

ONW3-03

GLAIVE'S GATHERING

A ONE-ROUND D&D LIVING GREYHAWK® FREE STATE OF ONNVAL REGIONAL ADVENTURE

Version 1

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Glaives of Azharadian originally created by Paul Looby
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The ascension of Duke Gellen Cadwale to the office of Glaive Superior is imminent. Will the future of the Order be affirmed with the installation of the new Glaive Superior or will the shadowy hand of the Traitor of Scant make a final play to destroy the Order of the Golden Sun?

An Onnwal regional module for APL 4-10.

Part Three of the Knights of the Splintered Sun Series. Sequel to *ONW 1-03 Glaive's Gambit* and *ONW 2-06 The Blazing Banner*.

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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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, but the actual playing time will be closer to three hours. 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After scoring, 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 following 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.

CR	1	2	3	4
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	5	6	7

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 three 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.

A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the

end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "The Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per the LGCS guidelines. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

NEW BEGINNINGS?

With the Banner delivered to him by a war company of renown, despite some confused reports it had ended up in the hands of his rival Halrend Lorendrenn, Duke Gellen Cadwale stands ready to ascend to Glaive Superior of the Order of the Golden Sun.

Lorendrenn is livid at this outrage, he has been unable to prove to his comrades Dorlan Maldrenn and Milos Faskel that Gellen is the Traitor of Scant and they have forsaken him.

Nonetheless he does still have the support of most of the Glaive Cohort, plus a considerable noble retinue based in Dunheern. Furthermore a score of mercenaries have been hired from within the town of Killdeer by the Baron. In secret he and his men have moved into the western Headlands where he intends to lead a military coup of conservative soldiers of the Cohort, soldiers from Dunheern and sell swords from the Marchlands. The Scarlet Brotherhood is aware of this – they have been secretly providing the Glaive with aid: sell-swords whose true loyalty is to the Scarlet Sign.

Meanwhile the Traitor of Scant, one Tiren Farness, has developed ideas his Scarlet Masters would consider above his station. Being of the Oeridian House of Farness he realizes if the Order is crushed in this final swoop, his use to the Brotherhood is over – despite their claims he shall lead a new reformed Order for the glory of Onnwal in the new order.

Having obtained from the same war company that returned the Banner of Azharadian tomes on the Pillar of Azharadian, tomes his master denied him access — Tiren has gained insights into his final goal – the release of Bardinar, the Glaive of Victory.

He wishes to reform the Knighthood into an order ruled by him under the Scarlet Brotherhood. With the

sacred artefacts of the Banner and the *Bardinar, the Glaive of Victory* in his control he expects to encounter little resistance.

He believes that all he needs to do to release Bardinar from the Pillar is to enter the caves below the Pillar of Azharadian.

Encounter One: The Pavilion

Freeform roleplaying in which the PCs get to meet the five attending Glaives and their retinues.

Encounter Two: The Banquet

Halrend interrupts the investiture with his force and a confrontation begins between his forces and those in attendance at the ceremony.

Encounter Three: The Battle is Joined

Tiren and Senh's Hepomonaland savages play their hand and fall upon both sides of the conflict with equal force. Gellen and Halrend fight back-to-back against the invaders but despite a valorous battle, the six Glaives and their men fall back to the cave to defend it to the last.

The PCs fight along side Glaive Martial Dorlan Maldrenn against the Hepmonalanders. Unfortunately while they likely acquit themselves well, a retreat is called and the men are forced to run into the cave below the Pillar.

Encounter Four: The Outer Caves

Morale is at an all-time low as the Glaives are trapped within Azharadian's cave.

Old feuds come to the fore among the junior Glaives, and the senior three Glaives enter the Inner Caves to pray at the foot of Azharadian's pillar.

The leader of the Scarlet Brotherhood force is none other than the Head of the Office of Faith, Telek Senh, who offers the Cohort the chance for survival if they surrender. The PCs can be caught up in all of this.

Encounter Five: The Missing Leaders

The morning has come and the time for the final reckoning is at hand. However Duke Gellen, Halrend Lorendrenn and Tiren Farness have not yet returned from the Inner Caves! The PCs must go and find them, lest the morale of them men shatter.

Encounter Six: The Traitor Unmasked?

Some Doppelgangers that Tiren smuggled into the Inner Cave put on a performance for the PCs to make them think Duke Gellen is the traitor. They attempt to delay the PCs as Tiren takes power from the Pillar of Azharadian, and a brutal combat ensues.

Encounter Seven: Endgame

The PCs face Tiren Farness in a final battle as he wields Bardinar against them. When they win Bardinar must be replaced into the Pillar. If the PCs try to leave with it they are sealed in the Cave of Azharadian forever.

THE TRAITOR OF SCANT

Tiren Farness was forced into the knighthood by his father. While able to handle himself in combat, Tiren was more at home among the books and vellum of the libraries of Scant than the battlefields of the east. He ascended the ranks to Glaive Virtuous; this was not by wit of his martial prowess, but rather his cunning on and off the field. He was a political non-entity among the other Glaives, who valued martial prowess over cunning, and rallied around such heroes as Sir Gellen Cadwale or Sir Halrend Lorendrenn.

In 581 CY, in the days before the Greyhawk Wars an advisor to Tiren's father, a man bearing the mark of the Scarlet Sign, approached him. Cunning, subterfuge and tactics were virtues the Scarlet Ones admired over sheer martial prowess. Whilst supposedly on a pilgrimage to the Temple of Heironeous within the Nyrondese capital of Rel Mord, Tiren was introduced to the lifestyle of the Empire of Shar. Seeing how much emphasis on culture, learning and education the Scarlet Brotherhood possessed within their culture, Tiren was convinced that serving their cause was best for the Order, and that a cleansing was required.

A faked recall order was sent to those Tiren felt could not be swayed under his cause. The remaining Glaives were to be the young or the malleable. Unfortunately he did not count on the valiant Sir Halrend being caught behind enemy lines within Naerie, or for his dupe, the Glaive Virtuous Gellen Cadwale, to have collapsed from exhaustion after having delivered the now-infamous message that lured so many Glaives to their death in Scant.

Tiren was dispatched to dispose of the remaining knights. He accounted for a further two of the three who perished outside of Scant. Tiren intended to be the one whom denounced Gellen as traitor and wrest control of the Glaives of Azharadian. The survival of Sir Halrend Lorendrenn, who despite being junior to Tiren, had the support of the younger Glaives in the matter of succession, caused Tiren to rethink his strategies. Recognising the corrosive distrust between the two camps would make the Order more vulnerable than a decisive banishment of Gellen he played a balancing act and threw his support behind the duke-apparent, ensuring a stalemate. The order would tear itself apart as Gellen and Halrend politicked and

backstabbed one another. His attempt to assassinate Halrend and discredit Gellen in Longbridge, leading to him becoming Glaive Superior failed. Luring them on a doomed mission to recover the Banner within Scant was also foiled.

Tiren is not a warrior at heart, but he is a strategist - he sees no glory in slaughter (just as Azharadian did - but from a slightly different point of view). The Glaives over the years have forgotten this, favouring a more martial path. He sees his alliance with the Suel as a chance of saving them from ruin.

INTRODUCTION A: MEETING WITH A SUPERIOR GLAIVE

Once you have determined that the party is to be summoned by Duke Gellen Cadwale, read aloud or paraphrase the following text: -

An invitation to attend the Duke Gellen Cadwale in Longbridge is rare in itself, but such a clandestine invitation as was slid under the door of your residence can only be a unique occurrence.

The note, written in hasty scrawl, addresses each of you by name, and asks for your discretion in this matter.

The secrecy of this correspondence, and the well-known distrust between the Glaives of Azharadian, of which the Duke is the most senior, is well known. It begs two questions, the first: what does the Duke want with you? The second: shall you meet with him?

Ask each of the PCs if their characters attend the Duke. Those who do not cannot proceed further with this scenario and should be scored at this point.

Once the PCs decide to attend the Duke proceed with the following: -

If any of the PCs have Favours of Lorendrenn, Cadwale continues: -

The Duke looks at each of you in turn, "You have served Lorendrenn well but it is I who am to become Glaive Superior. Will you continue to ally yourself with the past or will you embrace the future?"

A smile creases his face.

Gellen's purpose in inviting the PCs here is to ask them to escort him to a Conclave of the Glaives of Azharadian. The conclave is to take place at the Pillar of

Azharadian, an ancient monument to the Aerdi General in the south western Headlands. As he is to become Glaive Superior, Gellen knows he has enemies that would wish him slain and he prefers the added reassurance of a random factor like the PCs into the equation.

If the PCs played *ONW1-03 Glaives Gambit*, *ONW2-06 Blazing Banner* or *SWiO1-3 Two if by Sea*, he remembers them well from the incidents therein. Otherwise it is simply hearing the PC's deeds of valour that has brought him to summon them.

If asked for payment Gellen rolls his eyes, saying in happier times men would honour the request of a Duke, but in these times of open rebellion, people oft forget their graces. He can offer no immediate promise of gold, but is sure the Order of the Golden Sun will bestow its gratitude upon the heroes. If this is not enough for the PCs they are dismissed.

INTRODUCTION B: MEETING WITH THE YOUNGBLOOD

Once you have determined that the party is to be summoned by Baron Maldrenn, read aloud or paraphrase the following text: -

The invitation to attend Baron Kiernal Maldrenn within his current base of operations – the hamlet of Jeresan – was unexpected to say the least, more so as the note mentioned that it concerned his son, Dorlan Maldrenn, a Glaive Martial within the Order of the Golden Sun. It advised you to clear at least a couple of weeks of leave from fighting the Scarlet Sign.

The note was written in hasty scrawl, and addresses each of you by name, telling you to come at once on a matter of great urgency.

If the PCs do not come to Baron Maldrenn, they cannot proceed with this scenario. If they do continue as follows: -

The fighting has begun a temporary lull on the Storm Coast, but the camp shows little sign of this. You have followed the instructions of the note to the small hamlet of Jeresan, which seems to have almost doubled in size. Where once a handful of buildings stood, they are now surrounded by a palisade that barely contains the swollen tent village outside.

Men and women in the service of the House of Maldrenn flock throughout the once sleepy hamlet.

To one side of the tented village you see injured soldiers and civilians being hastily tended by priests of Heironeous, Osprem and Zilchus, whilst, to the other side those who shall not live to see dusk receive the last rites.

You are led to the central building of the village, where a guard waves you in. There, at the head of a great table, illuminated by a roaring fire sits Kiernal Maldrenn, Baron Gearnwal, clad in his ornate and polished plate mail. To one side sits his son, a dour-looking young fellow, with a silvered axe girthed at his side.

"Ah, you have come," booms the Baron, his voice resonating through the wooden hall. He waves to a servant, "Bring the good folk victuals."

He motions to the table for you to sit, "We have much to discuss..."

Kiernal Maldrenn's purpose in inviting the PCs here is to ask them to escort his son, Dorlan, to a Conclave of the Glaives of Azharadian. The conclave is to take place at the Pillar of Azharadian, an ancient monument to the Aerdi General in the southwestern Headlands. While he doubts not the abilities of his son, for he is a Glaive, he would prefer if he had a doughty and trustworthy company travelling with him.

If the PCs played *ONW3-01 The Prophet*, he remembers them well from the incidents therein. Otherwise it is simply hearing the PC's deeds of valour that has brought him to summon them.

If asked for payment Kiernal rolls his eyes, saying in happier times men would honour the request of a baron, knowing full well if they carried his favour rewards would follow. He can offer no immediate promise of gold, but is sure the Order of Azharadian will bestow its gratitude upon the heroes. If this is not enough for the PCs they are dismissed.

ENCOUNTER ONE: THE PAVILION

Read or paraphrase the following: -

The valley winds gently down to the south. The journey to the Pillar has not been taxing, but given the sombre and dour disposition of the company you travel in, there is great relief in your heart as you behold a glorious sight, for there it is at last! Crowning a grand, verdant hill lies the basalt monolith that is the great Pillar of Azharadian.

Your heart races with excitement as at the base of the hill you see the Banners of the Glaives of

Azharadian, and the Household Arms of the various Glaives.

As you ride down the narrow pass into the campsite of the Order, several of the pages and squires turn from their duties to watch your arrival in awe.

Emerging from one of the tents is the dapper Sir Tiren, seemingly dwarfed by the mighty Sir Baernan, both glaives who have pledged their axes in the service of Duke Gellen. There is tremendous relief in their countenance as you ride forth towards them.

Tiren has infected Baernan Keldas with a modified version of the Tongue of Syrul. It reverses non-trivial divinations (so a Discern Truth would detect “I am a man” as a truth, but he detects as Chaotic Evil).

They greet the escort warily, speaking formally to the Glaive in the group before speaking with the PCs. See Appendix 3 for details on roleplaying any exchange with either Tiren or Baernan. Once they are finished their discourse with the PCs, Baernan and Tiren go about their tasks. Baernan will mention that he must go hunt the ritual boar for the feast tonight, and is glad of any help he can get (see The Hunt below).

Troubleshooting

If the PCs cast any suspicion on Baernan Keldas at this point before the meal, try to roleplay the matter as outlined in ‘The Inquisition’ in Encounter 2.

Tiren Farness does his utmost to appear as a reasonable and even-handed man, pleading Keldas’s case and past-history.

In the event the PCs decide to use force, Baernan’s statistics are provided in Appendix 1.

EXPLORING THE PAVILION

Feel free to split the party at this point, especially, if play time allows for it to allow for their various skills. The Glaives are doing their utmost to remain as far from each other as is possible; thoughts of suspicion still cloud their minds.

The Scholar Knight

Outside his tent, in the afternoon sunlight sits Sir Tiren Farness, the Traitor of Scant. One would not think this to look at him however - he studies a length of vellum relating to the Virtuous Mount and the Pillar. He is glad to speak at length with any learned PC about religion or other scholarly matters. With mages and priests he tries to gauge their capabilities for a confrontation and is not beneath offering a few spells of his own.

A Challenge

Dorlan is eager to prove himself. If any of the PCs have skill in the area, he would fain spar with them in non-lethal combat. He makes a point of saying, within earshot of the young Sir Milos, that he seeks an opponent who understands the rules of non-lethal combat.

The young Glaive is both gracious and courteous in defeat, though in victory he can barely hide his pleasure beneath his stoic exterior.

ALL APLS

☞ **Dorlan Maldrenn:** male human Pal6/Glaive of Azharadian 2, hp 65. See Appendix 1.

Archery Ring

Here can be found, before the feast, Plellyrd Dalgert, master Bowman to the House of Faskel. He is something of a braggart who thinks poorly of his master and is a drinking companion of the young upstart Xavier.

He is eager to attempt to outshoot any who express an interest in using the archery ring, though he has little love of longbows, preferring the crossbow himself. He has heard tell of a strange cult of archers and philosophers in the west and would gladly question and deride anyone who knows of what he speaks.

Additionally, he is curious about a game Duke Gellen told him of – called Quills. This involves throwing darts at a buckler with six partitions buckler that represents the Scourge of Battle, Hextor. He possesses such a buckler and if any PC is persuaded to play with him, the rules are in Appendix 4.

APL 4

☞ **Plellyrd Dalgert:** male human Ftr 6, Atk: +9 missile (1d4 [x2]) dart, +10 missile (1d8 [x3]) longbow.

APL 6

☞ **Plellyrd Dalgert:** male human Ftr 8, Atk: +11 (1d4 [x2]) dart, +12 (1d8 [x3]) longbow.

APL 8

☞ **Plellyrd Dalgert:** male human Ftr 10, Atk: +13 (1d4 [x2]) dart, +14 (1d8 [x3]) longbow.

APL 10

☞ **Plellyrd Dalgert:** male human Ftr 12, Atk: +15 (1d4 [x2]) dart, +16 (1d8 [x3]) longbow.

The Hunt

Baernan and his men have been charged with providing the ceremonial meal that is always eaten at the foot of the pillar. He will ask the PCs if they wish to come with him and help find the beast they seek.

Being a true Glaive, Baernan eschews the use of a bow in the hunt. Feel free to adlib an encounter in which the PCs stride forth to kill the boar with the brave Sir Baernan.

🦋 **Wild Boar:** hp 22; see the *Monster Manual* page 194.

The Cave of Azharadian

Some of the PCs will doubtless be drawn by the haunting qualities of the entrance to the caves, a gaping, stony maw from which silvery mists drift. The Caves are described in detail within Encounter 4-7.

Duke Gellen is currently resident within these caves, sat cross-legged by a large carven stone door bearing the Sun and Bolt of the Order. There the Glaive Virtuous meditates silently, but if spoken to shall gladly tell the PCs that it is a testing ground for those knights who wish to undertake the Trial Virtuous. The weary ruler of the Azure Coast notes that it seems many a year since he was tested within the caves.

The area in which he studies is the entry way to the Virtuous Rising, where lie the foundations of the Basalt Pillar. Only one who is on a sacred quest of the Order may enter though the portal, which otherwise is sealed to all others. The commands to open the stone door, chosen by and known only to the Glaive Superior of the Order, are lost with Jian Relaster slain and his spirit lost. Gellen doubts there is a soul who knows the ancient words. He hopes that when he ascends to the rank of Glaive Superior the Archpaladin and the General will grant him mastery of the secrets.

The Pillar

The Pillar of Azharadian, or at least the part of it that rises above the green sward of the hill is another point of interest the PCs. If they examine it, read aloud or paraphrase the following: -

The mighty Pillar of Azharadian is pure basalt, almost twenty feet wide, and that of it that you can see, looms over one hundred feet in height, a lone monolith standing guard over the hill. This remarkable structure is built seamlessly together by Dwur craftsmanship of old.

The four sides of the pillar are engraved lovingly with images of war. At the pedestal of the pillar is engraved script that appears to be in Old Oeridian. The four corners of this pedestal contain reliefs showing scenes of martial life. The first shows a young warrior, knelt in devotion as a battle-axe is lowered into his eager arms from the heavens. The second shows a King carrying an orb and sceptre pointing to a silhouette of a mounted warrior at the head of a great column. The third shows a troop of Dwur kneeling before the warrior, clearly in his prime. The last depiction is that of a ship landing on a rocky shore, with a mounted figure dressed in black standing atop the outcrop, awaiting their arrival.

The last relief should strike a chord with anyone who is familiar with the ways of the Order (Knowledge (Religion) – DC 10). It is the Ebon Knight, and a Knowledge (Local) check (DC 17) reveals the area to be that of Obelstone, now occupied with the fell fortress where the Brotherhood perform unspeakable acts.

PCs who speak Old Oeridian recognise the script on the bottom of the pillar as the names of several lands that were once in the Great Kingdom, conquered by General Azharadian. At the bottom of the list are the words “The Dragonhead Campaign – Kingdom of the Onnwi.”

Any PC who spends any time by the pillar notices that several each hour the pillar gently hums and vibrates. If any of the Glaives are quizzed on this, they say that it began when the Banner of Azharadian was returned to the Order. The significance is lost on the Glaives.

Moving Onwards

After you have given the PCs ample time to interact with the Glaives and their Cohort, the meal is eventually completed, and the PCs are invited to partake of the victuals. Move on to Encounter 2.

ENCOUNTER TWO: THE BANQUET

The banquet to ‘celebrate’ the installation of Gellen as Glaive Superior is a set of free-form roleplaying encounter.

There are five tables in the feasting area, each with a different Glaive sat at the head. There is little disguising that the Glaives would still rather dine with their own men than trust the company of their fellow knight. The PCs are pointedly split up, each seated at a

different table, with two of the PCs at Duke Gellen's table if there is an overflow.

Use any or all of the rumours below in any order you choose, weaving in the events below starting with An Upset Stomach and working through to The Intrusion which effectively ends the meal).

Rumours

1. The oft-whispered wedding of Milos Faskel and Natalia is said to be taking place finally in 594 CY. Thanks to the clearing operations of a clan of Dwur in the Faskel mines, Milos's father feels he is able to afford a wedding fitting of Onnwal's finest. Milos himself smiles coolly and says nothing if approached. (*True*)
2. Milos's bride to be is said to be in Nyrond, spreading Jian Destron's goodwill towards a new count in the old Almorian lands. (*True*)
3. The Szek is said to have made a deal with the Emperor of the Bright Desert that guaranteed his escape from the Scarlet Sign on the Night of Scarlet Knives. Jian Destron would never have done such a thing, and the Archmage is a knave to try to extort his favour. (*Speculation*).
4. The loss of Veryanna is said to weigh heavily on Gellen. It is known he was always well disposed to the Duchess on those rare occasions he visited the Storm Coast. Perhaps he viewed the child as a replacement for the family he lost? (*True*)
5. "Lorendrenn's absence only shows his contempt for Gellen. I would not be surprised if he has cast aside the Golden Sun in disgust, and stays within the walls of Dunheern." (*False – speculation*).
6. It was gifts of coin and favour, not the fact he possesses Banner of Azharadian, that led Milos and Dorlan to support Gellen for Glaive Superior. (*False*)
7. Warriors from Sunndi and further are coming in droves these days. We are of the opinion that Onnwal needs fewer of the Summoner's brethren, not more. Now Irongate – there is a great temple to the Archpaladin there. If only they would spare their men, rather than the wandering troublemakers they seem to get.
8. Despite what some of the others say about those Sunndians, anyone willing to raise a weapon against the Scarlet Sign is welcome in Onnwal. Without their timely shipment of weaponry on the Long Night, Longbridge may have fallen into rack and ruin! (*True*)
9. Ahlissa – a constant worry to the Order. They are attempting to garner the favour of the Szek with their bribes and promises. Xavener may try to hide

it, but he is as terrible as the Naelax Overkings in their height. We will not brook agreements with those who follow the Scourge of Battle (Hextor).

10. "Gellen may only be Glaive Superior but in his mind he has been all along. He pledged the fealty of our order to the Szek without consultation to the other five knights! Now, while our loyalty to the Platinum Diadem, Gellen showed little acknowledgment protocol, a bad sign for the future."
11. Dorlan Maldrenn is still sore with Milos Faskel for the accidental injury he received at the Storm Coast tourney in 591 CY. The wound has healed, but the mistrust has not. (*True*).
12. Duke Gellen bears a strange golden symbol that he keeps within a pouch. I have not seen its shape, only a glint as he occasionally handles it in the palm of his hand. (*True*).

Who Says What

The table below shows which NPCs are the source of the above rumours and comments:-

NPC	Rumours
Gellen Cadwale	1,3,5,8,9
Tiren Farness	2,3,4,7,10,11
Dorlan Maldrenn	1,2,3,7,10,11
Milos Faskel	2,3,4,9,10
Baernan Keldas	2,3,4,6,10,11
Sturrend	Any
Off-Duty Cohort	Any

An Upset Stomach

Before the meal choose one PC 'to be poisoned'. The meal served is that of finest roast boar, caught this very morn by Baernan Keldas's Cohort and prepared by his house staff. If the PC who you chose as a poison victim eats from a platter during this period, he suffers the effects of the Arsenic poisoning below.

The Glaives take the opportunity before the meal to praise Heironeous. This is done by a minute long clattering of axe on breastplate. Following this both Sturrend Keldas and Dorlan Maldrenn perform hasty prayers to the Archpaladin. A Spellcraft check (DC 15) reveals they are both casting *detect poison*. A relieved look crosses Dorlan's dour face, but he does not indulge too deeply. Sturrend on the other hand looks at a platter or flagon by one of the PCs, and dramatically cries (especially if the PC is about to eat or drink it) "Do not eat that, it is poisoned!"

The item of food is indeed poisoned, and is hastily removed by servants. If the PC is suffering from the poison, Sturrend has a *slow poison* spell available, the

only treatment available unless the PCs brought their own.

Needless to say, all eyes turn to Baernan Keldas, who is sweating in the afternoon sun, thanks to the Tongue of Syrul. If his 'evil intentions' have not been detected now, Dorlan finds it during the meal when he uses his *detect evil* ability. See "The Inquisition" below.

Arsenic: Ingested DC 13; Primary 1 Con; Secondary 1d8 Con.

THE INQUISITION

If Baernan Keldas's 'evil' is detected by Dorlan Maldrenn, the young Glaive immediately draws everyone's attention to this. Gellen and Tiren both claim to reveal the same from their divinations (though Tiren is lying).

An advanced Tongue of Syrul has infected Baernan. Normally a Tongue of Syrul (the Goddess of Lies) reverses the effects of all divinations, so a good character detects as evil, a lawful character detects as chaotic or a truthful answer detects as a lie. This infection somewhat trickier to determine, as it reverses only non-trivial matters. For example "I am a man" detects as true if a *discern lies* spell is cast, while "I am a loyal Onnwalon" detects as falsehood.

For more information regarding the tongue of Syrul refer to Appendix 2.

Sturrend Keldas has access to *discern lies* and on prompting from either Gellen or the PCs casts it. Gellen shall ask for the PCs to do the questioning, and Sturrend gets results as outlined above.

If any PC uses a *remove curse* on Baernan, or thinks to ask Sturrend Keldas to cast it, Baernan vomits blood and the portion of the meal he consumed before eventually liberating his digestive system of a dead Tongue of Syrul.

If the PCs fail to think of this, talk should follow of what to do with Baernan, whether he should be executed right away, under the Strictures of Azharadian, or tried by an Onnwalon court. He is restrained, which may impact later on in the scenario.

THE INTRUSION

At an appropriate juncture in the banquet, read aloud or paraphrase the following: -

Without warning a man bursts into view. He is a wiry man, dressed in leathers and wearing the blue surcoat of the Order of Azharadian. He rushes towards the table, and sinks to his knees at the feet of the burly Sir Baernan Keldas. It is then that you

notice a cruel black fletched arrow is embedded in the man's chest.

Eisanwyrd is one of Baernan Keldas's men, one of a group of scouts who he scattered to the four winds to keep an eye on any enemy who might approach the Glaive's camp within the valley. If Baernan has been detained, Eisanwyrd will seek out Duke Gellan.

Allow the PCs a Spot check (DC 10) to notice Eisanwyrd's approach. Alter the following text as necessary: -

"I was securing the northern perimeter milord, and went half a mile away or so," says the injured fellow, clutching the arrow in his chest whilst kneeling at the foot of the Glaive Valorous. "There I saw him sir, I saw him and he was at the head of a host of men, girthed in mail and ready for battle it seems. Seeing this and thinking ye might be needing to know this I ran, I did, sneaking round to the west for a quarter mile. Thought I'd lost sight of them when one of those savages the strawheads use came from the very scrub. I saw him coming in time, I did, and I wrestled him to the ground and sped off towards the camp, when the swine shot me in the back.

"I dared not pull the arrow out for fear it would weaken me, and I sped here as fast as my legs could carry me milord, but make no mistake, the Baron and those men, they're headed south towards us they are!"

Eisanwyrd is badly injured (1 hp where normally he has 10 hp) and fatigued from running. He is not coherent if questioned without healing. Gellen shall call for a priest of Heironeous if the PCs are unwilling to provide any.

Eisanwyrd's report is unintentionally confused, but he believes he speaks no lies, but it is only supposition. He has merged sightings of two forces into one. The first sighting he saw was indeed that of Halrend Lorendrenn, at the head of his mercenaries, but when he sped westwards he ran into the Hepmonaland Savages that Telek Senh and Tiren have in reserve. Naturally they pursued, and the arrow is the result of a Hepmonaland archer that hit his mark. He has unfortunately assumed that Halrend is in command of the Hepmonaland savages.

ENCOUNTER THREE: THE BATTLE IS JOINED

Gellan immediately calls the men of the Order of arms.

If the PCs protest Gellen's course of action he ignores them, regarding them as misguided fools – the evidence is clear, Halrend is indeed in league with the Scarlet Brotherhood. He bids his men and the Glaives steel themselves for battle now, there can be no retreat from the valley now Halrend has cut off the only exit.

As the serried ranks of the Glaives and their cohort swiftly break from the feasting to girth themselves in mail and bear arms against their foes, at the crest of the valley appears a first rank of men, also clad in ring and chain, mounted upon horses.

Allow the PCs to play a role in the interaction that follows. Duke Gellen and Tiren Farness ride forth to meet the Glaive Valorous between the two forces. A moment of conferring occurs, during which Gellen tells Halrend his ruse will not work, that his men have spotted the Hepmonaland savages that are doubtless now deploying themselves on the flank of the valley. His betrayal of the Order has finally been revealed.

If any of the PCs have broken formation and gone to join in this exchange, there are disapproving noises from Gellen's men. Halrend is incensed by being called a traitor. He says to Gellen that he came here to put a stop to the greatest affront to the Strictures of Azharadian in the history of the Order – the installation of a craven coward who hides behind scarlet robes as a puppet leader.

Allow the PCs to intervene in these exchanges, and if they are able to calm down the two zealous holy warriors, by pointing out such facts as the scout did not exactly see Halrend leading, or that Halrend would have made better use of Hepmonalanders by advancing them directly behind his armoured troops. Otherwise both Gellen and Halrend return to their respective forces and order an immediate advance.

If the PCs choose to take part in the fighting, ad-lib it as best you can. Statistics for a typical soldier on either side are provided in Appendix 1. As both sides consist of loyal men-at-arms who are simply doing their liege's bidding, there is no experience to be gained from slaughtering innocents.

APL 4

☛ **Men-at-arms:** War2, see Appendix 1.

APL 6

☛ **Men-at-arms:** War3, see Appendix 1.

APL 8

☛ **Men-at-arms:** War4, see Appendix 1.

APL 10

☛ **Men-at-arms:** War6, see Appendix 1.

Note: As the men-at-arms are not evil PCs gain no experience for defeating them in this module.

After five rounds of combat with Halrend's troops, or if the PCs seem to calm down the two irate Glaives, then a group of Hepmonalanders who have been deploying themselves around the vale attack.

THE ENEMY

Over three hundred savages are attacking the small group of Glaives and Glaive Cohort.

Alerted by a fierce and high-pitch shriek you spy many men, pale skinned and clad in leathers and animal hide pour from into the valley, emerging from scrub and stone. Each of these men bears crude and wild tattoos along their chest, often resembling primitive shapes. There is little doubt to their purpose as they wield great axes with deadly proficiency. There is little mistaking the Hepmonalander warriors of the Scarlet Sign.

Without any sense of reason or tactics the Hepmonalanders rush towards the glaives and their cohort. There is a reason for their reckless charge you realize suddenly – they outnumber the Glaives and men-at-arms at least two to one, and those are the ones you can see!

Give the PCs three rounds to prepare defensive spells before continuing: -

The Hepmonalanders have reached the edge of the pavilion. They set upon nobleman and commoner alike, and you find no sanctuary from their axes either. A large group of the savages, led by a blonde Suel officer, are closing upon your position.

"Come," says Sir Dorlan Maldrenn, who stands by you brandishing his keenly lit battle axe, "The others have fled. We shall fight as comrades."

Looking behind you, into the cave, you see Gellen and Tiren have entered, followed by a mounted Halrend. You have no time to dwell on this, the screeching Hepmonalanders reminds you, for the battle is joined!

APL 4 (EL 6*)

☛ **Hepmonaland Savage Warriors (8):** male human Brb1, hp 11, see Appendix 1.

☛ **Hepmonaland Savage Warrior Chief (1):** male human Brb3, see Appendix 1.

- **Hepmonaland Savage Shaman (1):** male human Clr3 (Llrg), see Appendix 1.
- **Tilva Suel Officer (1):** male human Ftr4, see Appendix 1.
- ☞ **Dorlan Maldrenn:** male human Ftr6/Glaive of Azharadian2, see Appendix 1.

APL 6 (EL 8*)

- **Hepmonaland Savage Warriors (8):** male human Brb 3, see Appendix 1.
- **Hepmonaland Savage Warrior Chief (1):** male human Brb 5, see Appendix 1.
- **Hepmonaland Savage Shaman (1):** male human Clr 5 (Llrg), see Appendix 1.
- **Tilva Suel Officer (1):** male human Ftr 6, see Appendix 1.
- ☞ **Dorlan Maldrenn:** male human Ftr6/Glaive of Azharadian2, see Appendix 1.

APL 8 (EL 10*)

- **Hepmonaland Savage Warriors (8):** male human Brb5, see Appendix 1.
- **Hepmonaland Savage Warrior Chief (1):** male human Brb7, see Appendix 1.
- **Hepmonaland Savage Shaman (1):** male human Clr7 (Llrg), see Appendix 1.
- **Tilva Suel Officer (1):** male human Ftr8, see Appendix 1.
- ☞ **Dorlan Maldrenn:** male human Ftr6/Glaive of Azharadian2, see Appendix 1.

APL 10 (EL 10*)

- **Hepmonaland Savage Warriors (8):** male human Brb5, see Appendix 1.
- **Hepmonaland Savage Warrior Chief (1):** male human Brb7, see Appendix 1.
- **Hepmonaland Savage Shaman (1):** male human Clr7 (Llrg), see Appendix 1.
- **Tilva Suel Officer (1):** male human Ftr8, see Appendix 1.
- ☞ **Dorlan Maldrenn:** male human Ftr6/Glaive of Azharadian2, see Appendix 1.

APL 10 (EL 12*)

- **Hepmonaland Savage Warriors (16):** male human Brb 5, see Appendix 1.
- **Hepmonaland Savage Warrior Chief (2):** male human Brb 7, see Appendix 1.
- **Hepmonaland Savage Shaman (2):** male human Clr 7 (Llrg), see Appendix 1.
- **Tilva Suel Officer (1):** male human Ftr 8, see Appendix 1.

- ☞ **Dorlan Maldrenn:** male human Ftr6/Glaive of Azharadian 2, see Appendix 1.

* ELs lowered due to the presence of Dorlan Maldrenn.

If the PCs dispatch their foe, read or paraphrase the following: -

The fight continues about you as man-at-arms fights savage. You note however that some of the men-at-arms have turned against their comrades.

Young Sir Dorlan winces, sniffing the air, as if he smelt something amiss. Then suddenly he raises a mailed arm to the edge of the valley, "Look!"

You see that the turncoats men at arms are clad in gold and green surcoats, each bearing a golden lightning bolt.

"Look who's arms they bear! " mutters Dorlan. "Tis the Baron, Halrend Lorendrenn."

"And more of these savages!" yells Sir Milos, who stands to your left once more, wearily clutching a bloodied axe in hand. As sure as he says, another rank of the ferocious warriors press in upon the ranks of the retreating cohort.

Downcast, Milos shakes his head, "We cannot win the day."

Back at the cave, there is a brief exchange between Halrend and Gellen, sharp words are spoken. Feel free to improvise this if any of the PCs are within listening range, but after a moment a long horn blast calls for the glaives and Cohort retreat into the shadow of the cave beneath the pillar.

Of course the PCs are free to ignore such a retreat. Milos and Dorlan will urge them to join the other men within the cave, but if they do decide to stay outside and fight, feel free to drop as many of the savages as you need to persuade them otherwise. Use the statistics listed above.

ENCOUNTER FOUR: THE OUTER CAVES

Once the PCs make it to into Azharadian's Cave read or paraphrase the following: -

The men are slumped against the walls, fatigue and wounds evident. Not even the dark basalt walls of the cave can compete with the gloom and despair you see upon the faces of the defenders.

The sound of a hide drum beating outside echoes into the cave, reverberating in the cool air.

There is little doubt you shall find respite within these dank halls.

The sounds of pursuit have stopped, replaced by triumphant laughter and a voice - obviously that of one of the savages - that taunts, "Sooner or later you will have to come out, and when you do, the crows shall feast well!"

Numerous of the injured require healing, particularly if any PC is lucky enough to own a *wand of cure light wounds*. At least 20 charges could be used by the flagging force.

THE GLAIVES

Dorlan and Milos, if they entered the caves with the PCs, attempt to join their fellow Glaives, viewing them with suspicion – for now all six of them are seemingly trapped within the cave.

This is not so, however. During the battle Gellen suggested that he and Tiren attempt to make their way into the Virtuous Rising and at the base of the pillar pray for Azharadian to aid them – for it is said that he shall aid them in their darkest hour, and this is ever the Order's darkest hour!

Tiren had been studying the ancient texts of the Pillar, and believed that with the Banner of Azharadian he and Gellen could open the stone portal that bars the entrance, but only for a moment.

Eventually after the recriminations between the Duke and the Baron died down, Gellen suggested that Halrend, Tiren and himself take one page each into the chamber. This was the only arrangement Halrend agrees to.

If Baernan was not suspected of being the traitor, Gellen left Baernan Keldas in charge. Gellen instructs the PCs to remain up front with the men – they are worth more guarding the cave mouth than wandering about the sacred spaces of the Order. After this the three senior Glaives and their pages approach the stone portal. Tiren touches the arms upon the door with the Banner of Azharadian and utters a word in Old Oeridian and the its wings open noiselessly allowing he and the others to pass onwards into the darkness, before swinging shut once more.

Note: This door and its surrounds are totally invulnerable to any force or spell that the PCs may possess. PCs may only gain access to the chambers beyond when the door is split by a tremor.

OLD FEUDS

As the tension in the outer cave continues, so does the personality conflict between Milos and Dorlan, who to the dismay of the men, end up arguing and eventually

fist-fighting over a slur that Dorlan made about Natalia Keldas and her state visit to Nyronnd.

SURRENDER OR DIE

A lone hochebi approaches the cave bearing a message from Telek Senh, the Head of the Office of Faith. If allowed to deliver its message, the hochebi departs peacefully. See Handout 1.

The men's morale is lowered by this and the notion of desertion and surrender soon echoes softly through the caves, proposed by one Xavier, squire to Sir Milos. One of Tiren Farness's Cohort, an honest man by the name of Aduin, argues against the young upstart, saying surrender goes against everything the order stands for - duty, honour and valour.

This is a primarily a roleplaying encounter. The PCs should present a case to Xavier, they should not rely on bardic abilities or Diplomacy rolls. Bardic abilities such as *fascinate* do not work due to the imminent threat outside the cave.

Roleplaying notes for the two schools of thought are given below. A well-argued or powerful justification of why the men should stand and fight should suffice to keep them men in check. **Speaking ill of any of the noble Glaives has a negative effect on the disposition of the Cohort considering surrender.**

☛ **Xavier, Glaive Errant of Sir Milos:** Ftr 2, AL LN.

Appearance: Xavier is a man within his prime of twenty summers. Muddy blonde hair and a freckled sun-kissed face do little to hide an arrogant and dour scowl.

Character: A well-bred young man, there is some apparent tension between Xavier and his knight, Sir Milos. Xavier is somewhat bitter that he is the servant and not the master – for he is convinced he is the better warrior and his performance at tourneys is superior to that of his knight.

He has a reputation as being something of a rabble-rouser. Xavier is known to privately view his master, Sir Milos, with contempt. What loyalty he once held to Sir Milos recent events have shaken. He, and five others of the Glaive Cohort, are arguing vociferously for the men to lay down their weapons and accept Senh's offer of surrender. Given the presence of a traitor, and overwhelming odds it seems only the wisest course of action.

☛ **Aduin, Glaive Cohort:** Ftr 3, AL LG.

Appearance: Aduin is a veteran of 43 winters, dressed in a blue surcoat bearing the symbol of the Knights of Azharadian and the golden colours of

House Farness. His once jet-black hair contains a pronounced grey streak around his temple and his cheeks are marred with old scars from battle that have never fully healed.

Character: Aduin is an old-school Onnwalon within the Cohort. He believes thoroughly in the Rule of Law of Onnwal's noble houses, and he himself is loyal to Baron Tiren Farness. He is a man of irreproachable character, though inwardly he has little self-esteem and sees himself as unworthy in the eyes of his master.

Aduin argues vociferously against any form of surrender. He subscribes unquestionably to the words, "Unvanquished Even In Death". He also looks unfavourably on anyone not of noble birth who dares speak badly about the nobles, particularly the Glaives in Gellen's faction.

Hold The Line

If the PCs successfully convince Xavier and his men not to surrender, they grimly return to their posts, moving any thought of giving up to a distant suburb of their subconscious.

Give Into The Enemy

If the PCs are unable to embolden the men and convince Xavier and his men to stand and fight, he takes 30 of the men, almost a quarter of the men.

Their severed heads are found on poles after the module, assuming it successfully ends, complete with a *rune of defilement* upon their foreheads. They cannot be contacted by *speak with dead* or returned to the Oerth by any means e.g. *raise dead*, *resurrection*, *true resurrection* or *miracle/wish*.

The Stone Door

There is a terrible rumbling within the caves suddenly. Its source is unmistakably within the Inner Caves. Additionally any good-aligned clerics or paladins are overcome with a strange chilling feeling of loss.

Every three rounds there is an earth tremor and all within the outer caves must make a Reflex save (DC 15) to remain on their feet, or be knocked prone for one round. During this time, the Hepmonaland savages choose to press their advantage.

One of the tremors cracks open the stone portal, splitting the arms of the Sun and Bolt down the centre. The Glaives Dorlan, Milos or Baernan shall fetch the PCs and ask that they investigate what has become of the three senior Glaives and what is causing the rumbling. They too feel the strange sensation of loss, but with the enemy attacks beginning ahead of schedule they dare not leave the men!

ENCOUNTER FIVE: TRAITOR UNMASKED?

Once the PCs enter the cavern, the rumbling intensifies outside, a rock fall separates the PCs from the main force in the outer caves.

When the PCs enter the inner cavern read the following: -

The sounds of fierce combat resonate through this cavern – and through an opening you see the deft movements of a skilled and powerful pair of glaives as they, with full gusto, fight a battle you knew was inevitable.

It is the Baron Halrend Lorendrenn, clad as always in his azure surcoat and ornate plate mail. His opponent is the venerable Duke Gellen, who matches his every blow with one of at least equal skill. It seems Gellen is at an advantage against his opponent, the experience of age winning over the tenacity of youth.

However what is particularly horrifying is the doubtless slain corpse of the noble sir who once answered to the name Tiren Farness, leaning against the far wall. He appears to have been dealt a great wound to the back.

Both the Gellen and the Halrend present within this room are Doppelgangers who are feigning a mock combat. The traitor, Sir Tiren Farness, replaced each of the pages attending the senior Glaives by doppelgangers given to him by Telek Senh. Their instructions are to delay any altercation with any pursuers by playing out their mock combat, and when the time allows, strike at any pursuers.

The corpse appears to be that of Tiren Farness, but is in fact one of the doppelgangers, who the other two slew on Tiren's order to confuse any pursuers. "Tiren" appears to have suffered an axe wound to the back, exposing the kidneys and straight through to the front of his chest. Additionally, divination spells such as *detect magic* yield untrue results due to the dead doppelganger's infection with a Tongue of Syrul. Tiren Farness is unfortunately a thorough tool of the Scarlet Sign.

APL 4 (EL 5)

🗡️ **Doppelganger (2):** See Appendix 1.

APL 6 (EL 7)

🗡️ **Doppelganger, Rog2 (2):** See Appendix 1.

APL 8 (EL 9)

☛ Doppelganger, Rog4 (2): See Appendix 1.

APL 10 – (EL 11)

☛ Doppelganger, Rog6/Asn2 (1): See Appendix 1.

☛ Doppelganger, Rog 4 (1): See Appendix 1.

Tactics

If the PCs make their presence known the Doppelgangers attempt to delay the PCs as much as possible. Note that for every 30 seconds the PCs delay, Tiren has more time to perform the ritual to remove the axe, and thus it gains an additional +1 bonus per 30 seconds of roleplaying or 5 rounds of combat in this encounter.

“Halrend” accuses “Gellen” of murdering Tiren Farness, by backstabbing the Glaive Virtuous. He says between himself and Tiren they could have hoped to best “Gellen”, but without Tiren’s aid he needs the PC’s aid.

“Gellen” on the other hand protests his innocence and naturally claims it was “Halrend” who struck down Tiren.

There is little to resolve the argument, neither doppelganger detects as evil (their alignment is Neutral) but they do detect as magical. The doppelgangers attempt to play this out as long as possible to give Tiren as much time as possible (and at APL 10 to study the PCs for the assassin’s abilities). Once it seems inevitable the PCs are to make a decision they attempt to strike, using their sneak attack and assassin’s death blow abilities if applicable.

Once the Doppelgangers are defeated the PCs are free to exit the cave, deeper into the complex.

ENCOUNTER SIX: ENDGAME

The cave rises as the PCs advance deeper into it. A spiral stair of fine hewn stone, each step adorned with the Sun and Bolt, winds ever upwards into the darkness. As the PCs begin to climb the stone steps to the top of the cave, read the following: -

As you climb the stairs your skin freezes. An agonising moan permeates the air and the silvery mist solidifies for a moment, almost like ice, until the cavern is filled with the sound of a ragged breath. The sound echoes from the very walls of the basalt cavern as you slowly ascend the ancient stairwell.

You emerge into a large chamber, your feet finding purchase upon an azure marble floor. At the centre of the floor is embossed a mosaic of a golden

lightning bolt, and behind the mosaic you see a lurid vision that will haunt you to the end of your days.

Where once, presumably, hewn from fine basalt, the base of the Pillar gracefully ended on the marble seamlessly, you behold a dark – almost obsidian - stain, spreading across the symbol of the Bolt. The agonising moan once more fills the chamber. Blood oozes from the pillar, onto the marble floor, and onto the discarded Banner of Azharadian that lies on the blood-soaked stone.

Standing at the base of the defiled pillar is a man you recognise, a man you have often seen fighting on the side of the Free State, but now the mask has fallen...

It is the Glaive Virtuous Tiren Farness. His hand has reached into the pillar, as if it were almost ethereal. When his hand is removed, it is coated in gore - the pillar’s lifeblood. In that hand is gripped in his hand is a golden battle-axe that bleeds drops of crimson blood onto the floor.

Beyond the pillar’s foundation stone and behind azure walls of energy, you see Duke Gellen and Baron Halrend, each with battle-axe drawn - but it is not each other they fight – but rather they stand back-to-back against the dark forms of men clad in plate wielding pallid battle axes.

APL 4 (EL 6)

☛ Glaive Virtuous Tiren Farness: male human Ftr6.

At this APL Tiren has lost his levels in the Glaive prestige class because of his evil deeds.

APL 6 (EL 8)

☛ Glaive Virtuous Tiren Farness: male human Ftr6/Gla2.

At this APL Tiren has recently regained some of his levels in the Glaive prestige class due to the fact he now wields Bardinar.

APL 8 (EL 10)

☛ Glaive Virtuous Tiren Farness: male human Ftr6/Gla4.

At this APL Tiren has recently regained some of his levels in the Glaive prestige class due to the fact he now wields Bardinar.

APL 10 (EL 12)

☛ Glaive Virtuous Tiren Farness: male human Ftr6/Gla6.

At this APL Tiren has recently regained almost all of his levels in the Glaive prestige class due to the fact he now wields Bardinar.

The exact powers Tiren has gained from wielding Bardinar are as follows: -

- Due to his proximity to the artefact *Bardinar*, Tiren has regained some or all (dependant on the APL) of the Glaive prestige class abilities, despite the fact his alignment is Lawful Evil.
- He commands the Axewraiths, soldiers from the Serried Ranks of Azharadian as a 13th level cleric. Currently he has all of them attacking Gellen and Halrend behind the barrier.

The following powers require Tiren to be holding *Bardinar*: -

- Tiren may activate or maintain, as a free-action up to 12 *walls of force* (as per 20th level caster) between the small supports in the chamber (as shown on the map). Currently he is expending 4 of them to keep Gellen and Halrend in check and prevent them from intervening in the combat. This requires him to be holding *Bardinar*. If he is disarmed then the *walls of force* do not move, and deactivate at a rate of 1 per round (the last four to deactivate are the ones preventing Gellen and Halrend from entering the combat).
- *Bardinar*, in Tiren's hands, counts as a +3 *battle axe*. For every five rounds (30 seconds) the PCs took to get from Encounter Six to this encounter *Bardinar* gains a +1 bonus, up until it becomes a +6 *battle axe*.
- Tiren regenerates 1 hp/round whilst holding *Bardinar*.

The *Banner of Azharadian* has no use within this scenario – it is the might of the PCs and the Glaives that must carry the day not divine intervention.

Tactics

Tiren intends to eliminate Halrend and Gellen later, but first he intends to destroy the PCs first. To this end he keeps Halrend and Gellen boxed in behind the *walls of force*. He will also try to isolate those magic users who might use offensive magics upon him, or lure them into melee with him. He saves his *bolt of glory* ability for any ranged opponents he is unable to get into melee with.

Tiren is meant to be a tremendously powerful

opponent – do not let the PCs win this easily, if at all! If they do win, go to Encounter Eight.

Note: Win or lose this fight, any Regional Influence Points the party has with House Farness or Tiren Farness are now voided.

ENCOUNTER SEVEN: LEAVING THE CAVE

VICTORY

If the PCs defeated Tiren Farness read aloud or paraphrase the following: -

The traitor is dead, and the Glaive of Victory, Bardinar, floats up from where it lay and passes into the base of the basalt pillar.

Halrend reaches forth, towards base of the pillar, when a mailed hand falls upon his shoulder.

"Let it go, Sir Halrend," says the Duke. "We shall win this without the use of ancient power, we shall win this with steel and courage."

Both Glaives, with a new-found respect for each other that only the camaraderie of battle can bring, suggest to the PCs that they descend the great stairs and rejoin the men – the time for prayer is at an end, now is the time for battle.

As for *Bardinar* – it becomes ethereal and re-enters the pillar, awaiting its proper time to come forth. The PCs should now leave.

The rockfall still bars their way. From beyond comes the sound of desperate fighting. It will require a cumulative Strength score of 100 to move the rocks out of the way, unless some magical means are used. Allow each of the PCs, as well as the two Glaives, to contribute and sum their results. Allow multiple checks until they reach the total. Each round of checks costs the PCs 10 valuable minutes and tips the fight further in the favour of the foe.

THE STATE OF THE ORDER

Best Outcome

- Xavier and his men were persuaded to remain in the cave.
- Baernan Keldas was not restrained, the suspicion surrounding him was disproved. The PCs took only 10 minutes to escape the Inner Caves

In this case the Order has taken 25% casualties, but the sterling actions of Dorlan, Baernan and Milos have stemmed the tide.

Middle Outcome

- If Xavier and his men fled but Baernan was not restrained

OR

- Baernan was still subdued after the banquet, but Xavier and his men did not flee.

AND

- The PCs took 20 minutes to free themselves.

The Order has taken 50% casualties, but Milos Faskel stepped into the breach, commanding the men with unexpected zeal. There are still many good men dead in the cave who will never again lift an axe in the name of Azharadian.

Worst Outcome

- Xavier fled
- Baernan still mistrusted
- The PCs took more than 20 minutes to free themselves

The Order has taken 75% casualties, including the loss of the two younger of the Glaives of Azharadian, Milos Faskel and Dorlan Maldrenn. There shall be no divine revivication for these two, for their corpses were enruned with the Mark of Wee Jas (much like Xavier's).

The men are all but ready to surrender until they see the PCs emerge from the cave with their leaders and fight with renewed vigour.

ENCOUNTER EIGHT: AFTERMATH

If you wish to adlib a combat in which the PCs play a part in driving off the savages and savages, feel free to do so, but the PCs have completed this module.

What happens over the next few days is a blur, the Order continues its conclave. Gellen is swiftly proclaimed Glaive Superior in a ceremony that is as swift as it is devoid of pomp, with minds and hearts more focused on the lives that were lost in the bickering and pomposity of the order. The decision is reached that those of common blood, who thrice now have saved the Order of Azharadian, are to be accepted into the serried ranks. The surviving original Glaives, led by Glaive Superior Cadwale, form a council, known

as the Pillars of Dawn. This new body resides over new Glaives in the Order, regardless of rank.

Additionally the PCs gain the following: -

Favour of Duke Gellen Cadwale and Baron Halrend

Lorendrenn: For ensuring his installation as Glaive Superior, and for helping create a truce between Cadwale and Lorendrenn, you gain 1 regional influence point with Cadwale and 1 regional influence point with Lorendrenn. Regional Influence from Cadwale and Lorendrenn may be used as if they were from the same source.

Commendation of the Order: This applies only to PCs who have played *ONW1-03 Glaive's Gambit*, *ONW2-06 Blazing Banner* and *ONW3-03 Glaive's Gathering*. Your character, if he meets the requirements of the Glaive of Azharadian prestige class, is considered exempted from Cohort duty and may move straight onto taking the Trial Martial (a special mission).

Gratitude of the Order of Azharadian: The Order has declared its armouries open to you. You may now buy any +2 melee weapons or heavy armour as listed in the *Dungeon Master's Guide* at the end of any regional scenario.

Lastly if the PCs did not ask for money at the start of the scenario: -

Additional Favour of either Maldrenn or Cadwale:

If the PCs were approached by Baron Maldrenn at the start of this scenario, they have earned 1 Regional Influence Point with House Maldrenn, otherwise it is another Regional Influence Point with House Cadwale.

EPILOGUE: JUSTICE

If there are any players of Glaive's Gambit, each receives the following dream in the morning: -

The golden sun overhead is almost blinding as you stand upon the azure sea looking out onto the beach before you. A host of blue hooded figures stretch as far as the eye can see. Standing defiantly on the shore is the traitor of the Glaives of Azharadian, Sir Tiren Farness.

He addresses the gathered masses, "You judge me thus, but am I not right? Is it not written in the Strictures that the best sort of warrior is the kind who can win a war without even fighting one? I

bested my fellows without even raising an axe, to show you that you have strayed from the strictures in your lust for battle and glory. I wielded the Glaive of Victory... Did I not follow the words of the Strictures? There is no glory in slaughter they say? I sought to bring my reforms without raising an axe in anger – am I not the truest follower of those words?"

Just as quickly the hooded figures stand aside as a single figure approaches, a small boy, scarcely ten, also dressed in the blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's sun-kissed face displays an expression of pity as he looks upon the countenance of the traitor.

The boy scowls, "You are... wrong. There is one here is that is proof of that."

He points to one of the figures, who removes his hood. You recognise him as Siward, Duke Gellen's fallen squire, who was brainwashed into killing for the Scarlet Brotherhood.

"This young man," the boy continues, "fought the Scarlet Brotherhood, when they took control of his mind and body. Where is the honour of that? He is worth ten of you. You could not take away his loyalty to his Duke."

Tiren kneels and a lone silver tear trickles down his cheek, "Have mercy. I only sought to follow the Strictures, to set the Order once more on their path."

An axe appears in the hands of the squire, and the ageless boy commands him to step forward, "Do what you will with him. He is nothing to us, he has strayed too far."

The squire strides over to the traitor, who is now sobbing, and raises the axe to strike one finishing blow. He pauses, "I shall not do this... We shall cast him out. His soul shall never find rest within our celestial host. He is a brother in battle no more, that is punishment enough."

The boy nods approvingly, and with his hand on the squire's shoulder turns his back to the traitor, leading the host away from the traitor, who reaches out with his hand, desperately pleading with the men not to abandon him.

None heed his pleas.

He is left sobbing on the sands of the beach, forever an outcast.

Thus ends the Glaive's Gathering and the Splintered Sun is now whole...

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter One: The Pavilion

Showing prowess in archery, mock combat, quills or the hunt.

APL 4:	30 XP
APL 6:	30 XP
APL 8:	30 XP
APL 10:	30 XP

Encounter Three: The Battle is Joined.

Defeating the savages and their officer.

APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP

Encounter Five: Traitor Unmasked?

Defeating the Doppelganger.

APL 4:	150 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	330 XP

Encounter Six: Endgame.

Defeating Tiren.

APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP

Roleplaying XP.

Maximum roleplay awards for superb play. Award half XP for average parties.

APL 4:	135 XP
APL 6:	180 XP
APL 8:	225 XP
APL 10:	270 XP

Maximum Total XP.

APL 4:	675 XP
APL 6:	900 XP
APL 8:	1,125 XP
APL 10:	1,350 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 character’s 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 (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Encounter 3: The Battle Is Joined

Loot from attackers

APL 4: L – 113 gp; C – 2 gp; M – 8 gp (*potion of cure light wounds* x2), 13 gp (*scroll of hold person*), 25

gp (*potion of cure moderate wounds*), 25 gp (*potion of bull’s strength*).

APL 6: L – 122 gp; C – 0 gp; M – 42 gp (*potion of cure light wounds* x10), 13 gp (*scroll of hold person*), 63 gp (*potion of haste*), 25 gp (*potion of bull’s strength*).

APL 8: L – 151 gp; C – 7 gp; M – 42 gp (*potion of cure light wounds* x10), 13 gp (*scroll of hold person*), 75 gp (*potion of heroism*), 63 gp (*potion of cure serious wounds*), 25 gp (*potion of bull’s strength*).

APL 10: L – 172 gp; C – 10 gp; M – 42 gp (*potion of cure light wounds* x18), 13 gp (*scroll of hold person*), 75 gp (*potion of heroism*), 63 gp (*potion of cure serious wounds*), 25 gp (*potion of bull’s strength*).

Encounter 4: The Traitor Unmasked

Loot from ‘Gellen’ and ‘Halrend’

APL 4: L – 47 gp; C – 0 gp; M – 0 gp

APL 6: L – 47 gp; C – 0 gp; M – 0 gp

APL 8: L – 47 gp; C – 0 gp; M – 0 gp

APL 10: L – 47 gp; C – 0 gp; M – *assassin’s dagger* (859 gp)

Encounter 6: Endgame

Loot from the traitor

APL 4: L – 2 gp; C – 0 gp; M – +1 *half-plate* (146 gp), +1 *large steel shield* (97 gp), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp).

APL 6: L – 2 gp; C – 0 gp; M – +2 *half-plate* (396 gp), +1 *large steel shield* (97 gp), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp).

APL 8: L – 2 gp; C – 0 gp; M – +2 *half-plate* (396 gp), +2 *large steel shield* (347 gp), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp).

APL 10: L – 2 gp; C – 0 gp; M – +2 *half-plate* (396 gp), +2 *large steel shield* (347 gp), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp).

Total Possible Treasure

APL 4: 545 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

Specials

Favour of Duke Gellen Cadwale and Baron Halrend

Lorendrenn: For helping create a truce between Cadwale and Lorendrenn, you gain 1 regional influence point with Cadwale and 1 regional influence point with Lorendrenn. These two factions may be used as if they were from the same source.

Commendation of the Order: This applies only to

PCs who have played *ONW1-03 Glaive's Gambit*, *ONW2-06 Blazing Banner* and *ONW3-03 Glaive's Gathering*. Your character, when applying for the order, is considered exempted from Cohort duty and may move straight onto taking the Trial Martial (a special mission). You must still meet the other requirements of the Glaive prestige class.

Gratitude of the Order of Azharadian: The Order has declared its armouries open to you. You may now buy any +2 melee weapons or heavy armour as listed in the DMG at the end of any Onnwal regional scenario.

Additionally, the Order will upgrade any masterwork battleaxe or great axe you possess. By paying 2,000 gp you may upgrade it to a +1 weapon. By paying an additional 16,000 gp you may make it a *holy* weapon.

Lastly if the PCs did not ask for money at the start of the scenario: -

Additional Favour of either Maldrenn or Cadwale:
Favour with whomever approached the PCs for this mission (circle relevant person).

Note: Any Regional Influence Points the party has with House Farness or Tiren Farness [*blank on AR*] are now voided.

APL 4

Encounter 1: The Pavilion

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8, Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (flat-footed 21, touch 11) (+1 Dex, +8 +1 *half-plate*, +3 +1 *large steel shield*); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7; Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 *half-plate*, +1 *large steel shield*.

Spells Prepared (Pal 2): 1st - Cure Light Wounds, Magic Weapon.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 3: The Battle is Joined

Men at Arms War2: CR 2, Medium-sized humanoid; HD 2d8+4; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 15, touch 13), (+3 Dex, +3 studded leather, +2 large wooden shield); Atks +5 melee (1d8+3, [19-20/x2], longsword) or +1 ranged (1d8, light crossbow); AL LN; SV Fort +5, Ref +3, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +5, Jump +2, Ride +5, Swim +6; Dodge, Improved Initiative.

Possessions: Studded leather armor, large wooden shield, longsword, light crossbow, 10 bolts.

Hepmonaland Savage Warriors male human Brb1 (8): CR 1; Medium-sized humanoid; HD 1d12+4; hp 16; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (flat-footed 13, touch 12), (+2 Dex, +3 studded leather); Atks +5 melee (1d12+3 [20/x3], greataxe) or +4 melee (1d8+3 [20/x3], shortspear) or +3 range (1d8+3 [20/x3], shortspear); SA: Rage 1/day; AL CN; SV Fort +3, Ref +2, Will +1; Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +3, Hide +1, Intimidate +3, Intuit Direction +2, Listen +5, Move Silently +3, Spot +3, Wilderness Lore +5; Toughness, Weapon Focus (greataxe).

Possessions: Greataxe, shortspear, studded leather armour.

Hepmonaland Savage Warrior Chief, male human Brb3: CR 3; Medium-sized humanoid; HD 3d12+6; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +7 melee (1d12+3 [20/x3] greataxe) or +6 melee (1d8+3 [20/x3], shortspear) or +5 ranged (1d8+3 [20/x3], shortspear); SA: Rage 1/day; SQ Uncanny dodge (Dex bonus to AC); AL CN; SV: Fort +4, Ref +3, Will +2; Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5; Improved Initiative, Toughness, Weapon Focus (greataxe).

Possessions: Greataxe, *potion of cure light wounds*, shortspear, studded leather armour.

Hepmonaland Shaman (Llrg), male human Clr3: CR 3; Medium-sized humanoid; HD 3d8+9; hp 22; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +4 melee (1d8+2 [x3], battleaxe); SA Spontaneous casting (Healing), rebuke undead 3/day; AL CN; SV: Fort +6, Ref +3, Will +6; Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 11.

Skills and Feats: Concentration +9, Heal +9, Profession (Hunt) +7, Scry +3, Spellcraft +3; Combat Casting, Improved Initiative, Weapon Proficiency (Battleaxe).

Spells Prepared: (4/3+1/2+1; base DC = 13 + spell level): 0- *create water, guidance, resistance, virtue*, 1st - *cause fear, endure elements**, magic weapon [2], 2nd - *bull's strength**, *endurance, hold person*.

**Domain Spell: Strength* (Can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day). Chaos (Cast chaos spells at +1 caster level.)

Possessions: Battleaxe, chain shirt, *potion of cure light wounds*, *scroll of hold person*, copper disk.

Tilva Suel Officer, male human Ftr4: CR 4; Medium-sized humanoid; HD 4d10+4; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (flat-footed 17, touch 12); Atks +8 melee (1d10+4, bastard sword); +6 melee (1d6+2, short sword); +6 melee (1d4+2, dagger); +6 ranged (1d8, light crossbow); AL LE; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +4, Diplomacy +4, Handle Animal +9, Knowledge (war) +5, Ride +9. Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, short sword, dagger; light crossbow, crossbow bolts (20), chain mail, large steel shield, signalling horn, *potion of cure moderate wounds*, *potion of bull's strength*, 10 gp.

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8, Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (flat-footed 20, touch 11), (+1 Dex, +8 +1 *half-plate*, +3 +1 *large steel shield*); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7; Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 *half-plate*, +1 *large steel shield*.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2

enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 4: The Traitor Unmasked

Doppelganger (2): CR 3; Medium sized Shapechanger; HD 4d8+4; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 23 (flat-footed 22, touch 11) (+6 banded mail, +2 large steel shield, +1 Dex, +4 natural); Atks +4 melee (1d8+1 [x3], battleaxe); SA *Detect thoughts*, SQ *Alter self*, immunities; AL N; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Alertness, Dodge.

Detect Thoughts (Su): A doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. It can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Battleaxe, banded mail, large steel shield.

Encounter 6: Endgame

Tiren Farness, male human Ftr6: CR 6; Medium-sized humanoid; HD 6d10+6; hp 55; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (flat-footed 20, touch 11); (+1 Dex, +7 +1 *half-plate*, +2 large steel shield); Atks +14 melee (1d8+9 [19-20/x3], +6 *keen battleaxe*) or +13 melee (1d8+8 [19-20/x3], +5 *keen battleaxe*) or +12 melee (1d8+7 [19-20/x3], +4 *keen battleaxe*) or +11 melee (1d8+6 [19-20/x3], +3 *keen battleaxe*); AL LE; SV Fort +5, Ref +3, Will +4; Str 13, Dex 12, Con 13 Int 18, Wis 14, Cha 12.

Skills and Feats: Bluff +5, Climb +5, Diplomacy +5, Handle Animal +7, Knowledge (arcana) +7, Knowledge (religion) +7, Ride +7, Sense Motive +6; Expertise,

Leadership, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Bardinar (+3 to +6 keen battleaxe), +1 half-plate, large steel shield, potion of haste, potion of cure moderate wounds.

APL 6

Encounter 1: The Pavilion

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8, Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 *half-plate*, +3 +1 *large steel shield*); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7, Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 *half-plate*, +1 *large steel shield*.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 3: The Battle is Joined

Men at Arms War3: CR 3, Medium-sized humanoid; HD 3d8+6; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 15, touch 13), (+3 Dex, +3 studded leather, +2 large wooden shield); Atks +7 melee (1d8+3, [19-20/x2], longsword) or +2 ranged (1d8, light crossbow; AL LN; SV Fort +5, Ref +4, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8).

Skills and Feats: Climb +2, Handle Animal +5, Jump +2, Ride +7, Swim +6; Dodge, Improved Initiative.

Possessions: Studded leather armour, large wooden shield, longsword, light crossbow, 10 bolts.

Hepmonaland Savage Warriors, male human Brb3 (8): CR 3; Medium-sized humanoid; HD 3d12+6; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +7 melee (1d12+3 [20/x3] greataxe) or +6 melee (1d8+3 [20/x3] shortspear) or +5 ranged (1d8+3 [20/x3] shortspear); SA Rage 1/day SQ Uncanny dodge (Dex bonus to AC); AL CN; SV: Fort +4, Ref +3, Will +2; Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5; Improved Initiative, Toughness, Weapon Focus (greataxe)

Possessions: Greataxe, shortspear, studded leather armour, *potion of cure light wounds*.

Hepmoland Savage Warrior Chief, male human Brb5:

CR 5; Medium-sized humanoid; HD 5d12+8; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +10 melee (1d12+4 [20/x3], greataxe) or +10 melee (1d8+4 [20/x3], shortspear) or +7 ranged (1d8+4 [20/x3], shortspear); SA Rage 2/day; SQ Uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CN; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5; Improved Initiative, Toughness, Weapon Focus (composite longbow)

Possessions: Studded leather armour, greataxe, *potion of cure light wounds*.

Hepmonaland Shaman (Llger), male human Clr5:

CR 5; Medium-sized humanoid; HD 5d8+15; hp 32; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12), Atks +5 (1d8+2 [20/x3], battle axe); SA Spontaneous casting, rebuke undead 4/day; AL CN; SV: Fort +7, Ref +3, Will +7; Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 12

Skills and Feats: Concentration +9, Heal +9, Profession (Hunt) +7, Scry +5, Spellcraft +5; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe).

Prepared Spells: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0- *create water*, *guidance*, *resistance* (2), *virtue*, 1st - *cause fear* (2), *cure light wounds*, *endure elements**, *enthropic shield*; 2nd - *bull's strength**, *aid*, *endurance*; 3rd - *blindness/deafness*, *magic vestment**, *searing light*.

**Domain Spell:* Strength (Can perform a feat of strength, as a supernatural ability, with a bonus to

Strength equal to your level. It lasts 1 round, once per day.) Chaos (Can cast chaos spells at +1 caster level.)

Possessions: Battleaxe, chain shirt, *potion of cure light wounds*, *scroll of hold person*, copper disk.

Tilva Suel Officer, male human Ftr6: CR 6; Medium Humanoid; HD 6d10+6; hp 41; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (flat-footed 18, touch 12); Atks +10/+5 melee (1d10+4, bastard sword); +8/+3 melee (1d6+2, short sword); +8/+3 melee (1d4+2, dagger); +8/+3 ranged (1d8, light crossbow); AL LE; SV Fort +6, Ref +4, Will +3; Str 15, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Diplomacy +6, Handle Animal +10, Knowledge (war) +6, Ride +9; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Leadership, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, short sword, dagger; light crossbow, crossbow bolts (20), banded mail, large steel shield, signalling horn, *potion of haste*, *potion of bull's strength*.

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8; Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 *half-plate*, +3 +1 *large steel shield*); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial Axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7; Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 *half-plate*, +1 *large steel shield*.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus

increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 4: The Traitor Unmasked

Doppelganger Rog2 (2): CR 5; Medium-sized Shapechanger; HD 4d8 and 2d6+6; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+6 banded mail, +2 large steel shield, +1 Dex, +4 natural); Atks +5 melee (1d8+1 [x3], battleaxe); SA *Detect thoughts*, Sneak Attack +1d6; SQ *Alter self*, immunities, evasion; AL N; SV Fort +5, Ref +8, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +14, Disable Device +6, Disguise +14, Listen +13, Search +3, Sense Motive +8, Spot +10; Alertness, Dodge, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. It can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Battleaxe, banded mail, large steel shield.

Encounter 6: Endgame

Tiren Farness, male human Ftr6/Glaive of Azharadian 2: CR 8; Medium Sized Humanoid; HD 6d10+12 and 2d8+4; hp 66; Init +1 (+1 Dex); Spd 20 ft.; AC 24 (flat-footed 23, touch 11); (+1 Dex, +9 +2 *half-plate*, +4 +2 *large steel shield*); Atks +17 melee (1d8+9 [19-20/x3], +6 *keen battleaxe*) or +16 melee (1d8+8 [19-20/x3], +5 *keen battleaxe*) or +15 melee (1d8+7 [19-20/x3], +4 *keen battleaxe*) or +14 melee (1d8+6 [19-20/x3], +3 *keen battleaxe*); SA Martial axe; SQ Unvanquished even in death; AL LE; SV Fort +8, Ref +3, Will +7; Str 13, Dex 12, Con 14, Int 18, Wis 14, Cha 12.

Possessions: Bardinar (+3 to +6 keen battleaxe), +2 half-plate, +1 large steel shield.

Skills and Feats: Bluff +5, Climb +5, Diplomacy +9, Handle Animal +7, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (religion) +13, Ride +7, Sense Motive +7; Expertise, Leadership, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

APL 8

Encounter 1: The Pavilion

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8, Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 *half-plate*, +3 +1 *large steel shield*); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7, Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 *half-plate*, +1 *large steel shield*.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 3: The Battle is Joined

Men at Arms War4: CR 4, Medium-sized humanoid; HD 4d8+8; hp 34; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 15, touch 13), (+3 Dex, +3 studded leather, +2 large wooden shield); Atks +8 melee (1d8+3, [19-20/x2], longsword) or +3 ranged (1d8, light crossbow); AL LN; SV Fort +5, Ref +4, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +5, Jump +2, Ride +7, Swim +6; Dodge, Improved Initiative.

Possessions: Studded leather armour, large wooden shield, longsword, light crossbow, 10 bolts.

Hepomoland Savage Warriors (8), male human Brb5: CR 5; Medium-sized humanoid; HD 5d12+8; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +10 melee (1d12+4 [20/x3] greataxe) or +10 melee (1d8+4 [20/x3], shortspear) or +7 ranged (1d8+4 [20/x3], shortspear); SA Rage 2/day SQ Uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CN; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +9, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5; Improved Initiative, Toughness, Weapon Focus (composite longbow)

Possessions: Greataxe, shortspear, studded leather armour, *potion of cure light wounds*.

Hepomaland Savage Warrior Chief, male human Brb7: CR 7; Medium-sized humanoid; HD 7d12+10; hp 57; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +12/+7 melee (1d12+4 [20/x3] greataxe) or +11/+6 melee (1d8+4 [20/x3], shortspear) or +9/+4 ranged (1d8+4 [20/x3], shortspear); SA Rage 2/day, uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CN; SV Fort +6, Ref +4, Will +3; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Hide +2, Intimidate +9, Intuit Direction +3, Listen +9, Move Silently +5, Spot +3, Wilderness Lore +9; Improved Initiative, Power Attack, Toughness, Weapon Focus (greataxe)

Possessions: Studded leather armour, greataxe, *potion of cure light wounds*.

Hepmonaland Shaman (Llery), male human Clr7: CR 7; Medium-sized humanoid; HD 7d8+21; hp 46; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +7 melee (1d8+2 20/x3, battleaxe); SA: Spontaneous casting, rebuke undead 4/day; AL CN; SV Fort +8, Ref +4, Will +8; Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 12

Skills and Feats: Concentration +11, Heal +9, Profession (hunt) +7, Scry +5, Spellcraft +7; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe)

Spells Prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level) 0th - *cure minor wounds*, *create water*, *guidance*, *resistance (2)*, *virtue*, 1st - *cause fear (2)*, *cure light wounds*, *endure elements**, *entropic shield*; 2nd - *bull's strength**, *aid*, *endurance hold person*; 3rd - *Bestow curse*, *blindness/deafness*, *magic vestment**, *searing light*; 4th - *chaos hammer**, *greater magic*.

**Domain Spell: Strength* (Can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day.) *Chaos* (Can cast chaos spells at +1 caster level).

Possessions: Battleaxe, chain shirt, *potion of cure light wounds*, *scroll of hold person*, copper disk.

Tilva Suel Officer, male human Ftr8: CR 8; Medium-sized humanoid; HD 8d10+8; hp 53; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (flat-footed 19, touch 12) (+2 Dex, +7 half-plate); Atks +14/+9 melee (1d10+5, bastard sword); +12/+7 melee (1d6+3, short sword); +12/+7 melee (1d4+3, dagger); +12/+7 melee (1d6+3, light lance); +10/+5 ranged (1d6+3, javelin); AL LE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +8, Diplomacy +8, Handle Animal +12, Knowledge (war) +8, Ride +7; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, short sword, dagger, light lance; javelin (2); half-plate, light warhorse; military saddle; bit and bridle, *potion of cure critical wounds*, *potion of heroism*, *potion of bull's strength*, 50 gp.

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8; Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 half-plate, +3 +1 large steel shield); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7; Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 half-plate, +1 large steel shield.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigour, granting him a

burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 4: The Traitor Unmasked

Doppelganger Rog4 (2): CR 7; Medium-sized Shapechanger; HD 4d8+4 and 4d6+4; hp 47; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+6 banded mail, +2 large steel shield, +1 Dex, +4 natural); Atks +7 melee (1d8+1 [x3], battleaxe); SA *Detect thoughts*, sneak attack +2d6; SQ *Alter self*, immunities, evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +6, Ref +9, Will +7; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +16, Disable Device +8, Disguise +16, Listen +15, Search +5, Sense Motive +10, Spot +12; Alertness, Dodge, Mobility, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. It can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Battleaxe, banded mail, large steel shield.

Encounter 6: Endgame

Tiren Farness, male human Ftr6/Glaive of Azharadian 4: CR 10; Medium-sized humanoid; HD 6d10+4d8+20; hp 88; Init +1; Spd 20 ft.; AC 24 (flat-footed 23, touch 11); (+1 Dex, +9 +2 half-plate, +4 +2 large steel shield); Atks +19 melee (1d8+9 [19-20/x3], +6 keen battleaxe) or +18 melee (1d8+8 [19-20/x3], +5 keen battleaxe) or +17 melee (1d8+7 [19-20/x3], +4

keen battleaxe) or +16 melee (1d8+6 [19-20/x3], +3 *keen battleaxe*); SA Martial axe, bolt of glory; SQ Unvanquished even in death; AL LE; SV Fort +9, Ref +4, Will +8; Str 13, Dex 12, Con 14, Int 18, Wis 14, Cha 12.

Skills and Feats: Bluff +7, Climb +5, Diplomacy +14, Handle Animal +7, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (religion) +14, Ride +7, Sense Motive +8; Expertise, Improved Disarm, Leadership, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Bardinar* (+3 to +6 *keen battleaxe*), +2 *half-plate*, +2 *large steel shield*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe can cast the spell searing light as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

APL 10

Encounter 1: The Pavilion

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8, Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 half-plate, +3 +1 large steel shield); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7, Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 half-plate, +1 large steel shield.

Spells Prepared (2; base DC = 11 + spell level): 1st - cure light wounds, magic weapon.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 3: The Battle is Joined

Men at Arms War6: CR 6; Medium-sized humanoid; HD 6d8+12; hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 15, touch 13) (+3 Dex, +3 studded leather, +2 large wooden shield); Atks +9 melee (1d8+3, [1d8+3 [19-20/x2], longsword) or +5 ranged (1d8, light crossbow); AL LN; SV Fort +7, Ref +5, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal 7, Jump +3, Ride +8, Swim +7; Dodge, Improved Initiative, Mounted Combat.

Possessions: Studded leather armor, large wooden shield, longsword, light crossbow + 10 bolts.

Hepomoland Savage Warriors (16), male human Brb5: CR 5; Medium-sized humanoid; HD 5d12+8; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +10 melee (1d12+4 [20/x3], greataxe) or +10 melee (shortspear 1d8+4 20/x3) or +7 ranged (1d8+4 [20/x3], shortspear); SA: Rage 2/day; SQ Uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CN; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +9, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5; Improved Initiative, Toughness, Weapon Focus (composite longbow)

Possessions: Greataxe, shortspear, studded leather armour, *potion of cure light wounds*.

Hepomaland Savage Warrior Chief (2), male human Brb7: CR 7; Medium-sized humanoid; HD 7d12+10; hp 57; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (flat-footed 15, touch 12), (+2 Dex, +3 studded leather); Atks +12/+7 (1d12+4 [20/x3], greataxe) or +11/+6 (1d8+4 [20/x3], shortspear) or +9/+4 (1d8+4 [20/x3], shortspear); SA Rage 2/day; SQ Uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CN; SV Fort +6, Ref +4, Will +3; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Hide +2, Intimidate +9, Intuit Direction +3, Listen +9, Move Silently +5, Spot +3, Wilderness Lore +9; Improved Initiative, Power Attack, Toughness, Weapon Focus (greataxe)

Possessions: Greataxe, shortspear, studded leather armour, *potion of cure light wounds*.

Hepmonaland Shaman (11), male human Clr7: CR 7; Medium-sized humanoid; HD 7d8+21; hp 46; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atks +7 melee (1d8+2 20/x3, battleaxe); SA: Spontaneous casting, rebuke undead 4/day; AL CN; SV Fort +8, Ref +4, Will +8; Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 12

Skills and Feats: Concentration +11, Heal +9, Profession (hunt) +7, Scry +5, Spellcraft +7; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe)

Spells Prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level) 0 - cure minor wounds, create water, guidance, resistance (2), virtue, 1st - cause fear (2), cure light wounds, endure elements*, entropic shield; 2nd - bull's strength*, aid, endurance hold person; 3rd - Bestow curse, blindness/deafness, magic vestment*, searing light; 4th - chaos hammer*, greater magic.

**Domain Spell: Strength* (Can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day.) *Chaos* (Can cast chaos spells at +1 caster level).

Possessions: Battleaxe, chain shirt, *potion of cure light wounds*, *scroll of hold person*, copper disk.

Tilva Suel Officer, male human Ftr8: CR 8; Medium-sized humanoid; HD 8d10+8; hp 53; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (flat-footed 19, touch 12) (+2 Dex, +7 half-plate); Atk +14/+9 melee (1d10+5, bastard sword); +12/+7 melee (1d6+3, short sword); +12/+7 melee (1d4+3, dagger); +12/+7 melee (1d6+3, light lance); +10/+5 ranged (1d6+3, javelin); AL LE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +8, Diplomacy +8, Handle Animal +12, Knowledge (war) +8, Ride +7; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, short sword, dagger, light lance; javelin (2); half-plate, light warhorse; military saddle; bit and bridle, *potion of cure critical wounds*, *potion of heroism*, *potion of bull's strength*, 50 gp.

Dorlan Maldrenn, male human Pal6/Glaive of Azharadian2: CR 8; Medium-sized humanoid; HD 6d10 and 2d8; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+8 +1 half-plate, +3 +1 large steel shield); Atks +13 melee (1d8+4 [x3], battleaxe); SA Martial Axe; SQ Unvanquished even in death; AL LG; SV Fort +10, Ref +5, Will +8; Str 19, Dex 13, Con 11, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +1, Diplomacy +2, Handle Animal +5, Heal +5, Knowledge (religion) +4, Profession (soldier) +3, Ride +7; Cleave, Leadership, Power Attack, Weapon Focus (battleaxe).

Possessions: Battleaxe, +1 half-plate, +1 large steel shield.

Spells Prepared (2; base DC = 11 + spell level): 1st - *cure light wounds*, *magic weapon*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst

of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Encounter 4: The Traitor Unmasked

Doppelganger Rog4 (1): CR 7; Medium-sized Shapechanger; HD 4d8+4 and 4d6+4; hp 47; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+6 banded mail, +2 large steel shield, +1 Dex, +4 natural); Atks +7 melee (1d8+1 [x3], battleaxe); SA *Detect thoughts*, sneak attack +2d6; SQ *Alter self*, immunities, evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +6, Ref +9, Will +7; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +16, Disable Device +8, Disguise +16, Listen +15, Search +5, Sense Motive +10, Spot +12; Alertness, Dodge, Mobility, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. It can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Battleaxe, banded mail, large steel shield.

Doppelganger Rog6/Asn2: CR 11; Medium Shapechanger; HD 4d8+4 and 8d6+12; hp 70; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+6 banded mail, +2 large steel shield, +1 Dex, +4 natural); Atks +11 melee (1d4+3 [19-20], *assassin's dagger* [+1 to DC of Fortitude Saving Throw vs Death attack]) or +9 melee (1d8+1 [x3], battleaxe); SA *Detect thoughts*, sneak attack +4d6, death attack, poison use; SQ *Alter*

self, immunities, evasion, uncanny dodge (can't be flanked) +1 save vs. poison; AL N; SV Fort +7, Ref +13, Will +8; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +18*, Disable Device +10, Disguise +18*, Listen +17, Search +11, Sense Motive +12, Spot +14; Alertness, Dodge, Mobility, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. It can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Spells Prepared: (2; base DC = 12 + spell level): 1st-*obscuring mist*, *spider climb*.

Possessions: Battleaxe, banded mail, large steel shield, *assassin's dagger*.

Encounter 6: Endgame

Tiren Farness, male human Ftr6/Glaive of Azharadian 6: CR 12; Medium Humanoid; HD 6d10+12 and 6d8+12; hp 109; Init +1 (+1 Dex); Spd 20 ft.; AC 24 (flat-footed 23, touch 11); (+1 Dex, +9 +2 *half-plate*, +4 +2 *large steel shield*); Atks +21 melee (1d8+9 [17-20/x3], +6 *keen battleaxe*) or +20 melee (1d8+8 [17-20/x3], +5 *keen battleaxe*) or +19 melee (1d8+7 [17-20/x3], +4 *keen battleaxe*) or +18 melee (1d8+6 [17-20/x3], +3 *keen battleaxe*); SA Martial axe, bolt of glory, Valorous Axe; SQ Unvanquished even in death, presence of Azharadian; AL LE; SV Fort +10, Ref +5, Will +9; Str 13, Dex 12, Con 14, Int 18, Wis 14, Cha 12.

Skills and Feats: Bluff +7, Climb +7, Diplomacy +16, Handle Animal +9, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (religion) +14, Ride +10, Sense Motive +8; Expertise, Improved Critical (battleaxe), Improved Disarm, Leadership, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Bardinar* (+3 to +6 *keen battleaxe*), +2 *half-plate*, +2 *large steel shield*.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe can cast the spell *searing light* as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

Presence of Azharadian (Su): The mere presence of the glaive is enough to bolster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

Valorous Axe (Su): Once per day, when employing a battleaxe in combat, the glaive can treat the weapon as if it has the *keen* weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already *keen*, this power has no effect.

APPENDIX 2: NEW RULES

GLAIVE OF AZHARADIAN PRESTIGE CLASS (DRAGON #293)

The knights of Onnwal's Order of the Golden Sun are known as the Glaives of Azharadian, taking their name from that of one of the greatest generals in the history of the Aerdi people. The knighthood consists of three ranks, ascending in importance and influence from the general Glaives Martial to the journeymen Glaives Valorous and ultimately to the Glaives Virtuous, who comprise the most puissant warriors in the order. The foremost Glaive of Azharadian (typically a scion of one of Onnwal's four Great Noble Houses) is known as the Glaive Superior.

The knighthood follows the tenets of Heironeous, so most members take up an active opposition of evil through honorable combat and good works throughout Onnwal. Ever since the nation fell under the thumb of the Scarlet Brotherhood during the Greyhawk Wars, the Glaives of Azharadian have worked to free their homeland from the clutches of tyranny.

Prospective knights must be sponsored by a Glaive in good standing and seconded by any member of the Order of the Golden Sun (who need not be a knight). A candidate can be granted the title of knight only by the Glaive Superior at a conclave of no fewer than four other knights or priests of Heironeous, preferably members of the Glaives Cohort (see above). At the ceremony, the candidate must swear an oath of allegiance to the Order of the Golden Sun, to the Free State of Onnwal, and to the nation's rightful and just ruler, Szek Jian Destron. A second oath is sworn to Heironeous to uphold honor, justice, and the ideals and traditions of the order as outlined in the Strictures of Azharadian. Before Onnwal's occupation, such ceremonies were commonly held under the Sacred Banner of the Golden Sun, once flown by Azharadian himself. Since the fall of Scant and the presumed destruction of the banner, the knighthood has taken to using a convincing replica for this purpose.

Glaives of Azharadian are expected to wear chainmail in the field, and since until recently all members of the knighthood were nobles, full plate predominates. Skill with a battleaxe is required, to honor the Archpaladin, and familiarity with the lance is greatly appreciated (axe-users greatly outnumber sword-wielders in the knighthood, in part because Azharadian himself used a battleaxe). All candidates to

the order must know how to ride a horse. Full knights bear shields emblazoned with the arms of the Order of the Golden Sun—the flaming Aerdi sun surmounted by a silver hand gripping a lightning bolt with the slogan “Unvanquished even in death” written in Old Oeridian beneath the image.

Not surprisingly, paladins dominate the order (they may multiclass freely as a Glaive of Azharadian). Fighters, who have the greatest potential for mastering the axe, and particularly powerful clerics of the Invincible One round out the order. Members of other classes, though uncommon, occasionally become Glaives of Azharadian.

Hit Die: d8

Requirements

To qualify to become a glaive of Azharadian, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Language: Old Oeridian.

Handle Animal: 3 ranks.

Knowledge (religion): 3 ranks.

Ride: 6 ranks.

Feats: Leadership, Weapon Focus (battleaxe or longsword).

Alignment: Lawful neutral or lawful good.

Other: Must worship Heironeous. Also, would-be glaives must have done a great deed in the eyes of the Order of the Golden Sun (usually some exceptional service to the Free State of Onnwal), garnering the sponsorship of two members of the order. They also must pass the first trial of membership, known as the Trial Martial (see sidebar).

Class Skills

The glaive of Azharadian's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Ride (Dex), and Jump (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Glaives of Azharadian are proficient in the use of all simple and martial weapons and all armor, and with shields.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and –9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to –10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and –9 hit points is self-inflicted or inflicted by an ally.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe can cast the spell searing light as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

Presence of Azharadian (Su): The mere presence of the glaive is enough to bolster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

Valorous Axe (Su): Once per day, when employing a battleaxe in combat, the glaive can treat the weapon as if it has the *keen* weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already *keen*, this power has no effect.

Wisdom of Azharadian (Ex): The glaive embodies Azharadian's natural talent for the martial life and thus selects a number of glaive of Azharadian class skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the glaive can take 10 even if stress and distractions would normally prevent him from doing so.

Virtuous Axe (Su): Once per day, when employing a battleaxe in combat, the glaive can treat the weapon as if it has the *holy* weapon quality. The

glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already *holy*, this power has no effect.

Sight of Azharadian (Ex): The supreme embodiment of the virtues of Azharadian, the glaive also embodies Azharadian's intuitive knowledge of his enemies. Therefore the glaive is never surprised and thus can always take a partial action during a surprise round (unless otherwise prevented from doing so).

Code of Conduct: Should a glaive ever willingly betray the tenets of his order, he immediately loses all glaive of Azharadian special class abilities. To regain those abilities the glaive must renew his oaths with the leaders of the order; they must be aware of all the circumstances of the betrayal and willing to allow the glaive to return to the fold.

Tongue of Syrul

Thought to be a corruption of nature by ardent devotees of the Oath Breaker within the Office of Diplomacy, this parasite is often used to cast suspicion on those whom the Scarlet Brotherhood wish to discredit. The unique quality of the parasitic larva is that they reverse the result of even the mightiest of divination magics, which is useful to the Office of Diplomacy. Larva are preserved via magic and sent to lands where the Office of Diplomacy operates clandestinely. Reports of how exactly the young are implanted into their hosts varies, though some say that the larva are inserted via special wands that the Brotherhood operatives carry.

These worms resemble the symbol of the cruel deity who is responsible for their inception – the forked tongue of Syrul. The Wyrm is often brown with ruby red mottling upon the length of its carapace and a forked tongue that drapes from its maw. Their diminutive size makes them readily concealed for insertion into an unwitting host.

An implanted larva causes no symptoms save a minor fever for the next few weeks, and most importantly that the results of all divination magics cast on the host are reversed. For example a *know alignment* spell upon a Lawful Good Paladin reveals him to be Chaotic Evil, while a *detect good* spell might reveal a Lawful Evil Blackguard as Good. A non-

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special Abilities
1	+1	+2	+0	+2	Martial Axe
2	+2	+3	+0	+3	Unvanquished Even In Death (+2 Con)
3	+3	+3	+1	+3	Bolt of Glory
4	+4	+4	+1	+4	Presence of Azharadian
5	+5	+4	+1	+4	Valorous Axe
6	+6	+5	+2	+5	Unvanquished Even In Death (+4 Con)
7	+7	+5	+2	+5	Wisdom of Azharadian

magical human would detect as magic.

Note: The wyrm in this scenario is sentient and only uses its power to reverse non-trivial divinations. The definition of non-trivial is left to the DM, as the wyrm is sentient and capable of making these decisions.

APPENDIX 3:

GLAIVES OF AZHARADIAN AT A GLANCE

Authority Figures: **Duke Gellen Cadwale** human male (duke-apparent of the Azure Coast and Glaive Virtuous of the Order of the Golden Sun); **Baron Halrend Lorendrenn** human, male (baron-apparent of Dunheern, and Glaive Valorous of the Order of the Golden Sun);

Important Figures: **Tiren Farness** human male (baron-apparent of Low Headland, Glaive Virtuous of the Order of the Golden Sun, supporter of Gellen); **Baernen Kelldas** human male (Glaive Valorous of the Order of the Golden Sun, supporter of Gellen); **Dorlan Maldrenn** human male (Glaive Martial of the Order of the Golden Sun, supporter of Halrend); **Milos Faskel** human male (Glaive Martial of the Order of the Golden Sun, supporter of Halrend); **Sturrend Kelldas** human male (senior-most Glaive Cohort and High Priest of Heironeous).

Overview

The Order of the Golden Sun, commonly called the Glaives of Azharadian, is Onnwal's only order of chivalry. It is comprised of a core of knights known as Glaives. A body of commoners and priests of Heironeous called the Glaives Cohort support the Glaives. The Cohort administer healing or moral advice, perform the rituals of the Order and when need demands, to be at the forefront of the fighting when the Knight's enter battle.

The Time of Azharadian

Azharadian is hailed as one of the finest Generals in the history of the Great Kingdom. Azharadian represented what was truly great about the Aerdi during their halcyon days. As a man, his integrity and honour were beyond reproach. An ardent reverer of Heironeous, his thoughts and lessons from his campaigns were eventually recorded in his work, "*The Strictures of Azharadian*" - which forms the creed of the Order of the Golden Sun.

Azharadian's captains had the utmost respect for him and their accounts fondly mention his idiosyncrasies. His life ended on the soil of Onnwal, far removed from his home and family in Rel Astra. Historians claim it was a disease of the lungs that claimed him, but the folktale "The General and the Reaper" is a more romantic account of Azharadian's fight against death itself to win his final campaign in Onnwal. The Knights accept this tale as scripture.

The renowned axe Bardinar ("*Glaive of Victory*") in

Old Oeridian) is said to be interred inside a large pillar raised on the site of Azharadian's death in tribute to the General, while the banner remained in the keeping of his captains.

A Rising Sun

Upon their return to Rel Astra with their general's body, Azharadian's four War Captains were each given generous land grants in Onnwal. The families and comrades of the ennobled captains were to form the core not only of Onnwal's Great Noble Houses, but also of the Order of the Golden Sun – a chivalrous order dedicated to preserving the principles that Azharadian had lived by. The Order was founded on the site of Azharadian's death on the edge of the Headlands, taking its name from the Golden Sun of Aerdy that formed the centerpiece of Azharadian's heraldry.

The Order was never popular outside Onnwal, with the more established Knights-Protectors of the Great Kingdom viewing them as a little more a fringe cult blindly devoted to a dead warrior. A second group – the Glaives Cohort was founded to cater initially for the noble's retinues, though later it also accepted priests of Heironeous. The Cohort became the sole focus of the Invincible One's faith in Onnwal, as its doctrine of chivalry and honourable battle found little purchase among the Onnwalon peasantry.

In 447 CY the Glaives were key players in the rebellion against the Szek, Trevellyn of Hexpools – a crony of the oppressive Naelex Herzog of South Province. It was they who marched upon the Szek's Palace in Scant and seized it from Trevellyn's bodyguards, signaling the end of Aerdi rule in Onnwal. When Parmus Destron, the first ruler of a free and independent Onnwal, ascended to the throne, he did not forget the role of the Order of the Golden Sun. In exchange for an oath of allegiance he lavished titles and honourifics upon its members, and its name became synonymous with chivalry within Onnwal.

A Splintered Sun

During the Greyhawk Wars, the Order fought with distinction on the plains of Idee. Just prior to the fall of Onnwal in 584CY, the Glaives were summoned to a conclave in the Chapterhouse of the Order in the Bastion of the Golden Sun in Scant. However on the eve of the meeting, Brotherhood assassins struck at Onnwal's leaders, including the Glaive Superior Jian

Relaster. Those glaives gathered at the Bastion of the Golden Sun found themselves assailed by advance parties of Brotherhood forces, bent on disabling the city's seaward defences. By dawn the surviving members of the Glaives and the Cohort had been trapped in the temple of Heironeous inside the Bastion. The fate of Azharadian's Banner, upon which all new Glaives swore their oaths, is unknown, but it is feared that it was destroyed by the Brotherhood.

Today only six glaives are alive, having been outside Scant during its fall for various reasons. The Cohort suffered similar losses with fewer than a dozen surviving. Of a force of five score heavy horse - only one score remain to the Order. The most senior surviving Glaive, Gellen Cadwale, should be the undisputed head of the Order. However, Cadwale bore the order recalling the Glaives to their doom in Scant. Nonetheless Tiren Farness and Baernen Kelldas recognise the Duke's claim. Halrend Lorendrenn, Baron of Dunheern and a decorated hero of the Greyhawk Wars, openly denounces Cadwale as a traitor to the Order and the Free State. Sir Milos Faskel and Sir Dorlan Maldrenn support him in this matter.

The Glaive Cohort

The Glaive Cohort consists of priests of the Invincible One, men at arms from the households of the noble Glaives and those aspiring to the ranks of the Glaives. Most members of the Cohort have earned their places though their deeds. The Cohorts generally act to support the Glaives, in battle as well as in spiritual and moral matters. Typically, the Cohort are mounted and heavily armoured, clad in chain and in some cases plate-mail. The lance and the emblematic battle or great axes are weapons of choice.

Glaive Errant of the Cohort

A small number of the Cohort are supplicants for the Knighthood, chosen to undertake the training and trials to become a full Glaive of the Order. These squires are called the Glaive Errants of the Cohort and are exclusively young noblemen of Onnwal's nobility. Each Glaive Errant typically serves one of the Glaives as a squire.

The Trials of Becoming a Glaive

To become a Glaive Martial, a squire must complete his training and be sponsored and seconded by two serving members of the Order. One can only be granted the title of Glaive by the Glaive Superior of the Order, in a conclave of not less than four other Glaives or priests of Heironeous of the Glaives Cohort.

To enter the Order and indeed each time a Glaive wishes to advance a rank they must undertake a trial.

The Trial Martial involves a fight on horseback against an opponent selected from the Lists of the Glaives. His identity is concealed for he represents the Ebon Knight - according to legend Azharadian's final opponent, death itself, upon the site of his death, the Pillar of Azharadian.

Little knowledge is public domain about the Trial Valorous and the Trial Virtuous, save that they too involve a pilgrimage to Azharadian's pillar but are spiritual quests tailored to the individual glaive. It is said the Trial Virtuous has broken the heart and will of those who fail and are not to be undertaken lightly.

The Order

The Order itself consists of three rankings, in ascending order Glaive Martial, Glaive Valorous and Glaive Virtuous. From among the ranks of the Glaives is also chosen a leader, the Glaive Superior, who is typically a scion of one of the four major houses of Onnwal.

All Glaives are at least expected to wear mail - though given the wealth of most of the Knights, plate mail was not uncommon. Lances from horseback and battleaxes for close combat are the preferred weapons of choice. All shields are emblazoned with the arms of the Order - a golden sun on an azure field surmounted by a silver hand gripping a lightning bolt, with the motto - "Unvanquished even in death" in Old Oeridian beneath.

The Strictures of Azharadian

The Strictures of Azharadian comprises both the general's personal writings on warfare, strategy and the philosophy of war and the commentaries of his Captains and distinguished Glaives of the past. The Strictures are considered the template for the perfect Glaive and are studied extensively by all members of the Order. Numerous scholar-knights within the Order have written interpretations on the Strictures, but it depends on the individual glaive which of these they subscribe to.

HERALDRY OF THE GLAIVES OF AZHARADIAN



The Heraldry of the Glaives of Azharadian comprises of the Sun of Aerdy – the ancient symbol of the Great Kingdom surmounted by the Silver Bolt of Heironeous.

APPENDIX 4:

ROLEPLAYING NOTES

This is a listing of all the noteworthy NPCs who have attended the gathering at the pillar. Statistics have been provided in Appendix 1 for any relevant NPCs should they get into combat.

THE GLAIVES OF AZHARADIAN

For details on the actual order of the Knights Azharadian see the Adventure Background at the start of this module.

Baernen Kelldas, Glaive Valorous

Built like an ox and at 6 ft.6 in. Baernen appears to be the mightiest of the surviving Glaives. Coming from the Fallnos Vale, Baernen speaks with what others jokingly call a country accent, something that was a source of amusement to the other Glaives, many of whom considered him a fool for his rural upbringing. This is not the case, for while he almost unbeatable as an armwrestler (though he prefers not to talk of who beat him) Baernen possesses a keen wit, which often disarms unsuspecting conversationalists.

He is brother to Baron Joren Kelldas (who is in turn father of Natalia Kelldas, whom Sir Milos is rumoured to be betrothed to). There is a certain degree of tension between Baernen and Milos in particular, as unlike Milos he is a supporter of Duke Gellen for the position of Glaive Superior.

Dorlan Maldrenn, Glaive Martial

This 6 feet tall dashing young man of 27 summers is the son of Baron Keirnal. His sand-blond hair and curls and tall muscular figure make many a maid blush.

Dorlan bears a grudge against young Sir Milos Faskel since he injured Dorlan in a friendly combat in 591 CY. He is a supporter of Halrend Lorendrenn, though Lorendrenn worries about the tension between his two supporters.

Gellen Cadwale, Duke-Apparent of the Azure Coast and Glaive Virtuous

Of medium build and 5 ft. 9 in. Gellen Cadwale appears to have aged beyond his 42 years. His steely grey hair is subtly whitening, and his brow is now furrowed. Gellen's countenance is always serious now and his grey eyes seem to stare into the distance - to the outward observer he seems to bear the mark of one who carries the fate of the world on its shoulders. Certainly he claims to carry the fate of the knighthood, if not the world.

Gellen was the knight who bore the recall order to Idee, and thus his loyalty is very much in question. Gellen's

detractors say that the occupation was the best thing that happened to him. This view does have some merit - he has emerged from the occupation as the most senior surviving knight, and with the death of his brother Duke Ansend and his heirs, Gellen is therefore Duke-apparent.

Gellen is deeply concerned that the Order is on the verge of extinction and has proposed that the conditions for membership be extended to commoners in an effort to bolster numbers. Despite the suspicion hanging over him, he has the support of two other senior knights the Glaive Virtuous Tiren Farness and the Glaive Valorous Baernen Kelldas.

Halrend Lorendrenn, Baron of Dunheern and Glaive Valorous

A striking 6 ft. 3 in. of strong build and with prominent Oeridian features, Halrend has the bearing and posture of a professional soldier, for which House Lorendrenn has a strong tradition. Indeed the family crest bears a golden bolt, symbolising its dedication to the ideals of Heironeous and Azharadian.

Halrend is no exception - he fought with distinction in Idee during the wars. He is convinced that Gellen is a traitor to the Order and refuses to acknowledge his claim of authority. Though he agrees that the Order needs new blood, he opposes Gellen's proposals, on grounds that it is a ploy to recruit more supporters and thus gain the leadership of the Order. The Glaives Martial Dorlan Maldrenn and Milos Faskel as well as the majority of the surviving Glaives Cohort support him. Halrend is concerned at the recent tension that has developed between the two knights.

He is the one the PCs are hired to escort, and is the target of Siward's blundered assassination attempt, and Ihilin Julmar's more precise attempt later that night.

Milos Faskel, Glaive Martial

This young man of 25 is quite a dashing figure of chivalry with his curly blond hair and 5 ft. 11 in. build. The youngest of the surviving knights, what Milos lacks in battle-tactics and experience he makes up for with enthusiasm and energy.

Sir Milos is the son of Lord Kalderon and is rumoured to be romantically involved with Natalia Keldas. Indeed House Keldas and House Faskel have grown close since the occupation, having combined forces to elude the Scarlet Brotherhood.

While a supporter of Halrend Lorendrenn, there is tension between the young Glaive and Halrend's other

supporter, Dorlan. This is because at the Growfest Tournament in Sornhill in 591 CY where he accidentally injured Sir Dorlan.

Tiren Farness, Glaive Virtuous; Baron of Low Headland

A dapper man of 5 ft. 7 in. Tiren is the most unassuming of the knights. Aged 41, Tiren's greying hair, lean figure and pale complexion do not present the typical figure of a warrior. While he can easily hold his own in battle, Tiren views himself as more of a scholar-knight, a student of Azhadarian's original campaigns. His knowledge of tactics is unsurpassed amongst the surviving knights, and earned him the rank of Glaive Virtuous. He is a staunch supporter of Gellen Cadwale for the position of Glaive Superior, saying that the plot to which Gellen was victim of "is symptomatic of Brotherhood thinking".

THE SQUIRES AND CLERGY

In addition to the six surviving knights, there are also less than a dozen Glaive-Cohorts (clerics of Heironeous) in the Order.

Aduin, Cohort of Tiren Farness

Aduin is a veteran of 43 winters, dressed in a blue surcoat bearing the symbol of the Glaives of Azharadian and the golden colours of House Farness. His once jet-black hair contains a pronounced grey streak around his temple and his cheeks are marred with old scars from battle that have never fully healed.

Aduin is an old-school Onnwalon within the Cohort. He believes thoroughly in the Rule of Law of Onnwal's noble houses, and he himself is loyal to Baron Tiren Farness. He is a man of irreproachable character, though inwardly he has little self-esteem and sees himself as unworthy in the eyes of his master.

Aduin argues vociferously against any form of surrender. He subscribes unquestionably to the words, "Unvanquished Even In Death". He also looks unfavourably on anyone not of noble birth who dares speak badly about the nobles, particularly the Glaives in Gellen's faction.

Reynard, Squire of Sir Dorlan

Squire of Sir Dorlan, a young energetic man who was in attendance at the tourney of Sornhill in 591 CY, where his master was borne of the field after receiving an accidental wounding by Milos Faskel. As a result, Reynard is cool with Xavier.

Sturrend Keldas, Senior Glaive-Cohort

Nearly 5 ft. 11 in. in stature, Sturrend Keldas is the oldest of the surviving Glaive-Cohorts (clerics of Heironeous), and one of the six in attendance. With short blond hair and a

muscular frame more than capable of hefting his double-edged battle axe he is every bit the soldier as his warrior-knight comrades.

Xavier, Squire of Sir Milos

Xavier is a man within his prime of twenty summers. Muddy blonde hair and a freckled sun-kissed face do little to hide an arrogant and dour scowl.

A well-bred young man, there is some apparent tension between Xavier and his knight, Sir Milos. Xavier is somewhat bitter that he is the servant and not the master – for he is convinced he is the better warrior and his performance at tourneys is superior to that of his knight.

He has a reputation as being something of a rabble-rouser. Xavier is known to privately view his master, Sir Milos, with contempt. What loyalty he once held to Sir Milos recent events have shaken. He, and five others of the Glaive Cohort are arguing vociferously for the men to lay down their weapons and accept Senh's offer of surrender. Given the presence of a traitor, and overwhelming odds it seems only the wisest course of action.

APPENDIX 5: DELLEB'S QUILLS

The game of quills is a sport currently being sponsored by the fledgling Dellebian Academy of Learning within Longbridge. Delleb is the Oeridian god of knowledge and learning who in legends is said to have first defeated the young Hextor by throwing a white quill at him. This game honours this myth by symbolising this defeat. The game involves the throwing of white darts (referred to hereafter as quills) at specifically designed target. Hextor is historically depicted as a six- handed fiend and thus the quill board is divided into six segments. Since the holy symbol of Delleb is that of a white tome, this depiction is used for each of the 6 targets. What endears this sport particularly to the clergy of Delleb is that it helps people learn rudimentary mathematics in order to keep track of the score.

The target is circular and should be placed with the top of the target 6 feet off the ground. The competitors stand away from the target and throw three quills each. These are then scored and the total score reduced from 101. The aim of the sport is to reduce your score down to 0 (if one goes below zero, one is said to have gone bust and thus the score does not count. The next competitor then gets his/her go).

The target is the size of a buckler and it has six equally sized large sections and a small central circle. Each of the large sections has a white book painted in it with a number painted in blue on each book. The books are numbered 1 through to 6 in the following clockwise order, 6, 2, 3, 5, 4, 1. The 6 section is always placed at the top and so the numbers are written so that with 6 at the top and 5 at the bottom they can be read when the target is hung up. The small central section is painted blue with the number 10 painted in white.

Each player has three quills to throw at the board, with the aim of reducing their score to 0.

To hit the board one must first hit AC 20.

The AC of a book in any of the large sections is 24.

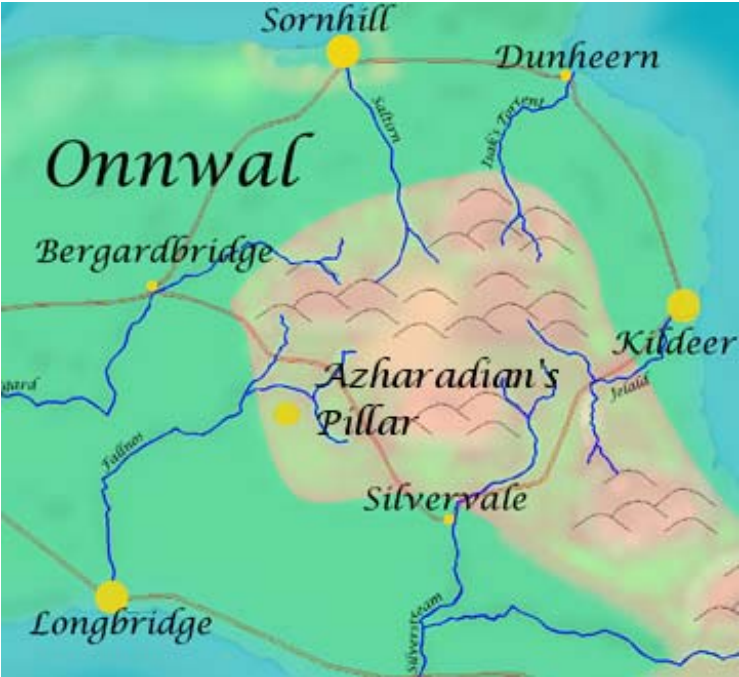
The AC of the central target is 28.

Players may declare a target. Missing the declared target by up to 4 results in a random (1d6) tome being hit. Missing a tome by up to 4, or the target by up to 8 results in a hit on the board. An undeclared hit on a tome randomly hits one of the 1d6 targets as well.

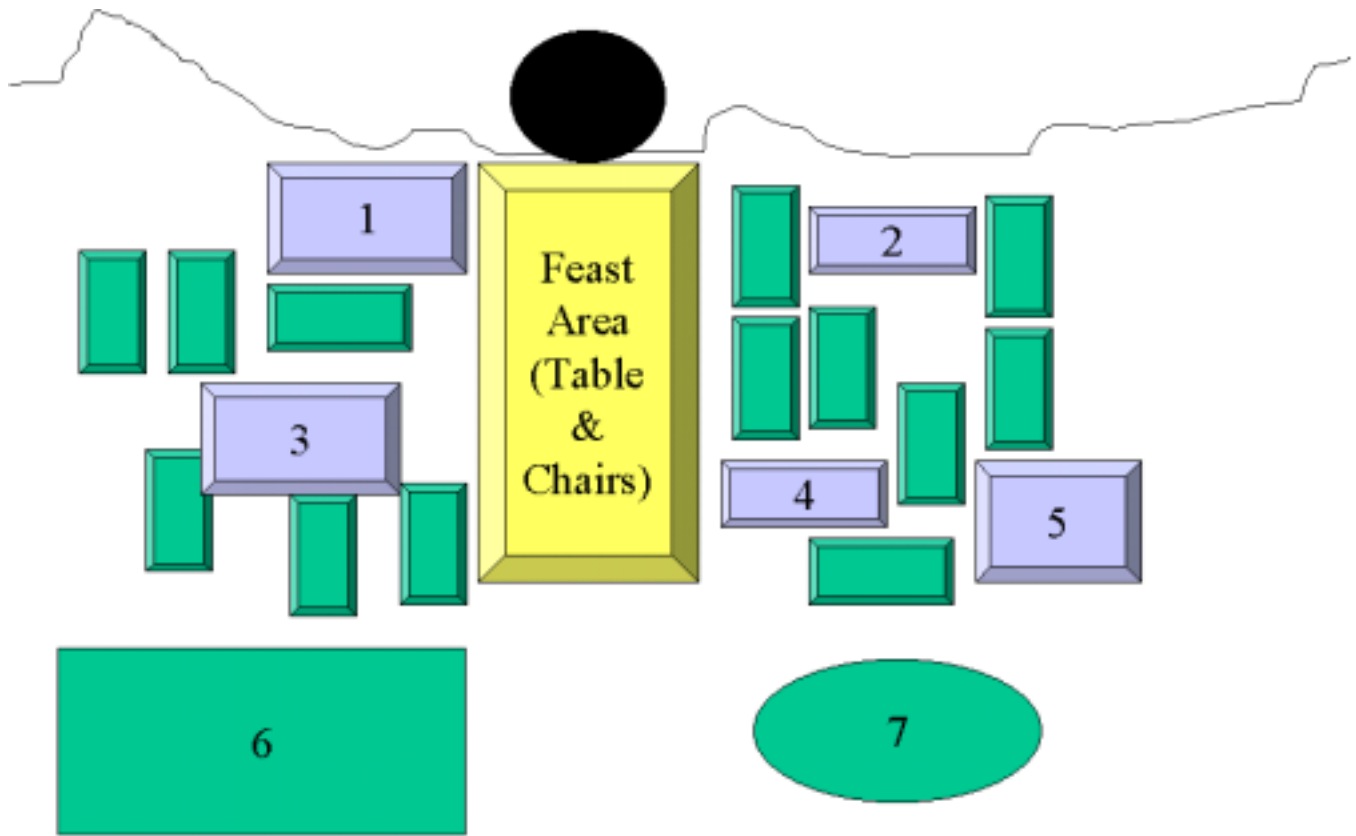
An example of how to play the game is as follows – a player steps up to throw his first quill, declares to go for the center, rolls, and gets a 19, with his bonus of +7 to hit with ranged weapons that is 26, which is not sufficient to hit AC 28, so the DM rolls 1d6 result is 5. He has dropped his shot low and hits the 5.

This material was originally written by Dave Marsden, Iain Reid and Karl Goodjohn.

MAP 1:



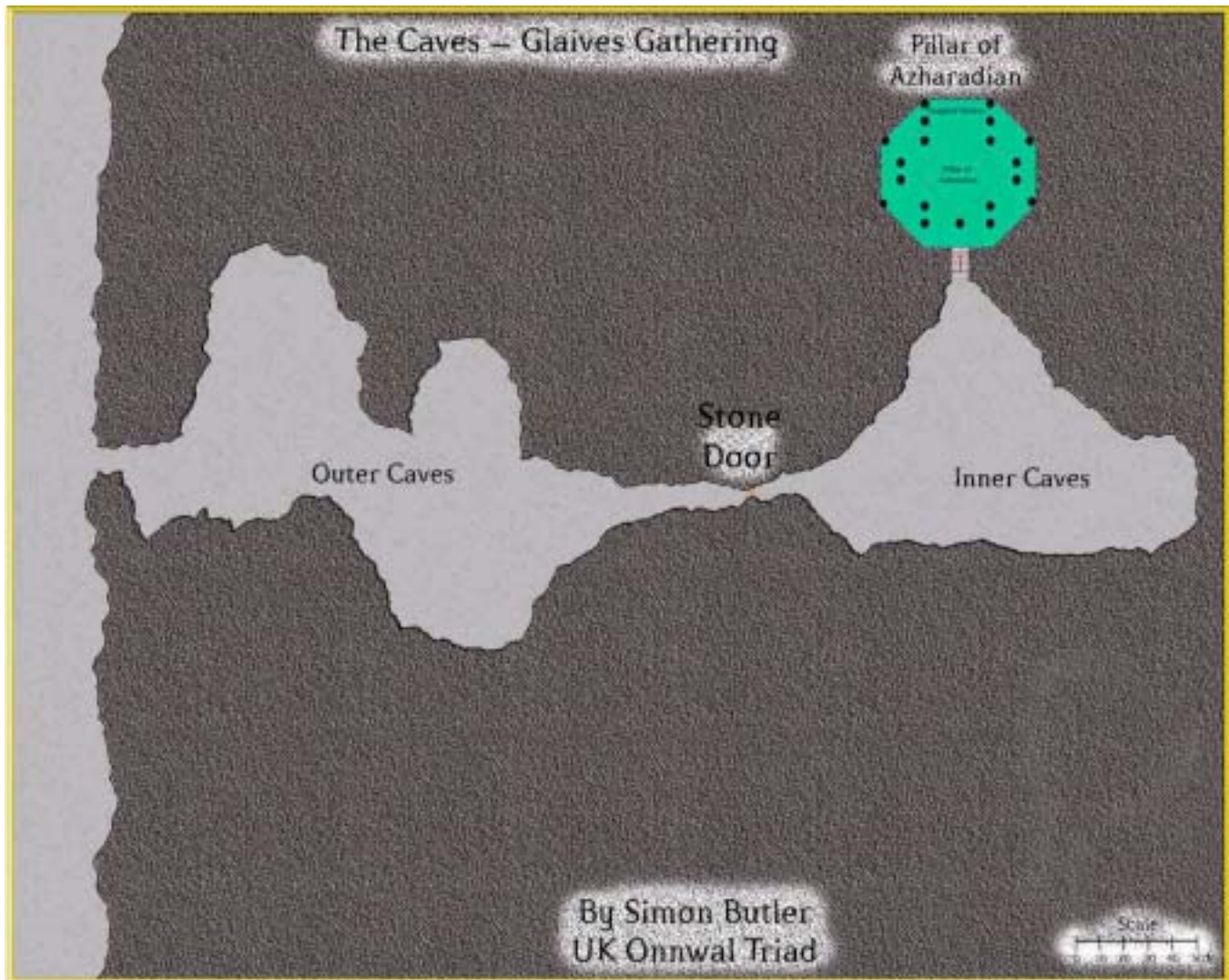
MAP 2:
THE PAVILION OF AZHARADIAN



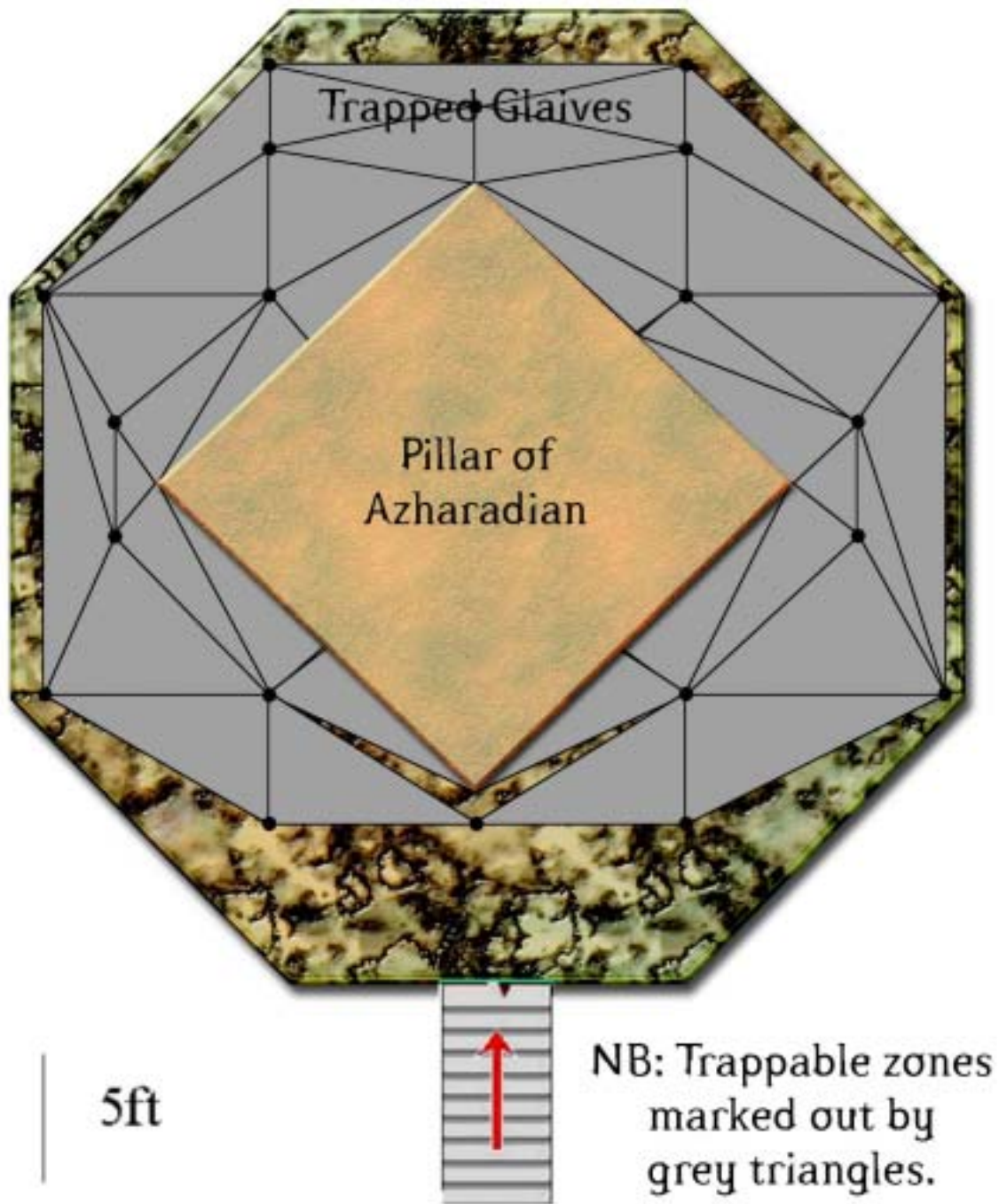
- 1 – Sir Gellen's Tent
- 2 – Sir Milos's Tent
- 3 – Sir Tiren Farness's Tent
- 4 – Sir Dorlan Maldrenn's Tent
- 5 – Sir Baernan Keldas's Tent
- 6 – Mock Combat Area
- 7 – Archery Target

Unmarked tents contain cohort, servants and men-at-arms.

MAP 3: THE CAVES



MAP 4:
BENEATH THE PILLAR OF AZHARADIAN



HANDOUT 1:
TELEK SENH'S NOTE

Surely now there can be no doubting the Destiny of the Suel. One of your leaders knows this in his heart. You should follow his wisdom.

Those who come forth within the next three hours shall be spared and allowed to return to the pastoral safety of their homes and fields. I shall not be so generous beyond these three hours.

Your merciful benefactor,

Telek Senh

Father of Faith on the Dragonshead

HANDOUT 2:

THE VISION FROM “THE GLAIVE’S GAMBIT”

This is provided for your reference, and to clarify if a PC has had this vision in the previous scenario. If requested, allow any PC who has had the vision to refer to it.

You lie upon a sandy beach, staring intently as the waves gently lap at your bare feet. A warm mug of ale and a plate of salmon lie by your side, resting upon a green blanket. Sitting next to you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

As he realises he has your attention, he points towards the sky. Your head moves mechanically, and for a moment the golden sun that stretches across the clear blue sky blinds you. You feel warm and comfortable. Looking down you see that you are clothed in mail. The heat seems almost unbearable... but just as quickly it is gone. The heat and the brilliant light begin to fade, and the sun begins to set on the horizon.

With horror you look at your feet, caked in red, and realize the tide has turned to blood. Darkness begins to fall, and as the sun sets it becomes a sickly shade of scarlet. The last thing you remember before you awaken that morning is being swept away in a wave of blood.

HANDOUT 3: THE VISION FROM “THE BLAZING BANNER”

This is provided for your reference, and to clarify if a PC has had this vision in the previous scenario. If requested, allow any PC who has had the vision to refer to it.

You lie upon a plain of sand, devoid of features and infinite in circumference. You feel that you have been dropped from a great height, and struggle to bring yourself to your feet

Standing beside you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

He points to you and speaks slowly, his accent heavy and as if it pains him, “Do you know who I am?”

A look of confusion stretches across your face, and he nods, “You shall do in the end. Courage is the steel of the soul. Yours must be tempered within the flame to become stronger.”

His hand outstretched, the boy smiles as a golden bolt of lightning from the hand and strikes you square in the chest. From your chest comes the sickly scent of fire and melting metal as the mail you wear catches fire.

You ignore the pain. The fire makes you stronger. Through its searing touch you will succeed.

Then your stomach lurches as you feel yourself falling. There is a numbing sensation of coldness of water. Like the blade, you have been tempered and cooled in the forge. Soon you will know the strength of the metal within you.

You awaken refreshed.

CAMPAIGN CONSEQUENCES

*In order for the results of this table of Glaive's Gathering to be taken into consideration in writing the third and final installment of the Splintered Sun trilogy **it is imperative** that you fill in this form (otherwise all that pain and suffering was for nothing) and return it either to the Onnwal Design Team representative who will then forward it to me. If that is not possible send an electronic copy to SKerrigan@computing.dundee.ac.uk*

Campaign consequences will be accepted until December 2003.

What was Tiren's fate?

**Captured
& Executed**

Slain

Escaped

Other:

Were any PCs slain?

(Yes/No)

Names of the Honoured Departed

Other Notes:
