

Unyielding

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Adventure

Version 1.0

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In the days of yore, the keeps of the Eddri Line defended the County of Idee from the forces of the Great Kingdom. In their duty they were unsuccessful, for the attack came from a different quarter, yet some never admitted defeat. Now the forts lie empty and forlorn in the hills – right up until some stalwart fools with a deathwish come traipsing through their halls. A one-round regional adventure set in the Principality of Naerie for character levels 1-12 (APL 2-10).

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dragon Magazine* #319 “Greyhawk Feats” [Erik Mona], *Fiend Folio* [Eric Cagle, et al], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], NAE5-01 *When Nightingales Sing...* [Sampo Haarlaa], NAE16-01 *Temple Below* [Sampo Haarlaa], SNDM3-02 *Harsh Words* [Pieter Sleipjen], TSS4-02 *Blood Money* [James Zwiers].

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Principality of Naerie. All characters pay 1 Time Units per round.

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

TRAVEL IN THE UNITED KINGDOM OF AHLISSA

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check

reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favor with a high ranked Ahlissan NPC or powerful organization may be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he or she was caught.

ADVENTURE BACKGROUND

When the Greyhawk Wars broke out, the hopes of Idee were nested in the Eddri Line; a fortified line of several defensive keeps and hill forts that guarded the Iron Gap, the only passable land route between the County of Idee and the then-hostile South Province of the Great Kingdom.

Of course, the enemy came not from the South Province but from the far south, and before the Common Year 584 was over, Idee was entirely occupied by forces of the Scarlet Sign. The Eddri Line, built to defend against an invasion from the north, was assaulted from the south, and one by one, the keeps fell to deception and siegecraft.

Except for one.

The easternmost of the fortresses, Fort Agelor, was commanded at the time by a charismatic man named Kalched Wosel. Wosel was a patriot of Idee through and through, and an advocate of strict military discipline. When the Scarlet Brotherhood besieged his keep, he never entertained the notion of surrender, even after his forces ran out of arrows and bolts, and some time later, food. The ferocity of Fort Agelor's defenders was too much for the hochebi and Hepmonaland savages and their slavemasters. The siege persisted until 586 CY, when the forces of Graf Reydrich marched through the Iron Gap and destroyed the Brotherhood force to a man. Reydrich's generals wrote off the strangely quiet fort as being full of dead men at the time, and the liberating army pressed on, without giving Fort Agelor another thought.

In the upheavals that accompanied the Greyhawk Wars in Idee, many records and archives were destroyed, some by fleeing Brotherhood operatives, some by House Devnor members seeking to cover up their guilt, and some by the fires and other random and unpredictable calamities of wartime.

Fort Agelor and its strange fate were forgotten. While one of the keeps in the Eddri Line, Fort Iljaren is currently garrisoned, and several other are being either renovated or torn down, Agelor stands forgotten and strategically unimportant, now that Naerie is part of Ahlissa.

Still, it has attracted notice, now that the old tales and records are resurfacing after a decade. Two pairs of eyes are looking at Fort Agelor and its political potential. In Ekehold, Baron Berik of House Oedil is engaged in an extensive project of rebuilding and renovating the old

keeps, and a strategically insignificant fortress might just come in handy, should he ever need a sinecure for an inconvenient relative.

In Minetha, Kerish the Bard and Chanee are deeper into the tale of Fort Agelor, seeking out accounts from the soldiers of Reydrich's army. Convinced that the keep's history holds value to the Ideean cause, they are ready to send in an expedition, but are cautious to do so, lest they incur the suspicions of Baron Oedil or Arxx.

What actually happened at Fort Agelor in 585CY was that Kalched Wosel kept his troops' morale high and discipline strong even after food supplies had run out. The desire to keep the Scarlet Brotherhood out of the keep became strong enough to overcome such mundane things as starvation, and so, when the final warriors fell from exhaustion and thirst, they rose as undead, to stand their ground and guard Idee against all enemies until the end of time, if need be.

ADVENTURE SUMMARY

This is a one-round adventure set in the Principality of Naerie. It is combat-heavy and essentially a dungeon crawl, though it is possible to finish the adventure without a single fight.

Introduction: The PCs are sitting in a tavern in Ekehold, the capital of the barony of Ingmalt when they are approached by a young man in Baron Oedil's service.

They speak with Jadale, the newly-appointed head of the Oedil house guard, who offers them a job to scout out Fort Agelor and, if needed, clear it out.

Encounter 1 [The Offer]: After the party has left Jadale's office, Corferac, a representative of the Idee Volunteers, walks up to them with an offer to pay them a small sum of money for any records of the Keep's siege.

Encounter 2 [Research]: The party has the option to research Fort Agelor before setting out, and may glean much information by talking to veterans and sages.

Encounter 3 [Entering the Keep]: Even eleven years after the war, the keep is still locked up tight, though slowly falling into disrepair and ruin. There are various ways to gain entrance to the keep proper, by skill, brain, or brawn.

Encounter 4 [The Chapel]: Not all of the keep's defenders are malevolent undead, as the party finds out if they venture into the chapel of Heironeous, where the old chaplain still presides in a deathless state. He can be a formidable enemy or a great source of information, depending on how the party handles the situation.

Encounter 5 [Fort Agelor's Defenses]: Eventually, the characters run into a number of the undead soldiers that still garrison the fortress and they most likely have to fight.

Encounter 6 [Captain Wosel]: Finally, the party enters the office of the erstwhile Captain Wosel, now a swordwraith, and does battle with him and his undead cohorts. In the office, they can also find records of the siege and an old Ideean war banner.

Conclusion: The party returns to Ekehold and meets with Captain Jadale to report and be rewarded. Afterwards, Corferac seeks them out to buy the record books from them.

INTRODUCTION

The adventure begins in Ekehold, in a tavern called The Black Bird. The PCs are assumed to know each other, and to be occupying the same table. Now is a good time to have the players introduce their characters. When they are ready, read or paraphrase the following:

It is a quiet, sunny day in the city of Ekehold, and you are sitting in the tavern called The Black Bird, enjoying the shade and some refreshments. The tavern has few other customers this early in the day. The only people besides you are a couple of farmers and Kedie, the buxom barmaid, who seems to be perpetually cleaning out a pewter tankard.

As you are sipping your cool drinks, a young Oeridian man enters. He is dressed in livery of red, green and gold, with a wolf's head over the heart. The brown-haired man sizes you up for a moment, and then approaches.

"Greetings, good fellows. Am I correct in assuming you are of the adventuring profession?"

The man is Daroc, a messenger in the service of House Oedil and presently stationed under the command of Captain Jadale.

☛ **Daroc:** Male Oeridian human expert 1 (AL LN).
Personality: Unsure, quiet, young.

A DC 10 Knowledge (local: the Splintered Suns) check is enough to tell that the youngster's livery marks him as a servant of House Oedil, the rulers of Ekehold and the Barony of Ingmalt.

If given an affirmative answer, he continues:

"Splendid," he answers, smiling broadly. "I was sent to find some capable people such as yourselves. My Captain has a proposal she wishes to present to you."

Daroc is just a servant, and does not know much. Here are some basic answers.

Q: Who are you?

A: Oh, where are my manners, I forgot to introduce myself! I am Daroc Kor, a messenger in the service of House Oedil.

Q: What is the proposal about?

A: I am not privy to the details of what you are called upon to do, but it is probably standard fare in your line of work.

Q: Who is your commander?

A: Captain Jadale of the Guard.

Q: How much is the pay?

A: I do not know, but the House of Oedil is not known for being tight-fisted.

At this point, the PCs can either follow Daroc to the headquarters of the Redswords, or refuse. If the latter occurs, the adventure is not over yet: see Development. In the former case, continue with the Introduction, and read aloud or paraphrase the following:

You are led to the headquarters of the Redswords, an imposing, powerful building of gray stone. Guards in red cloaks stand at their posts, alert and confident in their manner.

Daroc takes you through the main doors and after a few turning corridors, to the office of Captain Jadale.

She is a brown-haired woman of mostly Oerid extraction, with a piercing blue stare that she fixes you with.

“Good day, gentlemen [and women]. I am Captain Jadale.” With a wave of her hand she both gestures for you to sit and dismisses Daroc. “Drinks, anyone?” she continues, standing up and then serving any beverages herself. She also pours a glass for herself, and takes her seat, a high-backed wooden chair.

“Now that we’re comfortable, on to the business at hand. Do any of you know anything about the Eddri Line?”

This woman is Jadale, the captain of Berik Oedil’s house guard. Characters who experienced the events of NAE5-01 *When Nightingales Sing* remember that this post was, until the day of Lord Oedil’s wedding, held by Captain Brymar, who is now declared a traitor to the crown and is a wanted fugitive. Characters may also have encountered Jadale during NAE7-01 *Demonic Wishes*. A DC 25 Knowledge (local: Splintered Suns) or Knowledge (nobility and royalty) check can also yield her identity.

❖ **Jadale:** Female human (Oeridian) fighter 5 (AL LN).

Appearance: An Oeridian woman with brown hair, and blue eyes. Dressed in chainmail showing the coat of arms of House Oedil (Ahlissan coat of arm where the nightingales have been replaced by a black wolf).

Personality: Dedicated, though uncertain in her new post after being promoted when the previous guard captain Brymar turned traitor and escaped into the Iron Hills (his whereabouts are still unknown).

Bardic Knowledge, Knowledge (history), Knowledge (local: Splintered Suns) or bardic knowledge results on the Eddri Line. PCs whose home region is Naerie gain +2 circumstance bonus to this check and may score over 10 in Knowledge check, even if they don’t have any ranks:

- DC 10: The Eddri Line is a line of defensive forts in northern Naerie, in the Iron Gap.
- DC 15: The Line was built by the Eddri rulers as defense against the threat of the Great Kingdom. They all fell to the Scarlet Brotherhood during the Greyhawk Wars. Fort Sarkon is the only one currently operational.
- DC 20: Baron Berik Oedil has recently begun work on several of the old border forts. Some are being rebuilt and renovated to protect the trade routes, others being torn down for building materials and to deny bandits safe haven. The work is slow because some forts are reputed to be haunted.
- DC 25: Fort Iljaren is being rebuilt for the purpose of guarding the trade route to the Ahlissan heartlands. There is also talk of making it a base of operations for various work teams looking to exploit the Hollow Highlands. There are three other forts that are being torn down and one, Fort Agelor, that is abandoned and mostly ignored.

“The old fortifications of the Eddri Line still stand, and it is the easternmost of these, Fort Agelor, that we are interested in. It is reputed to be haunted, but its walls were never breached and it still serves its purpose for whoever can claim and defend it. Seeing as we’re the law here, it’d be inconvenient if it was taken by someone else, such as bandits.”

Jadale continues. “I represent Baron Oedil in this matter. I wish to hire you to go to Fort Agelor, inspect it and clear it of any squatters, and deliver us a full report on your findings.”

Jadale is prepared to answer a number of questions about the keep and the mission:

Q: How much is the pay?

A: House Oedil is prepared to pay [50 gp x APL] to each of the explorers.

Q: Are there any specific threats we should expect? Do you know what’s in the Fort?

A: The usual things living in the hills – harpies and such. There is some occasional bandit activity, but the Redswords are usually very good about keeping it down and the keep isn’t near any of the trade routes. There may still be escapees from the Calling Mines out there, though. In the keep itself... your guess is as good as mine. Undead wouldn’t be too unexpected.

Q: Is there a time limit to this?

A: Not as such, as long as it’s done in the next few months. Of course, we’d prefer if you got on it right away.

There's no strict deadline, though – take your time researching and getting ready.

Q: Is there anything specific you would suggest we research?


A: I'm not sure how much documentation we still have on the Keep. I can get you access to the archives, but there may not be too much there. Baron Oedil himself would know something about the place and I think he knew the commanding officer. I can try and arrange a short audience if you wish. Finally, you can try asking around in the Barracks for veterans who were around back then.

If PCs wish to see Berik Oedil, they must expend a favor with House Oedil or have Celestial Scion feat for the audience to be arranged. A successful DC 40 Diplomacy check or a Bluff check opposed by Jadale's Sense Motive roll at +16 may also gain them audience. This option also requires that they wear full courtier's outfits, complete with jewellery. See Encounter 2 for more information.

Development: Whether or not the PCs accepted the job, move to encounter one. In addition, they may talk to Redsword veteran in Encounter 2. If they wish to head to keep straight away with magical means, such as *teleport*, move to Encounter 3.

1: THE OFFER

When the party leaves Jadale's office, they are spotted and followed by an unassuming, nondescript man named Corferac. He wears the robes of a scribe, but lacks the ink-stained fingers that come with that trade, and has a +7 Hide bonus against attempts for PCs to Spot him. He blends into the crowd while he follows the party. He had dropped a few coins to Daroc for keeping him informed about adventurers being hired to explore Fort Agelor and thus knew to expect them. If PCs refused to be hired by Jadala in Introduction, then he is keeping an eye on them anyway.

 **Corferac:** Male Oeridian human rogue 2 (AL N).
Personality: Polite to a fault, but still lively and witty.

Once out of sight range of the Redswords headquarters, Corferac approaches the PCs. Read aloud or paraphrase the following.

A man emerges from the crowd, clad in the plain robes of a scribe. He looks at you, and speaks: "Good sirs, if I might have a moment of your time? I would present to you an offer of employment."

He waits for the party's reaction, and unless brushed off, continues:

"My name is Corferac. I come from Minetha and represent the church of Lydia in this. It is my

understanding that you are to head to Fort Agelor in the north of the Barony." Corferac pauses for a moment in consideration.

"There is a great deal that is not known about the Fort, and the records there would be of great help to our church's endeavor to document and clarify the tumultuous events surrounding Idee's conquest. So, interested?"

Canny characters can deduce by Corferac's choice of words and allegiance that he is probably an Idee sympathizer. They would be correct, but if he is hauled to the authorities, nothing can be proved and Chaneé and Kerish the Bard arrange for his liberation by legal means. This course of action also earns the PCs the **Disfavor of the Church of Lydia**.

If the characters listen to Corferac's offer, he asks them to bring him any records, or copies of such, such as the commanding officer's journals or logbooks, as well as any other interesting historical artifacts they deem interesting. He does not bring up the subject of money, but pays the party [10 gp x APL] upon return of any items of interest. He apologizes for the measly payment, but explains that the church of Lydia suffers from a chronic shortage of funds due to their widespread charity work and other beneficial community projects in Naerie.

Corferac tells them to find him at the Hunting Drake Inn when they are done with any other things they are doing in Ekehold. When he gives them directions, PCs who played NAE5-01 *When Nightingales Sing* or succeed at a DC 20 Knowledge (local: the Splintered Suns) check recognize it as the former Lord's Delight inn.

In the year 595, it was the site of a battle between a cell of Scarlet Brotherhood infiltrators and a party of adventurers, on the very eve of Baron Berik Oedil's wedding. The wedding was surrounded by great drama, and Captain Jadale's predecessor, Captain Brymar, was outed as a traitor, possibly an ally of the Brotherhood agents.

After the Scarlet Brotherhood agents were slain, the inn was confiscated by the barony, sold to an entrepreneurial Flan man named Komar and renovated. It is again open for business.

Questioning Corferac: Corferac will willingly give his knowledge on the keep and its defenders, if asked.

Corferac knows of Kalched Wosel and his reputation as a stern man, utterly devoted to his duty and to the County of Idee. He speaks of the Commander in reverent tones and considers him a hero and a patriot of Idee. He can also tell Wosel was a devout follower of Heironeous.

Corferac, unlike Baron Oedil and Captain Jadale, assumes that all the defenders have died and stayed that way. He is intelligent, but lacks experience in the ways of the world.

Corferac has had access to the records kept at the church of Lydia in Minetha, and has studied them extensively. He can supply a great deal of nonessential

data – the date the keep was built, original manpower (50 men), and so forth – but little in the way of hard facts or useful clues apart from his character study of Commander Kalched Wosel.

If requested, Corferac can also produce some Ideean uniforms as disguises in two days' time.

Development: PCs may do further investigation in Ekehold and go to Encounter 2. If they wish to head to Fort Agelor, move to encounter 3.

2: THE RESEARCH

Before the PCs sets out for Fort Agelor, they have the opportunity to ask various people about the keep, the forces stationed there, and its last days.

Berdan, Redsword Sergeant

If the party asks around the barracks for a veteran who would know about Fort Agelor, they are referred to Berdan. Berdan is a dwarf sergeant who fought under Berik Oedil's command when Ingmalt was reconquered. He can be found in his own small and spartan quarters, writing a report on an incident in the marketplace that he refuses to comment upon.

☛ **Berdan:** Male dwarf warrior 4 (AL LN).

Appearance: Grizzled veteran who walks with a strange gait, favouring his left leg though he stands straight on both.

Personality: Straightforward and blunt, but honorable.

Some party members may have encountered Berdan in NAE16-01 *Temple Below*. He was in Eragern waiting for his companions to take him to Naerie City for the Zilchans to regenerate his leg. Since then, he has made that journey, returned to Ekehold and been reinstated as a sergeant of the Redswords.

Berdan is gruff and has a strong dislike of people he perceives as wasting his time. He is, however, an honorable man and respects those willing to dig up and make things right of the Principality's sordid past.

Berdan starts off as Indifferent and needs to be brought to Friendly before he talks. If a character in the party has the "Good Standing with Berdan" AR entry from NAE16-01 *Temple Below*, no roll is necessary.

Sergeant Berdan can tell the party he was part of a small contingent of the main army that broke the siege at Fort Agelor. The fight was rather straightforward. They fought the Brotherhood and their slave warriors during heavy rain, with surprise on their side. The Brotherhood's morale and supplies were low and they broke easily. The cavalry pursued, and the infantry tried to make contact with the people inside the Fort. While Berdan fancied he saw movement through the portcullis, there was no reply. Pressed for time, they soon had to leave to join the main army and did not attempt entry by force. He also tells that the Brotherhood sappers were working on

tunneling under the walls at the time. He saw the tunnel mouth, but couldn't tell how far the work had progressed or if it hasn't collapsed in the intervening years.

The Archives

The party can head to the archives, as suggested by Jadale. She has sent word for them to be let in and assisted in researching Fort Agelor. Research at the library takes the rest of the day and yields basic facts on the Fort, most of which they'll have learned already from Captain Jadale. The records also yield the name of Commander Wosel, instated shortly before the war, but nothing after that. Much of the documentation was lost during the occupation.

Lydians managed to save a great deal of material during the war, which is stored in Minetha. The archivists do not know what the Lydians have – all records deemed critical have been relocated from Minetha to Ekehold, but nobody knows how many moldering tomes of old accounts and obsolete military records there exist in the cellars of the Lydians. The slowness of cross-barony bureaucracy and the frequent emergence of more important things to do have postponed the exact cataloguing and transportation of the nonessential Ekehold records indefinitely.

Baron Berik Oedil of Ingmalt

The party may expend a favor of House Oedil or a comparable AR entry (such as "Influence with the House of Oedil" from SNDM3-02 *Harsh Words*) to gain audience with Baron Berik Oedil. Characters with "Favored by Berik Oedil" from NAE5-01 *When Nightingales Sing* do not need to expend a favor.

A successful DC 40 Diplomacy check or a Bluff check opposed by Captain Jadale's (or whoever else they try to gain access through) Sense Motive roll at +16 may also gain them audience. This option also requires that they wear full courtier's outfits, complete with jewellery.

☛ **Berik Oedil:** Male human (Oeridian) fighter 8/cavalier 2 (AL LN).

Appearance: A graying old warrior, well dressed and armed.

Personality: Serious, honorable, loyal to Ahlissa and Prince Barzhaan. Hates the Idee volunteers.

When asked about Fort Agelor, Berik tells the characters about Commander Kalched Wosel. He knew Wosel well, and remembers the man as a stern officer, a firm believer in discipline and completely incapable of admitting defeat, to the point that giving him a battlefield commission was deemed too risky. However, he was an inspiring leader and a skilled tactician, and Baron Oedil gave him command of Fort Agelor some years before the Wars began, considering his unyielding character a good fit with the defensive role.

If the characters are farsighted or creative enough at this point to request Berik for signed orders to Captain Wosel to step down from his post, he nods and have

them written up. If the characters come in later to ask for them, they do not need to expend another favor to gain the orders. At no point, however, will the Baron himself suggest this – gaining the orders makes the adventure significantly easier and it would not be right for them to be handed over by an NPC on their own accord. It is something the PCs have to figure out for themselves.

Development: PCs can now head out to Fort Agelor in Encounter 3.

3: ENTERING THE KEEP

The Keep can be reached in about two days, traveling from Ekehold by foot. Taking mounts does not cut the travel time significantly, as those traveling on foot may cut through terrain impassable to horses.

Ultimately, the travel time is irrelevant, as the party's mission is not time sensitive.

When the party arrives at the keep, read or paraphrase the following:

The walls of Fort Agelor stand tall on the hillock where they were raised. The gray, weatherbeaten stone matches that of the surrounding hills, but bears the marks of an extended siege. It is pocked by impact marks and in places has melted and run like water. The walls still stand, however. Two towers stand on either side of the gatehouse. The tower on the right seems to have suffered greatly and has partially collapsed.

The gates themselves are broken and shattered, but a rust-red portcullis still blocks the way to the courtyard.

Gaining entry to the locked fort is not a simple affair – after all, the Scarlet Brotherhood besieged it for a year without success. However, the defenders are now much fewer in number and after a decade of neglect and the presence of negative energies within its once impenetrable walls, the fortifications have fallen into disrepair. As it stands, a small and determined group of capable individuals can breach their way through to the courtyard if they put their mind to it.

There are three primary entryways to the keep, and essentially nothing preventing the party from using spells such as *fly*, *dimension door* or *teleport* to get them to the courtyard. If they use magic to enter the keep, note the place where they land inside the courtyard. If it is clearly visible from the gatehouse, they are soon engaged by the swordwraiths within. If not, the swordwraiths do not bother them until the PCs reveal themselves. The undead warriors are eternally vigilant, however.

The three main entries are the gate, the collapsed turret and the Brotherhood tunneling project. Each has its own advantages and disadvantages, which are detailed in their respective entries.

Characters can also simply climb over the wall. The undead Ideans in the gatehouse command a fairly good

view of the walls, and notice this. The Climb check DC is 20, and the walls are twelve feet tall.

Refer to Map 1 for the map of Fort Agelor. The number key corresponds to the three places to enter the keep and the three subsequent encounters within.

1. THE GATE

The gate, while the most logical way to enter the keep, is also the most difficult. While the wooden gates were destroyed by fire and battering rams during the siege, the iron portcullis still stands strong, rusted in place. In addition, it is guarded.

Terrain: The approach up to the gate is unobstructed and offers no hiding place. Unless the party has magical invisibility or a creative way to stay unseen and unheard as they approach the gate, the undead Ideean soldiers spot them. The portcullis is rusted in place, separating the undead inside and the adventurers outside. It provides a +4 cover bonus to AC against both ranged and melee attacks from the opposite side. From APL 8 onwards, the undead have a functioning ballista (see *Dungeon Master's Guide* 100) in one of the towers.

☠ **Rusted Portcullis:** hp 60; hardness 10; lift DC 25, break DC 28.

Creatures: The enemies here are skeletons, bone creatures or swordwraiths, the undead remains of the Ideean defenders who fell here to the Scarlet Brotherhood. They attack mercilessly and fight to the death.

APL 2 (EL 4)

☠ **Human warrior skeletons (6):** hp 6 each; see *Monster Manual* 226.

APL 4 (EL 6)

☠ **Bone creature (3):** human bone creature warrior 2; hp 18 each; see Appendix 1.

APL 6 (EL 8)

☠ **Bone creature (6):** human bone creature warrior 2; hp 18 each; see Appendix 1.

APL 8 (EL 10)

☠ **Swordwraiths (4):** human swordwraith fighter 3; hp 28 each, see Appendix 1.

APL 10 (EL 12)

☠ **Swordwraiths (4):** human swordwraith fighter 5; hp 45 each, see Appendix 1.

APL 12 (EL 14)

☠ **Swordwraiths (5):** human swordwraith fighter 7; hp 62 each, see Appendix 1.

Tactics: Assuming the undead have detected the party, once the PCs are within 30 feet of the gate, they fire with their crossbows. At higher APLs, one fires the ballista on the first round (with -4 to attack for operating a Huge weapon) and then take up a crossbow. Two undead fire from behind the portcullis. If enemies approach within ten feet, they switch to striking them with longswords from behind the bars.

The undead fight to the death and cannot be negotiated with. Ideean disguises do not help here and even the intelligent undead merely assume them to be a Scarlet Brotherhood ploy.

Treasure: The defeated Ideeans can be looted. At higher APLs, the ballista can also be retrieved as loot, if the party can figure out a way to get it down from the tower intact.

APL 2: Loot 17 gp; Total 17 gp.

APL 4: Loot 27 gp; Total 27 gp.

APL 6: Loot 27 gp; Total 27 gp.

APL 8: Loot 77 gp; Total 77 gp.

APL 10: Loot 77 gp; Total 77 gp.

APL 12: Loot 86 gp; Total 86 gp.

2. THE COLLAPSED TURRET

Here, the damage inflicted by the Brotherhood's siegeworks and the harsh weather of the hills has accumulated enough to make one of the turrets along the keep's walls tumble down.

The ruin here is low and a logical point of ingress, but the stonework is unsteady and prone to collapse if weight is put on it.

All APLs (EL 2)

↗ **Collapsing Wall:** CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 2d6 damage; multiple targets (first target in each of two adjacent 5-foot squares); Search, Knowledge (architecture and engineering) or Craft (stonemason) DC 24; Disable Device or Craft (stonemason) DC 19.

Development: If the party cannot prevent the rocks from falling, the sound alerts the undead at the gate. See Encounter 4 for details, but note that they do not have a line of fire with the ballista at the PCs near the turret.

3. THE TUNNEL UNDER

The Brotherhood engineers were working on a tunnel beneath the walls of Fort Agelor when the Ahlissan troops attacked them. The few survivors of the massacre that ensued hid the tunnel mouth before making themselves scarce. It has since grown over and is invisible to the casual observer. Finding the tunnel mouth takes a DC 25 Search check, which is reduced to 15 if the party knows the tunnel is there. This information can be gained from Berden in Encounter 2.

The few bushes and stunted evergreens covering the entrance can be easily cleared away or just stepped through – they pose more of a visual cover than a

physical barrier. The tunnel mouth is at the side of a small rise in the earth and quite invisible from the direction of the Fort.

The tunnel itself is ten feet wide and held from collapsing by old but sturdy timbers every three feet. The earth here is dry and the timbers are in good condition. The danger of collapse, however, still exists. If a PC gets it in his head to knock down one of the supporting timbers, the ceiling immediately collapses on top of him and all the others in the vicinity. The bury zone of the cave-in is a ten-foot square, and the slide zone is five feet in both directions along the tunnel.

Characters in the bury zone take 8d6 points of damage, or half of that if they succeed in a DC 15 Reflex save, and they are buried. Characters in the slide zone take 3d6 points of damage, or none if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If he fails, he takes 1d6 points of lethal damage every minute thereafter until freed or dead.

Characters who are not buried can dig out their friends. In one minute, using only his hands, a character can clear rocks and debris equal to five times his heavy load limit. The amount of loose rock that fills a 5-foot-by-5-foot square weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, a crowbar, or a shovel, a digger can clear rubble twice as quickly as by hand. A buried character can free himself with a DC 25 Strength check.

Provided the party is intelligent enough not to deliberately cause a cave-in, they can, at the end of the tunnel, find some abandoned tools, rusty but still serviceable.

With a successful DC 18 Craft (stonemasonry) or Knowledge (architecture and engineering) check, a character may determine that the tunnel's end point is well within the walls of the keep and the tunnel may be completed with about half a day's manual labor, accomplished with a successful DC 12 Craft (stonemasonry) or Profession (miner) check. Dwarves gain +2 circumstance bonus to this check. 5 or more ranks in Knowledge (architecture and engineering) grants a +2 bonus to this check due to skill synergy.

The exit point of the finished tunnel is marked on the map. It is not immediately visible to the undead Ideeans occupying the gatehouse. Unless the characters magically silence the spot where they are digging when they break from the tunnel into open air, however, it may be audible. The Ideeans in the gatehouse must make DC 17 Listen checks. If any of them hear the commotion, they investigate, leading to a fight. Note that the ballista cannot be aimed at this part of the courtyard.

If they have avoided detection, however, intelligent and stealthy characters can, by keeping to the wall, try to sneak past and into the main keep through a hole in the wall of the kitchen.

4: COURTYARD

When the party arrives to the courtyard, regardless of their direction, read or paraphrase the following:

Fort Agelor's courtyard is still and quiet, a broad expanse of brown earth hemmed in by gray, weatherbeaten stone walls and dominated by the huge bulk of the main keep itself.

If the party entered via the gates, they have already met the keep's defenders. Otherwise, unless they take steps to conceal their presence, they are spotted by the guards in the gatehouse, who come out and attack.

Terrain: The ground is flat and unobstructed – refer to the map.

Creatures: The undead Ideeans march out of the gatehouse and attack. They fight without mercy and to the death. See Encounter 3 – the Gate for more details.

APL 2 (EL 4)

☛ **Human warrior skeletons (6):** hp 6 each; see *Monster Manual* 226.

APL 4 (EL 6)

☛ **Bone creature (3):** human bone creature warrior 2; hp 18 each; see Appendix 1.

APL 6 (EL 8)

☛ **Bone creature (6):** human bone creature warrior 2; hp 18 each; see Appendix 1.

APL 8 (EL 10)

☛ **Swordwraiths (4):** human swordwraith fighter 3; hp 28 each, see Appendix 1.

APL 10 (EL 12)

☛ **Swordwraiths (4):** human swordwraith fighter 5; hp 45 each, see Appendix 1.

APL 12 (EL 14)

☛ **Swordwraiths (5):** human swordwraith fighter 7; hp 62 each, see Appendix 1.

Tactics: At lower APLs, the undead Ideeans simply file out of the gatehouse and attack the nearest PCs in melee, fighting to the death. At APL 8 and higher, one of them takes a shot at the PCs with a ballista (see *Dungeon Master's Guide* 100) from atop one of the towers on the first round and then join his fellows in melee on the second round.

Treasure: See Encounter 3.

The Mausoleum: At the eastern edge of the fort, where it is shielded by the hillside instead of a wall, there is a set of heavy oaken double doors, blocking passage into to the hewn rock of the hill. The door is decorated with the

holy symbol of Heironeous. It is rusted and swollen shut, but not locked, and can be pulled open with a successful DC 23 Strength check.

The room beyond cannot be entered, for it is filled with coffins, which in turn are filled with dead men. This is where the last defenders of Fort Agelor stored their fallen. The mausoleum is holy ground, which is why the men here have not risen as undead.

There is nothing here to loot and after well over a decade of lying in their pine boxes, the dead are no longer in any condition to answer questions posed by *speak with dead*.

The Keep: The main keep can be entered either through a hole in the wall on the west side, near the other end of the unfinished Brotherhood tunnel work, or through the main double doors. Most of the keep itself is ruined and abandoned. None of the rooms in the bottom floor are occupied, and all that can be found in them is dust and broken furniture. The second floor is accessible by a staircase in the main hall, and is nearly completely ruined. It is not about to collapse, but the only thing of interest in there is the office of Commander Wosel (see Encounter 6). The keep also has a small chapel of Heironeous, accessible only through its own doorway, east of the keep's main door.

5: THE CHAPEL

The chapel once was and still is consecrated to Heironeous. It is, watched over by Chaplain Solkanis, who was a loyal Ideean and a friend of Kalched Wosel in life. In death, he is still Ideean and unlike the other undead in Fort Agelor, comprehends his condition.

Terrain: Refer to the map. The chapel is in the shape of an elongated oblong, 35 feet long and 20 feet wide. There is an altar consecrated to Heironeous (DC 10 Knowledge [religion] check to identify; followers of Heironeous automatically recognize it), opposite the doorway. Four ten-foot-long wooden pews stand in the middle of the room, facing the altar. The pews count as difficult terrain. The Jump check DC to clear one is 10.

Creatures: Solkanis looks like a middle-aged man wearing a dented breastplate, in the vestments of a battle priest. There is a gaping, bloody wound in his side – his cause of death. The holy symbol of Heironeous hangs from his neck (DC 10 Knowledge [religion] check to identify; followers of Heironeous automatically recognize it), and a battleaxe hangs from his belt.

He retains his original alignment and considers his ghostly state to have a good reason behind it. The lonely decade has, however, worn away at his mind and he is no longer entirely sane.

APL 2 (EL 2)

☛ **Solkanis:** human ghost adept 1; hp 7, see Appendix 1.

APL 4 (EL 4)

☛ **Solkanis:** human ghost cleric 2; hp 15, see Appendix I.

APL 6 (EL 6)

☛ **Solkanis:** human ghost cleric 4; hp 30, see Appendix I.

APL 8 (EL 8)

☛ **Solkanis:** human ghost cleric 6; hp 45, see Appendix I.

APL 10 (EL 10)

☛ **Solkanis:** human ghost cleric 8; hp 60, see Appendix I.

APL 12 (EL 12)

☛ **Solkanis:** human ghost cleric 10; hp 75, see Appendix I.

Tactics: Solkanis does not initially attack the characters, but fights back and pull no punches if he is himself attacked, first using his frightful moan ability and then withdrawing into the floor to cast his combat buffs. Then he comes out and fight in melee, first targeting spellcasters and then attacking warrior types.

Treasure: If Solkanis is defeated or laid to rest, his effects can be looted.

APL 2: Loot 2 gp; Coin 1 gp; Total 3 gp.

APL 4: Loot 44 gp; Coin 81 gp; Total 125 gp.

APL 6: Loot 2 gp; Coin 59 gp; Magic 304 gp; *battleaxe* +1 (192 gp), *breastplate* +1 (112 gp); Total 365 gp.

APL 8: Loot 2 gp; Coin 394 gp; Magic 304 gp; *battleaxe* +1 (192 gp), +1 *breastplate* (112 gp); Total 700 gp.

APL 10: Loot 2 gp; Coin 27 gp; Magic 804 gp; +1 *ghost touch battleaxe* (692 gp), +1 *breastplate* (112 gp); Total 833 gp.

APL 12: Loot 2 gp; Coin 294 gp; Magic 1220 gp; +1 *ghost touch battleaxe* (692 gp), +2 *breastplate* (362 gp), *ring of protection* +1 (166 gp); Total 1,516 gp.

Detect magic results: +1 *battleaxe* (faint evocation), +1 *breastplate* (faint abjuration), +2 *breastplate* (moderate abjuration), +1 *ghost touch battleaxe* (moderate conjuration), *ring of protection* +1 (faint abjuration).

Development: If engaged in conversation instead of combat, Solkanis can give the party much insight into the history of Fort Agelor assuming they ask the correct questions. The long years have eroded Solkanis' sanity and his mind no longer being quite together, he must be nudged to give even critical data.

In addition to the example questions below, Solkanis knows and, if asked, tells about the history of Kalched Wosel and Fort Agelor, as outlined in the Background section of the adventure.

Q: Who are you?

A: I am Solkanis of Eragern, the caretaker of this chapel and the souls of the garrison.

Q: Why is everyone undead?

A: The Scarlet Brotherhood besieged us for long months, and we ran low on supplies, but Commander Wosel refused to give up. He was an inspiring leader, and he keeps us ever vigilant even now, after our mortal bodies have failed.

Q: Where is Commander Wosel?

A: He is in his office in, in the keep.

Q: How did Commander Wosel turn the garrison undead?

A: He was an extraordinary leader in extraordinary circumstances. We were not awoken by evil spells but by unswerving duty and loyalty to the County of Idee. We are still loyal to Count Eddri and Baron Oedil, and we have not failed in our duty.

Q: How can the curse be ended?

A: That is not something I can answer. I can but guide you to the right direction, not supply with ready solutions. That is for you, the living, to do.

Q: Do you have a body?

A: Not for a long time now. My remains are in the crypt, somewhere, but I feel more at home in the house of the Archpaladin than in a tomb.

Q: Do you want to be raised?

A: No. I have a duty to perform in this place. Once the duty is done, I will rest.

6: COMMANDER WOSEL

Commander Wosel's office is in the northeastern corner of the main keep, in the part against the hillside. It is the only part of the main keep where the second floor is still intact. Sturdy stone stairs from the main hall lead to a hallway outside his office, marked 6. on the map. The office is fifteen feet long and fifteen feet wide. When the party opens the door, read or paraphrase the following. If the party knocks, they automatically begin parley, as outlined below.

The large office is covered in gray dust, from the worn carpet to the great desk of the commanding officer. A surprisingly intact banner depicting three ships on a tripartite field of gold, silver and green hangs from the wall. A skeleton of a human is sitting behind the desk, completely still.

It wears armor and the tatters of a uniform in white and green. Behind it stand a number of equally still skeletal soldiers, armed and armored. The room is windowless, and has no decorations

apart from the banner. A torch on one wall lights the room.

The man sitting behind the desk is Commander Kalched Wosel. If the party's entry is detectable to him, he rises up and demands to know who they are.

The banner behind his desk is the war banner of the County of Idee, recognizable automatically by the Idee sympathizers in the party or by a successful DC 15 Knowledge (history) or Knowledge (local: the Splintered Suns) check. It is also magical, a *banner of good*. It needs to be actively borne by someone for it to be effective, and the Ideeans cannot gain benefit from it, so they let it hang on the wall.

Creatures: The creatures here are the skeletal Commander Kalched Wosel and his personal guards. Wosel was a warlike, stern and disciplined man in life and is even moreso in death. If the PCs are immediately identifiable as Ahlissans (say, by displaying an Ahlissan coat of arms) or Brotherhood soldiers, Wosel attacks immediately, and fights to the death. When slain, he curses the party and they gain **The Dying Curse** AR entry.

He can, however, be parleyed with. See Development, below.

APL 2 (EL 4)

☛ **Kalched Wosel:** human bone creature fighter 2; hp 15; see Appendix 1

☛ **Human warrior skeleton (3):** hp 6 each; see *Monster Manual* 226.

APL 4 (EL 6)

☛ **Kalched Wosel:** human swordwraith fighter 3, hp 22; see Appendix 1.

☛ **Bone creature (3):** human bone creature warrior 1; hp 10 each; see Appendix 1.

APL 6 (EL 8)

☛ **Kalched Wosel:** human swordwraith fighter 5; hp 37; see Appendix 1.

☛ **Bone creature (3):** human bone creature warrior 2; hp 18 each; see Appendix 1.

APL 8 (EL 10)

☛ **Kalched Wosel:** human swordwraith fighter 7; hp 52; see Appendix 1.

☛ **Swordwraith (3):** human swordwraith fighter 3; hp 28 each; see Appendix 1.

APL 10 (EL 12)

☛ **Kalched Wosel:** human swordwraith fighter 9; hp 67; see Appendix 1.

☛ **Swordwraith (3):** human swordwraith fighter 5; hp 45 each; see Appendix 1.

APL 12 (EL 14)

☛ **Kalched Wosel:** human swordwraith fighter 11; hp 82; see Appendix 1.

☛ **Swordwraith (3):** human swordwraith fighter 7; hp 62 each; see Appendix 1.

Tactics: Straightforward. If a fight breaks out, the undead Ideeans engage the party in melee combat and fight to the death. They use their abilities to their advantage and attack the closest enemy.

Treasure: After defeating or laying to rest Commander Wosel and his bodyguards, they can be looted. The coins are all in a strongbox under the desk. The banner is on the wall.

APL 2: Loot 82 gp; Coin 54 gp; Magic 749 gp; *banner of good* (666 gp), *cloak of resistance +1* (83 gp); Total 885 gp.

APL 4: Loot 130 gp; Coin 60 gp; Magic 749 gp; *banner of good* (666 gp), *cloak of resistance +1* (83 gp); Total 933 gp.

APL 6: Loot 70 gp; Coin 13 gp; Magic 958 gp; *banner of good* (666 gp), *+1 breastplate* (112 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp); Total 1,041 gp.

APL 8: Loot 61 gp; Coin 177 gp; Magic 1,150 gp; *banner of good* (666 gp), *+1 breastplate* (112 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp), *+1 longsword* (192 gp); Total 1,388 gp.

APL 10: Loot 61 gp; Coin 477 gp; Magic 1,400 gp; *banner of good* (666 gp), *+2 breastplate* (362 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp), *+1 longsword* (192 gp); Total 1,938 gp.

APL 12: Loot 81 gp; Coin 477 gp; Magic 2,150 gp; *banner of good* (666 gp), *+2 breastplate* (362 gp), *cloak of resistance +1* (83 gp), *+2 heavy steel shield* (347 gp), *+1 defending longsword* (692 gp); Total 2,688 gp.

Detect magic results: *Banner of good* (moderate abjuration), *cloak of resistance +1* (faint abjuration), *+1 breastplate* (faint abjuration), *+1 heavy steel shield* (faint abjuration), *+1 longsword* (faint evocation), *+2 breastplate* (moderate abjuration), *+2 heavy steel shield* (moderate abjuration), *+1 defending longsword* (moderate abjuration).

Development: If the party thinks to talk before attacking, they can strike up a negotiation with Commander Wosel.

Negotiating with Wosel brings up some new ways to resolve the situation, possibly even peacefully. Firstly, the party can request that Wosel step down from his position, which requires them to convince Wosel that the war is over and that Idee is still "free". This can be accomplished either by delivering orders signed by Berik Oedil, who was Wosel's commanding officer, or by a DC 25+APL/2 (Wosel is naturally suspicious of groups that appear strong) Diplomacy check. Commander Wosel does not bring up the subject of orders if the party fails the Diplomacy check, merely state that "they lack the authority to command him".

There are a number of circumstantial penalties and bonuses one can gain on the check, as follows:

- +1 for each nonhuman (except half-orc) character in the party. This includes asheratis and centaurs.
- +2 for each obvious follower of Heironeous or Trithereon in the party.
- +2 if a party member displays the Iron League bracelet from TSS4-02 *Blood Money* or Ideean Brooch from NAE6-03 *Legacy of the Serpent*.
- +1 for each party member wearing the uniform of the Redswords of Ingmalt or the old Idee armed forces.
- +1 if the party states Berik Oedil sent them.
- +1 for each party member with the home region of Onnwal or Sunndi.
- -2 for each obvious follower of Wee Jas or an Olman deity in the party.
- -1 if a party member has the Pureblood Suel feat.
- -2 for each Olman, Touv, or Hepmonaland Suel in the party.

If the party manages a successful DC 20 Diplomacy check but fails to convince Commander Wosel to step down, he still allows them to leave without a fight. This makes it possible for the party to return to Ekehold and get signed orders from Baron Berik Oedil.

If Wosel is successfully convinced, whether by Diplomacy or by Berik Oedil's signed orders, he and all the other undead in the keep immediately crumble to dust.

The orders must be signed by Baron Berik Oedil. Captain Jadale's seal and signature are insufficient. She does not have the authority to command Commander Wosel in the first place, and was but a lowly private in the South Province army when Wosel met his demise.

The orders may, of course, be forged with a successful Forgery check. Commander Wosel gains a +4 circumstance modifier to his opposed Forgery check, for being very familiar with the type of document and for knowing the handwriting of Baron Berik Oedil, his direct superior for many years.

Another possibility is that of a duel, suggested by Wosel if the Diplomacy check fails – the mightiest warrior in the party against Commander Wosel.

If the party refuses, he and his guards attack, and Wosel curses the party when he dies. They all gain **The Dying Curse** AR entry.

If the party accepts, he requests that they move down to the main hall of the keep, where there is more space. An area twenty feet by twenty feet is circled in the ground, and both combatants take their places in opposite corners. Initiative is rolled, and the two fight normally. The first combatant that reaches 0 hit points or less loses. Wosel allows the party members to take their fallen comrade from the ring and heal him. He takes new challenges, but requests a night's rest before each new bout, to regain his hit points. He will, however, not fight someone he has already defeated once.

If the player character wins, Wosel and all the other undead in the keep crumble to dust.

If the duel's rules are breached and the other party members attack him or his guards while a duel is in progress, he curses the party when he falls, and all party members receive **The Dying Curse** AR entry.

If the party loots Wosel's office, they find the logbooks of the siege in his desk drawer. They contain roughly the same information as the adventure background section – refer to it if a character reads the book. They may also wish to take the Ideean war banner.

CONCLUSION

The adventure concludes when the party returns to Ekehold after destroying Commander Kalched Wosel, one way or another.

For reporting to Captain Jadale, they gain their promised reward, as well as the **Favor of House Oedil** AR entry. Captain Jadale thanks them on behalf of House Oedil and pays them their wages.

For delivering the logbooks of the siege to Corferac, they gain the **Favor of the Church of Lydia**. If they also give him the *banner of good* from Wosel's office, they additionally gain the **Favor of Kerish the Bard**. Corferac also pays them the agreed sum of gold.

The End.

CAMPAIGN CONSEQUENCES

Module comments can be sent to jukka.sarkijarvi@gmail.com

EXPERIENCE POINT SUMMARY

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

3/4: Entering the Keep/The Courtyard

Defeat the undead Ideans

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	320 XP
APL10	380 XP
APL12	440 XP

Surviving the collapsing tower

APL2-12	60 XP
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5: The Chapel

Defeating Solkanis or learning about Wosel's weakness.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	320 XP
APL 12	380 XP

6: Captain Wosel

Laying Captain Wosel to rest

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	320 XP
APL10	380 XP
APL12	440 XP

Story Award:

Reporting to captain Jadale or returning logbooks to Corferac.

APL 2-12	30 XP
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Discretionary roleplaying award

APL 2	60 XP
APL 4	105 XP
APL 6	150 XP
APL 8	195 XP
APL 10	240 XP
APL 10	285 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

3/4: Entering the Keep/The Courtyard

APL 2: Loot 17 gp; Total 17 gp.

APL 4: Loot 27 gp; Total 27 gp.

APL 6: Loot 27 gp; Total 27 gp.

APL 8: Loot 77 gp; Total 77 gp.

APL 10: Loot 77 gp; Total 77 gp.

APL 12: Loot 86 gp; Total 86 gp.

5: The Chapel

APL 2: Loot 2 gp; Coin 1 gp; Total 3 gp.

APL 4: Loot 44 gp; Coin 81 gp; Total 125 gp.

APL 6: Loot 2 gp; Coin 59 gp; Magic 304 gp; *battleaxe* +1 (192 gp), *breastplate* +1 (112 gp); Total 365 gp.

APL 8: Loot 2 gp; Coin 394 gp; Magic 304 gp; *battleaxe +1* (192 gp), *+1 breastplate* (112 gp); Total 700 gp.

APL 10: Loot 2 gp; Coin 27 gp; Magic 804 gp; *+1 ghost touch battleaxe* (692 gp), *+1 breastplate* (112 gp); Total 833 gp.

APL 12: Loot 2 gp; Coin 294 gp; Magic 1,220 gp; *+1 ghost touch battleaxe* (692 gp), *+2 breastplate* (362 gp), *ring of protection +1* (166 gp); Total 1,516 gp.

6: Commander Wosel

APL 2: Loot 64 gp; Coin 54 gp; Magic 749 gp; *banner of good* (666 gp), *cloak of resistance +1* (83 gp); Total 867 gp.

APL 4: Loot 112 gp; Coin 60 gp; Magic 749 gp; *banner of good* (666 gp), *cloak of resistance +1* (83 gp); Total 915 gp.

APL 6: Loot 52 gp; Coin 13 gp; Magic 958 gp; *banner of good* (666 gp), *+1 breastplate* (112 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp); Total 1,023 gp.

APL 8: Loot 43 gp; Coin 177 gp; Magic 1,150 gp; *banner of good* (666 gp), *+1 breastplate* (112 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp), *+1 longsword* (192 gp); Total 1,370 gp.

APL 10: Loot 43 gp; Coin 477 gp; Magic 1,400 gp; *banner of good* (666 gp), *+2 breastplate* (362 gp), *cloak of resistance +1* (83 gp), *+1 heavy steel shield* (97 gp), *+1 longsword* (192 gp); Total 1,920 gp.

APL 12: Loot 43 gp; Coin 477 gp; Magic 2,150 gp; *banner of good* (666 gp), *+2 breastplate* (362 gp), *cloak of resistance +1* (83 gp), *+2 heavy steel shield* (347 gp), *+1 defending longsword* (692 gp); Total 2,670 gp.

Conclusion:

APL 2: Coin: 120 gp.

APL 4: Coin: 240 gp.

APL 6: Coin: 360 gp.

APL 8: Coin: 480 gp.

APL 10: Coin: 1,100 gp.

APL 12: Coin: 1,320 gp.

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

APL 10: 2,300 gp.

APL 12: 3,300 gp.

Total Possible Treasure

APL 2: 1,007 gp.

APL 4: 1,307 gp.

APL 6: 1,775 gp.

APL 8: 2,627 gp.

APL 10: 3,930 gp.

APL 12: 5,592 gp.

ADVENTURE RECORD ITEMS

The Dying Curse: Kalched Wosel was convinced that you are member of the Scarlet Brotherhood and has

cursed you in the name of Idee. Due to the curse, whenever you try to assist someone in a skill check or take the aid another action in combat, there is a 50% chance that your attempt fails. This curse can be removed by the casting of a *wish* or *miracle* spell, or meeting a condition to be resolved in the future.

Favor of House Oedil: This favor can be saved for the future or exchanged for a one-time access (Frequency: Any) to the *bane* (human) weapon enhancement.

Favor of the Church of Lydia: This favor counts as one influence point with the church of Lydia.

Favor of Kerith the Bard: You have found an ally in Kerith the Bard. This favor can be expended as an influence point with the Bardic School of Kerith, to gain a one-time access (Frequency: Any) to the *flaming* weapon enhancement, or to gain Regional access to the *Ideean War Banner*.

Ideean War Banner: A banner depicting the heraldry of the County of Idee. Functionally same as a *banner of good* (HB 133), and can be mounted on a spear, lance, or similar weapon.

ITEM ACCESS

APL 2

- *Ideean War Banner* (Adventure; 8,000 gp; see above)

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

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

APL 8 (all of APL 6 plus the following)

- *Ballista* (Adventure; 500 gp; DMG)

APL 10 (all of APL 8 plus the following):

APL 12 (all of APL 10 plus the following):

- *+1 defending longsword* (Adventure; 8,315 gp; DMG)

APPENDIX 1: APL 2

5: CHAPEL

SOLKANIS

CR 2

Ghost human male adept 1

LG Medium undead (augmented humanoid, incorporeal)

Init +0; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Common

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

Hp 7 (1 HD)

Immunities undead immunities

Resist turn resistance +4

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

Spd fly 30 ft. (perfect) (6 squares)

Melee battleaxe +1 (1d8+1/x3) vs. ethereal targets only

Base Atk +0; **Grp** —

Special attacks turn undead 4/day

Special Actions frightful moan (DC 11), manifestation, spontaneous cure

Adept Spells Prepared (CL 1st):

1st—*cause fear* (DC 12), *inflict light wounds* (DC 12)

0—*ghost sound* (DC 11), *guidance*, *touch of fatigue* (DC 11)

Abilities Str — (12), Dex 11, Con —, Int 8, Wis 13, Cha 13

Special Qualities rejuvenation

Feats Martial Weapon Proficiency (battleaxe), World Weary

Skills Heal +5, Hide +8, Knowledge (religion) +3, Listen +9, Search +7, Spot +9

Possessions battleaxe, wooden holy symbol of Heironeous, spell component pouch, robes, 9 gp

Frightful Moan (Su) Solkanis can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Solkanis' moan for 24 hours.

Manifestation (Su) Solkanis dwells on the Ethereal Plane and, as an ethereal creature, he cannot affect or be affected by anything in the material world. When he manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

When manifested, Solkanis can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a *ghost touch* weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes

on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. The only way to permanently put Solkanis to rest is to destroy Kalched Wosel.

6: COMMANDER WOSEL

KALCHED WOSEL

CR 3

Bone* human fighter 2

* *Book of Vile Darkness* 184

LN Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common

AC 20, touch 13, flat-footed 15 (+3 Dex, +2 natural, +4 armor, +1 shield)

Hp 15 (2HD); **DR** 5/bludgeoning

Immunities cold, undead immunities

Resist turn resistance +4

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

Spd 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee mwk longsword +6 (1d8+2/19-20) or claws +4/+4 (1d4+2)

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

Attack Options Power Attack

Abilities Str 15, Dex 17, Con —, Int 10, Wis 12, Cha 14

SQ undead traits

Feats Improved Turn Resistance, Power Attack, Weapon Finesse, Weapon Focus (longsword)

Skills Climb +4, Intimidate +7, Jump +4

Possessions masterwork longsword, dagger, masterwork scale mail, masterwork light steel shield, *cloak of resistance* +1, 326 gp (in strongbox)

3/4: ENTERING THE KEEP**BONE CREATURE****CR 3**

Bone* human warrior 2

* Book of Vile Darkness 184

LE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common**AC** 19, touch 13, flat-footed 16 (+3 Dex, +4 armor, +2 natural)**Hp** 18 (2 HD); **DR** 5/bludgeoning**Immunities** cold, undead immunities**Resist** turn resistance +4**Fort** +3; **Ref** +3, **Will** +0**Spd** 20 ft. in scale mail (4 squares), base speed 30 ft.**Melee** longspear +3 (1d8+1) or
short sword +3 (1d6+1/19-20) or
claws +3/+3 (1d4+1)**Ranged** light crossbow +5 (1d8/19-20)**Base Atk** +2; **Grp** +3**Abilities** Str 13, Dex 16, Con —, Int 9, Wis 10, Cha 8**Feats** Improved Turn Resistance, Toughness**Skills** Climb +2, Ride +8**Possessions** longspear, short sword, light crossbow,
20 bolts, scale mail, heavy wooden shield**Feats** Alertness, Martial Weapon Proficiency (battleaxe)^B, Weapon Focus (battleaxe)^B, World Weary**Skills** Heal +7, Hide +6, Knowledge (religion) +4, Listen +12, Search +7, Spot +12**Possessions** masterwork battleaxe, masterwork scale mail, silver holy symbol of Heironeous, spell component pouch, 490 gp**Frightful Moan (Su)** Solkanis can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Solkanis' moan for 24 hours.**Manifestation (Su)** Solkanis dwells on the Ethereal Plane and, as an ethereal creature, he cannot affect or be affected by anything in the material world. When he manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.When manifested, Solkanis can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a *ghost touch* weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. The only way to permanently put Solkanis to rest is to destroy Kalched Wosel.**5: THE CHAPEL****SOLKANIS****CR 4**

Ghost Oeridian human male cleric 2

LG Medium undead (augmented humanoid,
incorporeal)**Init** +1; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Common**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 Deflection)**Hp** 15 (2 HD)**Immunities** undead immunities**Resist** turn resistance +4**Fort** +3; **Ref** +1, **Will** +5**Spd** fly 30 ft. (perfect) (6 squares)**Melee** corrupting touch +2 (1d6) or +3 (1d6+2) or
mwk battleaxe +5 (1d8+3/x3) vs. ethereal
targets only**Base Atk** +1; **Grp** — (+3)**Special Actions** frightful moan (DC 13),
manifestation, turn undead 5/day**Cleric Spells Prepared** (CL 2nd):1st—*divine favor*, *doom* (DC 13), *magic weapon*^D,
protection from chaos (CL 2nd)0—*detect magic*, *guidance*, *resistance*, *virtue*D: Domain spell. Deity: Heironeous. Domains: Law,
War**Abilities** Str — (14), Dex 12, Con —, Int 8, Wis 15,
Cha 14**Special Qualities** rejuvenation

6: COMMANDER WOSEL

Kalched Wosel

CR 5

Swordwraith* human fighter 3

**Fiend Folio* 173

LN Medium undead (augmented humanoid)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 18, touch 11, flat-footed 17 (+1 Dex, +5 armor, +2 shield)

Hp 22 (3 HD); **DR** 10/magic and slashing

Immunities undead immunities

Resist turn resistance +6

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

Spd 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longsword +7 (1d8+2/19-20 plus 1 Str damage)

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

Attack Options Cleave, Power Attack, Strength damage

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

SQ undead traits

Feats Alertness^B, Cleave, Improved Turn Resistance, Iron Will^B, Power Attack, Weapon Focus (longsword)

Skills Climb +4, Hide +1, Intimidate +8, Jump +4, Move Silently +1

Possessions masterwork longsword, masterwork dagger, masterwork breastplate, masterwork heavy steel shield, *cloak of resistance* +1, 365 gp (in strongbox)

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

BONE* CREATURE

CR 1

**Book of Vile Darkness* 184

Bone human warrior 1

LE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common

AC 19, touch 13, flat-footed 16 (+3 Dex, +4 armor, +2 natural)

hp 10 (1 HD); **DR** 5/bludgeoning

Immunities cold, undead immunities

Resist turn resistance +4

Fort +2; **Ref** +3, **Will** +0

Spd 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee longspear +3 (1d8+1) or
short sword +3 (1d6+1/19-20) or
claws +3/+3 (1d4+1)

Ranged light crossbow +5 (1d8/19-20)

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

Abilities Str 13, Dex 16 , Con – , Int 9, Wis 10, Cha 8

Feats Improved Turn Resistance, Toughness

Skills Climb +1, Ride +7

Possessions longspear, short sword, light crossbow, 20 bolts, scale mail, heavy wooden shield

3/4: ENTERING THE KEEP**BONE CREATURE CR 3**

Bone* human warrior 2

* See *Book of Vile Darkness* 184

LE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common**AC** 19, touch 13, flat-footed 16 (+3 Dex, +4 armor, +2 natural)**Hp** 18 (2 HD); **DR** 5/bludgeoning**Immunities** cold, undead immunities**Resist** turn resistance +4**Fort** +3; **Ref** +3, **Will** +0**Spd** 20 ft. in scale mail (4 squares), base speed 30 ft.**Melee** longspear +3 (1d8+1) or
short sword +3 (1d6+1/19-20) or
claws +3/+3 (1d4+1)**Ranged** light crossbow +5 (1d8/19-20)**Base Atk** +2; **Grp** +3**Abilities** Str 13, Dex 16, Con —, Int 9, Wis 10, Cha 8**Feats** Improved Turn Resistance, Toughness**Skills** Climb +2, Ride +8**Possessions** longspear, short sword, light crossbow,
20 bolts, scale mail, heavy wooden shield**Feats** Ability Focus (frightful moan), Alertness, Martial
Weapon Proficiency (battleaxe)^B, Weapon Focus
(battleaxe)^B, World Weary**Skills** Heal +9, Hide +6, Knowledge (religion) +6,
Listen +12, Search +7, Spot +12**Possessions** +1 *battleaxe*, +1 *breastplate*, silver holy
symbol of Heironeous, spell component pouch, 355
gp**Frightful Moan (Su)** Solkanis can emit a frightful
moan as a standard action. All living creatures
within a 30-foot spread must succeed on a DC 16
Will save or become panicked for 2d4 rounds. This
is a sonic necromantic mind-affecting fear effect. A
creature that successfully saves against the moan
cannot be affected by Solkanis' moan for 24 hours.**Manifestation (Su)** Solkanis dwells on the Ethereal
Plane and, as an ethereal creature, he cannot
affect or be affected by anything in the material
world. When he manifests, he partly enters the
Material Plane and becomes visible but incorporeal
on the Material Plane.When manifested, Solkanis can be harmed only
by other incorporeal creatures, magic weapons, or
spells, with a 50% chance to ignore any damage
from a corporeal source. A manifested ghost can
pass through solid objects at will, and its own
attacks pass through armor. A manifested ghost
always moves silently. A manifested ghost can
strike with its touch attack or with a *ghost touch*
weapon. A manifested ghost remains partially on
the Ethereal Plane, where is it not incorporeal. A
manifested ghost can be attacked by opponents on
either the Material Plane or the Ethereal Plane. The
ghost's incorporeality helps protect it from foes on
the Material Plane, but not from foes on the
Ethereal Plane.When a spellcasting ghost is not manifested and
is on the Ethereal Plane, its spells cannot affect
targets on the Material Plane, but they work
normally against ethereal targets. When a
spellcasting ghost manifests, its spells continue to
affect ethereal targets and can affect targets on the
Material Plane normally unless the spells rely on
touch. A manifested ghost's touch spells don't work
on nonethereal targets.A ghost has two home planes, the Material
Plane and the Ethereal Plane. It is not considered
extraplanar when on either of these planes.**Rejuvenation (Su)** In most cases, it's difficult to
destroy a ghost through simple combat: The
"destroyed" spirit will often restore itself in 2d4
days. Even the most powerful spells are usually
only temporary solutions. A ghost that would
otherwise be destroyed returns to its old haunts
with a successful level check (1d20 + 4) against
DC 16. The only way to permanently put Solkanis
to rest is to destroy Kalched Wosel.**5: THE CHAPEL****SOLKANIS CR 6**

Ghost Oeridian human male cleric 4

LG Medium undead (augmented humanoid,
incorporeal)**Init** +1; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Common**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2
Deflection)**Hp** 30 (4 HD)**Immunities** undead immunities**Resist** turn resistance +4**Fort** +4; **Ref** +2, **Will** +5**Spd** fly 30 ft. (perfect) (6 squares)**Melee** corrupting touch +4 (1d6), +5 (1d6+2)
or *battleaxe* +7 (1d8+4/x3) vs. ethereal targets
only**Base Atk** +3; **Grp** —**Special Actions** frightful moan (DC 16),
manifestation, turn undead**Cleric Spells Prepared** (CL 4th):2nd — *eagle's splendor*, *hold person* (DC 14), *sound
burst* (DC 14), *spiritual weapon*^D1st — *bane* (DC 13), *divine favor*, *doom* (DC 13),
magic weapon^D, *protection from chaos* (CL 2nd)0 — *detect magic*, *guidance* (2), *resistance*, *virtue*D: Domain spell. Deity: Heironeous. Domains: Law,
War**Abilities** Str — (14), Dex 13, Con —, Int 8, Wis 15,
Cha 14**Special Qualities** rejuvenation

6: COMMANDER WOSEL

KALCHED WOSEL

CR 7

Swordwraith* human fighter 5

* See *Fiend Folio* 173

LN Medium undead (augmented humanoid)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield)

hp 37 (5 HD); **DR** 10/magic and slashing

Immunities undead immunities

Resist turn resistance +6

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

Spd 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longsword +10 (1d8+5/19-20 plus 1 Str damage)

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

Attack Options Cleave, Power Attack, Strength damage

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

SQ undead traits

Feats Alertness^B, Cleave, Improved Turn Resistance, Iron Will^B, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +7, Hide +1, Intimidate +10, Jump +7, Move Silently +1

Possessions masterwork longsword, masterwork dagger, +1 *breastplate*, +1 *heavy steel shield*, *cloak of resistance* +1, 165 gp (in strongbox)

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

3/4: ENTERING THE KEEP**SWORDWRAITH* CR 5*** See *Fiend Folio* 173

Human swordwraith fighter 3

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)**Hp** 28 (3 HD); **DR** 10/magic and slashing**Immunities** undead immunities**Resist** turn resistance +6**Fort** +3; **Ref** +3, **Will** +4**Spd** 20 ft. in scale mail (4 squares), base speed 30 ft.**Melee** +5 longspear (1d8+3/x3 plus 1 Str damage) or
+5 short sword (1d6+2/19-20 plus 1 Str damage)**Ranged** +5 light crossbow (1d8/19-20)**Base Atk** +3; **Grp** +5**Attack Options** Strength damage**Abilities** Str 15, Dex 14, Con –, Int 10, Wis 12, Cha 8**Feats** Alertness^B, Combat Reflexes, Improved

Initiative, Improved Turn Resistance, Improved

Toughness, Iron Will^B, Toughness**Skills** Climb +4, Hide +2, Jump +4, Move Silently +2,
Ride +8**Possessions** longspear, short sword, light crossbow,
20 bolts, scale mail, heavy wooden shield**Strength Damage (Su)** A creature struck by a
swordwraith's melee weapon takes 1 point of
Strength damage.**5: THE CHAPEL****SOLKANIS CR 8**

Ghost Oeridian human male cleric 6

LG Medium undead (augmented humanoid,
incorporeal)**Init** +1; **Senses** darkvision 60 ft.; Listen +12, Spot
+12**Languages** Common**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 deflection)**Hp** 45 (6 HD)**Immunities** undead immunities**Resist** turn resistance +4**Fort** +5; **Ref** +3, **Will** +7**Spd** fly 30 ft. (perfect) (6 squares)**Melee** corrupting touch +5 (1d6 + draining touch)
or +1 *battleaxe* +8 (1d8+4/x3) vs. ethereal
targets only**Base Atk** +4; **Grp** —**Special Actions** draining touch, frightful moan (DC
17), manifestation, turn undead**Cleric Spells Prepared** (CL 6th):3rd—*dispel magic*, *magic vestment*^D, *searing light*2nd—*aid*, *eagle's splendor*, *hold person* (DC 14),
sound burst (DC 14), *spiritual weapon*^D1st—*bane* (DC 13), *divine favor*, *doom* (DC 13),
magic weapon^D, *protection from chaos* (CL 2nd)
0—*detect magic*, *guidance* (2), *resistance*, *virtue*
D: Domain spell. Deity: Heironeous. Domains: Law,
War**Abilities** Str — (14), Dex 13, Con –, Int 8, Wis 15,
Cha 14**Special Qualities** rejuvenation**Feats** Ability Focus (frightful moan), Alertness, Martial
Weapon Proficiency (*battleaxe*)^B, Noble Soul,
Weapon Focus (*battleaxe*)^B, World Weary**Skills** Diplomacy +4, Heal +11, Hide +6, Knowledge
(religion) +8, Listen +12, Search +7, Spot +12**Possessions** +1 *battleaxe*, +1 *breastplate*, silver holy
symbol of Heironeous, spell component pouch,
2,365 gp**Draining Touch (Su)** If Solkanis hits a living target
with his incorporeal touch attack, he drains 1d4
points from any one ability score he selects. On
each such successful attack, he heals 5 points of
damage to himself. Against ethereal opponents, he
adds his Strength modifier to attack rolls only.
Against nonethereal opponents, he adds his
Dexterity modifier to attack rolls only.**Frightful Moan (Su)** Solkanis can emit a frightful
moan as a standard action. All living creatures
within a 30-foot spread must succeed on a DC 17
Will save or become panicked for 2d4 rounds. This
is a sonic necromantic mind-affecting fear effect.
A creature that successfully saves against the moan
cannot be affected by Solkanis' moan for 24 hours.**Manifestation (Su)** Solkanis dwells on the Ethereal
Plane and, as an ethereal creature, he cannot
affect or be affected by anything in the material
world. When he manifests, he partly enters the
Material Plane and becomes visible but incorporeal
on the Material Plane.When manifested, Solkanis can be harmed
only by other incorporeal creatures, magic
weapons, or spells, with a 50% chance to ignore
any damage from a corporeal source. A manifested
ghost can pass through solid objects at will, and its
own attacks pass through armor. A manifested
ghost always moves silently. A manifested ghost
can strike with its touch attack or with a *ghost touch*
weapon. A manifested ghost remains partially on
the Ethereal Plane, where is it not incorporeal. A
manifested ghost can be attacked by opponents on
either the Material Plane or the Ethereal Plane. The
ghost's incorporeality helps protect it from foes on
the Material Plane, but not from foes on the
Ethereal Plane.When a spellcasting ghost is not manifested
and is on the Ethereal Plane, its spells cannot
affect targets on the Material Plane, but they work
normally against ethereal targets. When a
spellcasting ghost manifests, its spells continue to
affect ethereal targets and can affect targets on the

Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 6) against DC 16. The only way to permanently put Solkanis to rest is to destroy Kalched Wosel.

6: COMMANDER WOSEL

KALCHED WOSEL

CR 9

Swordwraith* human fighter 7

* See *Fiend Folio* 173

LN Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield)

Hp 52 (7 HD); **DR** 10/magic and slashing

Immunities undead immunities

Resist turn resistance +6

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

Spd 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +1 *longsword* +12/+8 (1d8+6/19-20 plus 1 Str damage)

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

Attack Options Cleave, Power Attack, Strength damage

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

SQ undead traits

Feats Alertness^B, Cleave, Improved Initiative, Improved Turn Resistance, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +9, Hide +1, Intimidate +12, Jump +9, Move Silently +1

Possessions +1 *longsword*, masterwork dagger, +1 *breastplate*, +1 *heavy steel shield*, *cloak of resistance* +1, 1,065 gp (in strongbox)

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

3/4: ENTERING THE KEEP**SWORDWRAITH*****CR 7*** See *Fiend Folio* 173

Human swordwraith fighter 5

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)**Hp** 45 (5 HD); **DR** 10/magic and slashing**Immunities** undead immunities**Resist** turn resistance +6**Fort** +4; **Ref** +3, **Will** +4**Spd** 20 ft. in scale mail (4 squares), base speed 30 ft.**Melee** +8 longspear (1d8+4/x3 plus 1 Str dmg) or
+8 short sword (1d6+3/19-20 plus 1 Str dmg)**Ranged** +7 light crossbow (1d8/19-20)**Base Atk** +5; **Grp** +8**Attack Options** strength damage**Special Actions** Powerful Charge**Abilities** Str 16, Dex 14, Con –, Int 10, Wis 12, Cha 8**Feats** Alertness^B, Combat Reflexes, ImprovedInitiative, Improved Turn Resistance, Improved
Toughness, Iron Will^B, Powerful Charge,
Toughness**Skills** Climb +6, Hide +2, Jump +6, Move Silently +2,
Ride +10**Possessions** longspear, short sword, light crossbow,
20 bolts, scale mail, heavy wooden shield**Strength Damage (Su)** A creature struck by a
swordwraith's melee weapon takes 1 point of
Strength damage.**5: THE CHAPEL****SOLKANIS****CR 10**

Ghost Oeridian human male cleric 8

LG Medium undead (augmented humanoid,
incorporeal)**Init** +1; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Common**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 deflection)**Hp** 60 (8 HD)**Immunities** undead immunities**Resist** turn resistance +4**Fort** +6; **Ref** +4, **Will** +8**Spd** fly 30 ft. (perfect) (6 squares)**Melee** corrupting touch +8 (1d6 plus draining touch)
or +1 *ghost touch battleaxe* +10/+5 (1d8+4/x3)**Base Atk** +6; **Grp** —**Special Actions** draining touch, frightful moan (DC
18), manifestation, turn undead**Cleric Spells Prepared** (CL 6th):4th—*divine power*^D, *greater magic weapon*, *spell
immunity*3rd—*dispel magic*, *magic vestment*^D, *searing light* (2)2nd—*aid*, *eagle's splendor*, *hold person* (DC 14),
sound burst (2, DC 14), *spiritual weapon*^D1st—*bane* (DC 13), *divine favor*, *doom* (DC 13), *magic
weapon*^D, *protection from chaos* (CL 2nd)0—*detect magic*, *guidance* (2), *resistance*, *virtue* (2)D: Domain spell. Deity: Heironeous. Domains: Law,
War**Abilities** Str — (14), Dex 13, Con –, Int 8, Wis 15,
Cha 14**Special Qualities** rejuvenation**Feats** Ability Focus (frightful moan), Alertness, Martial
Weapon Proficiency (*battleaxe*)^B, Noble Soul,
Weapon Focus (*battleaxe*)^B, World Weary**Skills** Diplomacy +4, Heal +13, Hide +7, Knowledge
(religion) +10, Listen +12, Search +7, Spot +12**Possessions** +1 *ghost touch battleaxe*, +1*breastplate*, silver holy symbol of Heironeous, spell
component pouch, 165 gp**Draining Touch (Su)** If Solkanis hits a living target
with his incorporeal touch attack, he drains 1d4
points from any one ability score he selects. On
each such successful attack, he heals 5 points of
damage to himself. Against ethereal opponents, he
adds his Strength modifier to attack rolls only.
Against nonethereal opponents, he adds his
Dexterity modifier to attack rolls only.**Frightful Moan (Su)** Solkanis can emit a frightful
moan as a standard action. All living creatures
within a 30-foot spread must succeed on a DC 18
Will save or become panicked for 2d4 rounds. This
is a sonic necromantic mind-affecting fear effect. A
creature that successfully saves against the moan
cannot be affected by Solkanis' moan for 24 hours.**Manifestation (Su)** Solkanis dwells on the Ethereal
Plane and, as an ethereal creature, he cannot
affect or be affected by anything in the material
world. When he manifests, he partly enters the
Material Plane and becomes visible but incorporeal
on the Material Plane.When manifested, Solkanis can be harmed
only by other incorporeal creatures, magic
weapons, or spells, with a 50% chance to ignore
any damage from a corporeal source. A manifested
ghost can pass through solid objects at will, and its
own attacks pass through armor. A manifested
ghost always moves silently. A manifested ghost
can strike with its touch attack or with a *ghost touch*
weapon. A manifested ghost remains partially on
the Ethereal Plane, where it is not incorporeal. A
manifested ghost can be attacked by opponents on
either the Material Plane or the Ethereal Plane. The
ghost's incorporeality helps protect it from foes on
the Material Plane, but not from foes on the
Ethereal Plane.When a spellcasting ghost is not manifested
and is on the Ethereal Plane, its spells cannot
affect targets on the Material Plane, but they work
normally against ethereal targets. When a
spellcasting ghost manifests, its spells continue to
affect ethereal targets and can affect targets on the
Material Plane normally unless the spells rely on

touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 6) against DC 16. The only way to permanently put Solkanis to rest is to destroy Kalched Wosel.

6: COMMANDER WOSEL

KALCHED WOSEL CR 11

Swordwraith* human fighter 9

* See *Fiend Folio* 173

LN Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 22, touch 12, flat-footed 20 (+2 Dex, +7 armor, +3 shield)

Hp 67 (9 HD); **DR** 10/magic and slashing

Immunities undead immunities

Resist turn resistance +6

Fort +9; **Ref** +6, **Will** +5

Spd 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +1 *longsword* +15/+11 (1d8+6/19-20 plus 1 Str dmg)

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

Attack Options Cleave, Power Attack, Strength damage

Special Actions Quick Draw

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

SQ undead traits

Feats Alertness^B, Cleave, Great Fortitude, Greater Weapon Focus (longsword), Improved Initiative, Improved Turn Resistance, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +11, Hide +2, Intimidate +14, Jump +11, Move Silently +2

Possessions +1 *longsword*, +2 *breastplate*, +1 *heavy steel shield*, *cloak of resistance* +1, masterwork dagger, 2,865 gp (in strongbox)

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

3/4: ENTERING THE KEEP**SWORDWRAITH*****CR 9*** See *Fiend Folio* 173

Human swordwraith fighter 7

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)**Hp** 62 (7 HD); **DR** 10/magic and slashing**Immunities** undead immunities**Resist** turn resistance +6**Fort** +5; **Ref** +4, **Will** +5**Spd** 20 ft. in scale mail (4 squares), base speed 30 ft.**Melee** +10/+5 longspear (1d8+4/3 plus 1 Str dmg) or +10/+5 short sword (1d6+3/19-20 plus 1 Str dmg)**Ranged** +9 light crossbow (1d8/19-20)**Base Atk** +7; **Grp** +10**Attack Options** strength damage**Special Actions** Powerful Charge**Abilities** Str 16, Dex 14, Con —, Int 10, Wis 12, Cha 8**Feats** Alertness^B, Combat Reflexes, Hold the Line, Improved Initiative, Improved Toughness, Improved Turn Resistance, Iron Will^B, Powerful Charge, Toughness**Skills** Climb +8, Hide +2, Jump +8, Move Silently +2, Ride +12**Possessions** longspear, short sword, light crossbow, 20 bolts, scale mail, heavy wooden shield**Strength Damage (Su)** A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.**5: THE CHAPEL****SOLKANIS****CR 12**

Ghost Oeridian human male cleric 10

LG Medium undead (augmented humanoid, incorporeal)

Init +1; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Common**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 deflection)**Hp** 75 (10 HD)**Immunities** undead immunities**Resist** turn resistance +4**Fort** +7; **Ref** +5, **Will** +9**Spd** fly 30 ft. (perfect) (6 squares)**Melee** corrupting touch +9 (1d6 plus draining touch) or +1 *ghost touch battleaxe* +11/+6 (1d8+4/x3)**Base Atk** +7; **Grp** —**Special Actions** draining touch, frightful moan (DC 19), manifestation, turn undead**Cleric Spells Prepared** (CL 8th):5th—*flame strike*^D (DC 17), *righteous might*, *slay living* (DC 17)4th—*dismissal*, *divine power*^D, *greater magic weapon*, *spell immunity*3rd—*dispel magic*, *magic vestment*^D, *searing light* (2)2nd—*aid*, *eagle's splendor*, *hold person* (2 DC 14), *sound burst* (2, DC 14), *spiritual weapon*^D1st—*bane* (DC 13), *divine favor*, *doom* (DC 13), *magic weapon*^D, *protection from chaos* (CL 2nd)0—*detect magic*, *guidance* (2), *resistance*, *virtue* (2)

D: Domain spell. Deity: Heironeous. Domains: Law, War

Abilities Str — (14), Dex 13, Con —, Int 8, Wis 15, Cha 14**Special Qualities** rejuvenation**Feats** Ability Focus (frightful moan), Alertness, Martial Weapon Proficiency (battleaxe)^B, Noble Soul, Weapon Focus (battleaxe)^B, World Weary**Skills** Diplomacy +4, Heal +15, Hide +7, Knowledge (religion) +12, Listen +12, Search +7, Spot +12**Possessions** +1 *ghost touch battleaxe*, +2 *breastplate*, *ring of protection* +1, silver holy symbol of Heironeous, spell component pouch, 1,765 gp**Draining Touch (Su)** If Solkanis hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each such successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.**Frightful Moan (Su)** Solkanis can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Solkanis' moan for 24 hours.**Manifestation (Su)** Solkanis dwells on the Ethereal Plane and, as an ethereal creature, he cannot affect or be affected by anything in the material world. When he manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.When manifested, Solkanis can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a *ghost touch* weapon. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 6) against DC 16. The only way to permanently put Solkanis to rest is to destroy Kalched Wosel.

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

6: COMMANDER WOSEL

KALCHED WOSEL CR 13

Swordwraith* human fighter 11

* See *Fiend Folio* 173

LN Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 23, touch 12, flat-footed 21 (+2 Dex, +7 armor, +4 shield)

Hp 82 (11HD); **DR** 10/magic and slashing

Immunities undead immunities

Resist turn resistance +6

Fort +10; **Ref** +6, **Will** +5

Spd 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +1 *defending longsword* +17/+13/+7
(1d8+6/17-20 plus 1 Str dmg)

Base Atk +11; **Grp** +14

Attack Options Cleave, Power Attack, Strength damage

Special Actions Quick Draw

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

SQ undead traits

Feats Alertness^B, Cleave, Great Fortitude, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Improved Turn Resistance, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +12, Hide +2, Intimidate +16, Jump +12, Move Silently +2

Possessions +1 *defending longsword*, +2 *breastplate*, +2 *heavy steel shield*, *cloak of resistance* +1, masterwork dagger, 2,865 gp (in strongbox)

APPENDIX 2: NEW RULES ITEMS

FEATS

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Source: *Complete Warrior* 100.

Powerful Charge [General]

You can charge with extra force.

Prerequisites: Medium or larger size, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, you deal an extra 1d8 points of damage (if you are Medium size). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you are mounted. If you have the ability to make multiple attacks after a charge, you may only apply this extra damage to one of those attacks.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Source: *Miniatures Handbook* 27.

World Weary [Regional]

Your crushed spirit makes you difficult to scare or intimidate.

Region: Ahlissa, Bandit Kingdoms, Bone March, Geoff, Iuz, North Kingdom, The Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh.

Benefit: You receive a +4 competence bonus on saves against fear. Treat fear conditions as one rank lower, so an effect that would make you panicked, instead makes you frightened, while an effect that would make you frightened, only makes you shaken. Effects that make you shaken affect you normally.

Source: *Dragon Magazine* #319 61.

Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning.

Prerequisites: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be. When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts.

For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Source: *Libris Mortis* 27.

TEMPLATES

Bone Creature

Sometimes creatures that rise as undead skeletons retain their intellect and abilities. Bone fighters wield deadly weapons and clank about in ancient armor. Bone sorcerers cast dreadful spells and are often confused with liches. Bone wyverns darken the skies and threaten with their poisoned, skeletal tails.

Bone creatures cannot be the result of a simple *animate dead* spell, but could arise from a *create undead* or *create greater undead* spell, as undead of their equivalent Hit Dice.

Creating a Bone Creature

“Bone” is a template that can be added to any nonundead, corporeal creature that has a skeletal system (referred to hereafter as the base creature).

The bone creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. It retains all type modifiers and subtypes, if applicable.

Senses: The creature gains darkvision with a range of 60 feet.

Hit Dice: Increase all current and future Hit Dice to d12s.

Challenge Rating: +1

Armor Class: Natural armor bonus changes to a number based on the bone creature’s size.

Size	Bonus	Size	Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium	+2	Colossal	+10
Large	+3		

Immunities: Bone creatures gain immunity to cold.

DR: Bone creatures gain DR 5/bludgeoning.

Speed: Winged bone creatures retain the ability to fly. Now, however, the flight is magical, as the *fly* spell, but it still uses the creature’s original fly speed.

Attack: A bone creature retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can’t work without flesh, such as a mind flayer’s tentacle attacks. A creature with hands gains one claw attack per hand; a bone creature can strike with all of them at its full attack bonus. If the creature already had claw attacks with its hands, use the bone creature attack format and damage, if they are

better. The base creature's base attack bonus does not change.

Damage: Natural and manufactured weapons deal normal damage. A claw attack deals damage depending on the bone creature's size.

Size	Damage	Size	Damage
Diminutive or Fine	1	Large	1d6
Tiny	1d2	Huge	2d4
Small	1d3	Gargantuan	2d6
Medium	1d4	Colossal	2d8

Abilities: Modify the base creature as follows: Dex +4, Con -.

Feats: Same as the base creature, plus the bone creature gains Weapon Finesse as a bonus feat.

Source: *Book of Vile Darkness* 184.

Swordwraith Template

"Swordwraith" is an acquired template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead.

Hit Dice: Increase all current and future Hit Dice to d12s.

Challenge Rating: Same as the base creature +2.

Alignment: Usually lawful evil.

Attack Options: A swordwraith retains all the attack options of the base creature and also gains the following attack.

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Abilities: Same as the base creature except that, as undead creatures, swordwraiths have no Constitution score.

Special Qualities: A swordwraith retains all special qualities of the base creature and also gains the following special qualities.

Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10/magic and slashing. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A swordwraith is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Feats: Swordwraiths gain the Alertness and Iron Will feats.

Skills: Swordwraiths gain a +4 racial bonus on Hide and Move Silently checks.

Advancement: By character class.

Source: *Fiend Folio* 173.

MAGIC ITEMS

Banner of Good: Good reigns supreme under this banner, and all nongood allies within 30 feet are protected as if by a *protection from evil* spell. Similar banners protect against chaos, law, or good.

Moderate abjuration; CL 6th; Craft Wondrous Item, *magic circle against evil*, Price 8,000 gp.

Source: *Heroes of Battle* 133.

DM MAP #1 – FORT AGELOR



1 square = 5 ft.