plate
Cleric Spells Prepared (CL 3rd):
 2nd—*Bear's Endurance* (1), *Cure Moderate Wounds* (1), *Spiritual Weapon*, D
 1st—*Cause Fear* (1), *Cure Light Wounds* (1), *Protection From Good* (1), *Magic Weapon* D
 0—*Cure Minor Wounds* (1), *Guidance* (1), *Read Magic* (1), *Resistance* (1)
D: Domain spell. Deity: Hextor. Domains: War, Destruction
Abilities Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 12
Feats Combat Casting, Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization Shield Ward
Skills Concentration +8, Knowledge (religion) +6, Spot +5
Possessions combat gear plus -

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD

CR 3
 Male human fighter 2/cleric 1
 LE Medium human
Init +6; **Senses** Listen +3, Spot +5
Aura Aura of Law, Aura of Evil
Languages Common
AC 16, 12 touch, flat-footed 14, (+2 Dex, +4 armor)
hp 25 (3 HD)
Fort +7, **Ref** +2, **Will** +3
Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.
Melee masterwork heavy flail +7 (1d10+6 B 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Atk Options Smite (Destruction domain)
Special Actions Rebuke Undead 2/day
Combat Gear masterwork heavy flail, masterwork chain shirt
Cleric Spells Prepared (CL 1st):
 1st—*Bull's Strength* (1), *Divine Favor* (1), *Magic Weapon* D

o— o—*Cure Minor Wounds* (1), *Guidance* (1), *Read Magic* (1)

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

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

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Improved Initiative Power Attack Cleave

Skills Listen +4, Spot +4

Possessions combat gear plus -

APPENDIX 2 – APL 4

INTRODUCTION

BLOODHULK GIANT

CR 6

NE Large undead

Init -2; **Senses** Darkvision 60', Low-Light Vision, Listen +0, Spot +0

Languages understands creator's orders

AC 13, touch 7, flat-footed 13
(-1 Size, -2 Dex, +6 natural)

hp 196 (14 HD)

Immune undead immunities

Fort +4, **Ref** +2 **Will** +9

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +17 (2d6+16)

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

Base Atk +7; **Grp** +22**Abilities** Str 33, Dex 6, Con -, Int -, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats -

Skills Listen +0, Spot +0

Possessions none

Fragile (Ex) A bloodhulk giant takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk giant always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Description This towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources *Monster Manual IV* (Page 20)

ENCOUNTER 5

INFLECT MODERATE WOUNDS TRAP

CR 4

Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.

Search DC 24; **Type** magic

Trigger touch and command word, **Init** +2

Effect *Inflict Moderate Wounds* (Atk +4 touch, 2D8+3 points of damage, DC 13 Will halves, CL 3)

Duration 7 rounds

Destruction AC 14, 10 hp (each floor square)

Disarm Disable Device DC 27 (each floor square)

Dispel DC 14 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR

CR 5

Male human Cleric 4/Ordained Champion 1

LE Medium human

Init +5; **Senses** Listen +2, Spot +6

Aura Aura of Law, Aura of Evil

Languages Common

AC 23, touch 15, flat-footed 22, (+1 Dex, +8 armor, +3 shield, +1 deflection, +1 natural)

hp 37 (5 HD)

Fort +8, **Ref** +2, **Will** +5

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

Melee masterwork flail +8 (1d8+2 B 20/x2)

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

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

Atk Options Smite (Destruction domain) (+4 atk, +4 dmg)

Special Actions Rebuke Undead 4/day

Combat Gear +1 ring of protection, masterwork flail, masterwork full plate

Cleric Spells Prepared (CL 4th):

2nd— *Close Wounds* (1), *Bear's Endurance* (1) *Cure Moderate Wounds* (1), *Spiritual Weapon* , **D**

1st—*Cause Fear* (2), *Cure Light Wounds* (1), *Protection From Good* (1), *Magic Weapon* **D**

0—*Cure Minor Wounds* (2), *Guidance* (1), *Read Magic* (1), *Resistance* (1)

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

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

SQ Bonus domain, combat feats, continued advancement, modified spontaneous casting

Feats Improved Initiative, Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization Shield Ward

Skills Concentration +10, Knowledge (religion) +8, Spot +6

Possessions combat gear plus -

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD
CR 5

Male human fighter 4/cleric 1

LE Medium human

Init +5; **Senses** Listen +5, Spot +5

Aura Aura of Law, Aura of Evil

Languages Common

AC 16, 11 touch, flat-footed 15, (+1 Dex, +5 armor)

hp 43 (5 HD)

Fort +8, **Ref** +2, **Will** +4

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

Melee +1 heavy flail +10 (1d10+9 B 19-20/x2)

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

Base Atk +4; **Grp** +8

Atk Options Smite (Destruction domain) (+4 atk, +1 dmg)

Special Actions Rebuke Undead 2/day

Combat Gear *gauntlets of ogre power*, +1 heavy flail, masterwork chain shirt

Cleric Spells Prepared (CL 1st):

1st—*Divine Favor* (1), *Protection from Good* (1), *Magic Weapon* **D**
0—*Cure Minor Wounds* (1), *Guidance* (1), *Resistance* (1)

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

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 8

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Power Attack Improved Initiative Extra Smiting Weapon Specialization (Flail, Heavy)

Skills Listen +5, Spot +5

Possessions combat gear plus -

APPENDIX 3 – APL 6

INTRODUCTION

BLOODHULK CRUSHER

CR 8

NE huge undead

Init -2; **Senses** Darkvision 60', Low-Light Vision, Listen +0, Spot +0

Languages understands creator's orders

AC 14, touch 6, flat-footed 14
(-2 Size, -2 Dex, +8 natural)

hp 280 (20 HD)

Immune undead immunities

Fort +6, **Ref** +4 **Will** +12

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +24 (3d6+24)

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

Base Atk +10; **Grp** +34 **Abilities** Str 33, Dex 6, Con -, Int -, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats -

Skills Listen +0, Spot +0

Possessions none

Fragile (Ex) A bloodhulk giant takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk giant always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Description This towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources *Monster Manual IV* (Page 20)

ENCOUNTER 5

INFLECT SERIOUS WOUNDS TRAP

CR 6

Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.

Search DC 26; **Type** magic

Trigger touch and command word, **Init** +3

Effect *Inflict Serious Wounds* (Atk +6 touch, 3D8+5 points of damage, DC 14 Will halves, CL 5)

Duration 9 rounds

Destruction AC 16, 15 hp (each floor square)

Disarm Disable Device DC 28 (each floor square)

Dispel DC 16 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR

CR 7

Male human Cleric 4/Ordained Champion 3

LE Medium human

Init +5; **Senses** Listen +2, Spot +7

Aura Aura of Law, Aura of Evil

Languages Common

AC 26, touch 16, flat-footed 25, (+1 Dex, +9 armor, +4 shield, +1 deflection, +1 natural)

hp 52 (7 HD)

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

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

Melee +1 flail +10/+5 (1d8+3 B 20/x2)

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

Base Atk +6/+1; **Grp** +8

Atk Options Smite (Destruction domain) (+4 atk, +4 dmg)

Special Actions Rebuke Undead 4/day

Combat Gear +1 ring of protection, +1 flail, +1 full plate

Cleric Spells Prepared (CL 5th): 3rd— *Blindness/Deafness* (1), *Magic Vestment* **D**

2nd— *Close Wounds* (1), *Bear's Endurance* (1) *Inflict Moderate Wounds* (1), *Spiritual Weapon*, **D**

1st— *Cause Fear* (2), *Inflict Light Wounds* (1), *Protection From Good* (1), *Magic Weapon* **D**

0— *Cure Minor Wounds* (2), *Guidance* (1), *Read Magic* (1), *Resistance* (1)

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

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

SQ Bonus domain, combat feats, continued advancement, modified spontaneous casting, Diehard, smite, Channel spell, divine bulwark

Feats Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization, Shield Ward Divine Vigor, Improved Initiative, Improved Smiting, Diehard

Skills Concentration +12, Knowledge (religion) +10, Spot +7

Possessions combat gear plus *anklet of translocation*

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell. The channeled spell affects the next target you successfully attack 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. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you 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 *afame 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 your ordained champion level.

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD

CR 7

Male human fighter 4/cleric 3

LE Medium human

Init +5; **Senses** Listen +6, Spot +6

Aura Aura of Law, Aura of Evil

Languages Common

AC 16, 11 touch, flat-footed 15, (+1 Dex, +5 armor)

hp 58 (7 HD)

Fort +10, **Ref** +4, **Will** +6

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

Melee +1 heavy flail +12/+7 (1d10+9 B 19-20/x2)

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

Base Atk +6/+1; **Grp** +10

Atk Options Smite (Destruction domain) (+4 atk, +3 dmg)

Special Actions Rebuke Undead 2/day

Combat Gear *gauntlets of ogre power*, +1 heavy flail, masterwork chain shirt

Cleric Spells Prepared (CL 3rd):

2nd— *Bear's Endurance* (1), *Spiritual Weapon*, **D**

1st—*Cause Fear* (1), *Doom* (1), *Protection From Good* (1), *Magic Weapon* **D**

0—*Cure Minor Wounds* (1), *Guidance* (1), *Read Magic* (1), *Resistance* (1)

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

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 8

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Power Attack Improved Initiative Extra Smiting Weapon Specialization (Flail, Heavy) True Believer

Skills Listen +6, Spot +6

Possessions combat gear plus *anklet of translocation*

APPENDIX 4 – APL 8

INTRODUCTION

REVIVED FOSSIL MEGARAPTOR CR 10

NE Huge Undead (Augmented Animal)

Init +1; **Senses** Darkvision 60', Listen +0, Spot +0

Languages understands creator's orders

AC 27, touch 9 flat-footed 26 (-2 size, +1 Dex, +18 natural)

hp 118 (8 HD)

Immune immunity to cold, undead immunities

Fort +2, **Ref** +3 **Will** +4

Speed 60 ft. (12 squares)

Melee Talons +7(2d10+5) and 2 foreclaws +2(1d4+2) and bite +2 (2d6+2)

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

Base Atk +4; **Grp** +17

Atk Options Combat Reflexes

Special Actions -

Abilities Str 21, Dex 13 Con -, Int -, Wis 10, Cha 1

SQ Damage Reduction 10/adamantine, undead traits, bonus hit points

Feats Combat Reflexes

Skills

Possessions -

Sources *Libris Mortis* (Page 118)

ENCOUNTER 5

INFLECT CRITICAL WOUNDS TRAP CR 8

Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.

Search DC 28; **Type** magic

Trigger touch and command word, **Init** +4

Effect *Inflict Serious Wounds* (Atk +8 touch, 4D8+7 points of damage, DC 16 Will halves, CL 7)

Duration 11 rounds

Destruction AC 18, 20 hp (each floor square)

Disarm Disable Device DC 29 (each floor square)

Dispel DC 18 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR CR 9

Male human Cleric 4/Ordained Champion 5

LE Medium human

Init +5; **Senses** Listen +3, Spot +9

Aura Aura of Law, Aura of Evil

Languages Common

AC 28, touch 17, flat-footed 27, (+1 Dex, +10 armor, +5 shield, +1 deflection, +1 natural)

hp 67 (9 HD)

Fort +12, **Ref** +5, **Will** +13

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

Melee +1 flail +12/+7 (1d8+3 B 20/x2)

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

Base Atk +8/+3; **Grp** +10

Atk Options Smite (Destruction domain) (+4 atk, +4 dmg)

Special Actions Rebuke Undead 4/day

Combat Gear +1 ring of protection, +1 flail, +2 full plate

Cleric Spells Prepared (CL 7th): 4th—*Delay Death* (1), *Inflict Critical Wounds* D

3rd—*Bestow Curse* (1), *Blindness/Deafness* (1), *Cure Serious Wounds* (1), *Magic Vestment* D

2nd—*Close Wounds* (1), *Bear's Endurance* (1), *Cure Moderate Wounds* (1), *Inflict Moderate Wounds* (1), *Spiritual Weapon* , D

1st—*Cause Fear* (2), *Cure Light Wounds* (1), *Inflict Light Wounds* (1), *Protection From Good* (1), *Magic Weapon* D

0—*Cure Minor Wounds* (2), *Detect Magic* (1), *Guidance* (1), *Read Magic* (1), *Resistance* (1)

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

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

SQ Bonus domain, combat feats, continued advancement, modified spontaneous casting, Diehard, smite, Channel spell, divine bulwark, Fist of the gods, rapid spontaneous casting, Holy warrior, war caster

Feats Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization, Shield Ward Divine Vigor , Improved Initiative , Improved Smiting , Diehard Power Attack

Skills Concentration +14, Knowledge (religion) +12, Spot +9

Possessions combat gear plus *anklet of translocation*

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell. The channeled spell affects the next target you successfully attack 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. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you 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 aflame 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 your ordained champion level.

Fist of the Gods (Sp): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants you a bonus equal to 1 + spell level sacrificed on your damage rolls for melee attacks. This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast 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 you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

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

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

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD CR 9

Male human fighter 4/cleric 5

LE Medium human

Init +6; **Senses** Listen +9, Spot +10

Aura Aura of Law, Aura of Evil

Languages Common

AC 18, 12 touch, flat-footed 16, (+2 Dex, +6 armor)

hp 73 (9 HD)

Fort +12, **Ref** +6, **Will** +9

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

Melee +2 heavy flail +15/+9 (1d10+11 B 19-20/x2)

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

Base Atk +7/+2; **Grp** +12

Atk Options Smite (Destruction domain) (+4 atk, +5 dmg)

Special Actions Rebuke Undead 2/day

Combat Gear gauntlets of ogre power, +2 heavy flail, +2 mithril chain shirt

Cleric Spells Prepared (CL 5th): 3rd—Cure Serious Wounds (1), Magic Vestment **D**

2nd—Close Wounds (1), Bear's Endurance (1) Death Knell (1), Spiritual Weapon, **D**

1st—Cause Fear (2), Doom (1), Protection From Good (1), Magic Weapon **D**

0—Cure Minor Wounds (2), Guidance (1), Read Magic (1), Resistance (1)

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

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 14, Cha 8

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Power Attack Improved Initiative Extra Smiting Weapon Specialization (Flail, Heavy) True Believer, Cleave

Skills Listen +9, Spot +10

Possessions combat gear plus anklet of translocation, belt of one mighty blow

INTRODUCTION

CADAVER COLLECTOR

CR 12

LN Large construct

Init +4 (Improved Initiative); **Senses** Darkvision 60', Low-Light Vision, Listen +15, Spot +15**Languages** Common**AC** 29 (-1 size, +20 natural)**hp** 123 (17 HD); DR 10/adamantine**Immune** immunity to magic**Fort** +5, **Ref** +5, **Will** +8**Weakness** see immunity to magic below**Speed** 40 ft. (8 squares)**Melee** 2 slams +22 (4d8+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +26**Atk Options** Power Attack, Cleave, Improved Grab, Trample, Breath Weapon**Special Actions** Impale**Abilities** Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14**SQ** Construct traits, damage reduction 10/adamantine, immunity to magic**Feats** Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)**Skills** Listen +15, Spot +15**Possessions** none**Breath Weapon (Su):** 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save DC is Constitution-based**Impale (Ex):** If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round, the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the following round.**Trample (Ex):** Reflex DC 28 half. The save DC is Strength-based.**Immunity to Magic (Ex):** Like golems, cadaver collectors are especially resilient to magic. However, the resilience takes a slightly different form in the cadaver collector.A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.A magical attack that deals sonic damage slows a cadaver collector (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Description

Sources *Monster Manual* III (Page 22)

ENCOUNTER 5

MAXIMIZED INFLECT MODERATE WOUNDS TRAP CR 10

Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.

Search DC 30; **Type** magic

Trigger touch and command word, **Init** +5

Effect *Maximized Inflict Moderate Wounds* (Atk +10 touch, 19 points of damage, DC 17 Will halves, CL 9)

Duration 13 rounds

Destruction AC 20, 25 hp (each floor square)

Disarm Disable Device DC 30 (each floor square)

Dispel DC 20 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR
CR 11

Male human Cleric 6/Ordained Champion 5

LE Medium human

Init +5; **Senses** Listen +3, Spot +10

Aura Aura of Law, Aura of Evil

Languages Common

AC 29, touch 18, flat-footed 28, (+1 Dex, +10 armor, +6 shield, +1 deflection, +1 natural)

hp 82 (11 HD)

Fort +13, **Ref** +6, **Will** +14

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

Melee +2 flail +14/+9 (1d8+4 B 20/x2)

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

Base Atk +9/+4; **Grp** +11

Atk Options Smite (Destruction domain) (+4 atk, +6 dmg)

Special Actions Rebuke Undead 5/day

Combat Gear +1 ring of protection, +2 flail, +2 full plate

Cleric Spells Prepared (CL 9th):

5th - Righteous Might (1), Flame Strike **D**, 4th— Divine Power (1), Delay Death (1), Inflict Critical Wounds **D**

3rd— Bestow Curse (1), Blindness/Deafness (1), Cure Serious Wounds (1), Inflict Serious Wounds (1), Magic Vestment **D**

2nd— Close Wounds (1), Bear's Endurance (1), Cure Moderate Wounds (1), Inflict Moderate Wounds (1), Silence (1), Spiritual Weapon, **D**

1st—Cause Fear (2), Cure Light Wounds (1), Divine Favor (1), Inflict Light Wounds (1), Protection From Good (1), Magic Weapon **D**

0—Cure Minor Wounds (2), Detect Magic (1), Guidance (1), Read Magic (1), Resistance (1)

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

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

SQ Bonus domain, combat feats, continued advancement, modified spontaneous casting, Diehard, smite, Channel spell, divine bulwark, Fist of the gods, rapid spontaneous casting, Holy warrior, war caster

Feats Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization, Shield Ward Divine Vigor, Improved Initiative, Improved Smiting, Diehard Power Attack

Skills Concentration +16, Knowledge (religion) +14, Spot +10

Possessions combat gear plus *anklet of translocation*

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not

gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell. The channeled spell affects the next target you successfully attack 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. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you 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 your ordained champion level.

Fist of the Gods (Sp): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants you a bonus equal to 1 + spell level sacrificed

on your damage rolls for melee attacks. This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast 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 you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

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

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

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD CR 11

Male human fighter 4/cleric 7

LE Medium human

Init +6; **Senses** Listen +11, Spot +12

Aura Aura of Law, Aura of Evil

Languages Common

AC 18, 12 touch, flat-footed 16, (+2 Dex, +6 armor)

hp 88 (11 HD)

Fort +14, **Ref** +8, **Will** +12

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

Melee +2 heavy flail +17/+12 (1d10+11 B 19-20/x2)

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

Base Atk +9/+4; **Grp** +14

Atk Options Smite (Destruction domain) (+4 atk, +7 dmg)

Special Actions Rebuke Undead 2/day

Combat Gear gauntlets of ogre power, +2 heavy flail, +2 mithril chain shirt

Cleric Spells Prepared (CL 7th): 4th — Divine Power (1),
Inflict Critical Wounds **D** 3rd — Cure Serious Wounds (1),
Invisibility Purge (1), Magic Vestment **D**
2nd — Close Wounds (1), Bear's Endurance (1) Death Knell (1),
Silence (1), Spiritual Weapon, **D**
1st — Cause Fear (2), Divine Favor (1), Doom (1), Protection
From Good (1), Magic Weapon **D**
0 — Cure Minor Wounds (2), Guidance (1), Read Magic (1),
Resistance (1)

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

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 14, Cha 8

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Power Attack Improved Initiative Extra Smiting Weapon Specialization (Flail, Heavy) True Believer, Cleave

Skills Listen +9, Spot +10

Possessions combat gear plus anklet of translocation, belt of one mighty blow

INTRODUCTION

CHARNEL HOUND

CR 13

CE Huge Undead

Init +2; **Senses** Darkvision 60', Listen +0, Spot +0

Languages understands creator's orders

AC 26 (-2 size, +2 Dex, +16 natural)

hp 220 (21 HD); **DR** 10/silver and magic

Immune undead immunities

SR 23

Fort +7, **Ref** +9, **Will** +12

Weakness Aversion to daylight

Speed 40 ft. in (8 squares)

Melee Bite +17 (2d8+19)* and 2 claws +12 (2d6+12)*

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

Base Atk +10; **Grp** +32

Atk Options Power Attack

Special Actions Rend, Body Integration

Abilities Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18

SQ Frightful presence, undead traits, unholy toughness

Feats Power Attack*

Skills -

Possessions none

Description The hound-shaped creature stands at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Sources *Monster Manual* III (Page 26)

Body Integration (Su): Whenever a charnel hound reduces a living humanoid for of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3X Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6 + 21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

*Includes adjustments for Power Attack feat.

ENCOUNTER 5

MAXIMIZED INFLICT SERIOUS WOUNDS TRAP CR 12

Description A 25-foot-by-25-foot room with two entrances. The center square is occupied by a 5-foot high block of stone. Carved on top of the stone are two images, a mailed hand grasping 6 arrows and a flail. Once the flail is grasped and the word "Hextor" is spoken, the doors of the room slam shut. Each 5-foot square of the floor attacks the person occupying it each round.

Search DC 32; **Type** magic

Trigger touch and command word, **Init** +6

Effect *Maximized Inflict Serious Wounds* (Atk +12 touch, 29 points of damage, DC 19 Will halves, CL 11)

Duration 15 rounds

Destruction AC 22, 30 hp (each floor square)

Disarm Disable Device DC 31 (each floor square)

Dispel DC 22 (each floor square)

ENCOUNTER 7

MERCILESS CORNUGON, CHAMPION OF HEXTOR CR 13

Male human Cleric 8/Ordained Champion 5

LE Medium human

Init +5; **Senses** Listen +3, Spot +11

Aura Aura of Law, Aura of Evil

Languages Common

AC 30, touch 19, flat-footed 29, (+1 Dex, +10 armor, +6 shield, +2 deflection, +1 natural)

hp 97.5 (13 HD)

Fort +15, **Ref** +7, **Will** +16

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

Melee +3 flail +17/+12/+7 (1d8+5 B 20/x2)

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

Base Atk +11/+6/+1; **Grp** +13

Atk Options Smite (Destruction domain) (+4 atk, +8 dmg)

Special Actions Rebuke Undead 5/day

Combat Gear +1 ring of protection, +2 flail, +2 full plate

Cleric Spells Prepared (CL 11th):

6th - Heal (1), Harm **D**

5th - Righteous Might (1), Slay Living (1), Flame Strike **D**

4th— Divine Power (1), Freedom of Movement (1), Delay Death (1), Inflict Critical Wounds **D**

3rd— Bestow Curse (1), Blindness/Deafness (1), Cure Serious Wounds (1), Inflict Serious Wounds (1), Invisibility Purge (1), Magic Vestment **D**

2nd— Close Wounds (1), Bear's Endurance (1), Cure Moderate Wounds (1), Inflict Moderate Wounds (1), Silence (1), Spiritual Weapon, **D**

1st—*Cause Fear* (2), *Cure Light Wounds* (1), *Divine Favor* (1),
Inflict Light Wounds (1), *Protection From Good* (1), *Magic Weapon D*

0—*Cure Minor Wounds* (2), *Detect Magic* (1), *Guidance* (1),
Read Magic (1), *Resistance* (1)

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

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

SQ Bonus domain, combat feats, continued advancement, modified spontaneous casting, Diehard, smite, Channel spell, divine bulwark, Fist of the gods, rapid spontaneous casting, Holy warrior, war caster

Feats Martial Weapon Proficiency (flail), Weapon Focus (flail), Shield Specialization, Shield Ward Divine Vigor , Improved Initiative , Improved Smiting , Diehard Power Attack , Sudden Widen

Skills Concentration +18, Knowledge (religion) +16, Spot +11

Possessions combat gear plus *anklet of translocation*

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon. Doing so

requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell. The channeled spell affects the next target you successfully attack 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. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you 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 *afame 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 your ordained champion level.

Fist of the Gods (Sp): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants you a bonus equal to 1 + spell level sacrificed on your damage rolls for melee attacks. This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast 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 you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Holy Warrior (Sp): At 5th level, you can spend one daily use of your turn/rebuke undead ability as a swift action to king your Wisdom into play in combat. For 5 rounds after you activate this ability, you can use your Wisdom modifier in place of your Strength modifier on attack rolls and damage rolls.

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

SADISTIC KYTON, KNIGHT OF HATE AND DISCORD CR 13

Male human fighter 6/cleric 7

LE Medium human

Init +6; **Senses** Listen +11, Spot +11

Aura Aura of Law, Aura of Evil

Languages Common

AC 18, 12 touch , flat-footed 16, (+2 Dex, +6 armor)

hp 106 (13 HD)

Fort +15, **Ref** +9, **Will** +13

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

Melee +3 heavy flail +20/+15/+10 (1d10+12 B 17-20/x2)

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

Base Atk +11/+6/+1; **Grp** +16

Atk Options Smite (Destruction domain) (+4 atk, +7 dmg)

Special Actions Rebuke Undead 2/day

Combat Gear *gauntlets of ogre power*, +3 heavy flail, +2 mithril chain shirt

Cleric Spells Prepared (CL 7th): 4th – Divine Power (1), Inflict Critical Wounds **D** 3rd— Cure Serious Wounds (1), Invisibility Purge (1), Magic Vestment **D** 2nd— Close Wounds (1), Bear's Endurance (1) Death Knell (1), Silence (1), Spiritual Weapon, **D** 1st—Cause Fear (2), Divine Favor (1), Doom (1), Protection From Good (1), Magic Weapon **D** 0—Cure Minor Wounds (2), Guidance (1), Read Magic (1), Resistance (1)

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

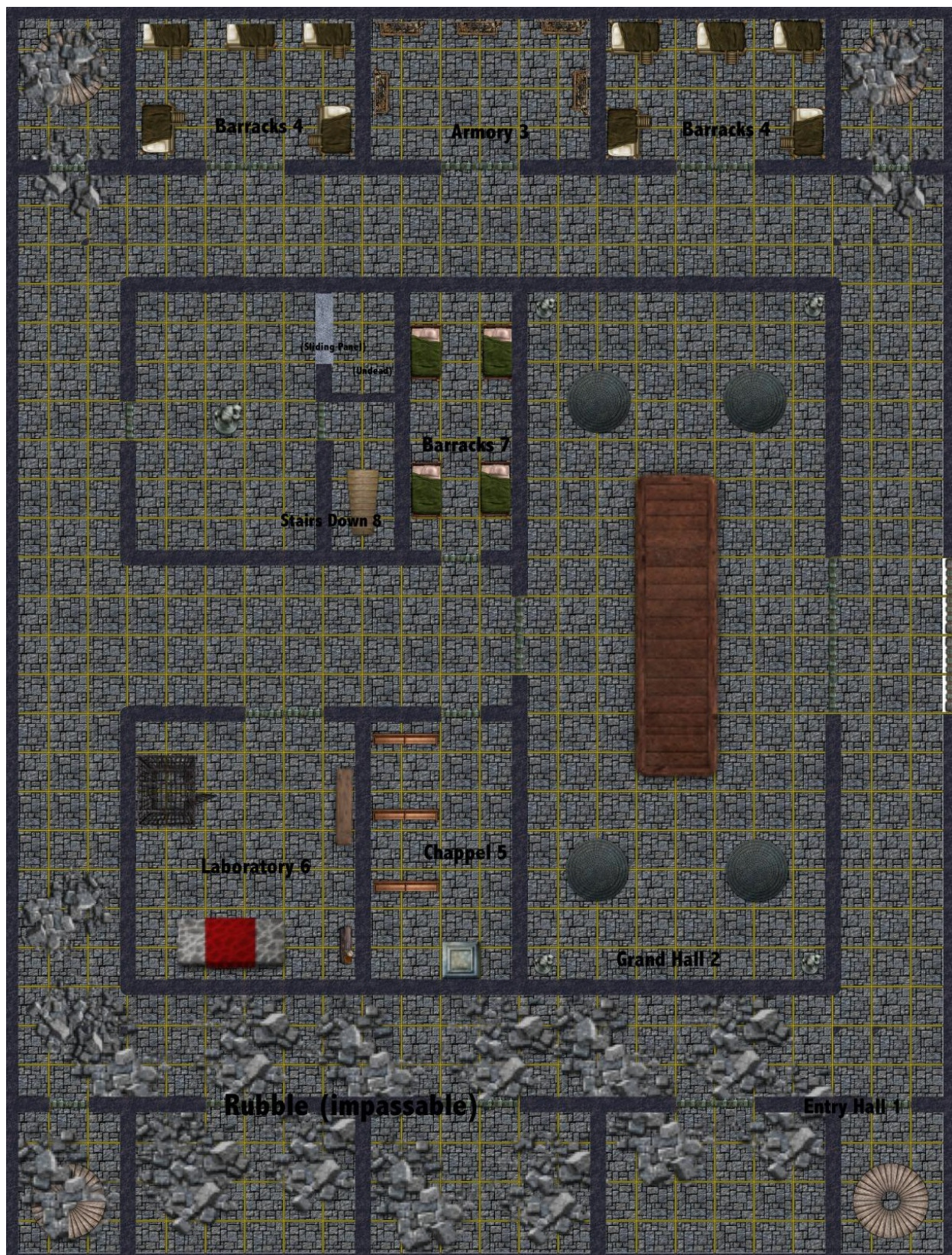
Abilities Str 21, Dex 14, Con 14, Int 8, Wis 16, Cha 8

Feats Endurance, Diehard, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail) Power Attack Improved Initiative Extra Smiting Weapon Specialization (Flail, Heavy) True Believer , Cleave , Power Critical , Extra Smiting

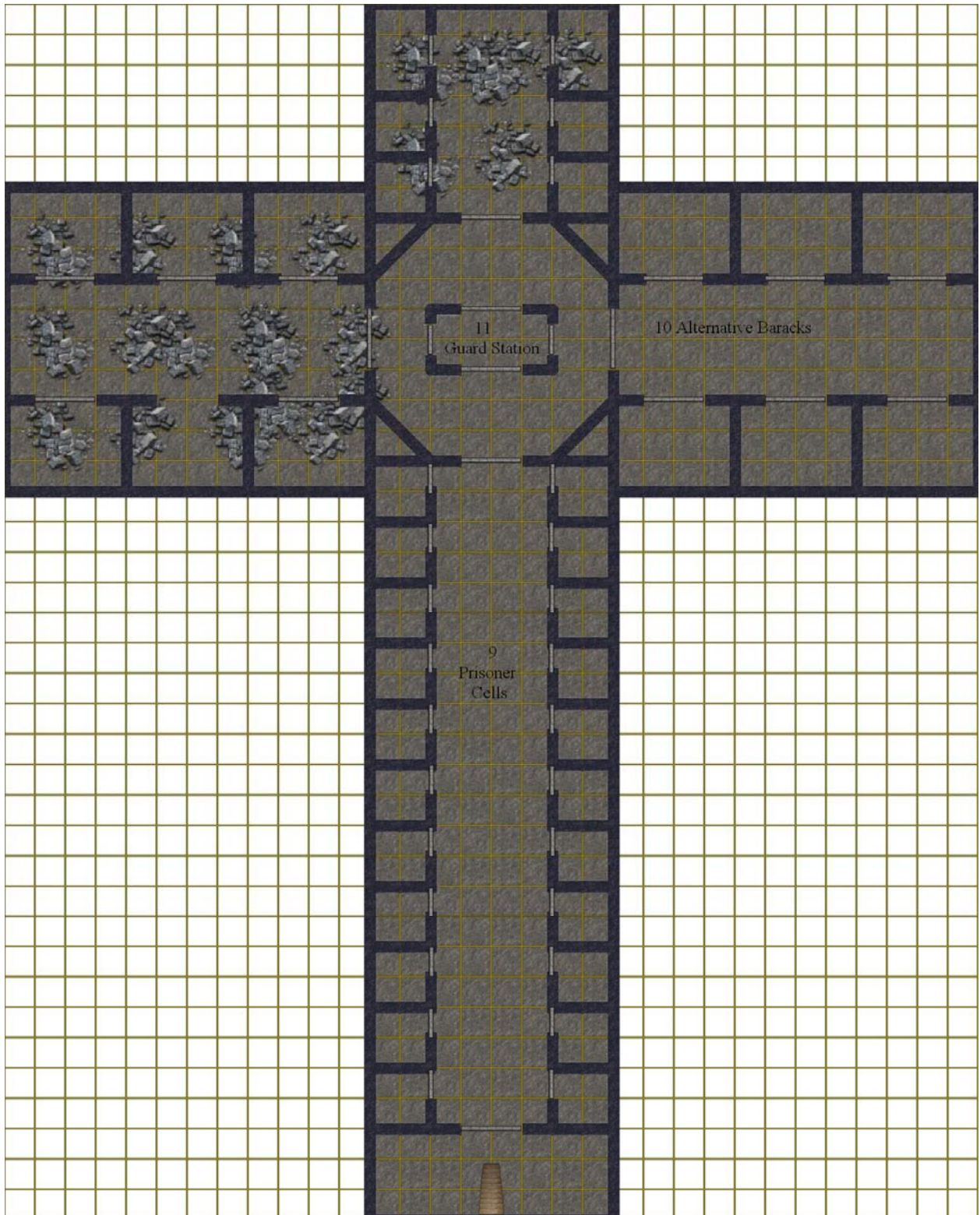
Skills Listen +11, Spot +11

Possessions combat gear plus *anklet of translocation* , *belt of one mighty blow*

DM AID: MAP #1 – FORTRESS OF IMPREGNABLE MIGHT



DM AID: MAP #2 – DUNGEON OF THE FORTRESS



DM AID: NEW RULES

NEW FEATS

Divine Vigor [Divine] (*Complete Warrior*, page 108)

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Extra Smiting [General] (*Complete Warrior*, page 98)

Prerequisites: Smite ability, base attack bonus +4

Benefits: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example)

Special: You can take this feat multiple times. Its effects stack.

Sudden Widen [Metamagic] (*Complete Arcane*, page 83)

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

Power Critical [General] (*Complete Warrior*, page 103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feat stack.

True Believer [General] (*Complete Divine*, page 86)

Your deity rewards your unquestioning faith and dedication.

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

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

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

Shield Specialization (Player's Handbook II, page 82)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield. A fighter can select Shield Specialization as one of his fighter bonus feats.

Shield Ward (Player's Handbook II, page 82)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisites: Proficiency with shields, Shield Specialization

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull's rush, disarm, grapple, overrun, or trip attempts against you.

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

Improved Smiting (*Complete Divine*, page 82)

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment-based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if it had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment. If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets. If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment. For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets). A lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively). You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections). For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

NEW ITEMS

***Anklet of Translocation* (*Magic Item Compendium*, page 71)**

An anklet of translocation allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect. You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object - if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you. An anklet of translocation functions two times per day.

Moderate conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 1,400 gp; Weight -

***Belt of One Mighty Blow* (*Magic Item Compendium*, page 74)**

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. Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp; Weight 1 lb.

NEW SPELLS

***Delay Death* (*Spell Compendium*, page 63)**

Necromancy

Level: Clr 4

Components: V, S, DF

Casting Time: 1 immediate action

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

Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

Close Wounds (Spell Compendium, page 48)

Conjuration (Healing)
Level: Clr 2
Components: V
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points, but stable. Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

NEW CLASSES

ORDAINED CHAMPION

Steeped in a tradition older than most religions, the ordained champions stride through the chaotic fog of violence and bloodshed. Driven by a zealous devotion to Herald of Hell, and to war itself—these harbingers of death and destruction are schooled in techniques of divine magic that enhance their combat capabilities far beyond those of mere soldiers.

The ordained champion is an ancient creation of Hextor, so old that it predates the final schism between the Herald of Hell and his half-brother, Heironeous the Invincible. Although ordained champions are known primarily as servants of Hextor, some tiny fraction do indeed serve the Invincible One instead. Heironeous's ordained champions are treated and act much like his paladins; thus, the details presented here for organization and attitude apply primarily to Hextor's champions.

BECOMING AN ORDAINED CHAMPION

Clerics make the best and most effective ordained champions. Paladins and paladins of tyrannyUA, as well as favored souls™ and shugenjasCD, occasionally follow this path as well. None but the cleric can receive the full benefit of the prestige class, however.

ENTRY REQUIREMENTS

Alignment: Any lawful, neutral good, or neutral evil. Skill: Knowledge (religion) 7 ranks. Feat: Weapon Focus with deity's favored weapon. Spellcasting: Able to cast magic weapon as a divine spell. Special: Must worship Hextor or Heironeous.

BAB Fort Ref Will

Level	Bonus	Save	Save	Save	Special	Spellcasting
1 st	+1	+2	+0	+2	Bonus domain, combat feats, continued advancement, modified spontaneous casting	-
2 nd	+1	+3	+0	+3	Diehard, smite	+1 level of existing divine class
3 rd	+3	+3	+1	+3	channel spell, divine bulwark	+1 level of existing divine class
4 th	+4	+4	+1	+4	Fist of the gods, rapid spontaneous casting	-
5 th	+5	+4	+1	+4	Holy warrior, war caster	+1 level of existing divine class

CLASS FEATURES

Your entire being is devoted to war—war in the name of your deity, war in the name of your favored cause, even war in the name of war itself. Your focus on warfare has slowed your spellcasting advancement, but the wide variety of martial powers you have gained has more than made up for that lack.

Spellcasting: At 2nd, 3rd, and 5th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had *more than one* divine spellcasting class before becoming an ordained champion, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but I you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or **two** of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet I *the prerequisites' for them. You may not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.*

Continued Advancement: 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.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you 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 you gain as a cleric after becoming an ordained champion.

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

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell. The channeled spell affects the next target you successfully attack 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. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you 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 *afame 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 your ordained champion level.

Fist of the Gods (Sp): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants you a bonus equal to 1 + spell level sacrificed on your damage rolls for melee attacks. This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast 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 you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

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

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

PLAYER HANDOUT #1 REPORT TO FIELD MARSHAL VALISERAT

Sir,

"What value would a victory over Ket be, if we returned to a Bissel torn apart by internal forces?"

These were your words to me before I departed. I keep them in mind as I travel through the March, looking for threats to internal security.

For the first few weeks, everything appeared normal. Farmers complaining that they were being overworked, merchants profiteering in a war economy. In short, business as usual. I did receive a discreet message from what I suspect to be a Mist Chameleon agent, warning me to leave the information gathering to the professionals. Be advised that you may have to deal with the political ramifications of me "poking my nose where it doesn't belong". I was nearing the end of my tour, ready to head back to the Ket front, when I was attacked on the road. Passing a peasant's graveyard, a dozen skeletons erupted from the ground. Commanding them was a man wearing an unusual suit of iron scale armor, decorated in skulls. The two privates you assigned to me as guards fought valiantly, they held back the skeletons as I fought and defeated this dark cleric. Unfortunately, their wounds were mortal and they died soon after. I recommend a posthumous military commendation and promotion to corporal be sent to their families. Upon searching my mysterious assailant, I found a shocking and disturbing missive, which I am attaching to this report. It mentions a location called the "Bastion" or "Bastille". It also refers to the Knights of the Watch and the "Knights of Hate and Discord". As the barony of Swordfields was nearby, I decided to consult with the Baroness Elina Luchelyn. Lady Elina was livid when she read the message. She explained that the Bastion of Impregnable Might was a Knights of the Watch fortress that was thought to have been destroyed in the Greyhawk Wars. To learn that it had survived was shocking. To know that it is being used by a previously unknown group so hostile to the Knights of the Watch is an insult that cannot be allowed to continue. As the ranking Knight of the Watch in Bissel, she feels that she must investigate this matter personally. She assembled a small strike force and set out immediately. She is allowing me to accompany her so that I may report to you any threats to our national security. Hopefully the Knights of the Watch can deal with this situation quickly and efficiently. I will send a follow-up report as soon as our mission to this "Bastille" is complete.

-Captain Chalice Besselar

PLAYER HANDOUT #2 MISSIVE FOUND ON DARK CLERIC

My lord,

Everything is proceeding on schedule. The experiments of the Malevolent Gelugon have been successful. He has created a full platoon and wishes to lead them in the field exercises to gauge their effectiveness. If he achieves the expected results, he will require additional resources in order to mass produce his combat optimized undead and construct army. Any undead creations that are discovered before we have mustered our full force will be written off as leftovers from the era of the necromancer. I find it deliciously ironic that this band of thugs calling themselves the "Knights of the Watch" can be so blind to events happening right under their arrogant, upturned noses. The fact that we have their precious "Bastion" as a base of operations will make their eventual defeat that much more satisfying.

Your insight into their operating procedures has been invaluable. Most of my forces are out in the field, disrupting their communications and infiltrating their ranks. Only myself and the Sadistic Kyton remain on base. At the appointed time, our units will be recalled. Augmented by the forces of the Malevolent Gelugon, we shall strike a crippling blow to Bissel, then spread throughout the Sheldomar.

By my hand,

The Merciless Cornugon Hadraes
Knight of Hate and Discord
The "Bastille"

PLAYER HANDOUT #3 – LETTER TO THE CHOSEN

Champion,

As directed I have maintained this location as a suitable fortress. I have begun the raids on the command staff of the Bissel Military however they are heavily guarded and so far have been consistently rebuked. This failure on my part may be inexcusable, however, I will point out my formal objections to these orders when received.

My experiments with the undead and constructs have gone well. The blood hulks are a menacing force and will do well as shock troopers. Their imposing bulk also provides a great deal of cover for more intelligent and efficient forces. Unfortunately their bulk is also their undoing and they seem to lose a great deal of blood when hit.

Finally I wish to point out I have found a vial of Meersalm in the old chapel here. I've instilled a malign force to corrupt this symbol of Heironean faith. Unfortunately, it has not yet taken hold and may be driven out by the channeling of positive energy in any of its many varied forms. As a result I am keeping it hidden in a small nook behind the Tyrant's Fist on the wall of that room. I mention this because I will soon need to leave here and my replacement should be made aware of it.

My allegiance to the cause,

The Malevolent Gelugon

CRITICAL EVENT SUMMARY: *BIS7-05 BASTILLE*

If you run this event in November or December of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by January 1st, 2006, or have the Senior DM of your event do so.

- | | | | |
|----|--|-----|----|
| 1. | Did the PCs defeat the Merciless Kornugon Hadraed? | Yes | No |
| | | | |
| 2. | Did the PCs free the lamp? | Yes | No |
| | | | |
| 3. | Did the PCs retrieve the Meersalm? | Yes | No |
| | If so, did they cast out the demon? | Yes | No |
| | | | |
| 4. | Were any of the PCs Knights of the Watch/Dispatch | Yes | No |
| | If so, how many? | | |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):