

FUR4-01

The Fall of Molag

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

Version 0.9

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Several months have passed as the forces of Furyondy have sieged the capital city of the Horned Lands, Molag. With the perimeter of the city and the inner city secure, the Furyondian forces are moving into the inner sanctum of Molag for the final assault for control. All Furyondian Military that were given leave during the siege have been recalled, as well as new drafted recruits (skilled adventurers) by order of the King. Players with infamy with the Furyondy Military are not welcome. This concludes the Operation Molag series. A dangerous military scenario for characters 5th – 14th level.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

After several missions of scouting and spying on the defense of Molag by the Furyondian Military (***Fur3-02 Operation: Molag***), King Belvor IV had given his generals permission to launch an assault on the capital city of the Horned Lands. With the Southern reserves and Eastern Military forces, along with conscripts from allied nations, mercenaries, and drafted adventurers, Furyondy forces at 30 thousand strong defeated the defenses of Molag and laid siege upon the three gates (***Fur3-07 Assault on Molag***). After several months of combat against monstrous humanoids, giants, and a vast amount of fiends, Furyondy has claimed victory over Molag, partially due to the discovery of fiend factories (warehouses with unique gates that transformed creatures into half-fiends). The only exception for full victory is the inner sanctum where the priesthood of Iuz with fiends in tow make their final stand.

Adventure Summary

Introduction: The Military prepares for the final strike on the inner sanctum of Molag and calls back all Military reserves and drafted adventurers that were given leave to pursue other interests.

Encounter 1: Being briefed on the situation of the city, the discovery of half-fiend creation devices in various warehouses throughout town, and the inner sanctum of Molag, the PCs are assembled as a clean up squad to follow in troops lead into the sanctum by Knights of Furyondy.

Interlude 1: Passing the Sanatorium and approaching the Steelreach Barracks a large battle takes place between three Furyondy divisions of troops and the Steelreach Military (composed of humans).

Encounter 2: With the Furyondy Troops pushing forth to the Heirarch's Palace and the clean up squads following, missed members of the Steelreach Military use guerrilla tactics on these clean up squads.

Interlude 2: The battle with the forces of Molag at the palace begins. This battle will last a long time.

Encounter 3: During the waiting period the PCs are approached by their captain and sent on a scouting mission into the Gardens of Necrosis or the Graveyards and Cathedral of Nerull (PCs decision, can only do one).

Encounter 3A: The Gardens of Necrosis is a maze of frozen corpses, dead and stunted trees, iron and stone statues of figures in the agony of death, surrounded by jagged stalagmites that radiate a malign chill. The garden current caretaker is a priest of Iuz. This priest is currently hiding in the garden waiting for fools to enter to serve death to. After the battle ends and the PCs report

back, they are sent to the Cathedral of Nerull (encounter 4).

Encounter 3B: The Graveyards surrounds the Cathedral of Nerull and host many gravesites. A fiendish undead lurks in the area.

Encounter 4: The Cathedral of Nerull is a place of death that only a worshipper could appreciate. A troop of Furyondy soldiers with a detachment of the Hierarch men have entered the Cathedral, but none have returned to report. The Hierarchs men have turned on the soldiers of Furyondy with the aid of the Hierarch and are now in the process of a ritual to create an army of undead to take control of the city. The PCs must stop the Hierarch in order for Furyondy to take control of Molag. Failure results in Conclusion B

Conclusion A: Mass combat takes place at the palace, with many Furyondian dying to the forces of Iuz, but in the end Furyondy claims victory.

Conclusion B: A wave of negative energy washes over the city of Molag and surrounding areas. Hordes of undead rise from the grave throughout the city and outlying areas and begin attacking forces of both Furyondy and Iuz. After several hours of conflict Furyondy is forced to pull back and regroup, and the forces of Iuz are overtaken. A proclamation from the Hierarch announces that Molag is now under the control of Nerull the Reaper.

Introduction

War. War never changes. In harvest 593 Common Year, King Belvor IV ordered his generals to gather together the southern military reserves, the eastern military and conscripts from allied nations. He also drafted adventurers loyal to Furyondy and proceeded to attack the capital city of the Horned Lands, Molag. With one clean stroke the Furyondian military crossed the River Veng, scattering the Horned Lands northern armies to the four winds, and laid siege upon Molag.

Several months have passed since the siege began on Molag. Many brave Furyondian soldier died in service to king and country. With great effort and loss of many souls to the hordes of fiends that made their home in Molag, the Furyondy Military has taken the entire city except for the inner sanctum.

The call to arms is once again raised as Furyondy prepares for the final strike against Molag. By the decree of King Belvor all military persons or drafted adventurers granted leave are to return to Fort Belvor, as well as new military recruits and drafted adventurers.

Give Players Handout 1 to players that have not played in **Fur3-07 Assault on Molag**.

Encounter One

Arriving at Fort Belvor after heeding the call to arms by King Belvor IV, you are funneled into a general courtyard, where several clerics of Heironeous, Saint Cuthbert, and Rao cast spells upon you and others, which for some of you has been an ever-increasing routine.

The priests are casting *detect magic* and *detect evil* spells. Any PC that detects as evil will be restrained until the reason is known. If it is an item causing the effect, the item will be taken away from the PC and destroyed, then the PC will be released to participate in the assault on Molag. Be it a curse, the PC will be able to participate under close watch. Any PC that radiates overwhelming magic will also be watched closely.

For PCs that have not played **Fur3-07 Assault on Molag** or are not a member of the **Furyondian Military Meta-Organization** read the following:

After a few minutes of waiting in the courtyard you have been funneled into a large hall. You and several other individuals are then taken into rooms by a cleric of Rao and several Furyondian Military personnel.

The cleric of Rao casts a *zone of truth* (Will DC 16) spell in the room and asks several personal questions to learn more about each PC. You may role-play this out if desired. Here the Military will gauge the experience of the adventurer and if they are infamous with the Furyondy Military. Characters must be at least 5th level or higher to participate in this scenario beyond this point. Characters with infamy in the Furyondy Military will be seen as spies or traitors and thrown in the dungeons of Fort Belvor for one year (note in play notes on the AR, imprisonment 1 year (52 TU)).

The PCs will be led in a large force to the Eastern gates of Molag where an encampment has been set up. Here the force is split up into groups. The PCs make once such group and are told to report to Captain Lhana Trailblazer.

Captain Lhana Trailblazer will brief the PCs on the situation in the city: the discovery of half-fiend creation devices in various warehouses throughout town and in the inner sanctum of Molag, and will also tell the PCs they are a clean up squad to follow in troops led into the sanctum by Knights of Furyondy.

Entering the captain's tent, you see a battle-hardened woman wearing the signets of a captain sitting behind a desk covered in maps with several war dogs lying under foot, "I am Captain Lhana Trailblazer and you must be my new recruits. Our division has been put in charge of combat cleanup of the inner sanctum. This means when the attack on the inner sanctum begins whatever enemy breaks through or slips by our forces we find and deal with. We are not the front line fighters, so I expect none of you to be in the fighting ranks with the military divisions. I hope you understand this, because like them we have a job to do. Any questions?"

☛ **Lhana Trailblazer** Ftr5/Rog10: human female; hp 134.

Lhana will answer any of the PC's questions with the information provided below:

The assault on Molag began in early spring of 593 CY with several scouting missions determining the strengths and weaknesses of Molag. In early fall of 593 CY King Belvor's War Council sent out orders to Fort Belvor where the eastern military, reserves, conscripts of allied nations, and drafted adventurers were gathering to launch the assault on Molag. The battle to gain control of Molag took less than 24-hours and the forces of Furyondy took control of the outside perimeter of Molag and destroyed the northern armies of the Horned Lands. Gaining a foothold into the city itself took many months of siege and guerrilla warfare tactics against the fiends that infested the city proper. Once the source of the fiends was discovered and destroyed, the Furyondian Military and allies had little trouble conquering the city with the exception to the inner sanctum where the priesthood of Iuz and the thirteen fiends posing as Hierarchs lay.

What was unexpected in this crusade was the discovery of a magical creation only derived from the insane mind of one of Iuz's Boneharts that of the fiendish transmutation gates, which the military dubbed the "fiend factories." Several of these gates were found throughout the city proper and destroyed. Apparently the gates were infused with magic that caused any creature passing through the gates with the proper activation code to turn into a fiend or half-fiend.

The military has intelligence that a lesser Bonehart of Iuz is holed up somewhere in the inner sanctum; most likely in the Hierarch's palace. As with any Bonehart, several priests and mages are in his or her accompaniment.

The thirteen fiendish rulers of the Horned Lands make their home in the palace in the inner sanctum. An outside contact has proven that these fiends are puppets of Iuz and all but one of the original hierarchs were

assassinated and replaced. The remaining Hierarchy has a temporary treaty with Furyondy.

"If there are no further questions, prepare yourselves, we have cleanup duties to attend to. The march for the control of the inner sanctum begins soon."

Interlude One

The PCs are behind the main military troops that are split into three fighting divisions and a fourth reserve fighting division.

With the sound of a trumpet, shouts cry out from military leaders directing that the final assault on Molag is underway. Two divisions of soldiers begin their march into the inner sanctum eastern gates, while a third moves to the southern gates. A reserve division holds awaiting orders. Within minutes of passing through the eastern gates a large explosion erupts in the midst of the first Furyondian division, felling many of its soldiers. War cries and trumpets bellow out from beyond the Furyondian forces and the sounds of battle begins. After several hours of fighting the Furyondian Troops proceed towards the Hierarchy's Palace.

Encounter Two

Proceeding as ordered, the PCs head into the inner sanctum looking for enemies that have escaped defeat. It is just so that several Steelreach Military had evaded the notice of the Furyondian Military in the Barracks. Upon seeing the approach of smaller forces, they launch an assault on the PCs.

Lhana, captain of your division, approaches. She selects you and several others to head towards the barracks where the fighting took place and destroy any surviving threat. She dismisses your group and begins directing other small groups towards similar goals.

Several Steelreach fighters are concealed in crawl tunnels under the barracks. When the PCs are 30 feet from their location they attack.

APL 6 (EL 8)

🗡️ Steelreach Mercenaries, human male Ftr6 (2): hp 60, 56; see Appendix A.

APL 8 (EL 10)

🗡️ Steelreach Mercenary, human male Ftr8 (2): hp 78, 74; see Appendix A.

APL 10 (EL 12)

🗡️ Steelreach Mercenary, human male Ftr9 (3): hp 85; see Appendix A.

APL 12 (EL 14)

🗡️ Steelreach Mercenary, human male Ftr10 (4): hp 94; see Appendix A.

Interlude Two

As your division finishes off the stragglers that escaped notice, the fighting divisions begin the assault on the palace. Several large explosions erupt from various entrances to palace as Furyondian troops enter. Spells begin to target Furyondian troops from targets hiding in the upper levels and towers of the palace. A short distance behind the second division and the approaching reserve division a large red fiend with huge bat wings and lucid flames dancing over its skin materializes. The creature wades into the second division snapping a whip of flame and swinging a flaming sword that lops off limbs. The troops turn to attack the creature but to no avail. After three score of deaths by the creature four Knights of Furyondy engage the creature in an epic battle. Using excellent strategy and tactics the knights defeat the creature, sending it back to the abyss. However, two knights were decapitated and another slain. The remaining Knight says a prayer to Heironeous over his fallen comrades and returns to his duty in the front lines.

Encounter Three

As the battle to gain entrance into the palace proceeds, Captain Lhana Trailblazer gathers together her troops near the Steelreach Barracks.

As the battle to gain a foothold into the Hierarchy's Palace continues to unfold before you, the word for the clean up crews to report to the Steelreach Barracks reaches your ears. Entering into the barracks, you notice Captain Lhana has set up a temporary base of operations here. Noticing your approach she smiles ironically and speaks, "Welcome, soldiers, to our new base of operations: dull and grey, just like military men like it. It was kind of these Steelreach men-at-arms to leave us a healthy supply of rations and equipment to use. Take a hours rest and grab some grub, then report back to me for a scouting mission."

PCs who wish to do something during this hour may do so. Once you have clarified any actions desired, continue.

Select one of the players who seemed the most military minded, brave and who performed well in the previous combat to receive the Captain's attention here.

After some rest and food, you report back to Captain Lhana, "Now troops I have been given several scouting tasks to complete while we wait for the main forces to gain a foothold hold in the palace. Most of you have all ready been assigned to a task, but two remain. You (pointing at a PC), you showed excellent tactics on the battlefield against the stragglers earlier, pick a destination for your group, the Gardens of Necrosis or the Graveyards and Cathedral of Nerull.

Once the PC chooses a destination go to 3A or 3B. The PCs cannot go to both destinations – they can only complete one of these choices.

Encounter Three A: Gardens of Necrosis

Before you lay the Gardens of Necrosis: a maze of frozen corpses, dead and stunted trees, iron and stone statues of figures in the agony of death, surrounded by jagged stalagmites that radiate a malign chill. Shortly after your arrival in the maze, objects of the garden come to life and advance towards you hostilely, smashing objects in their path.

The garden's current caretaker is a priest of Iuz who is scrying the area from the palace. This priest is waiting for fools to enter the gardens that he may serve death to them.

APL 6 (EL 8)

- ☛ **Flesh Golem:** hp 79; see Monster Manual p 135.
- ☛ **Large Earth Elemental:** hp 68; see Monster Manual p 97.

APL 8 (EL 10)

- ☛ **Flesh Golem:** hp 79; see Monster Manual p 135.
- ☛ **Greater Earth Elemental:** hp 199; see Monster Manual p 97.

APL 10 (EL 12)

- ☛ **Stone Golem:** hp 107; see Monster Manual p 137.
- ☛ **Greater Earth Elemental:** hp 199; see Monster Manual p 97.

APL 12 (EL 14)

- ☛ **Iron Golem:** hp 129; see Monster Manual p 136.
- ☛ **Stone Golem:** hp 79; see Monster Manual p 137.

When the PCs return to report the findings of the Garden of Necrosis to Captain Lhana, she informs them

that the Cathedral is under attack and orders them to mobilize and head there.

Once the PCs arrive near the cathedral, a Furyondian Captain approaches the PCs.

"You there! Aren't you the clean up crew? Well, never mind that. I am Captain Randeyl and I have a task that needs to be completed immediately. My forces are pre-occupied with this rabble that betrayed us. Are you up to the task?"

If the PCs are interested, Captain Randeyl will give them the information below to get them on their mission. If not, go to Conclusion B.

- ☛ Mercenaries flying the flag of the old Horned Society attacked our troops, as expected. However, a particularly powerful ally of theirs has appeared and crippled much of my forces with devil magic. Their forces prevent those of us that resisted the magic from closing with him.
- ☛ The man is bald and in very poor health wearing nothing more than robes. He looks to be undead, judging from what I saw. He carries an unholy symbol of Nerull.
- ☛ He headed straight into the Cathedral of Nerull and placed a magical symbol in the doorway to prevent us from entering. He must have an agenda that requires him to keep us from entering the cathedral. I fear if we don't stop him, something bad will happen. Go – find and stop him in any way you can. We will provide you with enough cover to get to the cathedral doors.

Encounter Three B: Graveyard of Nerull

Proceeding as directed, you reach the northern graveyards outside of the faceless, cold-looking Cathedral of Nerull. There looks to be much activity as the ground has been stirred at several gravesites. After traversing into the graveyard for a few moments, a humanoid wearing heavily rusted plate mail, with a tattered tabard hosting faded religious heraldry steps from behind a large tombstone. In a hollow voice, the man speaks, "You have desecrated the Cathedral of Nerull for the last time! Prepare yourselves for destruction and meet the one and true god!"

Noxel, once a human cleric of Nerull, is now a huecuva, an undead creature that has failed in a vow to protect the sacred cathedral of Nerull from the Iuz priesthood. Upon his death at the hands of Iuz, Noxel returned as a

huecuva with the desire to destroy all living things – especially clerics of Iuz and good deities.

APL 6 (EL 8)

☛ Noxel, Huecuva, Clr 6 (Nerull): hp 51; see appendix A.

APL 8 (EL 10)

☛ Noxel, Huecuva, Clr 8 (Nerull): hp 65; see appendix A.

APL 10 (EL 12)

☛ Noxel, Huecuva, Clr 10 (Nerull): hp 80; see appendix A.

APL 12 (EL 14)

☛ Noxel, Huecuva, Clr 12 (Nerull): hp 94; see appendix A.

Tactics: Noxel will first *animate dead* and use strengthening spells upon the undead and himself. He then moves to engage clerics or paladins of good deities. If none are visible, he will engage an opponent at random, starting with his *huecuva blight* attack.

Upon Noxel's defeat, allow the PCs a Listen check (DC 10) to hear fighting coming from the front of the cathedral. If investigated, a Captain will approach the PCs.

“You there! Aren't you the clean up crew? Well, never mind that. I am Captain Randeyl and I have a task that needs to be completed immediately. My forces are pre-occupied with this rabble that betrayed us. Are you up to the task?”

If the PCs are interested, Captain Randeyl will give them the information below to get them on their mission. It should be made clear to the PCs that time is of the essence. If the PCs are not interested, go to Conclusion B.

- ☛ Mercenaries flying the flag of the old Horned Society attacked our troops, as expected. However, a particularly powerful ally of theirs has appeared and crippled much of my forces with devil magic. Their forces prevent those of us that resisted the magic from closing with him.
- ☛ The man is bald and in very poor health wearing nothing more than robes. He looks to be undead, judging from what I saw. He carries an unholy symbol of Nerull.
- ☛ He headed straight into the Cathedral of Nerull and placed a magical symbol in the doorway to prevent us from entering. He must have an agenda that

requires him to keep us from entering the cathedral. I fear if we don't stop him, something bad will happen. Go – find and stop him in any way you can. We will provide you with enough cover to get to the cathedral doors.

Encounter Four

Hierarch Nezmajen's military detachment, aligned with the third division of Furyondian Troops, have opened the southern gates and proceeded into the Cathedral of Nerull seeking enemy forces. Hierarch Nezmajen decided to grace his loyal followers and his enemies, Iuz and Furyondy, with his presence. The original thirteen Hierarchs set a plan to ensure the survival of the Horned Society and the worship of Nerull within the city of Molag. The remaining Hierarch plans to set it in motion. Nezmajen orders his men to betray the Furyondian Troops and attack them in the Cathedral. Although Furyondy expected this, Nezmajen only expects his men to give him time to set off a Doomsday device to ensure the Horned Society victory.

Regardless of the path the PCs chose in Encounter Three, they start with the same time limit to succeed in this encounter. The PCs will have 10 minutes (100 rounds) to confront the Hierarch and stop the Doomsday device from being activated. Each sub encounter hereafter will list the amount of time to explore and search. Exploration means a casual look through the area, while search is more detailed. The time is listed for each alternative in the entire area. As unobtrusively as possible, keep track of rounds from this point forth.

Following Captain Randeyl's lead, his men provide the necessary break for you to slip between the fighting forces of Furyondy and the Horned Lands. Before you looms a gray, lifeless structure only a worshipper of Nerull could appreciate. As the captain warned you, just inside the double doors a mystical symbol floats in the air some 60 feet away from you.

At APLs 6 and 8, this is a Symbol of Pain (Will save DC 23) while at APLs 10 and 12 it is a Symbol of Weakness (Will save DC 25). The symbol spell lasts 150 minutes.

Area A: The Grand Hall

Entering the Cathedral of Nerull, the stench of old blood assaults you. Eight stone coffins, four on each side, line this grand hallway that opens into the procession area. Just before the procession area lays a 20-foot tall monument in the likeness of Nerull and dedicated to him. Two sets of double doors on either

side of the hallway lay between the coffins and the monument.

The stone coffins are grey and cold to the touch. Each coffin bears the name of a “saint” of Nerull. Attempting to open any coffin requires a successful Strength check (DC 25). Each coffin houses a Mummy Lord. The Mummy Lords will not leave this chamber. The Mummy Lords will not attack unless their coffin is opened.

ALL APLs

👤 **Mummy Lords (8):** hp 97 ea; see MM 191.

Exploration Time: 1 round.

Reading the name plates on a coffin: 1 round.

Reading the monument: 3 rounds.

Search Time: 12 rounds.

Area B: Scripture Rooms

On both sides of the Grand Hall lay the Holy Scripture rooms of Nerull. Worshippers read the word of Nerull here in large books made of flesh and penned in blood. A small fountain sitting against the back wall contains unholy water. Stairs lead down into the lower level of the temple.

Exploration Time: 1 round.

Reading the scripture (briefly): 5 rounds.

Reading the scripture (chapter): 100 rounds.

Search Time: 4 rounds.

Area C: Procession Hall

This large room is where the lay worshippers of Nerull used to come by the order of the Hierarch when the Horned Society ruled Molag. However, it has seen very little use since Iuz proclaimed himself ruler of the Horned Lands.

Before you lay the procession area; a large hall filled with pews and a speakers' podium at the front. Two books of scripture can be found in the back of the hall next to the monument in the Grand Hall. A large coffin can be seen at the front of the hall in front of the speakers' podium. Halfway into the hall, two sets of double doors exit both sides the hall. Two corridors exit the hall to either side of the speakers' podium.

A large coffin lies at the head of the podium in honor of the great saint of Nerull “Belario Reaver”. The coffin is trapped with an *Energy Drain* spell.

All APLs

⚡ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk range touch +8; spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); bypass unholy symbol of Nerull; search DC 34; Disarm DC 34; caster level 17th.

Exploration Time: 3 rounds.

Reading the scripture (briefly): 5 rounds.

Reading the scripture (chapter): 100 rounds.

Reading the nameplate on a coffin: 1 round.

Disarming the trap: 2d4 rounds.

Search Time: 25 rounds.

Area D: Clergy Bunks

On both sides of the Procession Hall lay the Clergy bunkrooms. These rooms have not been in use for years. Each room contains four beds that have rotten bedding and tattered linen.

Exploration Time: 1 round.

Searching a Bed: 1 round.

Search Time: 7 rounds.

Area E: Meeting Rooms

On both sides of the Procession Hall lay Clergy meeting rooms. These rooms have not been in use in years. Each room contains a rectangular table and four chairs.

Exploration Time: 1 round.

Search Time: 4 rounds.

Area F: Speakers' Podium

On the podium sits a scripture of Nerull and a bronzed cup. Anyone filling the cup with blood and drinking from it and then reciting passages from the scripture of Nerull will receive an unholy blessing from Nerull. (This process is outlined in the book on the altar). This is an evil effect that equates to a +2 unholy bonus on all attacks, damage, saves, skills, and ability check while the character remains in the Cathedral of Nerull. Characters that drink receive the mark of Nerull at the end of the scenario. There is no effect for PCs who drink the water.

Exploration Time: 1 round.

Reading the scripture (briefly): 5 rounds.

Reading the scripture (chapter): 100 rounds.

Drinking from cup and reading scripture: 20 rounds.

Search Time: 3 rounds.

Lower Level

Area G: Holding Cells

On both sides of the lower level, holding cells are located. The cells held heretics and sacrifices to Nerull. Several skeletal remains can be seen in through the bars of the locked door.

Exploration Time: 1 round.

Search Time: 2 rounds.

Area H: Priest Quarters

On both sides of the lower level opposite the stairs from the holding cells, high priests of Nerull once bunked. However, like everything else, these rooms have been abandoned long ago and any valuables taken. Each room consists of a bed, closet, and footlocker.

Exploration Time: 1 round.

Searching the Bed: 1 round.

Searching the Closet: 1 round.

Searching the Footlocker: 1 round.

Search Time: 3 rounds.

Area I: Priest's Meeting Room

In the center of the lower level between the priest's quarters lays a large meeting room used by the priests of Nerull. This room is empty with the exception of a large blackened oak table stretching 20-feet long with a glyph of Nerull in the middle and 8 ornate oaken chairs also with glyphs.

Exploration Time: 1 round.

Search Time: 8 rounds.

Area J: Worshippers Hall

In this large room, the true worshippers of Nerull used to come to worship through the flesh and blood of heretics.

Before you is a large hall – not as large as the one on the upper level, but large in any case. Several torture racks line the three walls of this hall, with pews located in the midst of them. A small podium sits in front of the pews containing more scripture. Two large pits covered in iron grates lay 15-feet away on either side of the podium. A large blood red circle with divine marking lies ten feet beyond the podium. Standing in the middle of the circle is a very old decrepit-looking bald man wearing a black robe. Casting down a severed arm, splattering the blood throughout the circle with one hand and sprinkling fine red dust with the other hand over the circle, the man chants – singing praises to Nerull the Reaper.

This man is Hierarch Nezmajen and he is performing a ritual to unleash a large negative energy wave in a two-

mile radius from the circle, raising all dead within the area under his control. The ritual needs to be interrupted, which can be down by either attacking the Hierarch or breaking his concentration.

As the PCs move into the room, Nezmajen's planar cohorts appear to protect the Hierarch.

Should the PCs attempt interrupt the Hierarch, Nezmajen will remain diligent in the ritual until he fails a Concentration skill check (DC 15 + damage dealt). If Nezmajen fails the Concentration check, he will use his Word of Recall to flee the scene.

APL 6 (EL 8)

➤ **Chain Devil (Kyton)** (2): hp 54, 50; see MM p53.

APL 8 (EL 10)

➤ **Hellcat (Bezekira)**: hp 60; see MM p54.

➤ **Bone Devil (Osyluth)**: hp 95; see MM p52.

APL 10 (EL 12)

➤ **Bone Devil (Osyluth)**: hp 95; see MM p52.

➤ **Barbed Devil (Hamatula)**: hp 126; see MM p51.

APL 12 (EL 14)

➤ **Barbed Devil (Hamatula)**: hp 126; see MM p51.

➤ **Ice Devil (Gelugon)**: hp 147; see MM p56.

All APLs (EL 16)

➤ **Hierarch Nezmajen** Clr11/Thr5: hp 62; see Appendix A.

The following spells and resistances are up on the hierarch: *resist energy (fire 10)*, *resist energy (acid 10)*, *Magic circle against good*, *protection from energy (sonic)*, *Death ward*, *word of recall*, *unholy aura*.

Items providing protection include: *Ring of greater Cold Protection (cold 30)*, *+1 glamered greater electricity resistance breastplate (electricity 30)*, and *spell immunity (magic missile, hold person, dispel magic, and touch of idiocy)*.

Tactics: The devils will use all of their abilities to the fullest to prevent the PCs from harming their master the Hierarch. Should the Hierarch's ritual be disrupted (e.g. he fails his Concentration check as noted above), he will use his Word of Recall to flee the scene.

Development: Should Hierarch Nezmajen finish the ritual in 10 minutes (100 rounds time) from when the PCs entered the Cathedral, a wave of negative energy washes over the PCs and raise all of the dead within a 2-mile radius of the cathedral are raised under the control of the Hierarch (this includes dead PCs). The PCs will be forced to flee, go to Conclusion B.

Should the PCs interrupt the Hierarch before he completes the ritual, the Hierarch uses a Word of Recall to escape death. The hierarch remembers the PCs faces and makes sure his men and the clergy of Nerull do also; See Enmity of the Hierarch. Go to Conclusion A.

Conclusion A

The PCs have succeeded in stopping Hierarch Nezmajen's ritual and the Furyondy Military lurches forward conquering the palace and gaining full control of Molag.

Succeeding in stopping some foul ritual dedicated to Nerull at the Cathedral you are congratulated on a job well done and given leave to rest and regain strength back at the temporary base camp in the Steelreach Barracks. Several hours pass, as the battle continues not more than 1000 yards from your location to drive the forces out of the inner sanctum of Molag. After a few more hours the fighting becomes distant and Captain Lhana approaches your troop: "It has come to my attention that several priests of Iuz have been captured and nearly all of the fiends and high-priests of Iuz routed or destroyed. Some of our main targets, such as Old Wicked's Bonehart, have eluded us, but the city is ours. Your services are at an end and you are free to return to Fort Belvor for the victory feast. When you return to Fort Belvor to get your discharge and pay, stop by the amenities office, I have arranged some services and supplies for you to purchase." With that said, Captain Lhana Trailblazer leaves the barracks, grabbing a pack of adventuring gear on the way.

The PCs receive full bonus military pay (max gp for APL played) and access to the Furyondy Military Amenities office (Items Found on AR) for their tour of duty. Also the PCs receive an influence point with the Furyondy Military.

Conclusion B

The PCs have failed in stopping the ritual. This results in the Furyondy Military having to retreat from Molag.

A wave of negative energy washes over the city of Molag and surrounding areas. Hordes of undead rise from the grave throughout the city and outlying areas and begin attacking both the Furyondian and Iuz forces. After several hours of conflict Furyondy is forced to pull back and regroup, and the unending dead overtakes the forces of Iuz. A proclamation from Hierarch Nezmajen announces that Molag is

now under the control of Nerull the Reaper under his direction.

For failing to stop the ritual, the PCs receive half bonus military pay (half max gp for APL played) for their tour of duty. Also the PC does not gain any benefits offered through the Furyondy Military Amenities office or the influence point with the military.

The End

Experience Point Summary

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

Note that while it is possible to there is more experience available than the maximum, PCs may only receive the maximum noted below.

Encounter Two

Defeating the Steelreach Mercenaries
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Encounter Three A or B

Defeating the elementals/golems or Noxell
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Encounter Four (area J)

Disabling the trap in area C
ALL APLs 300 xp;
Defeating the Hierarch's Cohorts
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Story Award

Stopping the Hierarch's ritual
APL6 90 xp; APL8 105 xp; APL10 135 xp;
APL12 150 xp

Discretionary roleplaying award

APL6 90 xp; APL8 110 xp; APL10 135 xp;
APL12 165 xp

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;
APL12 1575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Conclusion A:

APL 6: L: 0 gp; C: 800 gp; M: 0 gp

APL 8: L: 0 gp; C: 1250 gp; M: 0 gp

APL 10: L: 0 gp; C: 2100 gp; M: 0 gp

APL 12: L: 0 gp; C: 3000 gp; M: 0 gp

Conclusion A:

APL 6: L: 0 gp; C: 400 gp; M: 0 gp

APL 8: L: 0 gp; C: 625 gp; M: 0 gp

APL 10: L: 0 gp; C: 1050 gp; M: 0 gp

APL 12: L: 0 gp; C: 1500 gp; M: 0 gp

Total Possible Treasure

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

Special

☛ **Furyondy Military Invitation:** For successfully aiding in the fall of Molag, Furyondian PCs are offered an invitation to join the Furyondian Military by General Saxon at no initial cost. PCs must still meet all of the requirements as outlined in the *Furyondy Rules and Meta-Campaign Handbook*.

☛ **Furyondy Military / Militia Promotion:** For successfully stopping a ritual in the Cathedral of Nerull, Furyondian PCs earn a recommendation for promotion in the Furyondian Military or Militia. PCs accepting this promotion must meet all of the requirements as outlined in the *Furyondy Rules and Meta-Campaign Handbook*. This promotion overrides the outline time period required for promotions and serves as campaign documentation for the promotion.

☛ **Animosity of the Furyondian Military:** Based on the PCs actions, the PC has gained the Animosity of the Furyondian Military. The PC has become infamous with the military, militia, and knighthoods in Furyondy. The PC is banned from joining the following meta-organizations within Furyondy (military, militia, green jerkins, mage council, and any knighthoods). Further actions may allow the named PC to overcome this animosity.

☛ **Enmity of the Hierarchy:** Based on the character's action in this adventure, the character has gained the Enmity of the last remaining Hierarchy of the Horned Society. Anytime the character comes into contact with an agent of Hierarchy Nezmajen's army or a cleric of Nerull, there is a 25% chance that they will be recognized as a “traitor.” If recognized the character will be treated with hostility. If the character already has this enmity, the recognition increases by 15%.

☛ **Favor of the Furyondy Military:** For aiding Furyondy in the military assault against Molag, the amenities office at Fort Belvor is willing to upgrade one suit of armor or a shield with acid, cold, electric, fire, or sonic resistance. The player must pay the cost difference between the new armor and the old armor. Cross of this favor once redeemed.

Items for the Adventure Record

Item Access

APL 6:

+1 armor of Fortification (light) (any armor on table 7-6 of the PHB) (adventure, DMG)

Cloak of Resistance +2 (adventure, DMG)

Bracers of Archery (lesser) (adventure, DMG)

APL 8:

+1 Bane (outsider, evil) weapon (any simple or martial weapon on table 7-5 of the PHB) (adventure, DMG)

Ring of the Ram (adventure, DMG)

Cloak of Resistance +3 (adventure, DMG)

APL 10:

+1 armor of Fortification (medium) (any armor on table 7-6 of the PHB) (adventure, DMG)

Goggles of the Night (adventure, DMG)

Scabbard of Keen Edges (adventure, DMG)

APL 12:

Ring of Protection +3 (adventure, DMG)

Bracers of Archery (greater) (adventure, DMG)

Iron bands of Bilarro (adventure, DMG)

Appendix A: Creatures

Encounter 2: Steelreach Barracks

APL 6 (EL 8)

🗡️ **Steelreach Mercenaries, human male Ftr6 (2):** CR 6; medium humanoid; HD 6d10+18; hp 60, 56; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17)[+5 armor, +2 shield, +1 dex]; BA/G +6/+9; Atk +11 melee (1d8+5, long sword 19-20/x2) or +7 ranged (1d10, heavy crossbow 19-20/x2); Full Atk +11/+5 melee (1d8+5, long sword 19-20/x2); AL NE; SV Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 16, Int 12, Wis 13, Cha 11.

Skills and Feats: Climb +7, Handle Animal +6, Intimidate +7, Jump +7, Knowledge (religion) +2, Swim +4; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

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

APL 8 (EL 10)

🗡️ **Steelreach Mercenary, human male Ftr8 (2):** CR 8; medium humanoid; HD 8d10+24; hp 78, 74; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17)[+5 armor, +2 shield, +1 dex]; BA/G +8/+12; Atk +14 melee (1d8+6, long sword 17-20/x2) or +9 ranged (1d10, heavy crossbow 19-20/x2); Full Atk +14/+8 melee (1d8+6, long sword 17-20/x2); AL NE; SV Fort +9, Ref +3, Will +3; Str 18, Dex 12, Con 16, Int 12, Wis 13, Cha 11.

Skills and Feats: Climb +10, Handle Animal +7, Intimidate +9, Jump +10, Knowledge (religion) +2, Swim +5; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Critical (longsword), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

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

APL 10 (EL 12)

🗡️ **Steelreach Mercenary, human male Ftr9 (3):** CR 9; medium humanoid; HD 9d10+27; hp 85; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18)[+6 armor, +2 shield, +1 dex]; BA/G +9/+13; Atk +15 melee (1d8+6, long sword 17-20/x2) or +10 ranged (1d10, heavy crossbow 19-20/x2); Full Atk +15/+9 melee (1d8+6, long sword 17-20/x2); AL NE; SV Fort +9, Ref +6, Will +4; Str 18, Dex 12, Con 16, Int 12, Wis 13, Cha 11.

Skills and Feats: Climb +11, Handle Animal +7, Intimidate +10, Jump +10, Knowledge (religion) +2, Swim +7; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Critical

(longsword), Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Breastplate +1, masterwork heavy steel shield, masterwork longsword, heavy crossbow.

APL 12 (EL 14)

🗡️ **Steelreach Mercenary, human male Ftr10 (4):** CR 10; medium humanoid; HD 10d10+30; hp 94; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18)[+6 armor, +2 shield, +1 dex]; BA/G +10/+14; Atk +17 melee (1d8+6, long sword 17-20/x2) or +11 ranged (1d10, heavy crossbow 19-20/x2); Full Atk +17/+11 melee (1d8+6, long sword 17-20/x2); AL NE; SV Fort +10, Ref +6, Will +4; Str 18, Dex 12, Con 16, Int 12, Wis 13, Cha 11.

Skills and Feats: Climb +12, Handle Animal +7, Intimidate +11, Jump +11, Knowledge (religion) +2, Swim +8; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Breastplate +1, masterwork heavy steel shield, masterwork longsword, heavy crossbow.

Encounter 3b: Cathedral Graveyards

APL 6 (EL 8)

🗡️ **Noxell, Huecuva Clr6 (Nerull):** CR 8; medium humanoid; HD 6d12+3; hp 51; Init +0; Spd 20 ft.; AC 25 (touch 11, flat-footed 22)[+4 natural, +1 dex, +8 armor, +2 shield]; BA/G +4/+7; Atk +9 melee (1d8+3, morning star x2); Full Atk +9 melee (1d8+3, morning star x2); SA Huecuva blight, rebuke undead, spontaneous casting (inflict spells); SQ DR 15/silver, turn resistance +2, undead traits; AL NE; SV Fort +5, Ref +5, Will +10; Str 16, Dex 12, Con —, Int 12, Wis 20, Cha 15.

Skills and Feats: Concentration +13, Diplomacy +6, Heal +10, Knowledge (arcana) +6, Knowledge (planes) +4, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (morning star).

Possessions: masterwork full plate, masterwork heavy steel shield, masterwork morning star.

Spells Prepared (5/5+1/4+1/3+1 base DC = 15 + spell level); 0 — *cure minor wounds* (2), *detect magic*, *resistance*, *virtue*; 1st — *Cause fear**, *bane*, *command*, *cure light wounds*, *divine favor*, *shield of faith*; 2nd — *Desecrate**, *bulls strength*, *death knell* (2), *hold person*; 3rd — *Animate Dead**, *searing light* (2), *magic vestment*.

*Domain spell. *Domains*: Death (death touch 1/day); Evil (cast evil spells at +1 level).

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as *remove disease* spell).

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

Divine Conversion: A cleric who becomes a huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like other evil clerics.

APL 8 (EL 10)

☛ **Noxell, Huecuva Clr8 (Nerull)**: CR 10; medium humanoid; HD 8d12+3; hp 65; Init +0; Spd 20 ft.; AC 25 (touch 11, flat-footed 22)[+4 natural, +1 dex, +8 armor, +2 shield]; BA/G +6/+9; Atk +11 melee (1d8+3, morning star x2); Full Atk +11/+5 melee (1d8+3, morning star x2); SA Huecuva blight, rebuke undead, spontaneous casting (inflict); SQ DR 15/silver, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +5, Will +11; Str 16, Dex 12, Con –, Int 14, Wis 20, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +6, Heal +10, Knowledge (arcana) +6, Knowledge (planes) +4, Knowledge (religion) +10, Spellcraft +10; Combat Casting, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (morning star).

Possessions: masterwork full plate, masterwork large steel shield, masterwork morning star.

Spells Prepared (6/6+1/4+1/4+1/3+1 base DC = 15 + spell level); 0 — *Cure minor wounds* (2), *Detect magic*, *resistance* (2), *virtue*, 1st — *Cause fear**, *bane*, *command*, *cure light wounds*, *divine favor*, *doom*, *shield of faith*; 2nd — *Desecrate**, *bulls strength*, *death knell* (2), *hold person*; 3rd — *Animate Dead**, *animate dead*, *magic vestment*, *searing light* (2); 4th — *Unholy blight**, *divine power*, *inflict critical wound*, *poison*.

*Domain spell. *Domains*: Death (death touch 1/day); Evil (cast evil spells at +1 level).

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The

incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as *remove disease* spell).

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

Divine Conversion: A cleric who becomes a huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like other evil clerics.

APL 10 (EL 12)

☛ **Noxell, Huecuva Clr10 (Nerull)**: CR 12; medium humanoid; HD 10d12+3; hp 80; Init +0; Spd 20 ft.; AC 25 (touch 11, flat-footed 22)[+4 natural, +1 dex, +8 armor, +2 shield]; BA/G +7/+10; Atk +12 melee (1d8+3, morning star x2); Full Atk +12/+6 melee (1d8+3, morning star x2); SA Huecuva blight, rebuke undead, spontaneous casting (inflict); SQ DR 15/silver, turn resistance +2, undead traits; AL NE; SV Fort +7, Ref +6, Will +12; Str 16, Dex 12, Con –, Int 12, Wis 20, Cha 16.

Skills and Feats: Concentration +17, Diplomacy +6, Heal +10, Knowledge (arcana) +6, Knowledge (planes) +4, Knowledge (religion) +12, Spellcraft +12; Combat Casting, Lightning Reflexes, Maximize Spell, Power Attack, Toughness, Weapon Focus (morning star).

Possessions: masterwork full plate, masterwork large steel shield, masterwork morning star.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1 base DC = 15 + spell level); 0 — *Cure minor wounds* (2), *Detect magic*, *resistance* (2), *virtue*, 1st — *Cause fear**, *bane*, *command*, *cure light wounds*, *divine favor*, *doom*, *shield of faith*; 2nd — *Desecrate**, *bulls strength*, *death knell* (2), *hold person*, *owl's wisdom*; 3rd — *Animate Dead**, *animate dead*, *magic vestment*, *searing light* (2); 4th — *Unholy blight**, *divine power*, *inflict critical wound*, *poison*, *spell immunity*; 5th — *Slay living**, *flame strike*, *slay living*, *spell resistance*.

*Domain spell. *Domains*: Death (death touch 1/day); Evil (cast evil spells at +1 level).

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution

damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as *remove disease* spell).

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

Divine Conversion: A cleric who becomes a huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like other evil clerics.

APL 12 (EL 14)

➤ **Noxell, Huecuva Clr12 (Nerull):** CR 14; medium humanoid; HD 12d12+3; hp 94; Init +0; Spd 20 ft.; AC 25 (touch 11, flat-footed 22)[+4 natural, +1 dex, +8 armor, +2 shield]; BA/G +9/+19; Atk +14 melee (1d8+3, morning star x2); Full Atk +14/+8 melee (1d8+3, morning star x2); SA Huecuva blight, rebuke undead, spontaneous casting (inflict); SQ DR 10/silver, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +7, Will +13; Str 16, Dex 12, Con –, Int 14, Wis 21, Cha 16.

Skills and Feats: Concentration +18, Diplomacy +6, Heal +10, Knowledge (arcana) +6, Knowledge (planes) +4, Knowledge (religion) +16, Spellcraft +15; Combat Casting, Cleave, Lightning Reflexes, Maximize Spell, Power Attack, Toughness, Weapon Focus (morning star).

Possessions: masterwork full plate, masterwork large steel shield, masterwork morning star.

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/ 2+1 base DC = 15 + spell level); 0 — *Cure minor wounds* (2), *Detect magic*, *resistance* (2), *virtue*, 1st — *Cause fear**, *bane*, *command* (2), *cure light wounds*, *divine favor*, *doom*, *shield of faith*; 2nd — *Desecrate**, *bulls strength*, *death knell* (2), *hold person*, *owl's wisdom*; 3rd — *Animate Dead**, *animate dead*, *dispel magic*, *magic vestment*, *searing light* (2); 4th — *Unholy blight**, *divine power*, *inflict critical wound*, *poison*, *spell immunity*; 5th — *Slay living**, *flame strike* (2), *slay living*, *spell resistance*; 6th — *Create undead**, *harm*, *searing light* (maximized).

*Domain spell. **Domains:** Death (death touch 1/day); Evil (cast evil spells at +1 level).

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution

damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as *remove disease* spell).

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

Divine Conversion: A cleric who becomes a huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like other evil clerics.

Encounter 4 (area J)

All APLs (EL 16)

➤ **Hierarch Nezmajen Clr11 Tha5:** CR 16; medium humanoid; HD 11d8+5d4-16; hp 54; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); BA/G +10/+10; Atk +11 melee (1d6 morning star x2); Full Atk +11/+6 melee (1d6 morning star x2); SA rebuke undead, augment summoning, extend summoning, contingent summoning, spontaneous casting (inflict); AL NE; SV Fort +9, Ref +7, Will +17; Str 10, Dex 12, Con 8, Int 18, Wis 22, Cha 16.

Skills and Feats: Concentration +21, Diplomacy +18, Heal +22, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (religion) +20, Knowledge (the planes) +20, Sense Motive +10, Spellcraft +20; Augmented Summoning, Combat Casting, Craft Rod, Diehard, Endurance, Great Fortitude, Improved Turning, Lightning Reflexes.

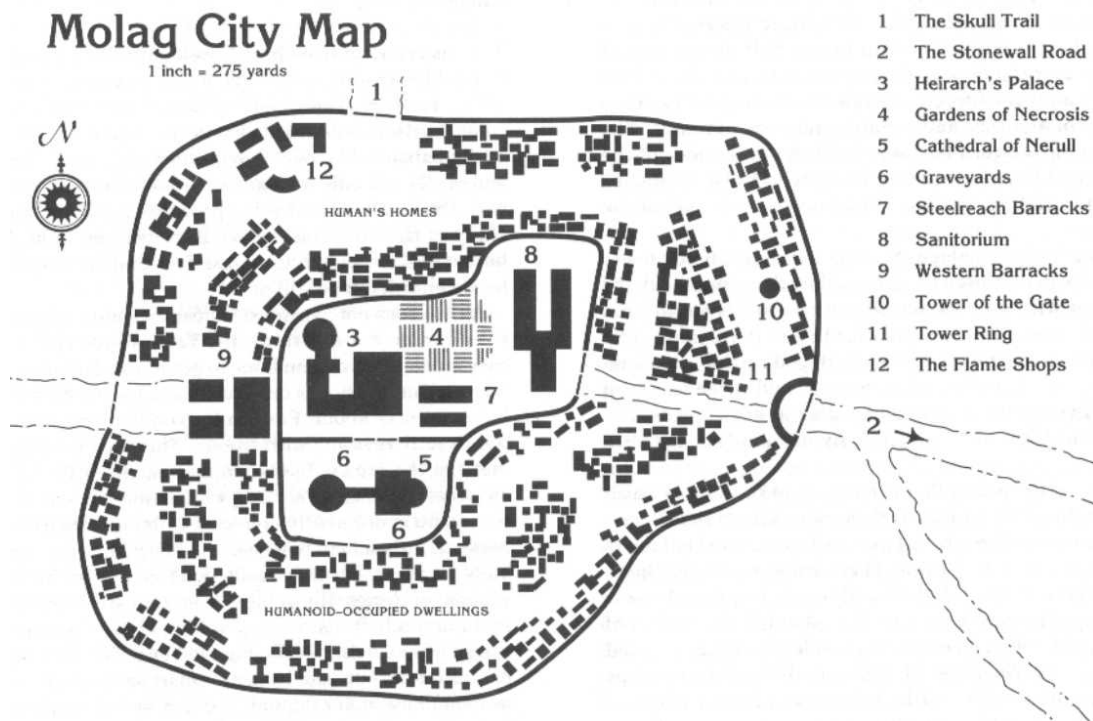
Possessions: *Ring of spell turning*, *ring of greater cold resistance*, *rod of lordly might*, +1 *glamered greater electricity resistance breastplate*, morning star, light crossbow.

Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/4+1/4+1/3+1) base DC = 16 + spell level; 0 — *Detect magic* (2), *detect poison*, *inflict minor wound*, *read magic*, *resistance*, 1st — *Protection from good**, *comprehend languages*, *cure light wounds*, *inflict light wounds*, *summon monster I (augmented & extended)* (3); 2nd — *Death knell**, *bear's endurance*, *hold person*, *owl's wisdom*, ~~*resist energy* (2)~~, *summon monster II (augmented & extended)* (2); 3rd — ~~*Magic circle against good**, *animate dead*, *dispel magic* (2)~~ *protection from energy* (2); *summon monster III (augmented & extended)* (2); 4th — ~~*Death ward**, *cure critical wounds*, *divine power*, *inflict critical wound*, *lesser planar ally (augmented & extended)*, *spell immunity*~~, *summon monster IV (augmented & extended)* (2); 5th — *Dispel*

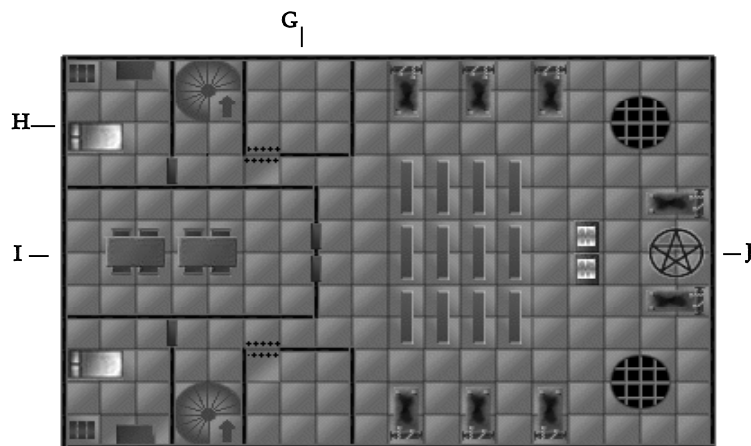
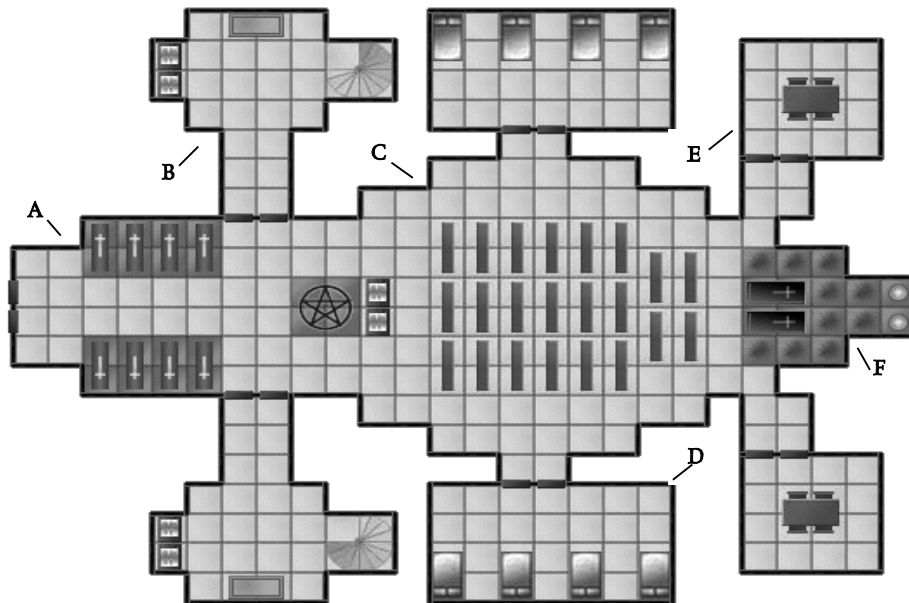
good*, summon monster V (augmented & extended)
(2), slay living, ~~symbol of pain, true seeing~~; 6th – Create
Undead*, banishment, forbiddance, summon monster
VI (augmented & extended), ~~word of recall~~; 7th –
Blasphemy*, blasphemy, ~~repulsion~~, summon monster
VII (augmented & extended), ~~symbol of weakness~~; 8th
– ~~Unholy Aura*~~, ~~greater planar ally (augmented &
extended)~~, summon monster VII (augmented &
extended), unholy aura.

*Domain spell. *Domains*: Death (death touch
1/day); Evil (cast evil spells at +1 level).

Appendix B: Molag



Appendix C: Cathedral of Nerull



Draft Notice from King Belvor IV

By order of King Belvor IV, all experienced adventurers that reside or adventure within the Kingdom of Furyondy are hereby ordered to go to the nearest Military Recruitment station to sign up for service in the forthcoming war against allies of Iuz. Failure to enlist or report to duty after enlistment will result in banishment from the Kingdom of Furyondy.