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Dungeon Crawl Classics #12

The Blackguard's Revenge

by F. Wesley Schneider
AN ADVENTURE FOR CHARACTER LEVELS 9-11



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The cloister of the god of valor is under siege! A blackguard and his devourer ally are leading an army of wights against the valiant paladins who defend the cloister. The heroes arrive just as the siege begins, and may be able to sway the outcome. But to do so they must explore the cloister's ancient crypt, where a strange artifact holds the key to defeating the blackguard and his unholy army...

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Blackguard's Revenge is designed for 4-6 characters of 9th through 11th level. We recommend 45-50 character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. This particular adventure is heavy on undead, so the party should include at least one good-aligned cleric. An additional paladin or cleric would be helpful, as would several strong warrior types.

Adventure Summary

The characters arrive at the frozen frontier of Ambroshea Trades. The same day, word arrives that a nearby cloister of the god of valor is under siege. Having already dispatched messengers to gather what aid they can, local leader Dart Isles hires the adventurers to determine what manner of attackers could threaten the bastion of paladins. Traveling into the Saint's Blood Mountains, the characters find the temple breached in an ongoing battle with an army of the undead. As the characters fight to save the remaining outnumbered defenders, they discover that the undead are actually ancient enemies of the order that have discovered a way to have vengeance not just against this generation of paladins, but on the virtuous champions that defeated them centuries ago. The party's battle becomes all the more dire as they race to the order's sealed catacombs in the hopes of saving both the living and the souls of the ancient dead.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
E-1	7	C	4 heretic archers	9
E-2	7	C	6 hidden wights	8
E-4	9	C	4 heretics	9
G-2	9	T	Sleeping serum needle	2
G-3	10	T	Barrage of darts	7
G-5	11	C	2 heretics	7
G-10	12	C	2 heretics	7
1-2	13	C	3 wights	6
1-3	14	C	1 heretic	5
1-4	14	C	3 heretics 2 skeletal horses	8/10
1-5	15	C	2 heretics 2 unholy fire elementals	9
1-6	16	C	1 wight	3+
1-12	19	C	1 wight	5
1-16	21	P	<i>Alarmed</i> armor	0+
2-21	23	C	1 heretic and 5 wights	8
2-22	24	C or P	16 heretics 12 wights 2 mohrgs 21 paladins	15
2-26	27	T	<i>Power word stun</i> and <i>alarm</i> trap	8
2-31	29	C	6 heretics	10
C-1	30	P	Sealed door	–
C-2	30	C	3 mohrgs	11
C-3	31	C	<i>Reizrael</i> , allip Sor6	9
		T	<i>Energy drain</i> trap	10
C-5	32	C	<i>Grave</i> , wight blackguard	13
C-6	32	C	Advanced devourer	13

Scaling Information

The Blackguard's Revenge is designed for 4-6 characters of levels 9-11, but may be adjusted to suit parties of different sizes or level. Consider adjusting the adventure as follows:

Weaker Parties (3 or fewer characters, or lower than 9th level): Throughout the adventure, all heretic regulars should be changed to normal wights. Wights should be changed to human zombies, and all mohrgs changed to heretic regulars. Reizravel changes to a specter with no class levels, Grave becomes a wight with 7 levels in fighter, and the devourer changes to a bodak advanced to CR 10.

Stronger Parties (7 or more characters, or higher than 11th level): Add 4-8 heretics and/or wights to each encounter calling for them. Reizravel, Grave, and the devourer should all be further advanced by level or HD to make them EL 16 encounters.

Getting the Players Involved

The characters can be pulled into this adventure in a number of ways. The following hooks may help in involving the players:

- The characters are traveling to or through Ambroshea Trades as part of another endeavor. When they reach the trading post, it's in an uproar. Amidst the chaos, Dart Isles spots the characters and attempts to hire them for 100 gold pieces to perform a "simple scouting job."
- One of the characters is a worshiper of the god of valor. A high priest of his order has received a vision of a bastion of their god consumed by darkness and the souls of its righteous defenders in torment. The priest has determined that the place in his dream is the Ordocar cloister and requests that the heroes check in on the secluded order of paladins.
- The characters, or an organization they belong to, has need of the *Diamond Carceperis* (see page 5). However, as they enter the region they find Ambroshea Trades in disorder and the Ordocar temple under attack. Rushing to the paladins' aid, the characters find that they are not the only ones who have plans for the *Diamond Carceperis*.
- The characters are wandering through the wilderness (la de da) and see smoke on the horizon. As they draw closer, they recognize a temple of the god of valor – recently ruined and ransacked! They rush to help...

A Note on Structure

This adventure is structured a little differently than most Dungeon Crawl Classics modules. It is not a static location waiting to be explored, but a dynamic environment where the heroes are thrust into the midst of ongoing events. The actions of the PCs will determine whether or not the good paladins of the Ordocar prevail, or whether they are crushed by an army of wights. Area 2-22 in particular is important, for the PCs will stumble into the midst of a battle in progress that they probably cannot sway single-handedly. They can choose to ally with the NPCs to heroically save the day, or sidestep the whole mess and leave the paladins to fight while they loot the temple and eventually confront the undead exploring the catacombs.

Either way, this DCC is more dynamic than most, and requires a little more NPC interaction. Don't worry; the NPC interaction is still limited to combat situations, so you won't have to deal with any of that messy role-playing stuff. Yuck. But be prepared for a more dynamic situation where the PCs must make decisions of greater consequence than usual, and the GM must track the results of their actions more carefully.

Background Story

History of the Ordocar

From the ashes of an ancient war rose four great paladins of the god of valor. They constructed a simple cloister far from the corruption of civilization, meaning to prepare the next generation of holy warriors for evil's inevitable return. Named to honor the valorous saint of watchfulness, the Ordocar sanctuary became legendary for forging the most skilled holy warriors in the lands. But above all other lessons, its students were ingrained with the virtues of temperance and patience.

From time to time Ordocar paladins were given leave to explore the world, returning with news of foul deeds abroad. Often the paladins questioned their teachers, eager to act against such evils, but always they were counseled patience and told that they must wait for a time when an even greater evil rose. And so, under the best-intentioned restraint, bitterness and impatience began to grow.

The news that a petty sorcerer-king had slaughtered hundreds of the paladins' brethren in the south served as the final blow. Disobeying the orders of their masters, nearly half the students and the cloister's weapons master traveled to confront the fiend. The sorcerer and his profane allies were toppled within a week of the paladins' arrival, winning the paladins celebration befitting heroes of the highest order.

When the paladins returned to their cloister, they found the gates firmly barred and their names stricken from the order's records. The cast-out warriors raged, relating their great deeds and the glory of their works, but their brethren did not listen. Exiled for violating what they saw as an antiquated tenet, the paladins traveled south again, vowing that their coming deeds would force their mentors to readmit them to the order.

For ten years the outcasts worked goodness throughout the land, after which they returned to the Ordocar cloister and begged for readmittance. Their one-time classmates and brothers, now masters themselves, again denied them and turned deaf ears on their tales of heroism. Enraged, the ex-paladins beat upon the walls, one even drawing his bow and firing in anger. The shot embedded itself in the heart of one of the archer's loyal brothers within, and so the Saints' War began.

Consumed by their anger, the cast-outs turned from the god of valor, embracing the god of vengeance and slaughter and his dark promise of retribution. Over the next year the two orders clashed daily, fighting sometime for days without a single casualty – so matched were their abilities. But from these battles two leaders arose, a young paladin with surprising skill and cleverness named Austis Duframe and a masterful blackguard called Grave.

For a year Austis and Grave led their warriors to battle, fighting in the valley between the Ordocar cloister and the iron tower the outcasts had erected, but each conflict seemed meaningless and no ground was ever gained. Finally, after suffering a wound from Austis himself, Grave sent an emissary south to the realm of the sorcerer they had once dethroned. When his servant returned, it was with the sorcerer-king's half-demon son and a bargain that once the Ordocar were defeated, the blackguards would build the fiendish scion an empire to rival his father's.

With their new ally's aid, Duframe was struck down and his soul imprisoned within a great diamond. The gem was spirited back to Grave's stronghold while the hated paladin's body was defiled and burned before his men. With their commander gone, the Ordocar paladins began to falter.

With their next attack the blackguards began pushing the holy warriors back. Soon the paladins were forced to retreat to their cloister and prepare for a siege they had neither the men nor supplies to maintain. Seeing his enemies' weakness and his own long-anticipated victory within reach, Grave led his men in a charge against the gates of the Ordocar temple. But as the blackguard commander's sword fell against the door of the holy sanctuary, an explosion rocked the valley.

Having answered Austis Duframe's prayers for one last

chance to lead his men, the god of valor freed him from his gemstone prison and, as a creature of pure holy energy, the disembodied paladin flew to the aid of his men. With a sword of heavenly fire Duframe struck Grave down, cleaving his body fully in twain, and he led the paladins in an all-out massacre of the shocked blackguards.

With the heretics defeated, Duframe dispersed to join the ranks of his god's faithful. The surviving paladins, respectful of their one-time brothers, leveled their iron tower and from it forged a crypt to house their misguided corpses. While doing so, a large shard of Duframe's gemstone prison was discovered. Thrumming with divine power, it was called the *Diamond Carceperis* by the paladins. They honored the diamond splinter by laying it to rest in a place of honor within the Ordocar temple, underneath a new wing created to honor the order's greatest hero and new patron saint, Austis Duframe, champion of dedication.

Recent Events

Unbeknownst to all but the most profane connoisseurs, each soul has a taste all its own. With their own uniquely decadent textures and flavors, the draw to such morsels is often seemingly magical in nature. And for creatures known to have a palette for both souls and magic, a tiny valley in the Saint's Blood Mountains holds the potential to be a dining experience like no other.

The multi-planar undead known as devourers just happen to be creatures with such debauched tastes. A particularly powerful one has been attracted to the home of the Ordocar paladins.

Scenting the power of the *Diamond Carceperis*, the devourer entered the region two weeks ago. Its bloody questioning of local hunters revealed little, until it came upon a priest of the god of valor on a pilgrimage to the Ordocar cloister. Among his screams and final prayers, the monstrous undead was able to discover what had attracted it to the area and where to find it.

Realizing that it stood no chance against an entire order of paladins, the devourer sought aid within the iron tomb of the Ordocar heretics. Upon entering, the devourer found that many of the ancient blackguard had already awakened as undead, trapped in their tomb for centuries, languishing in hatred through an impotent, cursed immortality.

Bargaining with the powerful blackguard Grave, the devourer made a deal with the undead heretics to indulge both of their blasphemous passions. If the fallen warriors besieged the Ordocar cloister, their bloodlust need not end with the lives of the current generation of paladins. Rather, if they would bring the *Diamond Carceperis* to the devourer, the wights could use it to

end their own tortured lives while at the same time dragging the souls of their ancient allies back into this world. The devourer would then consume the newly recalled essences, obliterating them from all existence. Thus, while the tortured, undead blackguard could find not only rest but revenge on two ages of hated paladins, the devourer would have a feast like few had ever known.

Player Beginning

If you wish to start the adventure in Ambroshea Trades, refer to appendix 2 for full details. From Ambroshea Trades it is just less than a day's journey to the Ordocar cloister. There are no specific encounters detailed here to threaten the characters as they travel, though there are many dangers, both natural and monstrous, that could suit the area. This is left to the GM to determine.

Regardless of other encounters, as the PCs near their destination, they come across the following scene.

Following the trail from Ambroshea Trades, you crest a rise overlooking a small forested valley. Upon the slope of a nearby mountain you can see several tiny buildings huddled against the simple magnificence of a silver domed temple. Normally the compound's white walls would blend in with the area's thick snow, but even from this distance you can see great scarring scorch marks and several thin pillars of smoke winding into the dead gray sky.

The compound ahead is the Ordocar cloister. A well-traveled, but snowy, trail winds along the mountainous slope to the temple, still over two miles away.

Characters that make their way to the complex on foot will come across the following scene. If the characters are flying but still stick to the trail, allow them a DC 14 Spot check to notice what's below.

You come across a figure lying face down in the middle of the trail. Wearing simple white robes, it is woefully unprepared for the freezing weather. However, the cold seems to be the least of its concerns, as several feet of surrounding snow are stained a deep crimson.

The bleeding figure is Kamrae Arstone (half-elf; LG; Clr5), a priestess of the god of valor and a healer in the service of the Ordocar paladins. Having little combat experience, Kamrae futilely tended to the wounded as the undead laid siege to the temple gates. When they broke through, she was cut off from her retreating brethren and tried to escape to fetch help, but was noticed by the attackers and struck by an arrow. She made it this far before collapsing from the pain and loss of blood.

Kamrae has currently stabilized at -6 hit points; however, exposure to the cold will soon begin to take its toll. In

Gorhan, God of Valor

Gorhan, god of valor, is lawful good. His titles are the Brave One, He Who Fights First, and the Neverfearful. His symbol is a golden longsword over a gilded suit of armor.

Gorhan is the patron god of those who fight with courage in the name of good. Although most of his followers are human, he is not depicted thus. He is always seen as a strong but limber knight dressed in golden plate mail, his face protected by a visor, a brilliant longsword and shield in hand.

Because Gorhan aids all who fight courageously, he is often called upon by non-humans for aid in noble causes, and is even known to have followers among a few elven orders. Most of his worshippers are paladins. The domains he is associated with are Good, Healing, Law, and Strength. The longsword is his favored weapon.

Throughout this adventure we refer to Gorhan as simply "the god of valor." You can use him specifically, or you can substitute a different god of valor from your own campaign setting.

The Diamond Carceperis

Spawned from an impossible combination of the magic of a hell-born prince and pure divine grace, the *Diamond Carceperis* is the only surviving shard of the gem that once held the spirit of St. Austis Duframe, the god of valor's champion of dedication. Guarded by an order of the god of valor's most elite warriors, this artifact appears as a foot-long tear-shaped curl of clear crystal and offers unparalleled power over both life and death.

When held, a user must merely think of a once-living creature of the same type and speak their name. At that moment, the creature whose name was spoken returns to life, appearing and having the same abilities as they did at the time of their death, as if a *wish* spell had returned them to life. There are never mistakes in this recalling, such as another creature with the same name being returned to life, though the resurrected creature may be confused or even angry about being called back from the afterlife. At the same moment their intended target is resurrected, the wielder of the *Diamond Carceperis* is instantly struck dead, and no power (even a *wish* spell or this artifact) short of the will of a god can return the user to life.

Elementals, outsiders, unintelligent undead, and other non-living creatures are unaffected by the *Diamond Carceperis* and cannot make use of its powers. But intelligent dead can. Being that their spirits still linger on, they can be sacrificed like any mortal creature to power the artifact's magic.

The *Diamond Carceperis* radiates strong conjuration magic.

the next 20 minutes she will have to make a Fortitude save against taking damage from the cold weather. Though it is possible she may survive this damage, it is unlikely she will last through the following hours. It is only by fortune's virtue that the PCs have stumbled upon Kamrae and, if they are able to heal her back to consciousness, she is most grateful but has urgent news to impart.

Clutching her stained vestments close, the young woman's head darts about in a panic. Attempting to stand, she falls back to the snow with a weak whimper. Staring up at you, wide-eyed, she speaks with an urgent speed.

"From the state of my wounds, I pray that you mean me no harm, but there are those that need your help more than I, friends. I am Kamrae Arstone, acolyte of the Ordocar cloister. Our temple has fall-

en under attack by an army of the blasphemous dead! Any of my brethren that have survived the siege are now trapped within the temple! I tried to escape to fetch help, but was struck down. May the gods bless you for your aid thus far, but please, you must help my order!"

Kamrae can offer little more information about the attack than is noted above. She does not know exactly where the surviving paladins might be, or honestly if any are even still alive, though she refuses to abandon hope. She is not well versed in the history of her order and knows little about the Saint's War, the ancient heretics, or the possible identity of the cloister's attackers. If the PCs try to take Kamrae with them she refuses – she is terrified of going back. She urgently wishes to find aid for her order, and will continue on to town as soon as possible.

Part 1 – Cloister of the Ordocar: Exterior

The cloister is well constructed with defensibility in mind. Unless noted otherwise, all walls in the cloister are reinforced masonry. All doors are made of stone. Unless noted otherwise, doors are unlocked and in good working condition.

Reinforced Masonry Wall: 1' thick; hardness 8; hp 90; break DC 35; Climb DC 15.

Stone Door: 4" thick; hardness 8; hp 60; break DC 28 (stuck), 28 (locked).

Wandering Monsters

While exploring the temple grounds there is a 25% chance per half hour that the PCs will encounter a number of the invading undead. This chance is increased by +5% if the characters are not hiding their movements or muffling the sounds they make, and by +10% if they are being blatantly loud (a.k.a., breaking down doors, causing explosions, and such). Hit points should be rolled for each encounter separately.

1d6 Encounter

- 1-3 6 wights (EL 8)
- 4-5 2 heretic regulars mounted on 2 skeletal warhorses (EL 8)
- 6 2 heretic regulars and 4 wights (EL 9)

Heretic Regular, Wight Ftr2 (2): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 melee (1d4+2 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy

drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield.

Languages: Common.

Skeletal Warhorses (2): CR 2, Large undead; HD 4d12; hp 30 each; Init +6; Spd 50 ft.; AC 24, touch 11, flat-footed 16; Base Atk +2; Grp +10; Atk +5 melee (1d6+4, hoof); Full Atk +5/+5 melee (1d6+4, 2 hooves); Space/Reach 10 ft./5 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 18, Dex 15, Con –, Int 2, Wis 13, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Half-plate barding.

Wight/Fallen Paladin (4 or 6): CR 3; Medium undead; HD 4d12; hp 26 each; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork breastplate, masterwork longsword, masterwork heavy steel shield.

Languages: Common.

Creature Note

It should be noted that the vast majority of undead that the PCs will encounter in this and consecutive areas are wights.

Some of the wights use weapons other than their energy-draining slam attack. If the PCs have an easy time against such opponents, the DM may wish to reduce their XP award.

All creatures marked as wights have the following special abilities regardless of their class level.

Create Spawn (Su): Any humanoid slain by a wight rises as a wight, with no levels, in 1d4 rounds. These spawn are subservient to the wight that created it until its death.

Energy Drain (Su): Living creatures hit by a wight's slam gain one negative level. A DC 14 Fortitude save is required to remove a negative level. The save DC is Charisma-based. For each negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights gain a +8 racial bonus to Move Silently checks.

Areas of the Map

Area E-1 – Main Gate (EL 9): Read or paraphrase the following:

Before you stands what was once probably a pair of imposing stone gates, now knocked from their hinges and reduced to little more than scorched rubble. Behind them still stands a shattered portcullis, its twisted metal gaping with jagged tears, crumpled so it no longer fills the passage it was forged to protect. Through the wrecked metal, you can see a trampled courtyard of mangled armor and gore-soaked snow.

These gates of stone and iron once seemed impervious, but surprise and the relentlessness of undeath made quick work of it. With this barrier reduced to a treacherous pile of rubble, the undead have swarmed over and infiltrated the cloister.

A DC 20 Spot check reveals the heretics with bows drawn glancing out of the arrow slits.

Characters that wish to climb the 8 ft. pile of debris must make a DC 16 Climb check to reach the top. Those that fail suffer 1d6 damage from the jagged rocks and tumble back to the ground.

Even once a PC reaches the top of the pile, they must contend with the broken portcullis here. Characters of Medium size may choose to either make a DC 18 Climb check to move up and over the broken gate or spend a round to squeezing

through the deformed bars. Passing through the bars is not difficult and thus requires no skill check, but does deny the character their Dexterity bonus to all rolls for one round. Normally this would mean little if it were not for the wight archers in areas G-5 and G-10.

Tactics: Two units of 2 wights have been stationed in the guard towers to keep watch over the gate. As soon as the PCs begin scaling the rubble, the wights will begin attacking with their longbows, targeting either the character climbing highest or one trying to squeeze through the gate. Being that the wights are firing from arrow slits above, they should be considered to be kneeling and as being behind cover, affording them a +6 AC bonus against ranged attacks.

Development: If the PCs manage to destroy the wights here they will not reappear in areas G-5 or G-10.

Heretic Regular, Wight Ftr2 (4): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield, longbow, 200 arrows.

Languages: Common.

Area E-2 – Fountain (EL 8): Read or paraphrase the following:

Amidst the ruined battlefield of the temple courtyard stands a magnificently ornate fountain. Like a general who has yet to realize that his army has been massacred, the armored god of valor stands, blazing sword held aloft, astride a chariot drawn by four snorting, majestic chargers. Crystalline water still sprays from the hooves of the celestial stallions, though the pool beneath has been tainted a watery-red by the gore of several bodies floating in the shallow basin.

Once just a simple spring bubbling through frozen rocks, the waters that now cascade from this fountain may have been the reason the cloister's founding paladins settled in this area. Said to be infused with the blood of the god of valor himself, only the truly valorous can drink from the fountain's waters and be unharmed. Though the pool at its base has been tainted and rendered impotent, once per day



one that drinks from the flowing water is affected by a spell-like effect dependant on their alignment. For the purposes of determining the strength of the effect and its duration, treat these effects as spells cast by a 14th level cleric.

Alignment	Spell Effect
Lawful good	<i>Divine power</i>
Neutral good	<i>Death ward</i>
Chaotic good	<i>Freedom of movement</i>
Lawful neutral	<i>Bless</i>
Neutral	No effect
Chaotic neutral	<i>Doom</i>
Lawful evil	<i>Inflict serious wounds</i>
Neutral evil	<i>Blindness/deafness</i>
Chaotic evil	<i>Searing light</i>

Besides the magical properties of the fountain, the bodies here are also not as they seem. All six of the corpses in the fountain are actually wights created from fallen paladins that have been ordered to stay here and attack all non-undead that pass through the area. Despite their submergence in the magical waters their undead nature renders them immune to its effects.

Just west of the fountain is the entrance to the temple's sanctuary (leading to area 1-1). This door has been shattered, leaving a yawning hole in the temple façade.

Tactics: When the PCs enter the area the 6 wights here are hiding, faces down in the fountain. Each should roll a separate Hide check. Their liquid cover plus their unnatural ability to hide in the water lends them a +6 circumstance bonus to this check.

Once the PCs near the fountain, the wights will attack. Four of them will confront the characters in single combat, while two will try to grapple a PC, drag them to the fountain, and attempt to hold them underwater till they drown. Characters submerged in the fountain's basin do not gain the effects of imbibing its magical waters. See the DMG for rules on drowning.

Treasure: If the bodies of the wights are searched after they are dispatched, any PC who makes a DC 22 Search check will discover that one carried a *phylactery of faithfulness* with it in addition to its standard possessions.

Wight/Fallen Paladin (6): CR 3; Medium undead; HD 4d12; hp 26 each; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork breastplate, masterwork longsword, masterwork heavy steel shield.

Languages: Common.

Area E-3 – Well: Read or paraphrase the following:

A crumbling stone well stands amid the carnage, one side having fallen into the pit within. Beside the small ruin lie two splintered buckets and a broken staff bearing the symbol of the god of valor.

This quaint little well once provided cooking water for the cloister's kitchens and refreshment to its students. When the compound's gates were breached the high priest and several veterans made their stand here, buying their students the time they needed to retreat within the temple walls. Unfortunately, these precious moments were bought with their lives. Now the temple's leader and most respected priest floats within the well's blood-darkened waters 40 ft. bellow.

Any character that wishes to climb down the well unaided must make a DC 30 Climb check to descend the icy, stone walls.

Treasure: Lying here, snapped in two, is the high

priest's *staff of healing*. In its current state it is unusable, radiating only the faintest magical aura. However, if a character has the Craft Staff item creation feat, they can use these pieces to create a *staff of healing* in half the time and at half the XP and raw material cost.

Those that either go into the well or drag the high priest's body from it may make a DC 18 Search check to discover his *peripat of wisdom* +2, and a *scroll of heal* (kept dry in a steel scroll case).

Area E-4 – Training Fields (EL 9): Read or paraphrase the following:

Two broad paved areas here, perhaps once meant to serve as mustering grounds, have been cleared of snow. Even now they fulfill a similar purpose as several unnaturally silent figures, hidden within ancient ebon armor, unceremoniously stack dozens of silver-plated bodies in a mountain of wrecked flesh.

Grave has ordered a group of his soldiers to collect the bodies that did not rise as wights and gather them here. His purpose is nothing more than a mass defilement of his enemies' corpses, though the GM may allow the characters to believe that the undead have some more sinister plan.

Tactics: If they spot the PCs, the wights here will eagerly abandon their boring task and fight until destroyed. Being in a rather visible area, any battle that takes place here has a 30% chance of attracting a random encounter for every 3 rounds it continues.

Treasure: Unbeknownst to their careless handlers, several of the paladins here still bear items of value. Any PC who makes a DC 26 Search check upon the stack of corpses will uncover a +1 *light steel shield* emblazoned with a fiery, armored charger, a *potion of shield of faith* +3, a flask of holy water, and gold ring worth 30 gold pieces among the mundane and ruined equipment. At the GM's discretion, characters of faith may have their vows called into question should they take any of these items.

Heretic Regular, Wight Ftr2 (4): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 melee (1d4+2 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-

Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield.

Languages: Common.

Area E-5 – Watch Posts: Read or paraphrase the following:

At the top of a tall iron ladder is a flat placement in the temple's surrounding wall. A short barrier encircles the watch post and offers a relatively unobstructed view of much of the valley and the cloister's interior.

Four watch posts are set at each corner of the cloister's walls. About 25 ft. high, these positions were not used in the past battle and have nothing of any interest to attract the undead, or the PCs really.

Characters who do climb the posts are able to discern the general layout of the temple complex and the surrounding area, and may note the position of un-encountered undead outside.

Guard Houses

Twin guardhouses flank the entrance to the Ordocar cloister. In the hours since the siege began fighting has moved past this point and into the temple, leaving these ruined buildings lightly guarded.

Wandering monsters are found in these areas just as they are elsewhere in the cloister.

Area G-1 – West Duty Room: Read or paraphrase the following:

The splitters of this room's shattered door, pieces of grim black armor, and hundreds of broken yellowed bones lay strewn across the bloodstained floor. An overturned table and several shattered chairs have also been thrown aside, the ineffectual remains of a failed barricade. An empty doorway rounds a corner near the chamber's rear while a battle-scarred stairway rises to the second floor.

This room once served as an on-duty lounge for guards stationed to the watch post. When the undead breached the gate the surviving defenders made a brief stand here, but their barricade was swiftly overwhelmed.

Area G-2 – West Armory (EL 2): Read or paraphrase the following:

Several disarrayed racks of weaponry and chests holding mixed bits of armor fill this room. At the rear, a barred door seals off a darkened alcove.

At the base of both guardhouses is an armory stocked for immediate use should the guards not be able to ready themselves with weapons from the temple's main store. First scoured by the panicked defenders, then ransacked by the looting undead invaders, this area is in an extreme state of disorder.

The barred door here leads to the store of emergency arms in area G-3.

Barred Iron Door: 2 in. thick; Hardness 10; hp 50; break DC 25; Open Lock DC 32.

Trap: The lock on the barred door is trapped with darts treated with sleeping serum. It is sprung by attempting to open the lock without the correct key.

Sleeping Serum Needle Trap: CR 2; mechanical; touch trigger; repair reset; Atk +17 melee (1 plus sleeping serum, needle); sleeping serum (DC 24 Fortitude save resists, unconscious for 1 minute/unconscious for 24 hours (as *sleep* spell)); Search DC 26; Disable Device DC 20.

Treasure: Strewn about the armory are 13 longswords, 8 spears, 6 flails, 6 glaives, 5 crossbows, 5 maces, 3 light steel shields, 2 heavy picks, and 127 crossbow bolts. Also, any creature that makes a DC 20 Search check will come across enough bits of armor to piece together 3 full sets of half-plate and 1 set of full plate armor.

Area G-3 – West Elite Armory (EL 7): Read or paraphrase the following:

This well stocked alcove is lined with orderly rows of hanging weapons and several neatly aligned wooden chests and leather cases.

This tiny storeroom holds better-made armaments than those found in area G-2, and several magical weapons. Sitting below the displayed weapons are three unlocked chests, two plain and one with gilded bronze edging, and three tough leather cases.



The sturdy gate has thus far deterred any looters.

Trap: The bronze edged chest is empty except for a mechanism that fires a flurry of darts when the lid is opened.

Barrage of Darts: CR 7; mechanical; location trigger; manual reset; Atk +22 ranged (1d4+1, dart); multiple targets (1d12 darts per target in a 10-ft.-by-10-ft. area); Search DC 30; Disable Device DC 28.

Treasure: On the walls are hung 10 longswords (2 +1 longswords and 8 masterworks), 2 masterwork bastard swords, and 2 masterwork large steel shields. Within the leather cases are 6 masterwork chain shirts and, within the two chests, are 2 mithral shirts, 7 empty bottles, and a *potion of aid*.

Area G-4 – West Support Room: Read or paraphrase the following:

This chamber is equipped to support defenders during a siege. Several beds and cabinets line one wall, ready to aid the wounded, while a fire pit and a variety of winches rest opposite them, showing recent battle use. Two large vats have been knocked from over the fire, replaced on the grate by a pile of bodies in shredded silvery armor, smoking with the charcoal stench of burning meat.

This support chamber is where the post's guards made their last futile stand, their bodies now barbecuing over the fire pit. On the southern wall rests the cranks that once controlled the compound's stone gates, rendered useless by their destruction.

Treasure: Having no use for medical equipment, the undead have left the cabinets in this area untouched. Characters that make a DC 16 Search check find a variety of clean linens, the components of 3 healers' kits, a silver holy symbol, and a *potion of cure moderate wounds*.

Characters that wish to search the fallen paladins will find that their armor is searing hot, causing 1 point of fire damage if they are not first removed from over the embers. Besides finding the equipment standard to 6 of the Ordocar paladins, those that make a DC 22 Search check will discover the commander of this gatehouse and his ring of keys, among which is the key to open area G-3.

Development: Characters that do not mask their sounds while in this room may be set upon by the wights in area G-5, if they have not already been dispatched.

Area G-5 – West Guard Post (EL 7): Read or paraphrase the following:

The blood-sweat smell of combat fills this enclosed battlement, tinged with the bilious scent of overwhelming fear. Over a dozen arrow slits and several strategically placed murder holes line the walls, while several barrels bristle with ready arrows.

A pair of wights, ordered to guard their allies' exit, have replaced the virtuous guards that once watched here. It is likely that the PCs encountered these same archers in area 1-1 and, if they have not already been dealt with, they have held their positions here.

Tactics: Allow the wights an opposed Listen check while the PCs are in area G-4 to see if they are prepared for their coming. If so, the heretics have dropped their bows in favor of their longswords and stand ready to meet their attackers. Otherwise, they have assumed their companions outside have dispatched the intruders and both are looking out the arrow slits with their bows ready.

Treasure: The barrels at the rear of the room are filled nearly 400 arrows to assure that defenders are unlikely to run out of ammo.

Heretic Regular, Wight Ftr2 (2): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield, longbow, 200 arrows.

Languages: Common.

Area G-6 – East Duty Room: Read or paraphrase the following:

Several chairs surround a sturdy wooden table that has been split completely in twain as if by some monstrous blow. A shattered flight of wooden stairs rises half way to the gatehouse's second floor, but falls far short. Another door, ripped hinges and all from its frame stands against the opposite wall.

The stairs here were crushed under the weight of a

dozen heretics fighting against defenders at the top of the steps. With the stairs destroyed, the creatures were forced to thoroughly loot this and other rooms on this floor only. Except for a barrel of water in one corner, nothing of any interest remains.

A PC making a DC 25 Climb check can scale the wall to reach area 1-9, but will otherwise require other means to reach the second floor. A DC 15 Jump check is required to jump from the top of the broken stairs to the next level.

Area G-7 – East Armory: Read or paraphrase the following:

Amidst the shattered bits of furniture, snapped hafts of pole arms, and piles of shattered metal lies a heavy barred door, torn from its position on the far wall. Whatever was here was apparently strong beyond reason and more than capable of assuring that it left behind nothing of use.

Sensing the magic in area G-8, the heretics' devourer ally made quick work of the barred wall in this room. The vast majority of that which it left behind (here and in G8) was either taken by the heretics or destroyed.

Treasure: Any character that makes a DC 26 Search check will reveal a masterwork light cross-bow taken from area 1-8 but dropped here and hidden under piles of other debris.

Area G-8 – East Elite Armory: Read or paraphrase the following:

This doorless alcove holds rows of empty wall hooks, several crushed chests and cases, and is littered with dozens of wickedly barbed metal darts.

With its gate removed this armory was looted as thoroughly as the other. The only blessing is that the trapped chest here has been set off and permanently deactivated.

Area G-9 – East Support Room: Read or paraphrase the following:

Defensive equipment, gate controls, and medical supplies fill this room. In two beds lie the bodies of guards that have succumbed to their wounds, their sheets copiously stained a morbid red-brown. Across the room are dual archways hung with thick leather tatters.

This room has barely been touched by the few undead that passed through, the attackers having swiftly dispatched the two helpless paladins they found before moving into area G-10. Any PC making a DC 20 Heal check or DC 25 Spot check



should be able to discern that though the corpses' gaping chest wounds were undoubtedly the causes of their deaths, they were not the wounds they were placed here to rest from.

Treasure: This area has been untouched by the undead and everything remains intact. Those that search the various cabinets discover a *scroll of restoration*, enough medical supplies to fill 3 healer's kits, 2 silver holy symbols, and a variety of clean cloths and linens. Also, those that examine the bodies of the dead paladins and make a DC 18 Search check will reveal that the one on the left still grips an unopened *potion of cure moderate wounds*.

Development: Characters that make an excessive amount of noise in this room may alert or be attacked by the wights in area G-10.

Area G-10 – East Guard Post (EL 7): Read or paraphrase the following:

Among and into this room's numerous arrow slits slump the bolt-riddled bodies of several silver armored temple guards, their blood streaking both the walls and floor.

With the exception of the wounded in area G-9, all of this guardhouses' defenders were slain from outside before the gates were even breached. After the initial attack, and the destruction of the stairs to this floor, two wight guards were boosted up to take position here, guarding their allies' exit. These are the same wights that the PCs may have dispatched

while in area E-1 and, if they have already been defeated, there are no threats in this room.

Tactics: The wights stationed here should be allowed opposed Listen checks to detect the PCs as they pass through area G-9. If they hear the characters, they drop their bow and ready their longswords. If they don't hear the PCs, they will still have their longbows drawn and be facing the arrow slits when the characters enter.

Treasure: Several barrels at the back of this room bristle with nearly 400 arrows for use in defending the cloister. Besides this ammunition, any character capable of detecting magic will discover, along with the standard equipment for 4 fallen paladins, a *cloak of resistance +1* on the body of one of the fallen guards.

Heretic Regular, Wight Ftr2 (2): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield, longbow, 200 arrows.

Languages: Common.

Part 2 – Cloister of the Ordocar: Interior

Unless noted otherwise, all walls in the cloister are reinforced masonry, and doors are unlocked and in good working condition. All doors are made of stone.

Reinforced Masonry Wall: 1' thick; hardness 8; hp 90; break DC 35; Climb DC 15.

Stone Door: 4" thick; hardness 8; hp 60; break DC 28 (stuck), 28 (locked).

Wandering Monsters

While inside the temple itself there is a 40% chance per half hour that the PCs encounter an undead patrol. This chance is increased by +5% if the characters are not hiding their movements or muffling the sounds they make, and by +10% if they are making a considerable amount of noise (a.k.a., fighting, looting loudly, and the like). Hit points should be rolled for each encounter separately.

1d6 Encounter

1-3	4 heretic regulars (EL 9)
4-5	2 heretic regulars and 1 mohrg (EL 10)
6	2 mohrgs (EL 10)

Heretic Regular, Wight Ftr2: CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full-plate, masterwork longsword, longbow, 20 arrows, heavy steel shield.

Languages: Common.

Mohrg: CR 8; Medium undead; HD 14d12; hp 91; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee (paralysis, tongue); Full Atk +12 melee (1d6+7, slam) and +12 melee (paralysis, tongue); Space/Reach 5 ft./5 ft.; SA improved grab, paralyzing touch, create spawn; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): A mohrg that hits a smaller opponent with its slam attack may start a grapple as a free action that does not provoke an attack of opportunity.

Paralyzing Touch (Su): Creatures hit by a mohrg's tongue must make a DC 17 Fortitude save or be paralyzed for 1d4 rounds. This save DC is Charisma based.

Create Spawn (Su): Creatures killed by a mohrg rise in 1d4 days as zombies under its control.

Languages: Common.

Areas of the Map

First Floor

Area 1-1 – Narthex: Read or paraphrase the following:

A smoky room of scorched stone opens before you. Among hundreds of memorial plaques, framed metals, and pictures of stoic figures in shining armor, two simple doors rest at opposite ends of the hall. Crossing the floor is a heavily wrinkled, threadbare purple carpet, leading from the entrance to an inner pair of stout oaken doors, flanked by statues of intimidating knights. Blackened timbers and still smoldering embers cover the chamber's floor, a blasted hole yawning where the entry doors should stand.

Grave, his lieutenants, and two unholy fire elementals summoned by his devourer ally passed through this entry chamber on their way to the catacombs. The fire elementals made quick work of the barred doors, the smoldering remains of which are still here.

Treasure: The various medals and writs lining the walls are quite impressive and rightfully official in appearance. All of these trophies could be sold to an interested collector for up to 850 gold pieces.

Area 1-2 – Coat Store (EL 6): Read or paraphrase the following:

A pair of open cabinets, an empty weapons rack, and several rows of garment pegs line the walls of this room. Upon the floor, digging fiercely through a pile of tattered clothing, claw three feral creatures in the shredded remains of blood soaked armor.

Being that it is taboo for non-priests to enter the sanctuary bearing arms, this aggrandized closet is meant to store the excess clothing and weaponry of worshipers. As the undead attackers passed this room, 3 newly risen wights were ordered to scour this chamber. They have since destroyed anything of any value or interest in this room.

Tactics: The wights here do not immediately notice the characters. Unless the PCs do something to alert them, they should be surprised during the first round of combat. Once alerted, the wights will charge the nearest character and fight until destroyed.

Wight/Fallen Paladin (3): CR 3; Medium undead; HD 4d12; hp 26 each; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam; Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork breastplate, masterwork longsword, masterwork heavy steel shield.

Languages: Common.

Area 1-3 – Vestry (EL 5): Read or paraphrase the following:

This storage room smells of incense, dust, and wine. Several cabinets, barrels, cloth covered candelabras, and other pieces of shrouded ceremonial equipment line the cluttered walls. Currently one of the several cabinets stands open, its large door partially concealing a figure in white priestly robes, rummaging through it frantically.

The vestry is a cramped storage area holding the equipment and supplies required to perform the temple's various religious ceremonies. Currently a lone heretic is searching the area, but thus far has only discovered a rack of clerical vestments. To suit its morbid sense of irony it has donned one of these robes as it continues its search. From the door, it will not be immediately apparent that the figure here is undead, potentially surprising unwary PCs.

Tactics: The wight should be allowed an opposed Listen vs. Move Silently check to hear the PCs enter. If it succeeds or the PCs announce themselves, it will draw its weapon from its open robes and attempt to catch the nearest PC flat-footed with its first attack. If it becomes obvious that it is out-classed, the wight will attempt to flee into area 1-4 and alert his allies there.

Treasure: Characters that look through the various cabinets and shelves here will find a variety of ornate priestly robes, candlesticks, silken altar covers, incense, and burners. Most of these items are well made, but are nothing out of the ordinary, possibly fetching up to 100 gp from a religious buyer.

However, any character that can *detect magic* will reveal that some of the incense here is actually 1 use of *incense of meditation*.

PCs that make a DC 18 Search check will also reveal a single brass jug filled with the equivalent of 3 flasks of holy water.

Development: If the wight here escapes into area 1-4, the creatures there will be ready for intruders coming from the direction of area 1-1.

Heretic Regular, Wight Ftr2: CR 5; Medium undead; HD 6d12; hp 32; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Languages: Common.

Area 1-4 – Sanctuary (EL 8 or 10): Read or paraphrase the following:

A grand hall of marble and silver gleams before you. From their places upon massive statues or from ornately carved pillars, hundreds of judging eyes and noble visages gaze down upon you. Between two long columns of sturdy pews a wide aisle leads to a dais at the end of the great sanctuary. Several towering statues and unlit braziers stand there, flanking a pair of ancient stone altars and a pulpit engraved with the symbol of the god of valor. Above it all glow six radiant stained-glass windows, scenes of righteous battle set afire by streams of brilliant light.

But several dark figures stain this breathtaking hall. Upon the altar an unliving monstrosity in black armor slices a row of candles with a single swipe of its fell blade, while before it, a pair of its allies astride heavily armored skeletal mounts trample the front row of pews.

Now give out players handout A. This massive hall is the main sanctuary of the temple, a place exclusively devoted to the contemplation of the virtues scarred to the god of valor. At the rear of the temple are wooden staircases that rise to the choir and balconies of area 2-21.

Grave has ordered several wights to desecrate this area. Three are currently on and around the altar, doing their best to fulfill these orders.

Tactics: When the characters enter this room, two of the heretics, still on their skeletal mounts, are near the dais, while a third is eagerly desecrating the altars. As soon as they see the PCs, the mounted wights will try to charge down the main aisle to engage them, while the third rushes into combat behind them. Being that the wights' skeletal mounts are mindless undead they never disobey their rider's commands, negating the need for Ride skill checks.

In the choir above (area 2-21) are another heretic and 5 newly risen wights. If combat begins in the sanctuary, the heretic will order the wights to wait above while it moves down the steps. It will then try to move combat out from under the overhanging balconies. Characters should be allowed a DC 28 Spot check to notice the wights above while they are in combat. Once in position, the heretic from above will signal to the wights to jump from the loft onto the PCs. Each wight must make a DC 16 Jump check. If they succeed they take no damage and may make an attack on a PC within 10 ft. of the balcony. However, if a wight fails its Jump check, it misses its target completely and suffers 1d6 falling damage. If the creatures from area 2-21 join, this room's EL rises to 10.

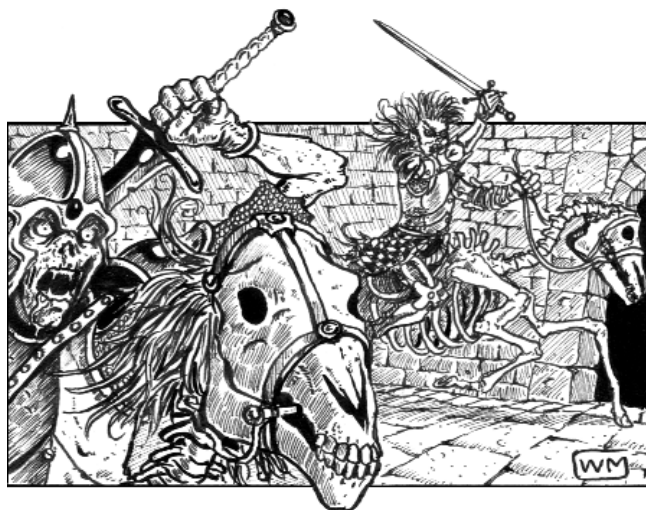
If it becomes apparent that they are going to be defeated, the last surviving heretic will attempt to flee to either area 1-5 or area 2-22 and gather reinforcements.

Treasure: Upon the front altar are several candles, a shallow silver dish filled with holy water, and a copy of the primary religious text holy to the god of valor. Two of the candles here, tall white pillars, are actually *candles of truth*.

The rear altar is covered in red silk and is bare except for several unextraordinary crimson candles. Those that make a DC 20 Search check will reveal that the silk cover hides a long thin opening in the altar, from which protrudes the hilt of a +1 *ghost touch longsword*.

Development: If the heretic and 5 wights from area 2-21 become involved in the battle here, that area is empty of threats when the PCs enter.

Heretic Regular, Wight Ftr2 (3): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows);



Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full-plate, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Languages: Common.

Skeletal Warhorses (2): CR 2, Large undead; HD 4d12; hp 30 each; Init +6; Spd 50 ft.; AC 24, touch 11, flat-footed 16; Base Atk +2; Grp +10; Atk +5 melee (1d6+4, hoof); Full Atk +5/+5 melee (1d6+4, 2 hooves); Space/Reach 10 ft./5 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 18, Dex 15, Con –, Int 2, Wis 13, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Half-plate barding.

Area 1-5 – Duframe Shrine (EL 9): Read or paraphrase the following:

This small shrine is choked with thick black smoke and the grotesque smell of a mass pyre. Through the ash you can make out several rows of pews facing a small raised altar and a noble looking, but headless, statue. The specific features of the sculpture are obscured, though, for on either side burn roaring columns of black flame that seem to flicker with shifting images of pain and death. Between them, two nightmares in black armor turn to face you.

This shrine is sanctified to the cloister's patron saint, Austis Duframe. As Grave passed through here into the catacombs below, he cleaved off the head of his enemy's statue and left a pair of his men and the devourer's unholy elementals here to finish the desecration and guard their passage.

Tactics: Unless the PCs somehow manage to enter the room without opening the doors, the heretics here will immediately notice their entrance. The unholy elementals will move forward first, attacking the nearest PCs, while the wights wait to see which characters look weakest or most easily overwhelmed.

Heretic Regular, Wight Ftr2 (2): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+2/19-20, masterwork longsword); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield.

Languages: Common.

Unholy Fire Elemental, Large (2): CR 5; Large Elemental (fire, evil, extraplanar); HD 8d8+24; hp 60 each; Init +9; Spd 50 ft.; AC 18, touch 13, flat-footed 14; Base Atk +6; Grp +12; Atk +10 melee (2d6+2 plus 1d6 fire plus 1d6 negative energy, slam); Full Atk +10/+10 melee (2d6+2 plus 1d6 fire plus 1d6 negative energy, 2 slams); Space/Reach 10 ft./10 ft.; SA burn; SQ damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL NE; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Burn (Ex): Anyone hit by a fire elemental's slam must make a DC 17 Reflex save or catch fire. Burning creatures suffer 1d6 additional fire damage for 1d4 rounds or until they spend a move equivalent action to put the fire out.

Those that hit a fire elemental with natural or unarmed attacks are treated as if they had been hit by its slam attack and also risk being set on fire.

Unholy (Su): These creatures are imbued with negative energy, making them just as much creatures of evil as elemental beings. Unholy fire elementals deal 1d6 negative energy damage per successful slam attack and can be turned, rebuked, or destroyed as if they were an undead creature with the same number of HD. A DC 20 Knowledge (religion) check reveals this fact.

Area 1-6 – Public Hall (EL 3+): Read or paraphrase the following:

A chaotic marble hall stretches out before you, running most of the temple's length. Religious mantra, heavy metal plaques, and the banners of various holy orders have been ripped from the walls. Strewn across the floor to lie several heavily armored bodies, both of flesh and bone, which have been unceremoniously kicked aside. A number of aged wooden doors line the walls, many of which have been broken in, leaving gaping holes in the blood spattered walls.

When forced to retreat within their temple's wall, the surviving Ordocar paladins made a fighting withdrawal through this hall to their first barricade in area 1-10. The bodies of many fallen paladins and heretics now rest here, though not all rest as lightly as they initially seem to. One of the bodies here is a recently risen wight, stationed here to alert the undead wandering patrols should any paladins or their allies somehow attempt to slip into or out of the temple. The PCs should be allowed DC 26 Spot checks to notice that one of the paladin bodies is not armored as its companions are.

The doors to area 1-7 and area 1-8 have been beaten down. The double doors leading to area 1-10 have been blocked from the other side by the remains of the paladin's abandoned barricade. Though unlocked, a DC 20 Strength check is required to push them open. Such a task cannot be performed quietly without magical aid, and thus has a 50% chance of attracting a random encounter to the area.

Tactics: Lying near the double doors leading into area 1-7 is the unarmored body that has been reanimated as a wight. If the characters notice it isn't wearing any armor and move to investigate, it will attempt to surprise them with its initial attack then retreat. If unnoticed (and once it believes it has a clear passage to either area 1-4 or 1-9) the wight will try to sneak out of the room. The creature will attempt opposed Move Silently and Hide checks, but will bolt at a full run if noticed. If the wight is detected, the PCs should be allowed at least one round to stop it from escaping, otherwise they will see it as it opens one of doors and slips out of the hall. If the wight escapes it will return to this area in 1d4 rounds with a random group of wandering monsters. Any allies the wight returns with are not tied to a specific area and thus do not detract from any other encounters.

Treasure: There are a number of bodies here, those of 8 paladins and 3 heretics. Coving the floor are the remains of their equipment: 3 masterwork

suits of full plate armor, 8 masterwork breastplates, 11 masterwork longswords, and 11 heavy steel shields.

Wight/Fallen Paladin: CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork longsword, masterwork heavy steel shield.

Languages: Common.

Area 1-7 – Lecture and Meditation Hall: Read or paraphrase the following:

A platform at one corner of this room is partially circled by rows of worn, uncomfortable looking benches. A heavy wooden desk, double-sided chalkboard, podium, and pair of cabinets fill the raised area, each roughly aged by time and use. At the rear of the hall are three small doors, flimsy things in comparison to the massive marble blocks that make up the rest of the walls.

The temple's invaders have thus far overlooked this place of learning and self-discovery. It is actually four areas: 1 lecture hall and 3 meditation rooms. Three small doors at the rear of the room open into tiny meditation chambers, devoid of any distractions but a large pillow and single candle sitting upon the floor.

Though there is little of any interest on the instructor's platform, any character that makes a DC 18 Search check will find that there is something drawn on the reverse side of the chalk board. In a recent lesson on their order's history and burial customs the specifics of the temple's catacombs were described to the students. A partial map of these catacombs remains drawn here and is reproduced as player handout B.

Treasure: The cabinets here are filled with various instructional and religious tomes, pens, pages of blank parchment, and several pieces of chalk. Among these mundane items, a character that makes a DC 20 Search check will reveal a *scroll of silence*.

Area 1-8 – Main Armory: Read or paraphrase the following:

This long room clearly once served as an armory for the temple's warriors, though it's obvious that the recent battles have caused the room to be emptied. Besides the various weapons racks, armor stands, and benches are a few stray weapons, opened chests, and the heavily armored bodies of those whose equipment did them no good.

The majority of the equipment usually stored here now girds the surviving paladins and dozens of bodies lying throughout the temple compound. Several bodies, both paladin and heretic, also lie here, though they have little of interest.

Treasure: Though this room has been thoroughly looted, the bodies of several paladins and heretics are here. Those that search the bodies will find 2 masterwork suits of full plate armor, 6 masterwork breastplates, 8 masterwork longswords, 10 heavy steel shields, and 1 heavy mithral shield.

One of the chests here also has a secret bottom. A PC that inspects the chests thoroughly and makes a DC 24 Search check will reveal a small compartment hiding a *potion of bull's strength* and a *potion of magical vestment +1*.

Area 1-9 – Library and Shrine to Aristemis, the Goddess of Strategy: Read or paraphrase the following:

A well-stocked library opens up before you, great shelves of dark wood covering most of the walls and reaching to a second floor. Several long tables, benches, and study cubes fill the empty main aisle, parting at its end before a great raised statue. Sculpted from a red-veined stone, the figure of a regally armored female knight, her features hidden by her armor, stands here holding her sword in salute while she cradles a large rolled scroll. Dozens of melted red candles surround her feet. From somewhere comes the sound of rustling paper and the thud of a dropped tome, but the echoes of the high-ceilinged chamber make the sounds' locations difficult to place.

This room serves as a combination library, study hall, and shrine to the goddess of strategy. Any character that makes a DC 18 Knowledge (religion) check will recognize the statue as Aristemis, the goddess of strategy, and the rows of candles that stand at her feet as the melted prayers of those wishing for insight. The first PC to utter a prayer to Aristemis and then light the candles receives the

benefits of a *resistance* spell for one hour.

The majority of texts in this room are religious and military histories, though a few mundane scholarly texts are also present. Anyone who spends at least an hour in this room seeking information on the Ordocar paladins or their enemies and makes a DC 22 Search check will discover the information detailed in the introduction under the section “History of the Ordocar.”

An iron staircase in the corner of this room leads up to area 2-31. When the PCs enter this room there are 6 heretics searching these upper stacks for information on the *Diamond Carceperis*. The wights are not masking the sounds of their search, but the acoustics of the room hide them from immediate detection. PCs that make a DC 20 Listen check will be able to place the exact location of the undead despite the echoes. The wights are distracted and will not notice the PCs if they move from under the second floor’s overhang, though they may still hear the party (with the same acoustical problems that the PCs face) if they do not mask their sounds.

Tactics: Should the wights detect the PCs below they will swiftly move down the staircase and attack. Fortunately for the PCs, the exits from area 2-31 are blocked, so the wights cannot go for reinforcements and will fight until destroyed.

Treasure: Each PC that spends a half-hour here looking exclusively for magical writings and succeeds at a DC 24 Search check will reveal 1d3 scrolls. For each additional half-hour spent looking another 1d3 scrolls will be revealed, until 7 are discovered. The divine scrolls here each hold a different spell: *hold person*, *invisibility purge*, *restoration*, *neutralize poison*, *remove disease*, *remove blindness/deafness*, and *spider climb*.

PCs that investigate the statue of the goddess of

Aristemis, Goddess of Strategy

Aristemis, the goddess of strategy, is neutral good. She is known as the Clear Thinker and the Insightful One. She is a minor goddess associated with Gorhan, the god of valor. Aristedis is portrayed as a robed woman with wise, piercing eyes, strong features, and short-cropped hair. She is often seen walking to the right of Gorhan, whispering in his ear. Her followers are primarily warriors and generals, but she is occasionally worshipped by others who look for strategic insight, including politicians, traders, and sometimes rogues and cheats. The domains she is associated with are Good, Knowledge, and War. The longbow is her favored weapon.

strategy and succeed at a DC 26 Search check will discover that one end of the goddess’ scroll unscrews, revealing a small compartment holding a *wand of daylight* and a *scroll of holy sword*.

Development: If the wights from the second floor are destroyed here, area 2-31 will be empty of undead threats.

Area 1-10 – Veterans’ Hall: Read or paraphrase the following:

The wide hall here is filled with all manner of debris. Bunks, chairs, tables, and benches cover the floor in shattered bits, forming morbid piles with the broken bodies of dozens of black and silver armored warriors.

From this hall stems the offices and personal chambers of the Ordocar’s leaders and elite, as well as several communal rooms. This area was the site of the paladin survivors’ first barricade, a hastily constructed wooden barrier created from the furniture in rooms 1-11 and 1-17. The survivors were able to hold out here for several hours, but finally the undead onslaught forced them back and up the stairs into area 2-22. As the bulk of the undead passed through this area the debris were pushed back up against the door to area 1-6 to slow the escape of any paladins that might try to escape back this way.

The wreckage here covers the entire floor of the hall’s widest stretch, but does not persist down the smaller side hall. Any creature that moves through this ruined area is considered to be on difficult terrain and has their movement speed reduced by half.

Any character that makes a DC 16 Listen check will hear the muffled sounds of huge battle coming from the floor above.

Treasure: There are several bodies here, both of paladins and heretics. Those that loot the bodies will find 5 masterwork suits of full plate armor, 10 masterwork breastplates, 15 masterwork longswords, and 15 heavy steel shields. A DC 24 Search check will also reveal a *potions of cure moderate wounds* among the carnage.

Area 1-11 – Dining Hall: Read or paraphrase the following:

This large room has been thoroughly ransacked. A few long tables and broken benches lie among the debris littered floor. From the walls dangle several banners, most in shades of red and gray, emblazoned with images of knightly equipment and holy virtues. In one corner lie several unarmored bodies, closed eyes and looks of peace setting them apart from the majority of the

corpses you've encountered thus far.

The furniture from this large dining and meeting hall was broken apart and used to form the barricade in area 1-10. All that remains are the few pieces too unwieldy to be used for construction, 9 improvised pallets, and the bodies of 8 paladins. These corpses were wounded defenders that succumbed to their injuries during the stand at the barricade. A ninth body did rest here, but it has risen as a wight and moved into area 1-12. Characters that make a DC 14 Listen check will hear banging and shattering coming from that area.

Treasure: The 8 bodies of the paladins here still bear most of their equipment, each having a masterwork breastplate, masterwork longsword, and heavy steel shield.

Area 1-12 – Kitchen (EL 5): Read or paraphrase the following:

Several cabinets, preparation counters, and an oversized fireplace line the walls of this well stocked kitchen. The acrid stench of charcoal fills the air, a thin trail of black smoke rising from a pot left over the unattended fire. At the room's center is a large table, over which dangles a rack hung with all manner of cooking equipment. From atop this central table a hunched, bloodless figure hisses at you, soulless black eyes narrowed in untold hatred.

This room was once the temple kitchen. Though the undead have passed this area by in pursuit of the surviving paladins, one risen wight has moved into this area. Any creature that opens the door will attract its attention.

Tactics: The wight here has encountered no other undead since its unholy resurrection and is currently uncontrolled. As soon as the characters enter the room it will attack by slashing at the hanging rack over the center table. If not knocked back or slain by PCs with a higher initiative than it, the wight's attack will cause the rack to swing downward and crash into the spaces within 5 ft. of the door. Any creatures in this area suffer 4d6 points of damage from the heavy rack and sharp implements crashing down on them, though a DC 17 Reflex save will reduce this damage by half. After its initial attack the wight will fight until destroyed.

Treasure: Besides a great deal of cooking equipment and food and water equating to 40 servings of trail rations, there is nothing here of any interest.

Wight/Fallen Paladin: CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +6; Atk/Full Atk +7

melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork longsword, masterwork heavy steel shield.

Languages: Common.

Area 1-13 – Master Chief's Office: Read or paraphrase the following:

A bare oaken desk, simple chair, two tall cabinets with metal doors, and a short bookstand fill this spartan room. The only other features of the chamber are a large, highly detailed map hanging on the opposite wall and the pervasive smell of oiled leather.

This is the office of Lorenz Eunni, master chief, combat instructor, and field commander of the cloister's resident warriors. With chaplain Callia and high priest Rezmarta, Eunni is one of the highest-ranking members of the temple and the most combat experienced. His office, like the soldier that keeps it, is devoid of any excesses. The only things of any interest here are a pair of cabinets holding Eunni's personal equipment, a low shelf filled with military treatises, and a large map of the region.

Those that inspect the cabinets will find one open and empty while the other remains sealed by a heavy lock set into its metal doors. Characters may open the door by either gaining the key from Eunni in area 2-28 or by making a DC 28 Open Lock check. Those that wish to simply beat the locker open find that it has a hardness of 8 and 40 hit points. PCs that choose this destructive approach cause a great deal of noise, raising the chance of attracting a random encounter to the area to 80%. Knocking the doors in also has a 40% chance of destroying each potion and oil inside (roll separately).

The shelves here hold texts on military theory, psychology, and history. Any character that spends a half hour skimming these texts and makes a DC 20 Search check will find a brief summary of the heretics' initial attack on the Ordocar cloister centuries earlier. It really tells no more than that renegade paladins, cast out from the cloister and led by a commander called Grave, attacked and nearly overwhelmed the order, but were defeated at a critical moment by the martyrdom of St. Duframe.

Treasure: Those that are able to open the locked

cabinet will discover Eunni's accumulated stash of magical potions, consisting of an *oil of blur*, an *oil of keen edge*, a *potion of bull's strength*, a *potion of cat's grace*, a *potion of cure serious wounds*, and a *potion of rage*.

The map here of the surrounding region may also be of particular interest to the PCs. On the opposite side of the valley is a site marked "The Iron Crypt" and is the place where the heretics were originally buried and where they continue to lair.

Area 1-14 – Chaplain's Office: Read or paraphrase the following:

Several comfortable looking chairs surround a desk at the room's center, stacked with neat piles of books and a number of paperweight-like ornaments. A light wooden cabinet and various colorful but obviously amateur paintings cover the chamber's walls, exuding a sense of openness and comfort into the room.

This chamber was the office of Chaplain Myless Callia, the second most powerful cleric in residence at the Ordocar cloister and the priest responsible for the spiritual, ethical, and intellectual education of its students. A gentle man with a strong moral sense, Callia was looked upon as a father by many of the warriors in training. His office supports that feeling of familial calm.

Treasure: Chaplain Callia had some small talent as an artist and filled his office with oil paintings that he felt best depicted both the surrounding landscape and the virtues of his students. Hung upon the walls are 8 small pictures in simple wooden frames. Though unremarkable, a priestly buyer may be convinced to pay as much as 200 gp for the set.

Those that rifle through the papers covering the chaplain's desk will find a number of religious texts and histories. If a *detect magic* spell is cast or characters can otherwise notice magical emanations, one of the tiny desk sculptures reveals itself to be magical. This tiny sculpture of a smiling pudgy figure with a deep brown-orange gem for a belly is in actuality an *elemental gem* created to summon a Large earth elemental.

PCs that make a DC 24 Search check will discover that one of the paintings on the southern wall covers a small alcove. Characters that rifle through its contents will find a *scroll of cure moderate wounds*, *mass* inside.





Area 1-15 – War Room: Read or paraphrase the following:

Dominated by a massive circular table, this room seems somehow thick with memories of grand decisions and holy import. A variety of sprawling maps, crammed bookshelves, glass display cases, and any number of glimmering war trophies line the room's brilliant marble walls.

Besides the sanctuary itself, this room could be considered the inner sanctum of the temple. It is here that the leaders of the Ordocar order meet daily, plan their sermons and exercises, cater to the problems of their students, and devise the curriculum necessary to forge the next generation of the god of valor's elite warriors.

On the bookshelves here are a number of ledgers and records, some which are truly ancient. These works hold the names of every student and instructor that ever served at the Ordocar cloister. Anyone that spends 15 minutes and makes a DC 20 Search check will reveal that approximately 300 years ago nearly a hundred names were scored from these records, including that of the time's weapons master Verrion Shadgrave. Among the same class as the exiles is the name Austis Duframe.

The maps hanging here are mostly world maps and large depictions of the region, none specifically focusing on the surrounding area.

Treasure: Upon the walls and in the cabinets here are a wide variety of trophies and items of religious significance, various weapons, broken bits of armor, lesser relics, and the like. Though none of these items have any magical properties, they could fetch as much as 1,000 gp to an informed collector. Characters that worship good-aligned gods may be faced with a moral/religious quandary if these holy items are looted then sold for mere profit, though the effects of their decisions are left to the GM's discretion.

Area 1-16 – High Priest's Office (EL 0+): Read or paraphrase the following:

The dry scents of paper and dust make this wide office feel more cramped than its size would dictate. An aged desk of dark wood, ornately carved with images of stoic griffins, and a high-backed, throne-like chair rest imperiously at the far end of the chamber. Among the room's neatly organized bookshelves stands a full suit of antique armor. Its helm, shaped to resemble a screeching hawk, is turned to look in your direction.

Now give out players handout C. As soon as the PCs enter this room, the armor starts shrieking loudly. It's the source of an *alarm* spell – see the development section below for details.

This large office belongs to high priest Faultus Rezmarta. A stern, bookish man who has lived at the Ordocar cloister his entire life and previously served as the cloister's chaplain, his whole existence has been dedicated to the service of the order and the god of valor. Thus, it is no surprise that his final moments were spent defending the same.

The furnishings here are all of an antique quality, well kept and polished despite their advanced age. Neatly organized and without the slightest fleck of dust, all the tools and records of a military administrator are here. Upon the bookshelves are dozens of volumes, most of which have been penned by Rezmarta himself, recounting the dull daily events of the cloister for the last thirty years and listing the names of all the current students and instructors. There are also a number of texts poignant to the god of valor and his worship, but nothing of any specific value or import. The desk holds much of the same uninteresting clutter, necessary for the daily running and record keeping of the order. There is also a large cabinet here (hardness 5, 40 hp) that is locked, requiring a DC 22 Open Lock check to open.

Perhaps the most interesting feature of the room is the avian-like suit of banded mail here. Though not a magical construct, the suit is the source of an animated *alarm* spell. Anyone who enters this room and is not either wearing the symbol of the god of valor or is not accompanied by someone wearing the symbol causes the armor to start shrieking in a piercing, bird-like cry. This sound will persist until whomever set off the alarm leaves the room. If this alarm is set off, a random encounter will be attracted to this area and will arrive within 1d4 rounds.

Treasure: Besides being tied to the room's *alarm* spell, the armor here is a full suit of +2 *banded mail*. Fortunately for PCs not interested in deafening themselves, the *alarm* spell is stationary and will not continue emanating from the armor if it is removed from the chamber.

The cabinets here are filled with the high priest's most holy ceremonial vestments and other mundane supplies. Those that rifle through the cabinet and make a DC 20 Search check will discover a *potion of cure serious wounds*.

Alarm Trap: CR 0; magic device; proximity trigger (*alarm*); automatic reset; spell effect (augmented audible *alarm*); Search DC 26; Disable Device DC 26.

Area 1-17 – Veterans' Barracks: Read or paraphrase the following:

Though it could easily fit several times its current number, this room is partially filled with numerous double-leveled bunks, each equipped with stacked footlockers at its base. Currently beds only fill the left half of the hall, the other half left strangely empty except for several pieces of wooden scrap and scattered rubbish.

This room was once the barracks for the cloister's elder graduated students and resident warriors. Many of the bunks here have been used to form the failed barricade in area 1-10. The footlockers here are all unlocked and have been emptied by the paladins retreating upstairs.

Area 1-18 – Chaplain's Chamber: This door is locked, requiring a DC 25 Open Lock check to enter. Once bypassed, read or paraphrase the following.

This small chamber bears a comfortable looking bed, an ink and paint stained writing desk, and a simple wooden chest.

This was chaplain Callia's bedroom. Surprisingly bare for a man who so loved art, he preferred to keep his personal effects in his office so he could work here without distraction.

Treasure: The chest here is unlocked and holds only winter clothing and priestly vestments. Those that look through the desk will find nothing more exciting than several pens, 8 rolled pieces of canvas, and a set of artisan's tools.

Area 1-19 – Master Chief's Chamber: The door to this room is also locked and requires a DC 25 Open Lock check to open. Once opened, read or paraphrase the following.

A flat wooden bed, pair of heavy wooden chests, and simple dressing chair flesh out this barren room's furnishings. From the corner a worn armor rack faces you, but it is currently empty.

For the few hours a week that master chief Eunni slept, he did it here. Though just as spartan as his office, the ever-ready instructor refused to let mere unconsciousness put him off guard. Those that make a DC 24 Search check will find three daggers and a short sword lashed to the underside of the bed.

Treasure: The chest here holds several sets of winter clothing, a robe for religious ceremonies, a spare suit of leather armor, a backpack, 6 candles, and 50 ft. of silk rope.

Also, those that either put on the leather armor or make a DC 24 Search check upon the chests' con-

tents will reveal a tiny red book and a charcoal pencil. This book is filled with poetry of impressive thought and sentimentality, nearly two hundred pages, all penned by Lorenz Eunni. Though worthless, the master chief has kept this, his only and amazingly uncharacteristic distraction, a well-hidden secret and will do anything to keep his students from seeing it.

Area 1-20 – High Priest’s Chamber: A well-constructed door that is currently locked leads to this room, requiring a DC 28 Open Lock check to bypass. Once opened, read or paraphrase the following.

This lavish chamber holds an overstuffed bed, finely crafted writing desk, and sizable wardrobe. On a reading table in one corner still flickers the dim light of a slowly guttering candle.

A consummate workaholic, high priest Faultus Rezmarta rarely spent any time here. Though more comfortably decorated than perhaps any other room in the cloister, the furniture here shows signs of rust and disuse.

Treasure: Besides several pens, pieces of parchment, and an uninteresting personal journal in the writing desk, the only items of any worth in the room are in the wardrobe. Among the robes and other priestly vestments, high priest Rezmarta kept two scrolls nearby just in case of emergency. Those that make a DC 18 Search check will uncover a *scroll of spiritual weapon* and a *scroll of magic circle against evil* in a pair of boots.

Second Floor

Area 2-21 – Choir Loft (EL 8): Read or paraphrase the following:

An airy wooden loft wraps around the rear portion of the temple’s intimidating sanctuary. Through the sturdy floorboards, great pillars, carved with the visages of stern warrior-saints, reach up to form arching supports for the majestic vaulted ceiling. At the rear, several rows of choir benches look over the imposing statuary and a pair of stairs lead down to the gleaming marble tile below.

Commonly only used during sermons and ceremonies, the choir loft is devoid of anything of any interest. However, those that make a DC 20 Listen check will hear the sounds of rattling armor and the snap of bowstrings emanating from area 2-22.

Unless they have already been defeated in area 1-4, a heretic and several risen wights are here, guarding the rear entrance to their allies’ barricade.

Tactics: It is likely that, if they passed through area

1-4, that the heretic and his 5 wight servants have already been alerted to the PCs’ presence and attacked. If these creatures have already been dispatched this area is empty.

However, should the PCs have entered through area 2-22 or have somehow passed through area 1-4 without alerting the undead here, all 6 wights are milling about near the door to area 2-22, eager to go into battle should they be needed. The risen paladins will immediately attack any PCs they notice entering the loft, while the heretic will wait for a moment, attempting to locate the strongest looking fighter, and will move to engage him.

If the wights in area 1-4 have not been defeated, the heretic here will call for their aid upon spotting the PCs. After dismounting from their skeletal steeds, these 3 heretics will move up the steps closest to the PCs and engage them. The skeletal horses will not attempt to move up the steps, and will wait below, neighing and whinnying disturbingly.

If it becomes apparent that the undead are going to be defeated, the last surviving heretic will attempt to flee to either area 1-5 or area 2-22 and gather reinforcements.

Heretic Regular, Wight Ftr2: CR 5; Medium undead; HD 6d12; hp 32; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full-plate, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Languages: Common.

Wight/Fallen Paladin (5): CR 3; Medium undead; HD 4d12; hp 26 each; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork breastplate, masterwork longsword, masterwork heavy steel shield.

Languages: Common.

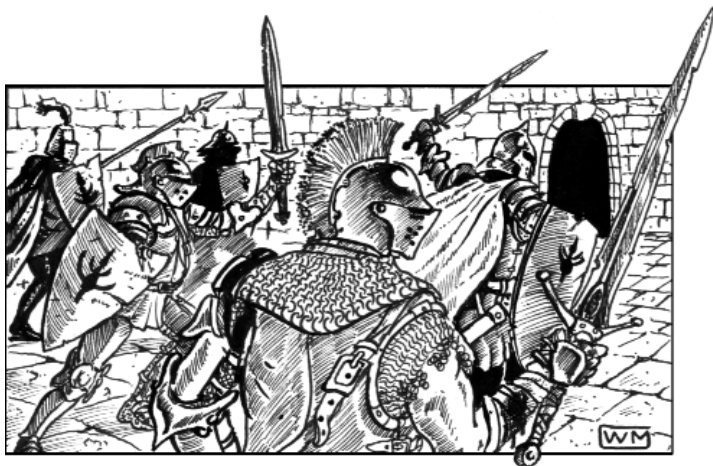
Area 2-22 – Besieged Hallway (EL 15): Read or paraphrase the following:

You've stepped into a war zone. At your feet shattered shards of bone mingle in a roiling sea of flowing blood. This grand hallway has been reduced to a battlefield, equipped with two hastily made barricades, one manned by the living and the other by the damned.

As you watch, a feral creature in the shredded armor of a holy warrior lopes between the two ragged walls. As it closes on the paladins' blockade, three soldiers in bloodstained silver armor stand and brandish gleaming holy symbols at the creature, causing it to skid to a halt and turn tail. Before the unliving thing takes another step, a hail of arrows cut it down, adding its profane corpse to a growing pile of broken bodies.

This area is the last holdout of the Ordocar paladins. It is where they have made a defiant stand and sworn to take as many of their attackers as they can into death with them.

Two blockades made of furniture from the surrounding rooms have been constructed here. The paladins' runs between the door to area 2-28 and the steps leading downstairs and blocks the entrance to area 2-26. The heretics' crosses the hall between the doors to area 2-24 and area 2-25. Both blockades stand approximately 5 ft. tall and provide cover (+4 AC) to those behind them. Undead hiding behind their barricade are considered to have total cover, and thus cannot be affected by turn checks. The body-strewn area between the two walls should be considered uneven terrain and reduces movement by half. Those attempting to scramble over one of the barricades must make a DC 12 Climb check (and may take a –5 penalty to their check do so as a move action). Climbers will then potentially have to deal with enemies on the wall's other side (though they do get a +1 to their attack



rolls for being on higher ground) and will attract ranged attacks from combatants farther back (that do not suffer any ranged attack penalties due to their target's height).

Room Traits: Currently the paladins and heretics have fought to a standstill. A massive *consecrate* spell used to affect the entire temple, but the blasphemous nature of so many undead has disrupted it throughout the majority of the complex. Only this area, and rooms 26, 27, 28, 29 and 30, still benefit from its sacred bonuses. Also, being that the hall is lined with statues, trophies, and artwork dedicated to the god of valor, the paladins gain a +6 sacred bonus to their turning checks, while the undead suffer a –2 penalty to their attacks.

Development: The PCs have 3 ways they could potentially enter this area. If they come up the stairs from area 1-10, they will find themselves directly in the middle of the battle's "no man's land." The door here will provide cover against attacks from the undead barricade, but this does not make it an appealing place to linger.

Characters that enter through area 2-21 will find themselves in the worst possible position, being faced by a small legion of frustrated undead warriors. Being that many of the undead hiding behind their blockade are looking directly at the door to area 2-21, the possibility of sneaking through it without the aid of magic is nigh impossible. PCs in this position essentially have two choices: battling overwhelming numbers of the damned, or beating an extremely hasty retreat.

It is also possible that the PCs will try to enter from area 2-31. Though this might be considered the best place to enter, the paladins have blocked the door and positioned several guards here to make sure the undead don't circle around behind them. Characters attempting to move through this door must either do so by magical means or break through the door and barricade (hardness 5, 240 hp, break DC 25). Those that break through the door must also face several jumpy paladin guards who are expecting hordes of the undead, not potential allies.

Regardless of which way they come from, anyone that scales the paladins' barricade and is not obviously undead is taken before master chief Eunni in area 2-28. The paladins remain on guard and should be considered Indifferent until their commander orders them to behave otherwise.

The paladins' barricade blocks the door to area 2-26. A DC 26 Spot check is required to even notice the mostly obscured door among the piled rubble here. Characters wishing to enter this room must climb on top of the barricade, attracting ranged

attacks from the heretics down the hall, spend a round opening the blocked door, then make a DC 12 Escape Artist check to slip inside. Being that area 2-26 leads to their treasury, the paladins will ask that the PCs not enter this room and may forcibly prevent them from doing so. Thus, any attempt to enter this room will require a great deal of stealth or a significant distraction.

Tactics: Though the undead physically outnumber the holy warriors here, the heretics are wary. During the paladins' fighting retreat from area 1-10, an impressive feat by master chief Eunni (aided by this area's spell effect) crippled and turned the entire front rank of pursuing heretics. Thus, the undead have taken to harassing the entrenched paladins, knowing that it's only a matter of time until they exhaust their turning abilities for the day and are hopelessly overrun.

If the PCs find themselves facing the assembled might of the undead here, they are set upon by 16 heretics, 12 wights, and 2 mohrgs. Some of these creatures initially start in the surrounding rooms, as follows:

Area	Starting Opponents by Type		
	Mohrgs	Heretics	Wights
2-22	0	6	0
2-23	2	6	0
2-24	0	4	8
2-25	0	0	4

However, it is more likely that they will merely have to contend with the 2 heretics on the barricade taking pot shots with their longbows. Any living creature attempting to cross between or climb the barricades will suffer from such attacks. It should be noted though that the area's *consecrate* effect imposes a -2 penalty to all attack rolls, damage rolls, and saves made by the undead here.

Though it is unlikely the PCs will do anything to cause this, should they somehow create an obvious gap in the paladins' defenses or manage to lead the holy warriors in a charge, the undead will attack en masse. The resulting combat will most likely be long and complex, especially since it is taking place in such a cramped area. If this occurs it should either result in both sides swiftly retreating back to their barricades or serve as a diversionary tactic, removing the PCs from the battle and allowing the GM to determine its effects while they are elsewhere.

PCs that somehow manage to get behind the heretics' lines, and then retreat into area 2-21, will be pursued by 4 heretics. If these wights are dispatched and the PCs return, they will not be chased again, so as not to detract from the barricade's defenders.

Outcome: If the undead here are somehow defeated (an unlikely possibility), the paladins will begin moving from room to room, systematically clearing their temple of all invading undead. Only slightly more likely is the possibility that the PCs' actions lead the undead to wipe out the last of the paladins. If so, the heretics here split up and begin wandering the temple. If this happens, raise the likelihood of random encounters by 10% every half hour and add a heretic to each encounter, both inside the temple and out

Heretic Regular, Wight Ftr2 (16): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full-plate, masterwork longsword, longbow, 20 arrows, heavy steel shield.

Languages: Common.

Wight/Fallen Paladin (12): CR 3; Medium undead; HD 4d12; hp 26 each; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +6; Atk/Full Atk +7 melee (1d8+4/19-20, masterwork longsword) or +6 melee (1d4+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 18, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Possessions: masterwork breastplate, masterwork longsword, masterwork heavy steel shield.

Languages: Common.



Mohrg (2): CR 8; Medium undead; HD 14d12; hp 91 each; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee (paralysis, tongue); Full Atk +12 melee (1d6+7, slam) and +12 melee (paralysis, tongue); Space/Reach 5 ft./ 5 ft.; SA improved grab, paralyzing touch, create spawn; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): A mohrg that hits a smaller opponent with its slam attack may start a grapple as a free action that does not provoke an attack of opportunity.

Paralyzing Touch (Su): Creatures hit by a mohrg's tongue must make a DC 17 Fortitude save or be paralyzed for 1d4 rounds. This save DC is Charisma based.

Create Spawn (Su): Creatures killed by a mohrg rise in 1d4 days as zombies under its control.

Languages: Common.

Paladin Regulars, Human Pal4 (21): CR 4; Medium humanoid (human); HD 4d10+4; hp 24 each; Init +0; Spd. 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d8+1/19-20, masterwork longsword); Space/Reach 5 ft./5 ft.; SA smite evil 1/day, turn undead; SQ aura of good, detect evil, divine grace, lay on hands; AL LG; SV Fort +7, Ref +3, Will +4; Str 14, Dex 11, Con 13, Int 12, Wis 13, Cha 15.

Skills and Feats: Diplomacy +5, Heal +8, Knowledge (religion) +8, Listen +3, Ride +2, Spot +4; Combat Expertise, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full plate, masterwork longsword, heavy steel shield, silver holy symbol, potion of cure serious wounds, potion of sanctuary, oil of bless weapon, 390 gp.

Languages: Common, Auran.

Area 2-23 – Trophy Hall: Read or paraphrase the following:

This room seems to have once been a miniature museum or art hall. But, though its walls are lined with numerous shelves, hooks, and frames, anything it may have once held now lies ruined upon the ground in piles of twisted metal and torn fabric. At the room's center stand two sizable display cases, but their covers are shattered and whatever rested inside has been taken.

Though it once held some of the Ordocar's most

precious historical and religious treasures, this room's various trophies have been destroyed by the undead. Little of any interest remains here.

Any PCs that manage to slip into this room without alerting the undead in area 2-22 find that this hall has been turned into something of a command station for the heretics. Waiting for the paladin's barricade to fall, 2 of Grave's mohrg lieutenants and 6 heretics are present in this room. These creatures have been taken into account among the undead in area 2-22 and thus do not add to that total.

Tactics: If the PCs manage to enter this room without being noticed, the mohrgs will order the wights into battle then call for help from area 2-22. The mohrgs will only attack on their terms, retreating from one-on-one battles or fights with capable warriors to engage the most outnumbered or weakest looking members of the party.

Treasure: Characters that make a DC 24 Search check will find, at the bottom of one of the piles of ruined trophies, an undamaged *lion's shield*.

Area 2-24 – Hospital: Read or paraphrase the following:

The scent of old blood here is barely masked by the stinging reek of alcohol. A simple painted desk, twin cabinets with steel doors, and several stiff sheeted beds line the room. The color white seems to glare off of everything here and is almost blinding.

This was once the temple's hospital ward. Now several undead linger here (4 heretics and 8 wights) waiting for the inevitable break of the paladins' barricade. These creatures have been taken into account among the undead in area 2-22 and thus do not add to that total.

Tactics: If the creatures hear the sounds of melee in area 2-22, they will immediately move to aid their companions. If the PCs find a way into this room without being noticed, the heretics here will call for aid from outside and move to attack behind the lesser wights.

Treasure: Characters that look through the cabinets here will discover the contents of three healer's kits and 8 unmarked vials of liquid, three *potions of cure moderate wounds*, three *potions of lesser restoration*, a *potion of remove curse*, and a *potion of remove disease*.

Area 2-25 – Storage: Read or paraphrase the following:

This room is stacked high with various crates, boxes, and barrels, and smells thickly of saw dust.

This is the temple's main storeroom and holds all manner of mundane supplies and equipment.

Currently 4 newly risen wights have been ordered to wait in this room. These creatures have been taken into account among the undead in area 2-22 and thus do not add to that total.

Tactics: The wights will savagely attack any PCs that sneak through area 2-22 into this room. These creatures are too savage to call for help and will fight to the death. The constant echoing din in area 2-22 will prevent their wight allies in the hall from hearing all but the most brutal and drawn-out combats.

Treasure: Only mundane supplies for use in the cleaning and repair of the temple are stored here.

Area 2-26 – Accounting and Records Storage (EL 8):

Read or paraphrase the following:

Only a simple desk, bookshelf, cabinet, and sturdy metal locker fill this chamber. Devoid of even the barest decoration, a barred cell-like door lies at the room's opposite end.

Any records not kept in the high priest's office or war room are kept here. That primarily means that only the most excessive, unused, or uninteresting files are stored here. Kept in the locked metal cabinet here, requiring a DC 25 Open Lock check to open, is an extensive record of the order's income and expenses. Not a copper piece leaves or enters the temple without its presence and an explanation being recorded here. Though thorough, these records do not contain any valuable information.

The barred door here leads to the order's treasury and is both locked and magically trapped.

Barred Iron Door: 2 in. thick; hardness 10; hp 50; break DC 25; Open Lock DC 32.

Trap: Any creature that attempts to open this door without using the correct key (which has been lost or destroyed in the recent siege) activates its magical trap.

Power Word Stun and Alarm Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun* + *alarm*, 13th level wizard); Search DC 32; Disable Device DC 32.

Development: Any paladins in area 2-22 and area 2-28 will hear and recognize this trap's *alarm* and several are likely to come to investigate. Though the paladins will not harm PCs that set off the trap, they will forcibly remove them from the room and look much less favorably towards them, possibly lowering their combined attitude one step towards Unfriendly.

Area 2-27 – Treasury: Read or paraphrase the following:

From opposite corners of the chamber, two large statues of featureless, heavily armored guardians stare at you... almost suspiciously. Except for several unimpressive woolen sacks at the base of one of these statues, there is nothing else in this room.

The Ordocar order has not had a steady income for centuries, but fortunately its founders brought a considerable amount of gold with them. What wealth remains has only become more valuable over the centuries and is hoarded here.

Treasure: PCs that look through the sacks here will find 800 very old, tarnished gold pieces. Those who make a DC 20 Knowledge (history) check can tell that these items have not been minted for over three hundred years. If the same character can also make a DC 16 Appraise check, they can determine that each of these heavy antique gold pieces is actually worth about 10 gp.

Area 2-28 – Student Barracks: Read or paraphrase the following:

This long room is mostly empty, except for a few disheveled bunks on which rest wounded warriors. Several other men and women, resting in blood spattered armor look toward you wearily, their faces wan with a mixture of horror and barely maintained determination. As you enter, a man with wolfish features strides towards you, barking "Explain yourselves. Now!"

This barracks is one of the last "safe" places left in the temple and has become a resting place for the surviving paladins. Only half the bunks that could fill this room are here, as most have been removed to form the barrier outside. There are 8 wounded soldiers here and 8 resting paladins. The healthy paladins have been taken into account in area 2-22.

The man that approaches the PCs is master chief Lorenz Eunni. A man of action, seriousness, and swiftly efficient commands, the PCs are not prospects he had prepared himself for and he will swiftly try to see what they are capable of and where they stand. Eunni gives fools no quarter, especially not now that he has been tried to his very limits.

Development: If the PCs explain to the veteran paladin that they have come to help, he will need some assurance of their good intentions and questions them thoroughly, requiring at least one party member to make a DC 20 Diplomacy check. PCs that are wearing items obviously looted or stolen from the order may have some difficulty doing this

and suffer a –8 penalty to their Diplomacy checks.

If the party fails these checks, the master chief will require some sort of proof of their noble intent. In hopes of getting some of his wounded out of the temple, he will ask the PCs to prove themselves by clearing area 2-31 of undead and escorting a small contingent of his men and their wounded outside the temple walls (and to Kamrae if the party has mentioned her). Eunni will send 2 paladins and 8 wounded warriors (5 hp; Spd 20 ft.; AC 10; no attacks) with the PCs. If the characters manage to leave the compound, deliver the wounded to relative safety, and return, their paladin escort will vouch for the party.

Once Eunni is convinced of the party's good intentions, either by successful Diplomacy checks or by their actions, he will share his knowledge and a great fear with the party.

As the battle raged outside, he and chaplain Callia saw a triumvirate of fearful undead, unlike the standard soldiers, break into the temple's sanctuary and head towards the Duframe shrine. Below the shrine are the order's catacombs and a vault holding the Ordocar's greatest treasure, a holy artifact called the *Diamond Carceperis*. Though the way to the catacombs is sealed by a great gate requiring two keys, one held by Callia and one by himself, neither Callia nor the undead abominations have been seen since. Eunni fears that the undead have somehow breached the gate and are searching for the *Diamond Carceperis*. Though he does not know why, he is sure the hellish creatures have some foul purpose.

Telling the PCs this, he will ask them to find out what happened to chaplain Callia and the leaders of the undead horde. Eunni will give them directions to the catacombs and will give them half of a steel disk that bears part of the emblem of the god of death. He will explain to them that this is part of the key to the catacombs and that chaplain Callia has the other half. He also can give a brief description of the *Diamond Carceperis'* powers, that it can take life to restore life.

He doesn't think the paladins have enough spare men to accompany the PCs to the catacombs – at least for now – but if pressed by PCs he trusts, he will send a small contingent of 2-4 paladins to back the PCs. (Have these NPC paladins “watch the backs” of the PCs, generally staying out of the action, and occasionally killing a wight that attempts a rear ambush.)

If the PCs have any further questions, Eunni knows all of the information detailed under “History of the Ordocar” in the prologue. He has made the connection between these undead and the heretics

from long ago, and also suspects that one of the greater undead he saw was the reanimated form of the heretic leader Grave.

After speaking with the PCs, master chief Eunni will either continue to hold the battle here or, if the party cleared a safe route, will begin organizing his men for an escape.

Master Chief Lorenz Eunni, Human Pal7: CR 7; Medium humanoid (human); HD 7d10+14; hp 54; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +7; Grp +10; Atk +12 melee (1d8+4/19-20, masterwork longsword); Full Atk +12/+6 melee (1d8+4/19-20, masterwork longsword); Space/Reach 5 ft./5 ft.; SA smite evil 2/day; SQ aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 1/week, turn undead; AL LG; SV Fort +10, Ref +5, Will +7; Str 16, Dex 10, Con 14, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +6, Diplomacy +10, Heal +8, Knowledge (religion) +9, Listen +5, Ride +4; Sense Motive +6, Spot +4; Cleave, Combat Expertise, Power Attack, Weapon Focus (longsword).

Possessions: +1 full plate, +1 silvered longsword, +1 heavy steel shield, silver holy symbol, healer's kit, flask of alchemist's fire x2, *potion of cure moderate wounds*, *potion of shield of faith* +3, *scrolls of bless*, *bless weapon*, and *cure light wounds* x2, office closet key, steel weapons master's emblem of entrance, 60 gp.

Languages: Common, Auran.

Paladin Spells Prepared (2; save DC = 12 + spell level): 1st–*divine favor*, *protection from evil*.

Smite Evil (Su): 2/day the paladin may add his Charisma modifier (3) to his attack roll against a creature of evil alignment, dealing +1 point of extra damage per paladin level on a successful hit.

Aura of Courage (Su): All allies within 10 ft. of the paladin gain a +4 bonus on saving throws against fear.

Detect Evil (Sp): Paladins may detect evil, as per the spell, at will.

Lay on Hands (Su): Every day a paladin can heal the living or damage an undead creature by a number of hit points equal to his paladin level x his Charisma modifier (21 hp). These points can be used to affect multiple creatures.

Area 2-29 – Guard Post: Read or paraphrase the following:

This room holds nothing but a few splintered pieces of wood and similar light debris. A heavy but slightly rusted iron door rests at the opposite side of the chamber.

This room was a guard post for use when the paladins were holding prisoners. When the siege

began the order had no prisoners and this area remained largely unused. Any furniture that was here has since been used in the making of the barricade in area 2-22.

Iron Door: 2 in. thick; hardness 10; hp 60; break DC 28; Open Lock DC 28.

Area 2-30 – Prison: Read or paraphrase the following:

Walls of ancient looking, rusted bars divide this room into four cramped cells lined with moldering straw. Currently, no one seems to be in residence.

The four rarely-used cells here are currently empty and hold nothing of any interest. The doors here have suffered from their disuse and are slightly rusted. If the PCs somehow anger the paladins or prove to be threats to their continued survival, they will each be locked in a separate cell here.

Rusted Barred Iron Doors (4): 2 in. thick; hardness 9; hp 40; break DC 22; Open Lock DC 30.

Area 2-31 – Library Balcony (EL 10): Read or paraphrase the following:

A large balcony lined by grim iron railings looks down over the majority of the library's collection. Several desks take up what space isn't dedicated to massive mahogany bookshelves and a winding metal staircase curls down to the floor below. Huge double doors exit the opposite side of the balcony.

The balcony holds a continuation of the library's collection and study space. When the PCs first enter the library, 6 heretics will be here, searching for tomes relating to the *Diamond Carceperis*. At the moment they have found nothing, though, if the characters spend a half hour and make a DC 20 Search check, they will find a brief mention of the *Diamond Carceperis* and its powers to resurrect the dead at the cost of its wielder's life, in a history of holy relics.

A DC 20 Listen check allows the PCs to hear the sounds of a huge battle on the other side of the double doors.

The doorway here is barricaded on the other side, making the door impossible to open normally. See area 2-22 for more details on forcibly breaking through.

Tactics: Whether the PCs have entered through area 1-9 or from area 2-22, it is unlikely that their coming will surprise the heretics. Anyone who opens the door leading to area 2-22 (or moves the barrier outside enough to even allow the door to be opened) will immediately alert the ancient wights here. Those that enter area 1-9 will also probably



attract the wights' attention, unless they are taking steps to be exceptionally quiet and stay under the balcony's overhang.

Regardless of where the PCs come from, the wights fiercely attack the party, eager to do something besides pore through dusty books. If they can catch the PC in a less than advantageous position, such as on the staircase, they will try to hold them there for as long as possible.

Development: It is very possible that the party has attracted and dealt with the wights here in area 1-9. If they have, this room is now empty.

Heretic Regular, Wight Ftr2 (6): CR 5; Medium undead; HD 6d12; hp 32 each; Init +1; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8/x3, arrows); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +16, Ride +5, Spot +9; Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: masterwork full-plate, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Languages: Common.

Part 3 – The Catacombs of the Ordocar

Wandering Monsters

So not to detract from the force continuing the invasion, Grave brought very few of his soldiers with him into the Ordocar catacombs. As such, there are no wandering creatures or encounters in these areas.

Areas of the Map

Area C-1 – Shrine to the God of Death: Read or paraphrase the following:

From a raised platform of gray marble looms a grimly ornate altar, upon which warriors of all races fall before the pitiless blade of a single, giant, black knight. Behind the altar is a massive stone door bearing a stylized skull-like symbol, flanked by twin stone tablets trimmed with dozens of candles and ages of melted wax.

Directly before you, sprawled before the altar like a blood sacrifice, lies a body clad in a priest's holy vestments. Though its robes are unscarred, the body looks as though it has been exposed to a century of the sun's most brutal wrath.

Now give out players handout D. This room is a shrine to the god of death, the inevitable master of all warriors and one that the Ordocar rightfully hold in high reverence. Any character that makes a DC 15 Knowledge (religion) check will recognize the sculpted figure on the altar as the god of death.

Behind the altar are large tablets of black-veined stone listing the names of those entombed within the catacombs. PCs that make a DC 24 Spot check will notice that one name, Austis Duframe, is highlighted by gold inlays.

On the room's far wall is a great stone door bearing a large skull, the symbol of the god of death. This is the entrance to the Ordocar's catacombs, though it bears no standard locks, handles, or even hinges. Blessed by both the gods of valor and death, this passage radiates an almost palpable aura of holy energy and is nigh indestructible, impervious to all but weapons of artifact strength, and cannot be bypassed by magical means. Those that examine the gate will find at its center a circular depression, about an inch deep and a foot wide. This "lock" will fit two "keys," paired stone halves of the god of death's symbol, which will cause the door to slide apart for 1 minute once they are placed together within the gate. The door can also be opened from

the opposite side with a mere touch.

Traditionally the halves of this gate's key seals are held by the Ordocar's highest ranking martial and spiritual instructors, currently being master chief Eunni and chaplain Callia. However, long ago, part of the seal was lost when the Ordocar's weapons master betrayed the order. This original was thought to be destroyed along with its heretical bearer and was later replaced by a steel reproduction (Eunni's key). Unfortunately though, this is not true, and the long dead heretic weapons master, Grave, still holds his half. Using both originals, Grave and his allies were able to enter the catacombs without the need for Eunni's key.

The body here is that of chaplain Callia. He proved to be no match for the leaders of the undead heretics and had his soul drained by the devourer. His body's condition is a result of this most profane theft. His half of the key to the gate, discarded here after its use, now lies behind the altar. Anyone who approaches the gate and makes a DC 18 Spot check will notice it. Those searching the room automatically find it.

Treasure: Those that investigate chaplain Callia's body and make a DC 20 Search check will discover his *bracers of armor +2*.

Area C-2 – Place of the Honored Dead (EL 11): Read or paraphrase the following:

The air here is thick with dust and the smell of death, making it feel as though you are breathing vaporous corpses. Several passages reach out before you, their walls carved with cramped alcoves, little more than long stone shelves, each bearing piles of yellowed bones in decaying gray wrappings.

Those warriors that lived their lives in full accordance to the laws and measures of the Ordocar receive the order's highest honor, that of being buried here. Though these halls are filled with hundreds of the blessed dead, several of the remains here do not rest easily. Three of Grave's mohrg lieutenants have been left to guard their masters' passage.

Tactics: The mohrgs here have heard the catacomb's gate opening and have hidden among the remains in different alcoves (marked on the map). Being skeletal creatures themselves, the mohrgs (having taken 10 on their Hide checks and receiving a +4 circumstance bonus considering their surroundings) are nearly indistinguishable from the ancient bones, though PCs that make a DC 35 Spot

check may notice the creatures' desiccated purple tongues twitching in the shadows. The mohrgs will try to paralyze PCs with their tongues as they pass, then move to attack. Once one mohrg has been revealed the others will move from their hiding places to attack, preferably from behind, attempting to trap the PCs between them.

Mohrg (3): CR 8; Medium undead; HD 14d12; hp 91 each; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee (paralysis, tongue); Full Atk +12 melee (1d6+7, slam) and +12 melee (paralysis, tongue); Space/Reach 5 ft./ 5 ft.; SA improved grab, paralyzing touch, create spawn; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): A mohrg that hits a smaller opponent with its slam attack may start a grapple as a free action that does not provoke an attack of opportunity.

Paralyzing Touch (Su): Creatures hit by a mohrg's tongue must make a DC 17 Fortitude save or be paralyzed for 1d4 rounds. This save DC is Charisma based.

Create Spawn (Su): Creatures killed by a mohrg rise in 1d4 days as zombies under its control.

Languages: Common.

Area C-3 – Duframe's False Tomb (EL 9 and 10):

Read or paraphrase the following:

Several steep steps rise up to a great tomb of silver and obsidian. Though the face of the figure sculpted upon the massive coffin's lid seems serene, the entire room echoes with an inexplicable demented babble.

This tomb is a fake, used mostly for ceremonies and celebrations of remembrance. Cautious of even those within their own order, the creators of the catacombs hid the true tomb of their patron saint elsewhere.

Despite its false nature, the coffin here is trapped by powerful magic that will drain the very life of any who would even consider defiling the saint's tomb. This trap will affect anyone removing the tomb's lid.

Energy Drain Lid Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

The spirit of the very sorcerer who once trapped Duframe's sprit for his heretic allies, Reizravel, has been drawn to this room, attracted to the powerful life draining magic here.

Tactics: Reizravel is currently hiding over the crypt, near the room's ceiling. Though his constant babbling will immediately alert PCs to his presence, the room's echoes obscure his exact position, forcing characters to make DC 18 Spot checks to locate him. Once engaged, the undead sorcerer will attempt to use a combination of his Wisdom drain ability and *touch of idiocy* spell on opponents, one by one, making them easy prey for his *charm person* and *hold person* spells. Reizravel will always attempt to drain and charm the strongest looking warrior first, creating a shield between him and his other enemies.

Reizravel, the Half-Demon Sorcerer, Allip Sor6:

CR 9; Medium undead (incorporeal); HD 10d12; hp 38; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +5; Grp –; Atk/Full Atk +5 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +7, Will +9; Str –, Dex 12, Con –, Int 11, Wis 11, Cha 18.

Skills and Feats: Bluff +6, Concentration +2, Hide +8, Intimidate +8, Knowledge (arcana) +4, Listen +7, Search +4, Spellcraft +8, Spot +8, Survival +0 (+2 following tracks); Dodge, Combat Casting, Improved Initiative, Lightning Reflexes, Mobility.

Babble (Su): All sane creatures within 60 ft. of an allip must make a DC 16 Will save or be affected as if by the spell *hypnotism* for 2d6 rounds. Creatures that save cannot be affected by this allip's babble for the next 24-hours. The save DC of this sonic mind-affecting compulsion is Charisma-based.

Madness (Su): Any creature that makes mental contact with an allip suffers 1d4 Wisdom damage.

Wisdom Drain (Su): Allips drain 1d4 Wisdom when they hit with their incorporeal touch attacks. Such successful attacks also benefit an allip with 5 temporary hit points.

Sorcerer Spells Known (6/7/6/4; save DC = 14 + spell level): 0 – *acid splash, dancing lights, daze, detect magic, flare, ray of frost*; 1st – *burning hands, charm person, magic missile, ray of enfeeblement*; 2nd – *scorching ray, touch of idiocy*; 3rd – *hold person*.

Languages: Common.

Area C-4 – Tomb of the High Priests: Read or paraphrase the following:

Dozens of alcoves lined the walls of this room, the bones inside bleached an almost silvery shade of white. At the room's center rest four large funeral biers, each bearing a peaceful looking body that looks as though it was placed there mere hours ago.

This is the resting place of all those who have ever held the title of high priest among the Ordocar. Out of some long held tradition, the last four high priests are laid to rest on magical biers here. While they lie upon them they are not affected by any form of rotting and are preserved perfectly. This effect ends once the body is removed from the bier and can offer no benefit to the living. These biers radiate a moderate aura of necromantic magic.

At the center of one wall is a secret door that requires a DC 26 Search check to notice.

Treasure: Those that make a DC 16 Search check will find a +1 *merciful quarterstaff* (with only one head enhanced) lying alongside one of the bodies. Stealing this item from the dead priest is an evil act and may have unforeseen ramifications at the GM's discretion.

Area C-5 – Vault Hall (EL 13): Read or paraphrase the following:

A broad hallway stretches before you, ending in a massive pair of silver doors. Before the passage, a knight in black armor stands at attention. Old beyond reckoning, the figure's armor is cleft almost in two, a deep gash from shoulder to hip revealing nothing but shadow beneath. As you near, its helm, shaped like a fanged death's head, raises towards you, eye sockets flaring with a hellish crimson flame, and loosing a sound half-growl, half-deathly sigh.

This passage leads to the true burial chamber of Austis Duframe. Having already passed through the doors here and found the *Diamond Carceperis*, Grave has left his devourer ally to prepare the ritual needed for the heretics' revenge, and set himself on guard here.

Tactics: Anyone who passes through the secret door here without using magic to obscure their passage will attract Grave's attention. Upon noticing the PCs he will cast *bull's strength* followed by *magic weapon* or *darkness* (depending on how swiftly the PCs approach him). After casting these spells, the ancient blackguard becomes a brutally efficient killing machine, targeting the party's heaviest armored warriors until they fall, making liberal use of his smite good ability.

Grave, Male Wight Ex-Pal6/Blackguard4: CR 13; Medium undead; HD 14d12; hp 81; Init +1; Spd 20 ft.; AC 27, touch 10, flat-footed 27; Base Atk +12; Grp +15; Atk +17 melee (1d8+4/17-20, +1 keen longsword) or +15 melee (1d4+3 plus energy drain, slam); Full Atk +17/+12 melee (1d8+4/17-20, +1 keen longsword); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain, smite good 3/day, sneak attack +2d6; SQ aura of despair, aura of evil, command undead, darkvision 60 ft., dark blessing, detect good, lay on hands (30 hp), poison use, undead traits; AL LE; SV Fort +13, Ref +9, Will +13; Str 16, Dex 12, Con –, Int 12, Wis 14, Cha 16.

Skills and Feats: Diplomacy +7, Heal +5, Hide +8, Intimidate +11, Listen +10, Knowledge (history) +5, Knowledge (religion) +7, Move Silently +18, Ride +3, Spot +12; Alertness, Blind-Fight, Cleave, Great Cleave, Improved Sunder, Power Attack, Weapon Focus (longsword).

Create Spawn (Su): Any humanoid slain by a wight rises as a wight, with no levels, in 1d4 rounds. These spawn are subservient to the wight.

Energy Drain (Su): Living creatures hit by a wight's slam gain one negative level. A DC 15 Fort save is required to remove a negative level. The save DC is Charisma-based. For each negative level bestowed, the wight gains 5 temporary hit points.

Smite Good (Su): 3/day the blackguard may add his Charisma modifier (+3) to his attack roll against a creature of good alignment, dealing +1 point of extra damage per blackguard level on a successful hit.

Aura of Despair (Su): All enemies within 10 ft. of the blackguard suffer a –2 penalty to all saving throws.

Skill Bonuses: Wights gain a +8 racial bonus to Move Silently checks.

Possessions: +2 full plate armor, +1 heavy steel shield, +1 keen longsword, scrolls of inflict moderate wounds (x2) and death knell, black-iron helm with golden "death's head" visor, stone weapons master's emblem of entrance, 115 gp.

Blackguard Spells Prepared (2/2; save DC = 12 + spell level): 1st–*doom, magic weapon*; 2nd–*bull's strength, darkness*.

Languages: Auran, Common, Infernal.

Area C-6 – Duframe's Tomb (EL 13): Read or paraphrase the following:

Before you stretches a columned hall of pure white marble, trimmed in silver that seems to radiate a divine glow. At the opposite end of the chamber stands a half-circular dais, upon which rests a great tomb, a figure of peerless nobility sculpted in gleaming silver upon its lid. At the figure's chest, his hands raise to cup what looks to be a large tear-shaped diamond.

But the sanctity of this chamber has been defiled. Crouched at the center of the room is a nightmarish monstrosity clawing profane runes into the ground. Huge despite its bent form, the creature is a massive alien corpse, its features that of a still rotting giant. Within its chest, its morbidly twitching ribcage lies exposed, revealing a tiny spectral form, a pain-wracked spirit that screams soundlessly and rages against the walls of its fetid prison. As you look upon the beast in horror, its head rises to reveal a grin of broken yellowed shards, and a voice, like hollow skulls ground under a millstone, echoes forth the word, "Welcome."

This is the true resting place of Austis Duframe and the holding place of the *Diamond Carceperis*. Upon the tomb rests the *Diamond Carceperis*. Those that make a DC 20 Strength check to open the crypt will find that Duframe's remains, aged to dust and scattered bones, lie within.

Before the dais, the heretics' devourer ally is etching blasphemous runes into the ground, attempting to purge the room, and thus its unliving allies' eventual use of the artifact, of any hindrances of holy consecration.

Tactics: Unless the PCs enter with the aid of magic, the devourer will see and hear the door open. As swiftly as possible it will cast either *ghoul touch*, if the PCs have swiftly approached into melee range, or *spectral hand*, if they have not. The devourer is powerful, even for members of its kind, and is a brutal opponent. It will make frequent use of its energy drain and trap essence abilities, both with its melee attacks and through the use of *spectral hand*. The devourer is considered to have enough essence to make 45 uses of its spell-like abilities at the beginning of the combat.

Treasure: Among the aged remains within the crypt lies an ancient, but still functional, +1 *holy longsword*. However, stealing the saint's sword is an indescribably evil act, the repercussions of which are left to the GM's discretion (though using it and returning it to the tomb is fine).

Development: It is very possible that one or more PCs may be killed in this encounter. As such, the proximity of the *Diamond Carceperis* and its powers, if they have previously been revealed, should not be understated. If any creature whose essence was drained by the devourer is resurrected, the devourer loses all of its trapped souls and can no longer make use of any of its spell-like abilities. Also, the devourer will not attempt to trap the essence of a resurrected creature again, fearing the affect of doing so.



If a character was sacrificed to call back an ally or otherwise aid in the devourer's destruction, their spirit is placed under the care of the god of valor. Any priest of the god of valor (and only that god) can recognize the deceased's special state with a DC 15 Knowledge (religion) check and, those powerful enough to do so, can resurrect the character (since this is the will of their god). Healers or priests of other deities can detect on a DC 18 Knowledge (religion) or Heal check that the sacrificed character does not look like the dead should and that some power seems to still be working within them (despite the fact that they are no longer breathing). Their healing or restorative spells will have no effect on the character, though.

Advanced Devourer: CR 13; Large undead; HD 20d12; hp 130; Init +4; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +10; Grp +19; Atk +19 melee (1d8+9, claw); Full Atk +19/+19 melee (1d8+9, 2 claws); Space/Reach 10 ft./10 ft.; SA energy drain, trap essence, spell-like abilities; SQ darkvision 60 ft., spell deflection, spell resistance 21, undead traits; AL NE; SV Fort +6, Ref +6, Will +15; Str 28, Dex 10, Con -, Int 16, Wis 16, Cha 19.

Skills and Feats: Climb +28, Concentration +26, Diplomacy +15, Jump +28, Listen +20, Move Silently +23, Search +14, Sense Motive +18, Spot +22, Survival +7 (+9 to follow tracks); Ability Focus (energy drain), Blind-Fight, Combat Casting, Expertise, Improved Initiative, Improved Natural Attack, Weapon Focus (claw).

Energy Drain (Su): Living creatures hit by a devourer's claws or *spectral hand* ability must make a DC 27 Fort save or gain 1 negative level. This DC is Charisma based.

Trap Essence (Su): By forgoing its melee attacks for a round, a devourer may make a trap essence attack, a normal attack roll that deals no damage. The target must make a DC 25 Fort save or die immediately. This DC is Charisma based. The creature's essence becomes trapped within the devourer and is used to power its spell-like abilities.

Spell-Like Abilities: 9 HD of trapped essences, enough for 45 spell uses. 1/round: *confusion* (DC

18), *control undead* (DC 21), *ghoul touch* (DC 16), *lesser planar ally*, *ray of enfeeblement* (DC 15), *spectral hand*, *suggestion* (DC 17), *true seeing*. Caster level 18th. The save DCs are Charisma based.

Spell Deflection (Su): The following spells, when cast upon a devourer, affect the souls trapped within it, but not the devourer itself: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, and any other charm or compulsion.

Conclusion

Emerging from the temple, a victorious cheer rises up and echoes off the scorched marble walls. Before you, many of the surviving paladins shout their praise as they swiftly move to surround and thank you. In the distance, you can see several more silver armored warriors, though beaten and ragged, firing bows at stumbling, black figures hurrying away into the wilds. Though the cost has been high, this noble order of holy champions has survived, and among them, you are heroes.

With the deaths (this time permanently) of Grave and his allies, the undead invasion falls apart. Any mohrgs left in the temple are instantly destroyed once the catacombs are cleared, being animated more by Grave and the devourer's wills than their own. With these lieutenants inexplicably destroyed, the remaining undead will be leaderless and begin retreating back to their iron crypt.

Their attackers routed, the Ordocar paladins will tearfully rejoice, having lost so many of their brethren but having survived themselves. Under master chief Eunni's direction, the paladins will spend the next several months repairing their temple and try to put their lives back in order. The entire order will revere the PCs as heroes of the highest order and will offer them almost anything in their possession, short of their order's relics. This may be a noble way for the PCs to legitimately retain any treasures they have already taken for less than moral reasons. Should the PCs ever need aid, it should be considered that word of their deeds travels far and wide, making many servants of the god of valor eager to assist such valiant heroes.

All that remains is the destruction of the Iron Crypt on the opposite side of the valley, from which these undead came...

Rewards

There are several situations throughout the adventure that may warrant that additional experience be rewarded. Each PC that meets the requirements or participated in the events below should receive the allotted amount of experience.

Part 1 Rewards

Discovering the body of the high priest	500 XP
Sanctifying or burying the high priest's body	1,000 XP
Sanctifying, burying, or burning fallen paladins	1,500 XP
Total possible bonus experience points	3,000 XP

Part 2 Rewards

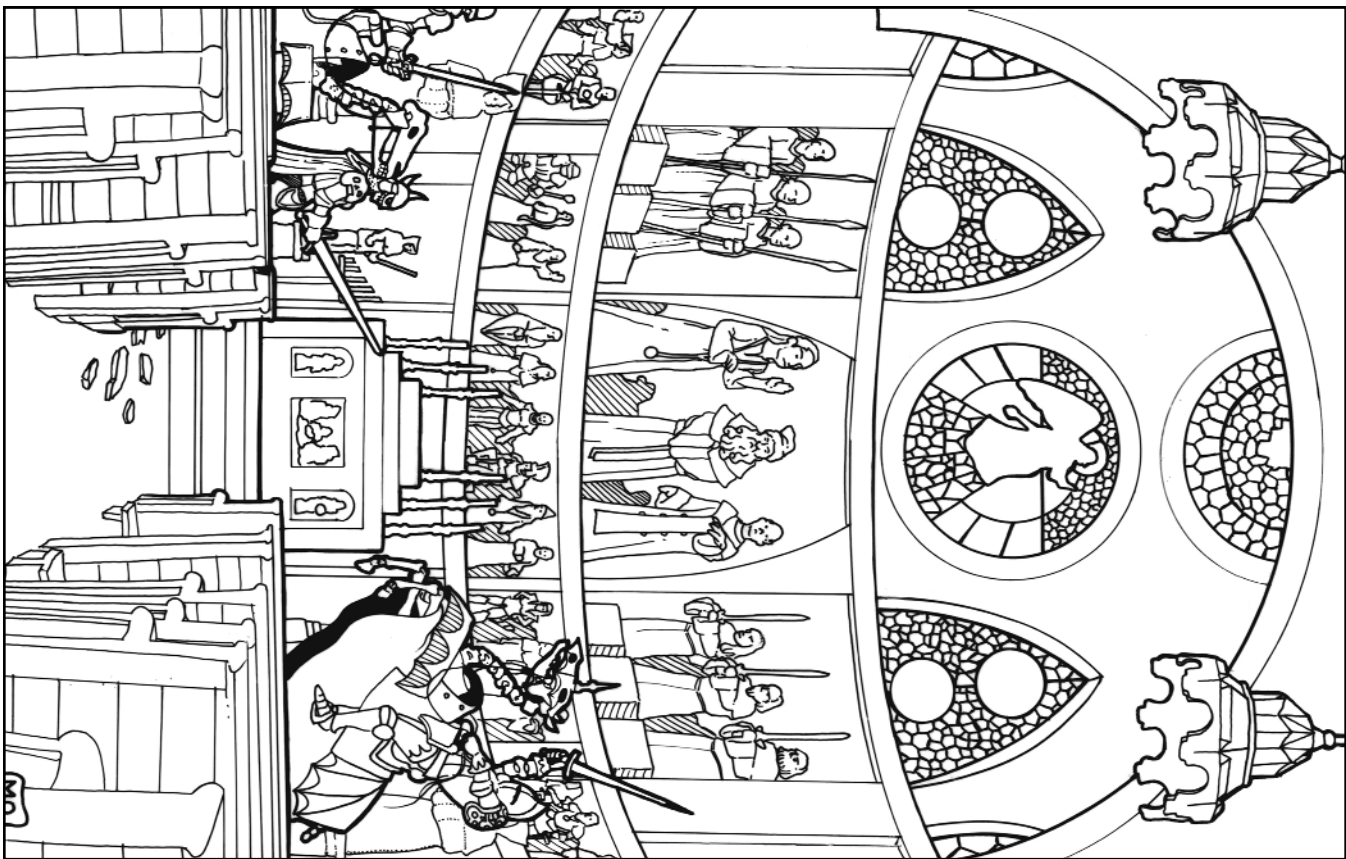
Discovering player handout B	500 XP
Researching the history of the Ordocar	500 XP

Finding and returning Eunni's poetry	500 XP
Clearing area 2-31, specifically so the paladins can retreat	500 XP
Aiding the wounded paladins in escaping	1,500 XP
Researching the <i>Diamond Carceperis</i>	500 XP
Finding, but not taking, the order's gold	1,000 XP
Breaking the paladin's siege (defeating all the undead in area 2-22)	2,000 XP
Total possible bonus experience points	7,000 XP

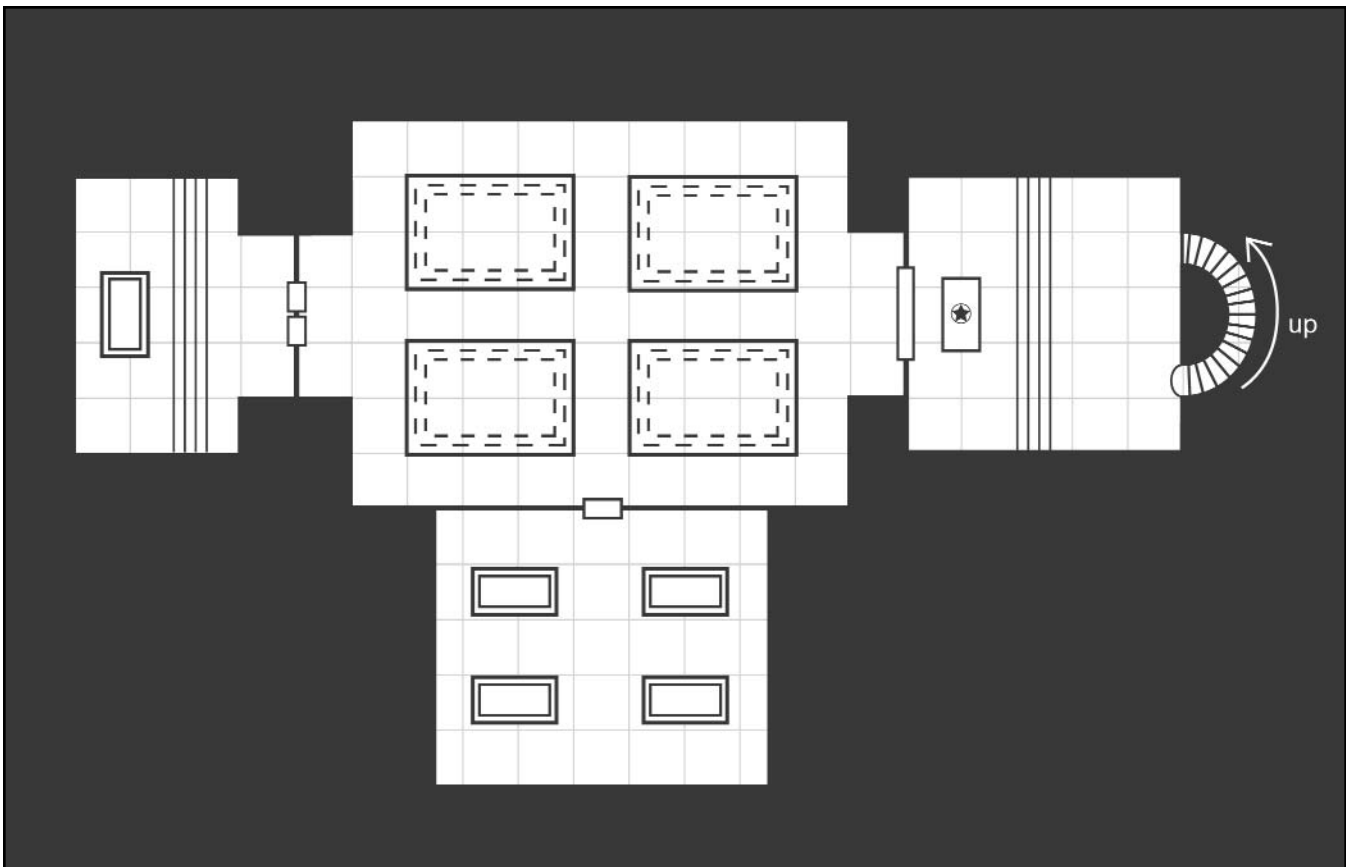
Part 3 Rewards

Finding but not taking Duframe's sword	2,000 XP
Using the <i>Diamond Carceperis</i> to restore a fallen companion	4,000 XP
Total possible bonus experience points	6,000 XP

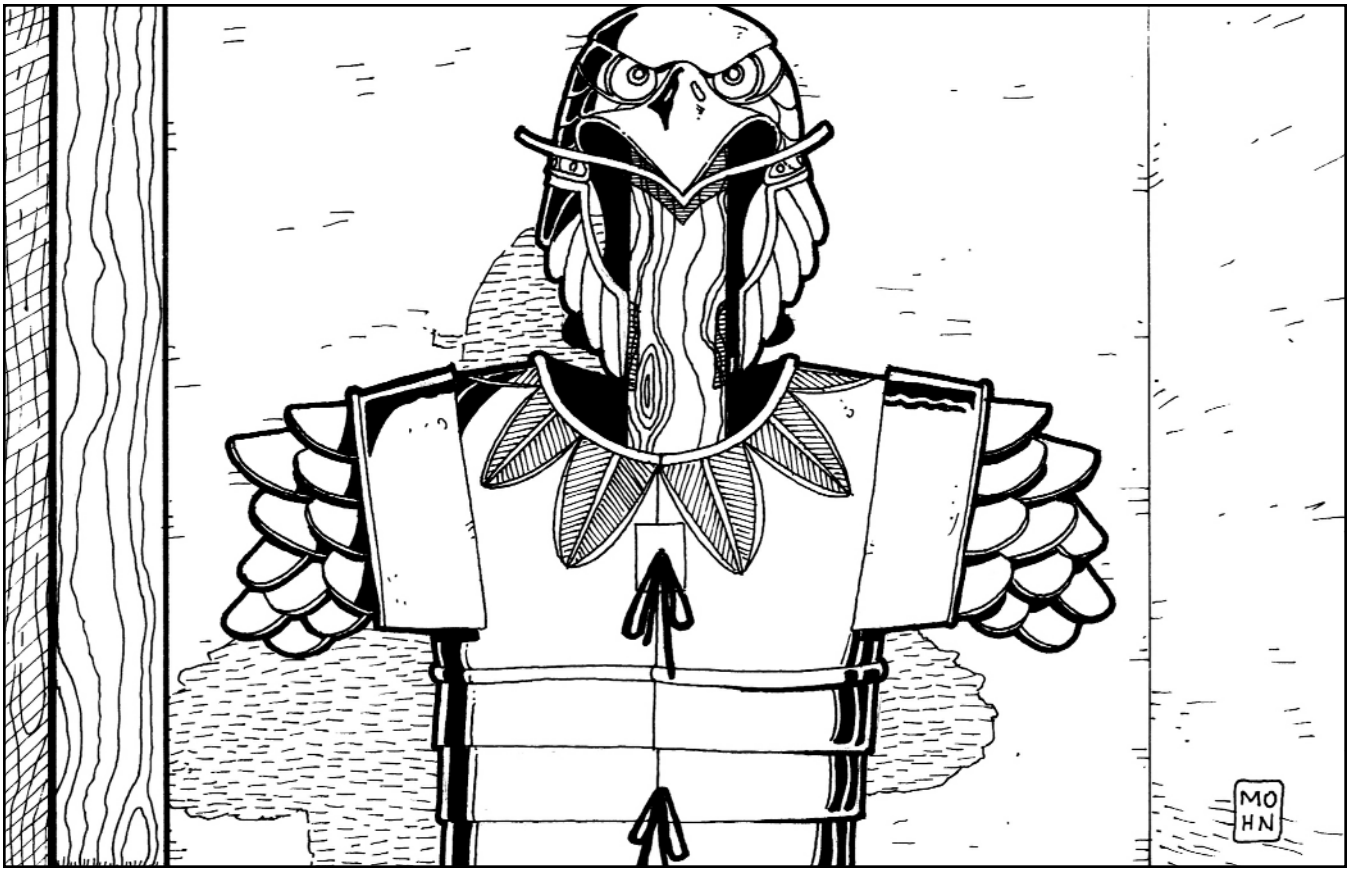
Players' Handout A



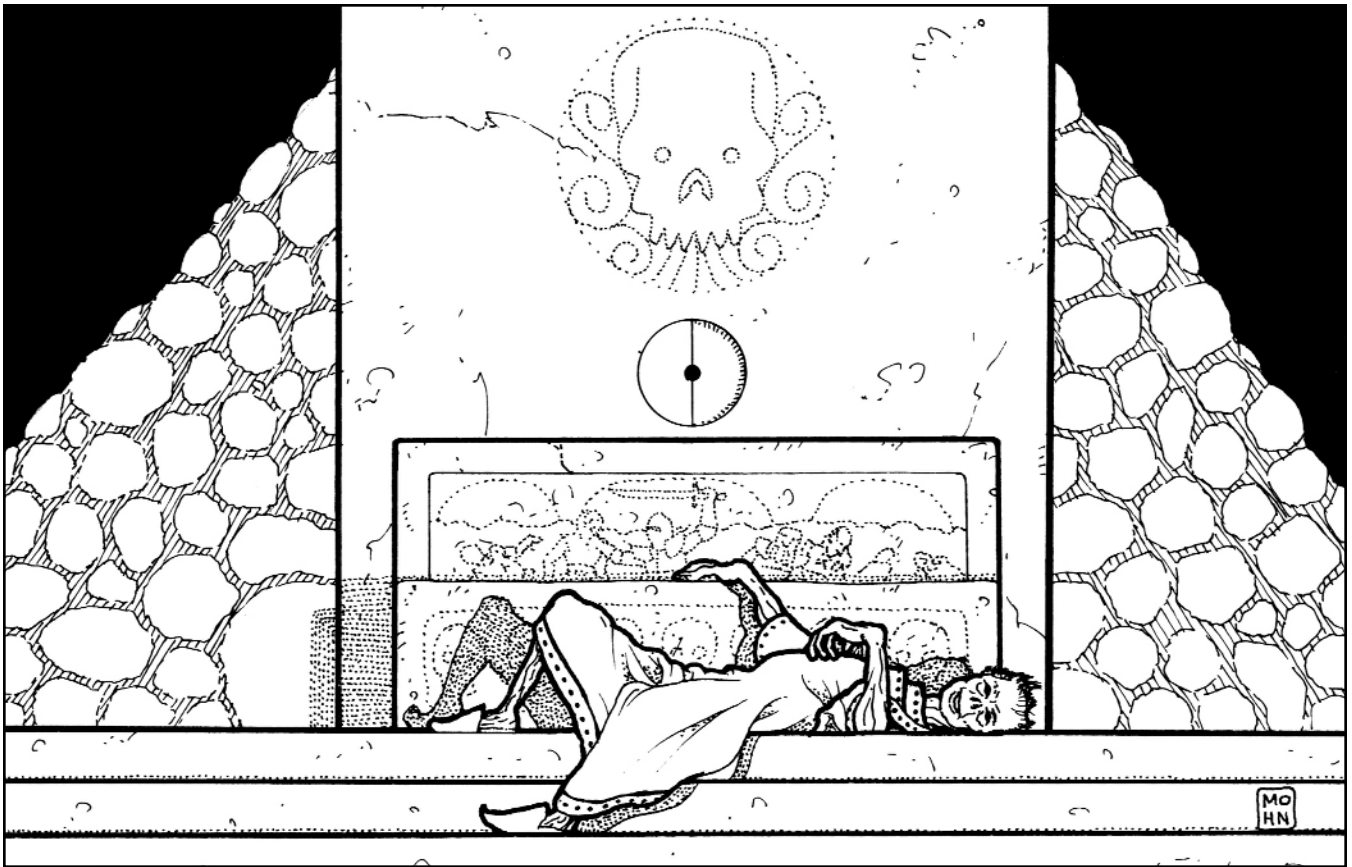
Players' Handout B



Players' Handout C



Players' Handout D



Appendix 2: Ambroshea Trades

Hunkered low amidst the snowy foothills of the Saint's Blood Mountains shivers a rugged cluster of weathered buildings collectively known as Ambroshea Trades. One of the last "civilized" stops among the northern trade-routes, this simple frontier is a trading post where the merchants of warmer climes might deal with the hunters and trappers of the frozen lands, and the edge of the world for those desperate travelers that absolutely don't want to be found. But despite its distance from the laws of any one nation, Ambroshea Trades is an orderly little outpost, operating under the efficient and protective administration of the same adventurers who once laid siege to it.

Twenty-five years ago, Ambroshea Trades appeared much as it does today, a forlorn stop in a land covered by ice and snow for most months of the year. Frequented by savages and stoic hunters, and home only to quiet, past-less loners, the rough and tumble frontier seemed to attract the worst kind of merchants and all manner of shadowy dealings. Few even noticed the change when a cartel of unscrupulous traders took over the post and quietly began dealing in the lives of natives kidnapped from their tribes. But such deplorable business could only go unnoticed for so long and soon the peoples of the region rallied behind a group of unlikely hunters turned adventurers.

Breaking into the compound, freeing the would-be slaves, and permanently ending the careers of the slavers, the adventurers purged the corrupt trading post of its criminal element, but also left it in an inoperable state. Realizing its importance to the region's tribes and hunters, what was a band of questionable heroes soon became an even more unlikely circle of trade managers and administrators.

Since then, Darston "Dart" Isles and his companions have been the sole owners and operators of Ambroshea Trades. With a flourish and a broad smile, Dart (human Ftr5; LN) oversees the business aspect of the post, keeping up with local gossip and news from the south while making contacts and turning a modest profit.

The largest structure within the post's walls is the domain of Red Annie (half-orc Rng2/Rog2; NG). This trapper-turned-innkeeper is a gruff but good hearted landlord, assuring that anyone who comes through her door receives a hot drink, a warm bed, and a dry place to air out their boots. Though her food might not turn any heads, it's the last meal along the trade roads that one doesn't need to hunt down oneself. Annie keeps a close watch on her guests and has no tolerance for stupidity or lawlessness, promising that any brawlers will

feel the flat end of her skillet before they have their accommodations moved to the nearby stables.

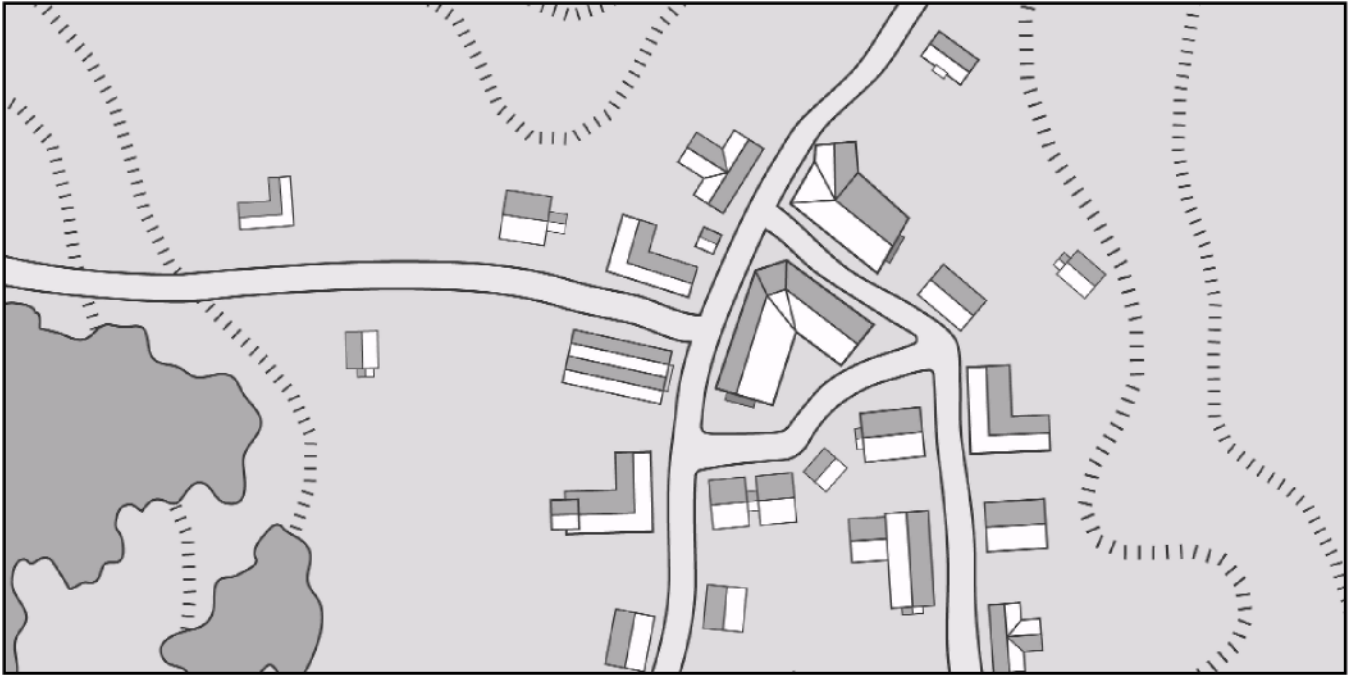
Besides the business and "hospitality" aspects of Ambroshea Trades, perhaps the most important responsibility is left to taskmaster Bastel Branwhip (human Ftr6; NG): defense. In a frozen land nearly a hundred miles from the nearest civilized town or city, all manner of catastrophes seem to arise on a weekly basis to threaten the tiny trading post. From hostile barbarian tribes to natural disasters and icy monstrosities, Branwhip and his men are always on alert. Supporting a regiment of nearly two-dozen well-paid mercenaries (22 human and half-orc Ftr1-3; N), these defenders police the post's daily goings-ons and man its walls against threats from outside. Crimes are adjudicated by Branwhip personally, often resulting in a sentence of several lumps upon the head and being ejected off the post's surrounding wall, though more sensitive cases are delegated to Dart's authority.

Behind its two main gates huddle the six simple buildings that make up Ambroshea Trades. Most prominent is Annie's three story inn and tavern, the bustling heart and stout soul of the outpost itself. Connected to the sturdy wooden structure is the actual trading post, a single hall selling food, supplies, and amenities from the south alongside a variety of local furs, native curiosities, and other goods. Not far away are twin warehouses, large structures that Dart often rents to house both goods and equipment, though he always insists on inspecting what he stores and has never accepted a "no questions asked" deal. Above one warehouse Dart keeps a modest office, though his sociable nature often finds him hanging about at the tavern or trading post. A well-stocked but unattended blacksmith, guard barracks, stable, and granary with supplies for four months round out the rest of the post's structures. At its rear, a third smaller gate exits the outpost, leading to a high-fenced assembling ground that offers wagons and animals protection against animals and the worst of the weather.

Gather Information or Bardic Knowledge Checks in Ambroshea Trades: A Gather Information skill check yields all information from DCs equal to or lower than the check.

DC 10: *Ambroshea Trades is run by three former adventures who have worked to keep it a safe and hospitable market. The current administrator is Darston Isles.*

DC 15: *Trade has been a bit lax in the past two weeks and several caravans have already left the area with their wagons less than half full.*



DC 20: *Several local hunters are past due on their monthly stops to trade at the post. If they're okay, they must be almost out of food and supplies. (GM's note: The hunters are having trouble finding prey due to the devourer's own hunting in the area.)*

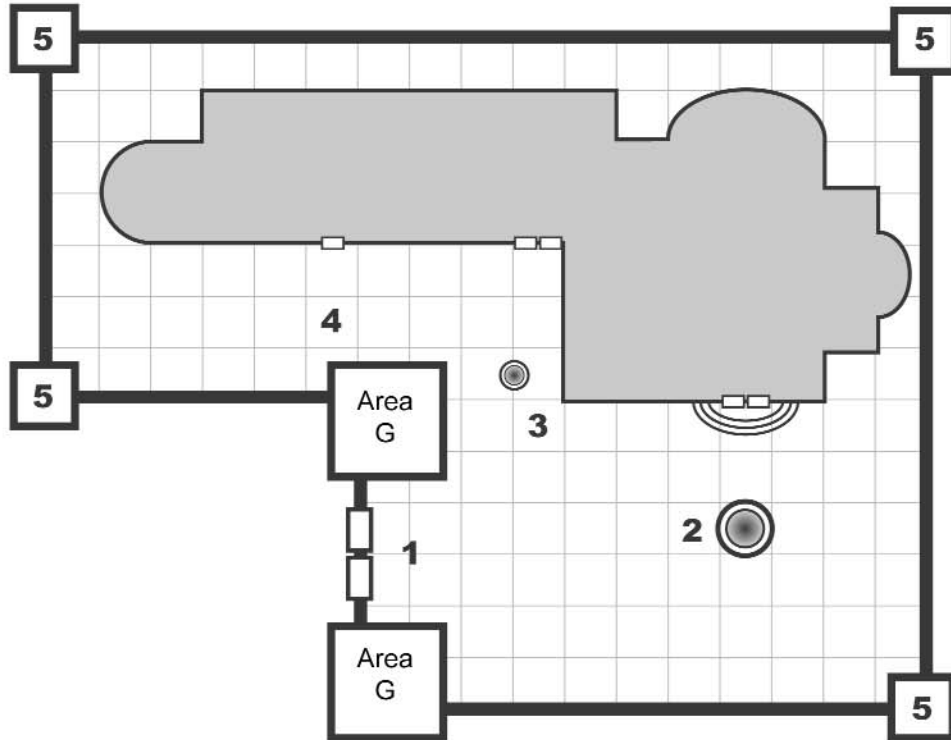
DC 25: *Three days ago a priestly messenger of the god of valor passed through here on the way to the cloister of the Ordocar paladins. He has not passed back this way and the holy warriors rarely host guests.*

The Saint's Blood Mountains

The Saint's Blood Mountains and surrounding region maintain a temperature below freezing for at least three-fourths of the year. Add almost weekly snowstorms to the standard mountainous hazards and visitors find themselves with an environment none too friendly, and certainly not amenable to travel and easy living. Before running the adventure, GMs may want to familiarize themselves with the "Cold Dangers" section of the **DMG**. Every day there is a 30% chance of fresh snowfall (the GM should check daily), which could raise tracking DCs by +10.

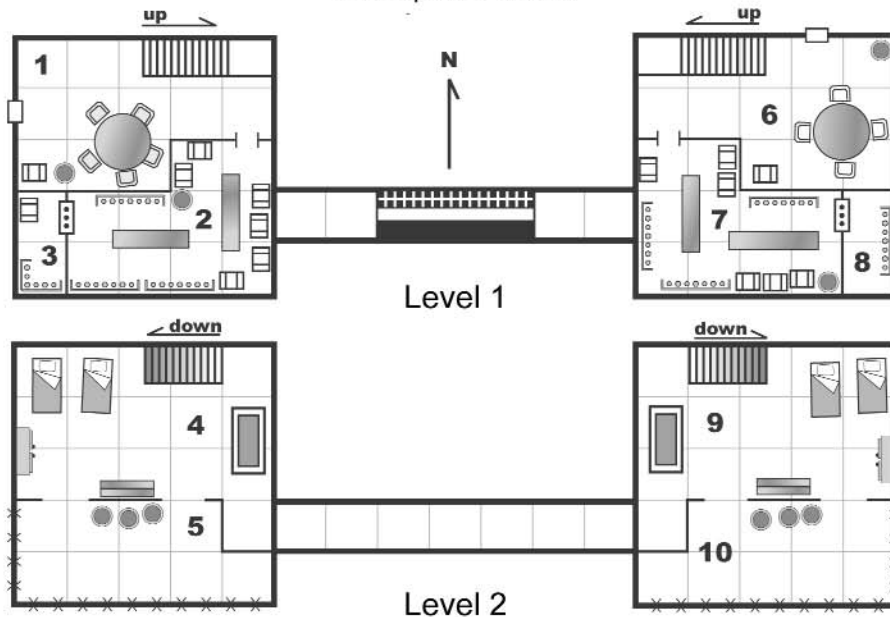
Cloister of the Ordocar

Area E: Exterior



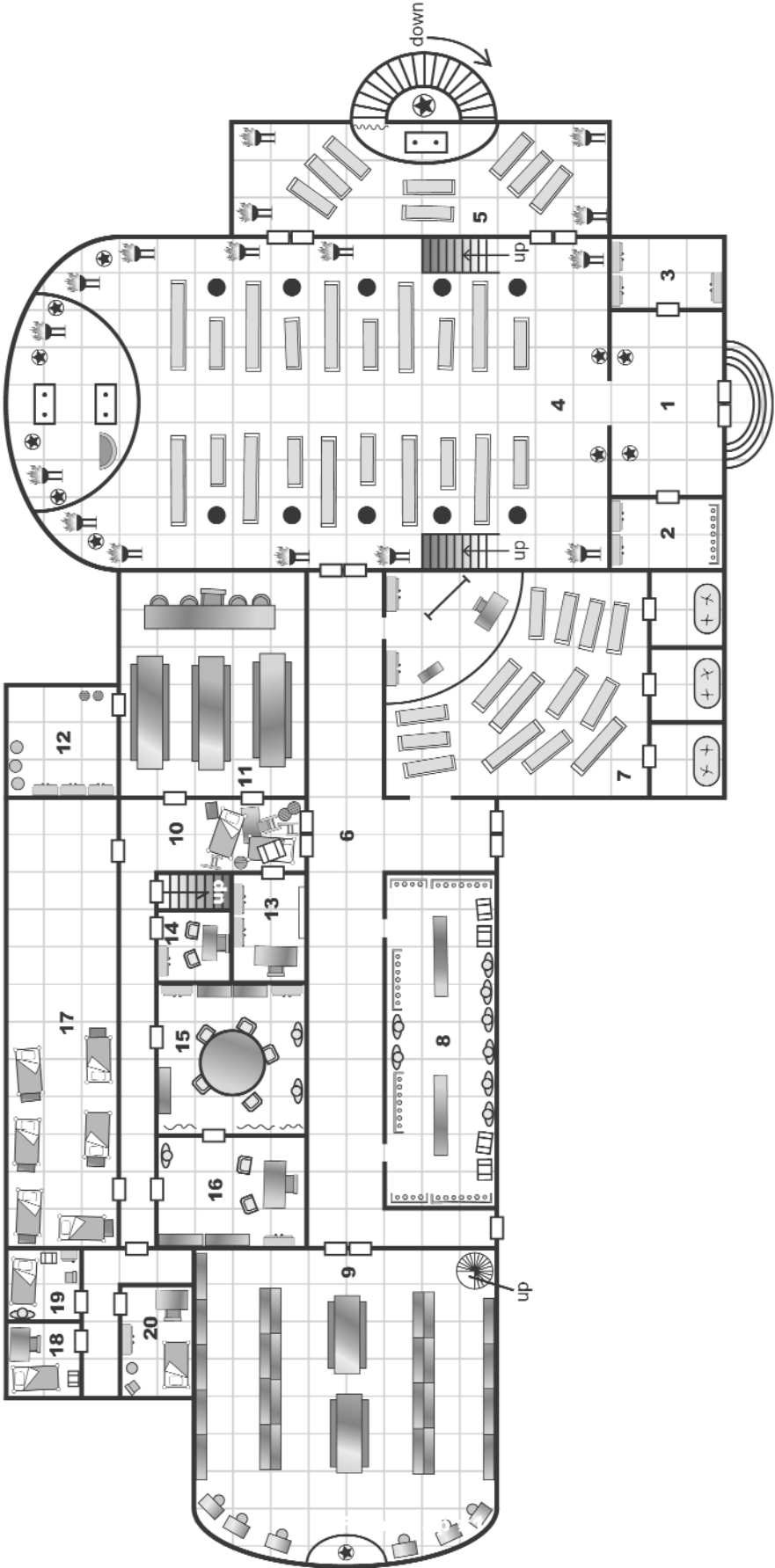
Area G: Guard Houses

One square = 5 feet



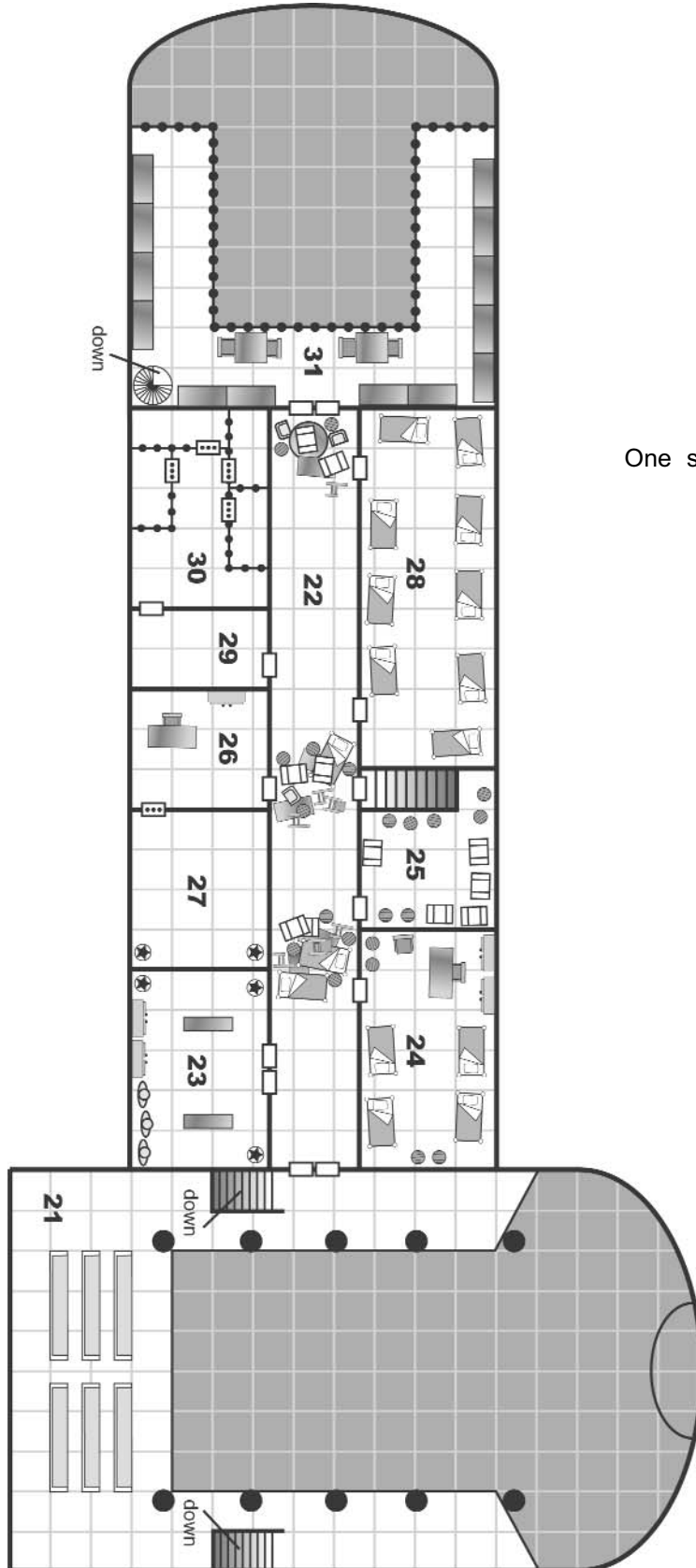
Cloister of the Ordocar First Floor

One square = 5 feet



Cloister of the Ordocar

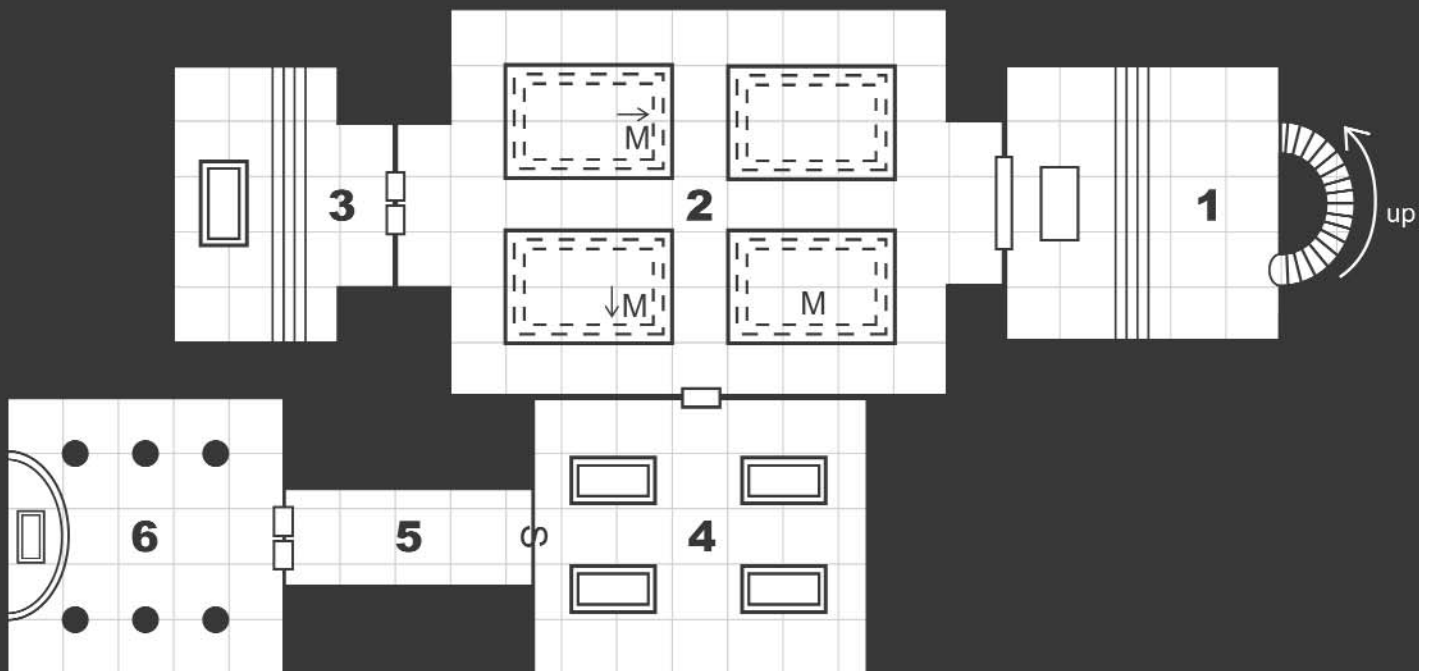
Second Floor



One square = 5 feet

Cloister of the Ordocar Catacombs

One square = 5 feet



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