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Dungeon Crawl Classics #12

The Blackguard's Revenge

by F. Wesley Schneider

AN ADVENTURE FOR CHARACTER LEVELS 9-11



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

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

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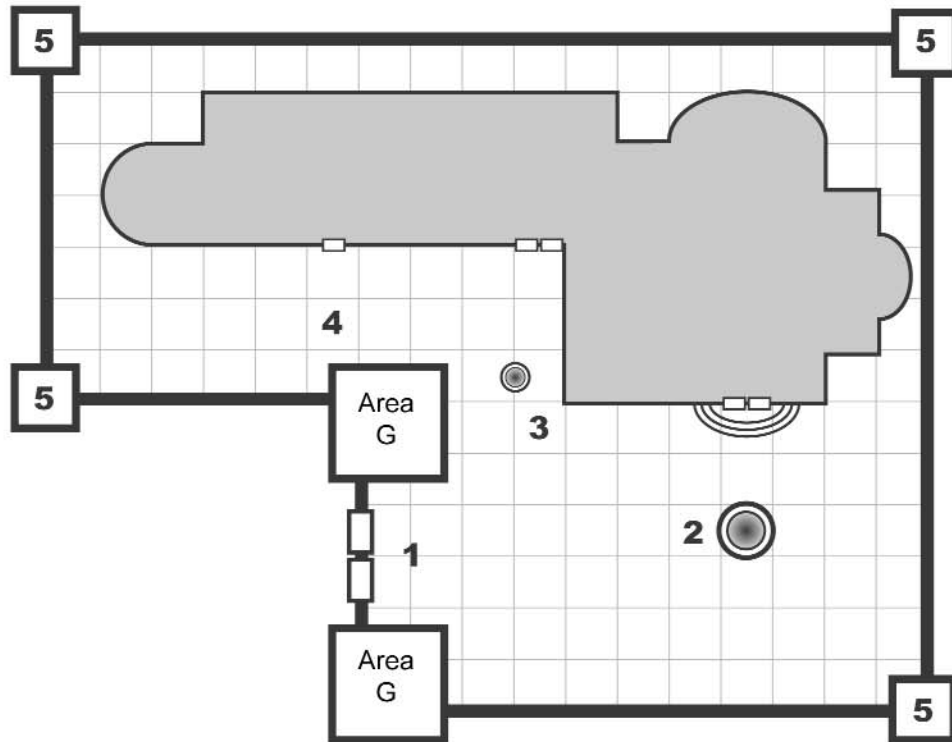


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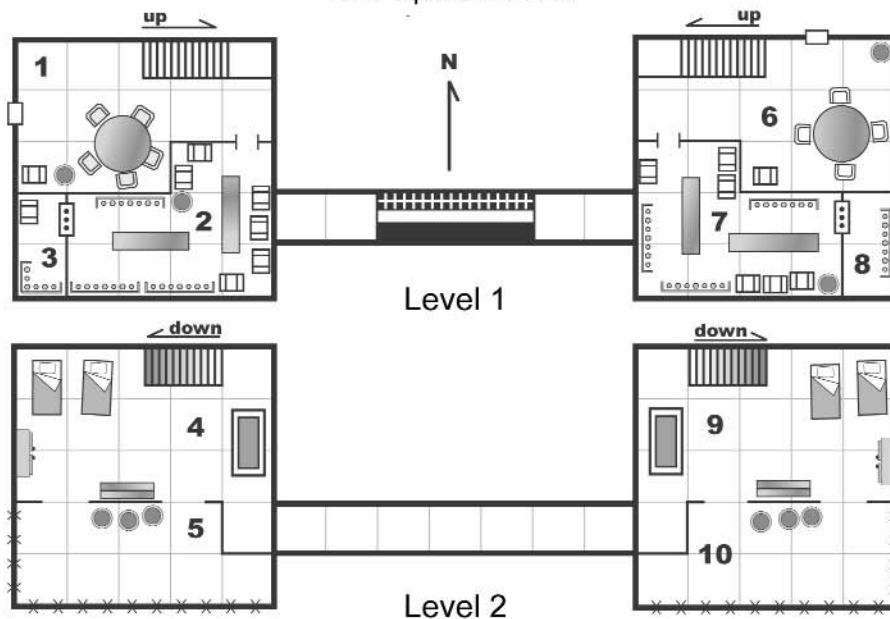
Cloister of the Ordocar

Area E: Exterior



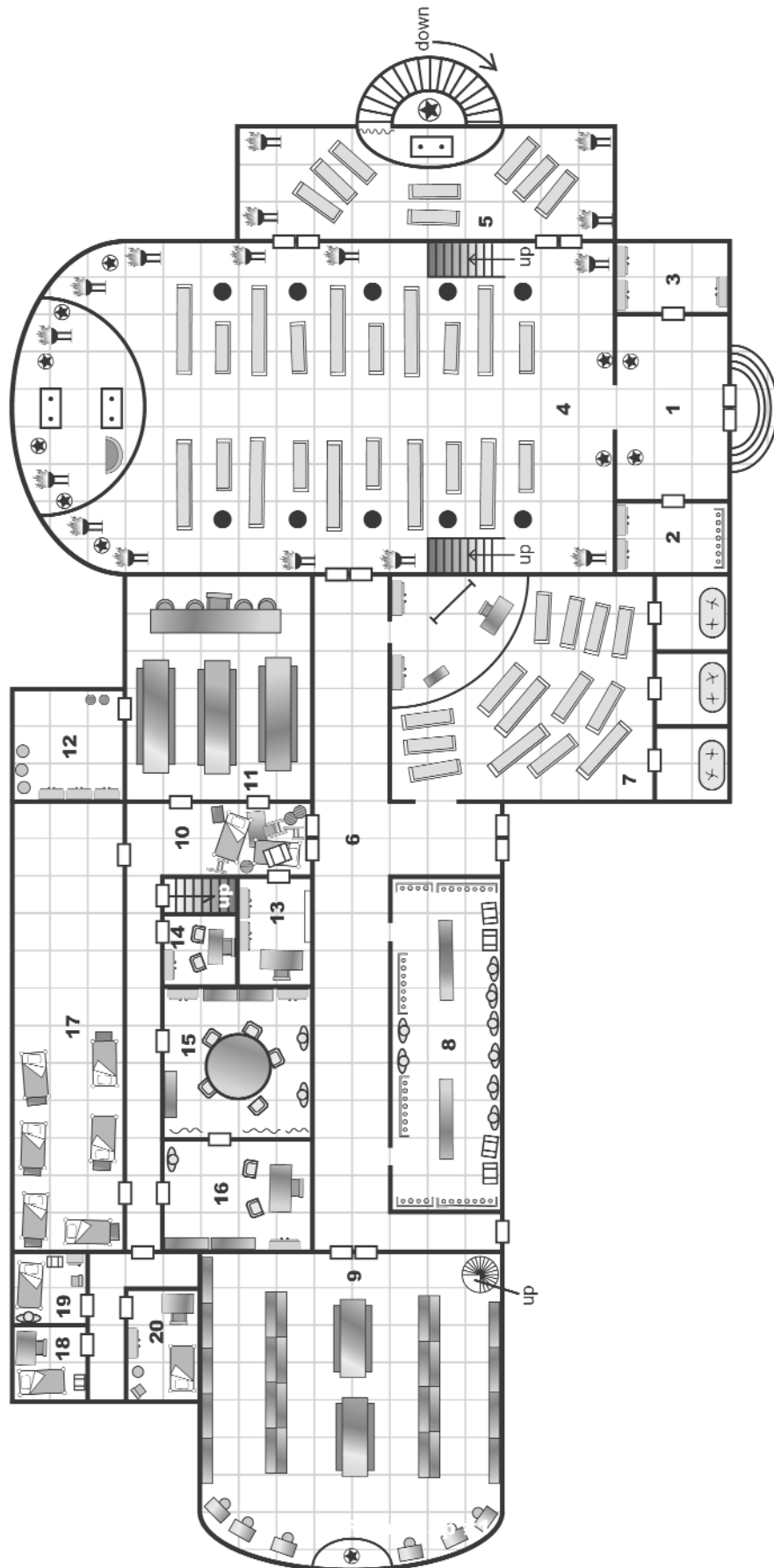
Area G: Guard Houses

One square = 5 feet



One square = 5 feet

One square = 5 feet



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Introduction

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

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

Adventure Summary

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



Game Master's Section

Encounter Table

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

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

Scaling Information

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

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

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

Getting the Players Involved

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

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

A Note on Structure

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

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

Background Story

History of the Ordocar

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

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

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

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

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

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

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

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

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

Having answered Austis Duframe's prayers for one last

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

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

Recent Events

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

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

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

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

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

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

Player Beginning

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

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

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

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

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

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

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

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

Gorhan, God of Valor

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

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

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

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

The Diamond Carceperis

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

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

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

The *Diamond Carceperis* radiates strong conjuration magic.

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

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

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

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

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

Part 1 – Cloister of the Ordocar: Exterior

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

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

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

Wandering Monsters

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

1d6 Encounter

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

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

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

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

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

Languages: Common.

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

Skills and Feats: Improved Initiative.

Possessions: Half-plate barding.

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

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

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

Languages: Common.

Creature Note

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

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

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

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

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

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

Areas of the Map

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

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

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

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

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

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

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

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

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

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

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

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

Languages: Common.

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

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

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



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

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

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

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

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

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

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

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

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

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

Languages: Common.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Languages: Common.

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

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

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

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

Guard Houses

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



The sturdy gate has thus far deterred any looters.

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

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

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

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

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

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

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

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

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