

FALL FROM GRACE

by Andrew Getting

In the nation's darkest hour arises a new hope: a messiah-paladin, the prophesied God-King. Protecting the weak and low of station even as he defends the nation against invaders and corrupt statesmen alike, the God-King's ascension to the throne of Lutan promises to herald a new age of peace and prosperity for all his subjects.

But peace and prosperity have never been profitable and many contest the rise of the God-King. Deposed royalty, foreign invaders, and corrupt merchants all find in him a mutual foe. Though the God-King's armies are mighty, many believe that a few assassins can succeed where the legions of darkness have failed. All the while others conspire to make the God-King their own. Every brigand, cutthroat, and assassin in the realm turns an eye to Lutan and to a quick, bloody profit.

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For use with
EVIL
d20 Sourcebook
by AEG



Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

Fall From Grace

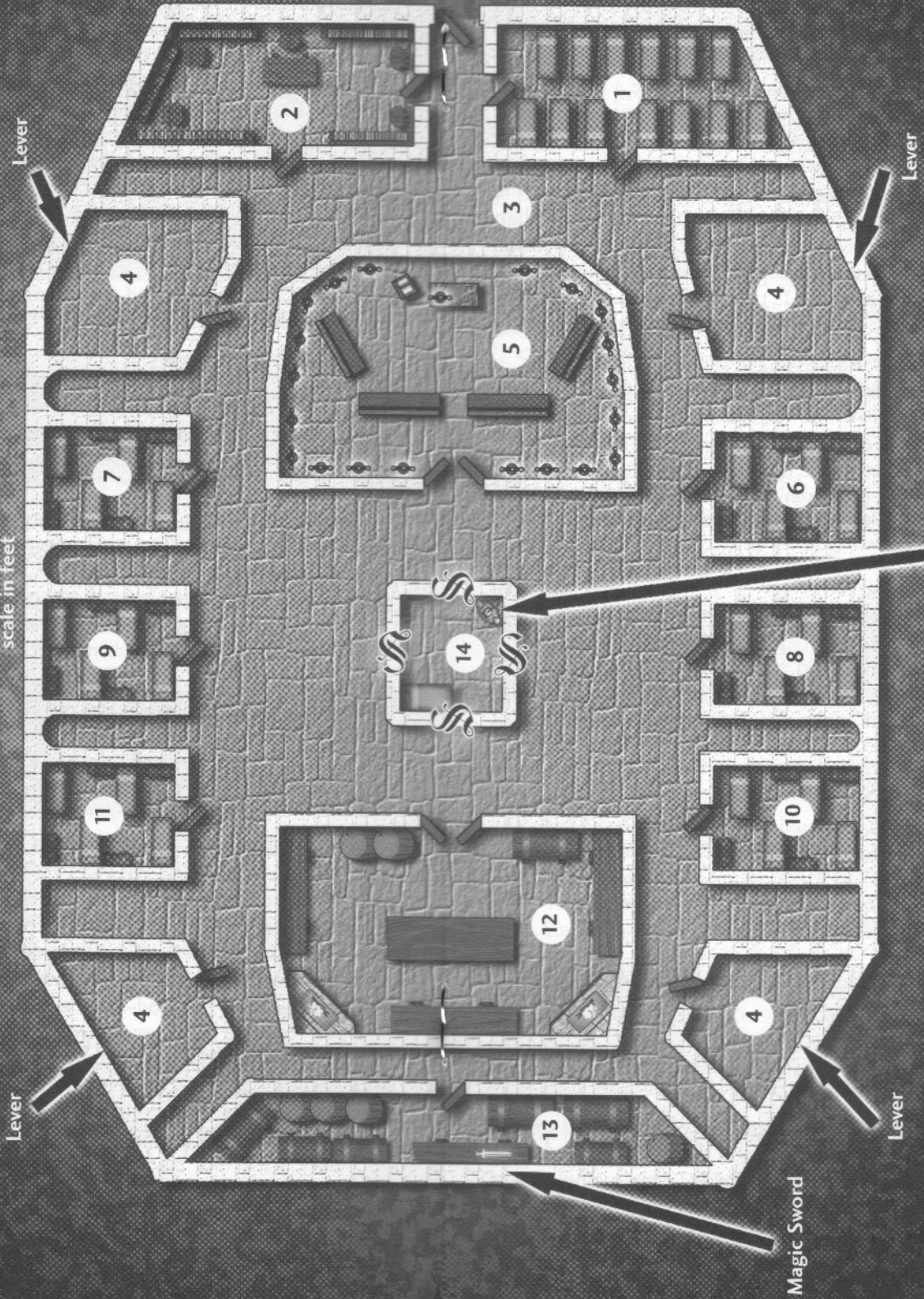


7 29220 83034 0




Temple of the God-King

0 5 10
scale in feet



Suit of Armor

Magic Sword

Lever

Lever

Lever

Lever

HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

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Illustration © Jason Engle

Who said you had to play the good guys? Being evil just got easier. This d20 system sourcebook has everything you need to run evil characters, develop evil campaigns, and make your nasty NPCs just a little bit nastier. *Evil* has rules for new prestige classes, new spells, new clerical domains, and demon summoning. If you're playing good after this book is out, you're on the wrong side of the game. 128 Pages, soft cover.



GAME MASTER BACKGROUND

The God-King is an adventure designed for a group of three to six villains of levels six to eight, and can be inserted into any existing, evil campaign. It takes place in the war-torn region of Lutan, the capitol province of an ancient state once ruled by paladin-princes. Though this all-but-forgotten nation has died, and its people conquered, very recently a prophesied God-King has arisen. This paladin, who hides his true name due to the danger of his position, has cast out or crushed all opposition, and now stands ready to lead his people to a new age of light.

That is where the PCs come in.

While it is rare that any rise to power is unopposed, the God-King has made serious enemies, both at home and abroad. The bounties rise, and soon every brigand, assassin, cultist, and conspirator has set their sights on the man.

The adventure begins with the PCs receiving word of the bounty through the underworld. The prospect of such a large sum of money for killing a lone man should entice most evil souls, and as the PCs depart, they find direct proof of this when a rival band attacks them, wanting the bounty for themselves.

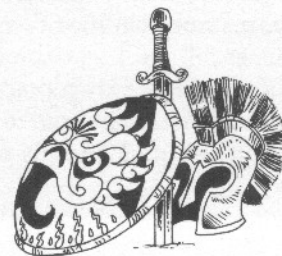
To claim the bounty, the PCs may attempt anything from a simple assassination attempt, to a smear campaign, to blackmail, to perhaps the greatest challenge of all — convincing a partially divine paladin to join their cause.

As the PCs close in on the God-King, they find an enchanted blade radiant with power. The sword is trapped, and beyond it lies the final challenge: the God-King himself.

ALTERING THE ADVENTURE

Though intended for evil characters, you may modify it for use for good parties with ease by inverting the nature of some events. In this case, the God-King rises to power by enslaving the people of Lutan, and the PCs must either expose his corruption, or destroy him. The few survivors of the God-King's machinations pool their resources to hire the PCs to free the land, and the rival gangs in the basic story are actually working for the God-King. The God-King's lair itself may even hold the clues to his ultimate redemption.

It is highly recommended that you read through this adventure before playing. Many details require close examination, and the PC's past certainly affects game play. Make notes where necessary and tailor this adventure to your campaign.



PART 1: THE DIVINE TRAGEDY

As the ascension of the God-King comes about rather quickly, you may wish to have him take power during another adventure or in this one. In either case, read the following aloud:

Even as the town criers celebrate the beginning of a new age in Lutan, you duck for cover in the alley as the new town guard stomps past. It has been less than a week since the God-King won the throne, and though most of his subjects cheer this paladin-king, you are less fortunate.

The town criers' words reopen your wounds. The God-King appeared as peasant legend foretold, and overthrew the rightful government of Lutan even as he exiled its foreign invaders. Soon, he turned his accursed eyes to his native foes, and many of your friends are imprisoned, dead, exiled, or — like you — on the run from his newly reorganized guardsmen.

The guards pass, not noticing you. You have escaped the paladin-king's wrath once more. You wait a moment, then open the hidden door in the abandoned building at the end of the alley. Though it is risky, so many of the new king's enemies gathering in one place, few of you have the resources to leave the cities safely on your own. Inside sit an unkempt bunch of criminals, deposed royalty, and invaders, all trapped within Lutan's cities. Though only barely tolerant of each other's company, they remain quiet as you enter and take your spot on the crowded floor. The others, like you, are hot, sweaty, tired, and bristling with weapons.

After a few more enter the safehouse, a man in filthy silk finery stand up in the center of the room, rapping his walking staff into a support beam. Baron Richford was apparently one of the few foreign governors who escaped the God-King's slaughter.

"My friends," he says over the din. "My friends. We have been dealt a grave injustice. This upstart, this so-called God-King, this rabble, has uprooted us all. He has sealed the cities from our passing, and soon none of us will be left.

"It galls me, surely as it must gall all of you, to be undone by such a man. Without rank, station, or even a name, he has ruined us all, and so we have fled. We cannot afford to flee any longer. We must strike back at him now. Abbot Brewl will explain."

Richford gestures to a small, elderly man whose eyes have been stitched shut. After several creaks of his bones, the cultist Brewl stands. "Those of you of humble stock may already know this story. Let the others hear. We've no time for any nonsense.

"Back when Lutan was a free kingdom, one of the lesser powers of light took a particular shine to the place. Saint Hain was the patron of Lutan, and his servants guarded it from such as we.

"In the long run, it didn't matter. Money and power prevailed, and all of Hain's men were done in by our ancestors. Before the head of Hain's church fell, he spoke of Hain's champion. Eventually, he said, some man would strike a bargain with Hain the way some of us have struck bargains with other patrons. This man would take on part of Hain's power, and free Lutan first of outside forces, and then of its own ills. Then this man would lead Lutan to a new glory, and the God-King's rule would last for centuries. My allies have confirmed this tale. The creature that claims to be the God-King may well be the man himself. Grinny?"

From the filth in a corner turns a small, misshapen thing — as if some small beast of a man finally shrugged off his pretension and admitted that he was a rat. He smiles a wide, toothy grin. "Hyeh. We've seen him, yes. Some guards are loyal to us still. The God-King's temple is guarded by our friends, it is. 'I know where the God-King sleeps. His belly is open to us now. Strike it soon, and then we shall be free."

Richford touches Grinny the Rat on the shoulder, then looks at his hand and wipes it on his coat before speaking again. "We, your leaders, have come to a decision. Twenty thousand gold pieces to the men responsible for killing, unseating, or otherwise neutralizing the God-King. Those of you who wish to take us up on this offer, speak to Grinny. His men will tell you what we ourselves know, and will aid you in entering the God-King's temple when they feel you are ready. We caution you to remember that though the God-King is but one man, his servants still wander the land where he is not, but if we allow him to remain, he will destroy us all."

With that, most of the room departs almost immediately. Unhappy as they are, most of your kindred spirits would apparently rather take their chances with the king's guard than with the man himself. A handful of others, some capable, most foolhardy, speaks to Grinny briefly before one of his thieves escorts them into the alleys.

Depending on the nature of the PCs (whether they prefer personal power, spiritual/magical might, or worldly wealth), the Baron, the Abbot, or Grinny personally offers them additional incentive if asked. These are intangibles; favors, access to hidden lore, or the like (Grinny is especially generous, as he has no plans to keep his end of any bargain). They also subtly hint that the PCs should not refuse, or the God-King's men are the least of their worries. Each of these men is desperate, and perfectly willing to sacrifice the PCs to the God-King in exchange for exile, even if they would rather stay. Parties who attempt to survive on their own must make a Disguise check (DC 20) to avoid harassment by either the guard or their former allies. If the PCs try to leave the city without travel papers (Forgery check, DC 25), they may find themselves jailed.

PART 2. THE HUNT IS ON

At this point, the PCs are on their own. Fleeing the city, as illustrated above, is quite dangerous, and the PCs daily see signs of the God-King capturing or slaying their former comrades. Presumably, the PCs feel that being poor and free is better than being rich and jailed.

The following are the basic methods the PCs may wish to employ:

- 1. Full-frontal assault.** Though quite dangerous, any successful assault force is more than capable of continuing the momentum, and taking over Lutan themselves. Depending on how they do this, they are likely to make enemies of their would-be masters in the underworld — there is only so much power to go around. Grinny will not aid to such a plan.
- 2. Assassination.** Though easier than the frontal assault, the God-King was a formidable foe while he was mortal, and assassins must find both the means and the opportunity to strike him down. Further, assassinating him in public is likely to cause a riot — the underworld aside; the God-King is enormously popular. Grinny points this out if he finds out that the PCs wish to strike in such a manner. The increased security following a failed assassination makes his job more difficult.
- 3. Blackmail.** Before he was king, before he was a demigod, before he was a paladin, the God-King was a man like any other. The Baron suggests this option if the PCs ask his advice, and further points out that any dirty secrets would remain quite close to their master — leading the PCs to the temple (see rooms #7 and #14).
- 4. Framing.** If news of the nefarious activities of the God-King reached his subjects, the wrath of the common people could depose even a demigod. Grinny especially likes proponents of such a plan, and offers up any fake evidence or false witnesses the PCs require. Of course, it is still up to the PCs to set the God-King up, and Grinny suggests planting evidence of his misdeeds within his own temple.
- 5. Corruption.** Discussions with the Abbot revolve around his envy of the God-King's might, and his idle fantasies of swaying such power to more *proper* uses. If the PCs are amenable to this suggestion, he reveals what little he knows of the God-King's character. The Abbot is a dark and mysterious. He speaks in a broken, staccato manner. Play it up.

Read the following aloud to the players:

"The God-King's power relies on Haim's blessing. Haim is but a fledgling. His power in Lutan is great. Haim bestowed his essence upon the God-King. Both Haim and the paladin are at risk... if perhaps the man were... turned. Such a change may strip Haim of his power. The

God-King as a new deity... think it. Break communication between master and servant. Force the knight to act against his lord. Yes, my... masters would reward you dearly for the God-King's conversion. Dearly."

If the PCs wish to have a meeting with the God-King (nigh suicidal, but possible), the Baron may arrange it. Otherwise, the PCs rely on Grinny's good graces. In any case, once the PCs have a solid plan in place, a rival group attacks them, hoping for the gold and glory themselves. Have the PCs make a Spot or Listen check (whichever is higher for each character) against a DC of 15. Success means the PCs spot an ambush and are not surprised; failure means a rival party catches the PCs flat-footed and attacks them, wishing to take the reward for themselves.

Thieves Guild Recruits, Human Rog4: CR 4; SZ M (humanoid); HD 4d6; hp 15; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Leather); Atks 2 daggers +2/ +2 melee (1d4); SV Fort +0, Ref +2, Will -1; Str 10, Dex 13, Con 10, Int 9, Wis 9, Cha 10; AL NE. Skills: Hide +4, Listen +4, Spot +4, Tumble +2. Feats: Ambidexterity, Two-Weapon Fighting, Weapon Finesse (dagger).

Each recruit carries 1d10 gp on his person. They flee if two of their number fall or if a PC casts an offensive spell. A thorough Search check (DC 15) of the corpses (if there are any) reveals a brand on the back of their necks. A Gather Information check (DC 20) reveals that this is a brand favored by Grinny the Rat, showing the recruits as his personal band of thugs.

Once the PCs have routed the recruits, they may continue on the path. Should the PCs wish to disguise themselves in the armament of the God-King's men, Grinny sells such outfits to them for either 200 gp for clever forgeries, or 100 gp for partially damaged (bloody or torn) genuine articles. Even when his neck is on the block, Grinny wants a profit. If the PCs wish to procure their own, have them make either a Profession (tailor) check (DC 20) and a Forgery check (DC 20), or an attack on a unit of the God-King's men.

God-King's Guard, Human Ftr10: CR 10; HD 10d10+30; hp 70; Init +2 (Dex); Spd 30 ft.; AC 19 (+1 Dex, +2 *banded mail*); Atks +1 *longsword* +13/+8 melee (1d8+3); SV Fort +10, Ref +4, Will +5; Str 14, Dex 12, Con 16, Int 15, Wis 14, Cha 13; AL LG. Skills: Listen +4, Spot +4. Feats: Alertness, Dodge, Expertise, Mobility, Power Attack, Quick Draw, Sunder, Toughness.

The finest heroes of Lutan make up the God-King's Guard, and they fight to the death against enemies of their lord. Their garb is purest white, with a clenched gauntlet symbol on their chest. The PCs must use blunt weapons, magic, or other bloodless method to avoid damage to the suits (+2 dodge bonus to the effective AC of the guards). Retrieving suits in this manner is highly inefficient, as they may not fit properly.

PART 3: THE TEMPLE OF THE GOD-KING

All roads lead to the temple of the God-King. Once the players are ready to attack or infiltrate it, as opposed to openly meeting with the God-King, read the following aloud (otherwise, skip to #2):

Grinny nods, and traces a quick sign in the air. An assistant thief hands each of you a blindfold, and then someone shoves you forward. Out the warehouse and into the rushing waters of the sewers, Grinny's man leads you in a complex series of lefts, rights, and reversals. After what seems like hours, a sharp pull tears the blindfolds from your faces. You are in a small storeroom.

The PCs are in room #12, behind a row of provisions. Notes on the temple:

1. It is not imperative that the PCs visit every room, particularly if they simply wish to plant evidence against the God-King.
2. For the purposes of casting spells, clerics with either Chaos or Evil domains function as clerics one level lower. Clerics with both domains function at two levels lower for casting spells. In addition, Hairn's influence stops all clerics from contacting their deity (other than Hairn) for any reason.
3. Though Hairn's influence grows, casting the spell unhallow disrupts Hairn's will. In addition to its normal effects, casting unhallow at any point affects the God-King as though he were targeted by a blasphemy spell (see God-King's description). The effects of unhallow are much shorter, however, lasting only an hour before Hairn's might returns.
4. It is wholly possible to draw the God-King's attention. Though he is dimly aware of intruders in the temple, he will not act unless the PCs damage the temple, interfere directly with Hairn's power, or touch the sword of intensity. If the PCs draw the God-King's attention, he arrives at the PC's location in 1d10 minutes.

1. BARRACKS

This room is lined with bunk after bunk of soldiers, sleeping, relaxing, or quietly studying their master's words.

Tactics: If the PCs have raised an alarm, the guards ready for battle, and notice the intruders. Ten of the guards (use the statistics for the God-King's Men, above) are ready to fight the PCs, and another ten are ready within the round.

2. ANTECHAMBER

This is the room where the God-King receives visitors. It is directly across the hallway from the barracks, and should the PCs confront the God-King here, he has his full compliment of guards nearby. If the PCs have not arranged an audience with the God-King, the antechamber is empty of occupants, but full of official documents (kept under lock and key, of course). It takes an Open Lock check (DC 18) to pick each of the locks on the desk, and inside are various official papers and the God-King's personal seal.

If someone steals the seal, the God-King notices it the following day, and takes steps to replace it, proving any upcoming papers are forgeries. If one of the papers marked with his seal is stolen, he does not notice it; it takes a Forgery skill check (DC 30 without a copy of the seal, 20 with) to properly forge an incriminating document.

If the PCs have arranged a meeting with the God-King, read the following aloud:

Though his gaze tells you of his doubts concerning your sanity, the Baron nods. 'I will see to it,' he says, and the following day, the Baron sends a missive to you that the God-King will see you in the afternoon.

Unless the PCs openly bear symbols of evil, wear anything more than ceremonial arms and armor, or are infamous criminals whose faces are widely recognized, the guards escort them to this room.

Read the following aloud the first time the PCs enter this room, even if the PCs are not here on official business:

There is a full compliment of bookcases concerning law, history, and religion, and a portrait of Saint Hairn lifting a bloodied, gauntleted fist to the sky. Wooden chairs and a desk are the only other furnishings.

If the God-King awaits them, introduce him here. Unless the PCs give him reason to doubt their intentions (such as attempting to assassinate him), he assumes them simple diplomats or merchants. If the PCs have evidence against the God-King, such as the blackmail material found in rooms #7 and #14, role-play the interaction. Though more than mortal now, the God-King is fully aware that, should his past become common knowledge, all his efforts are wasted. He grudgingly accepts potent blackmail and tries to quietly do as the PCs demand; rather than refuse and face execution by his own troops.

If the PCs do not attempt to blackmail the God-King, or to parlay with him under false pretenses of business or diplomacy, he becomes suspicious and has the PCs arrested.

If the God-King is not here, the PCs may plant false evidence in the desk.

3. HALLWAYS

The hallways are regularly patrolled by a squad of six of the God-King's men (use the statistics above if necessary). During the day, the guards do not accost the PCs unless the PCs arouse suspicion in their dress, attitude, or if they attempt to break into rooms #6–11, 13, or 14. If the PCs are wearing the God-King's uniforms, the guards only stop the PCs if they misbehave. At night, the guard patrols are lessened (roll 1d20 every time the PCs leave a room, if the result is less than the number of rooms they have entered this night, they encounter a guard patrol).

Though the hallways have nothing of apparent note, it is here that Grinny's **6 assassins (hp 24)** strike. Every time the PCs leave a room, roll 1d12. If the result is lower than the number of rooms the PCs visited, then the assassins attack. The assassins automatically strike if the players have raided the treasure room (#13). Each player may roll a Spot or Listen check (DC 20), to avoid being caught flat-footed.

Grinny's Assassins, Human Rog8: CR 8; SZ M (humanoid); HD 8d6; hp 24; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 Leather); Atks +1 *Dagger* +10 / +5 melee (1d4+1); SV Fort +0, Ref +2, Will 0; Str 10, Dex 16, Con 10, Int 11, Wis 11, Cha 10; AL NE. Skills: Hide +10, Listen +10, Spot +8, Tumble +12. Feats: Dodge, Improved Initiative, Mobility, Run, Weapon Finesse (dagger).

Each assassin has 2d10 gp on his body, and the lead assassin has a *dagger of venom* (intended for the God-King). They also have a precise map of the land between the city and the temple, and forged papers. The leader has a brand on the back of his neck, beneath his hair. A successful Gather Information check (DC 20) marks him as one of Grinny's servants.

4. MEDITATION CHAMBERS

These rooms are the meditation chambers of both the God-King and his followers. While the guard may wonder at late-night visitors to these rooms, they are far less likely to attack someone for leaving one. The guards escort them from the temple if they catch the PCs in these rooms.

This room is bare stone walls and floor, with a portrait of Hairn lifting his bleeding, gauntleted fist in triumph over the forces of foreign invaders. There is a fist-sized hole in the wall, just below the painting.

If anyone places their hand in the hole, they find a small lever with a spike in the handle. If the PC does not have a gauntlet on, and pulls the lever, the PC takes a single point of damage. Once the PCs throw all four levers (one in each room), the doors to rooms #13 and #14 unlock.

If the PCs cast *blasphemy* or *unhallow* here, or subtly deface the painting and repeat the process for the other meditation chambers, the PCs weaken the God-King's ties to Hairn. See also room #14.

5. THE CHAPEL

Read aloud the first time the PC's enters this room:

You see a row of pews before an altar to Saint Hairn. Candelabra line the walls, as well as hanging banners of bloody gauntlets. A donation box is near the doorway, and near the altar is a podium with a book upon it.

The donation box is presently empty of everything save an *alarm* spell.

The book is the Holy Writ of Saint Hairn. This is the public copy of the writ, and the God-King reads aloud from it before his weekly mass, the next of which is in three days. If the PCs take the book and replace it in less than a day, its loss goes unnoticed. Placing unholy scriptures or the like within the book and claiming that the God-King is an impostor provides enough proof for the populace to dethrone him.

Casting *blasphemy* or *unhallow* here, or subtly altering the altar towards another deity's favor angers Hairn, and he severs his ties to Lutan for years. The God-King similarly loses his power afterward.

6-11. PRIVATE QUARTERS

These rooms belong to the clergy and workers of the temple. During the day, they are abandoned. At night, their inhabitants sleep here.

In this communal cell lies four small cots, as well as a small collection of books and scrolls. Each cot also has a small lock box next to it.

The lock boxes are easy to pick or break (DC 10 in either case), and contain minor personal effects, 1d6 gp, and the following (by room):

6. A small idol of Hairn
7. Clynth's diary (*see below*)
8. An additional 2d10 gp and a *dagger of venom* (this is the room of Grinny's hired guards)
9. A series of notes about the deeds of the God-King. Most of the notes are written in verse and rhyme, suggesting that this room belongs to a bard. If the PCs leave Clynth's diary in this lock box, the bard writes a tale that denounces the God-King and his past actions.
10. A rusted gauntlet
11. A prayer bead

When the players discover Clynth's diary, read the following aloud:

This lock box contains a small book, with a series of small notes. The cover reads, "The Personal Journal of Clynth." The writing looks as though it is from a woman. After close inspection, the woman was, apparently, a former lover of the God-King.

If the PCs wish to study the book, they discover the following passage in 1d4 hours:

"...It is so frustrating. Hairn has chosen Kindel, but Kindel was mine first. It would be so easy to reclaim him, simply to tell people that their beloved God-King once led the very army he now opposes. But no, it is better that I make this sacrifice of my love than I let others fall for my selfishness..." This book has enough information to blackmail the God-King.

12. STOREROOM AND KITCHEN

A horrid smell of raw meat and spices assaults your nose as you enter the kitchen. Row upon row of sharp knives line the ceiling, and the racks contain iron rations.

13. THE TREASURY

Encounter: The treasury doors only open if the PCs have closed all four gauntlets. They are barred from within, and cannot open for anything less than superhuman force.

The doors swing open at your touch, and you are bathed in a golden light. Hovering amidst gold treasures and fine gems is a beautiful long sword. Along its blade are intricately carved runes in an ancient language, and the halo the sword produces is almost too bright to bear.

This is not truly a valuable magic weapon, but rather a *sword of intensity*, a worthless trinket designed to trap would be thieves. Touching it activates the *alarm* spell enchanted upon it, drawing the attention of the God-King.

Among the other treasures in the room are 5,000 gp, another 3,000 gp worth of various gems, and a *darkskull*. With the exception of the sword, these are objects taken from the battles with the forces of evil.

14. THE GOD-KING'S CHAMBER

A careful search reveals the presence of secret doors (Search check, DC 18). However, there is no visible means of opening them. Throwing all four switches in the meditation chambers (room #11) opens the doors, sliding them into the floor.

If the PCs enter the room at night, the God-King defends himself from the intruders (see *openly fighting the god-king* below).

If the PCs enter the room during the day, read the following aloud:

Here, at last, is the God-King's chamber: a simple room with a small bed, yet another portrait of the accursed Hairn, and, most shocking of all, a full suit of armor — emblazoned with the heraldry of Alegнора, Lutan's sworn enemy.

Blackmail

If the PCs reveals the suit of armor and the *knowledge* that the God-King is not from Lutan, this certainly deposes him... if they can escape with the evidence. If they threaten him with the evidence, he fights or works out a bargain. There is a lot of room for role-play here. Allow the PCs to talk their way into a sweet deal with the God-King of Lutan.

Subdual

Casting *blasphemy* or *unhallow*, or subtly altering the painting disrupts the God-King's ties to Hairn. If the meditation chambers, the altar, and this room are all subject to such trickeries, then the next time the God-King meditates, he finds himself attacked by the gods of those he fights. In the end, he is corrupted, trapping a portion of Hairn's influence within the newly formed blackguard.

Openly Fighting the God-King

As his name suggests, he is divine. The God-King is powerful; perhaps too powerful for the PCs. Should they choose to fight him openly, he is a worthy opponent. Make the PCs aware of his power should they choose to fight head-long against him.

Miscellaneous

Much of this adventure is open to interpretation to the GM. Because the PCs must plot and plan, this adventure cannot provide information for every contingency. Ultimately, the PCs will think of something we didn't cover and it is up to the GM to use the information here as best as he can. This is a complex topic and should not be easy to corrupt a divine being.

Conclusion

Once the PCs have dethroned the God-King, they may retrieve their rewards (or attempt to, if they made a deal with Grinny).



NEW MONSTER

THE GOD-KING

Medium Outsider

Description: Kindel was once a mere fighter in the ranks of Alegnora. Despite this, he remained a good man at heart, and tired of his fellows' excesses. Deserting, he found his lover, Clynth, who instructed him in the ways of Saint Hairn. Against Clynth's wishes, Kindel communed with Hairn, and became the God-King.

The God-King appears as a handsome knight clad in glowing white platemail. He wields a battle-axe. If corrupted, he bears a darker aura, as though standing beneath a twilight sky under a new moon, even if it is day.

COMBAT

The God-King engages foes that are most likely to harm either him or the temple, beginning with wizards, clerics, and blackguards. He maneuvers so that foes have difficulty surrounding him. He has the inherent abilities of a 15th level paladin with two levels of extra turning, divine grace, *lay on hands*, *detect evil*, divine health, aura of courage, smite evil, and remove disease 5 times/week.

In battle, he wields his battle axe with both hands.

Hairn's Blessing (Su): The God-King may not be targeted by Necromantic spells, or divine spells from the domains of chaos, death, or evil. The sole exception to this is *blasphemy*, which affects him as though he had half his hit dice. If corrupted, the god king retains Hairn's Blessing, but becomes immune to *blasphemy*.

Divine Awareness (Su): Within the walls of the temple, the God-King is distantly aware of everything that goes on around him. His Intelligence and Wisdom are also enhanced by four points each he gains the Improved Initiative feat.

Unearthly Health (Su): The God-King cannot get sick, diseased, or fatigued. He need never breath, eat or sleep.

Hit Dice: 16d10+64 (150 hp)

Initiative: +2, +6 within the temple

Speed: 30ft.

AC: 23 (+2 Dex, +11 *spiritual plate mail*)

Attacks: Battle Axe melee
+23/+18/+13/+8

Damage: Battle Axe 1d8 + 9

Special Attacks: None

Special Defenses: As paladin, and above

Special Qualities: As paladin, and above

Saves: Fort +4, Ref +2, Will +8

Abilities: Str 18, Dex 14, Con —,

Int 18, Wis 18, Cha 19

Skills: Climb +6, Diplomacy +10,

Handle Animal +4, Heal +6,

Intimate +10, Knowledge

(religion) +10, Listen +4,

Ride +3, Spot +4,

Feats: Combat Reflexes, Extra

Turning (x2), Power Attack,

Sunder

Challenge Rating: 16

Treasure: +3 *battle axe* (the plate mail is a reflection of his spiritual self, turning black if he is corrupted)

Alignment: Lawful Good (Lawful Evil if converted)

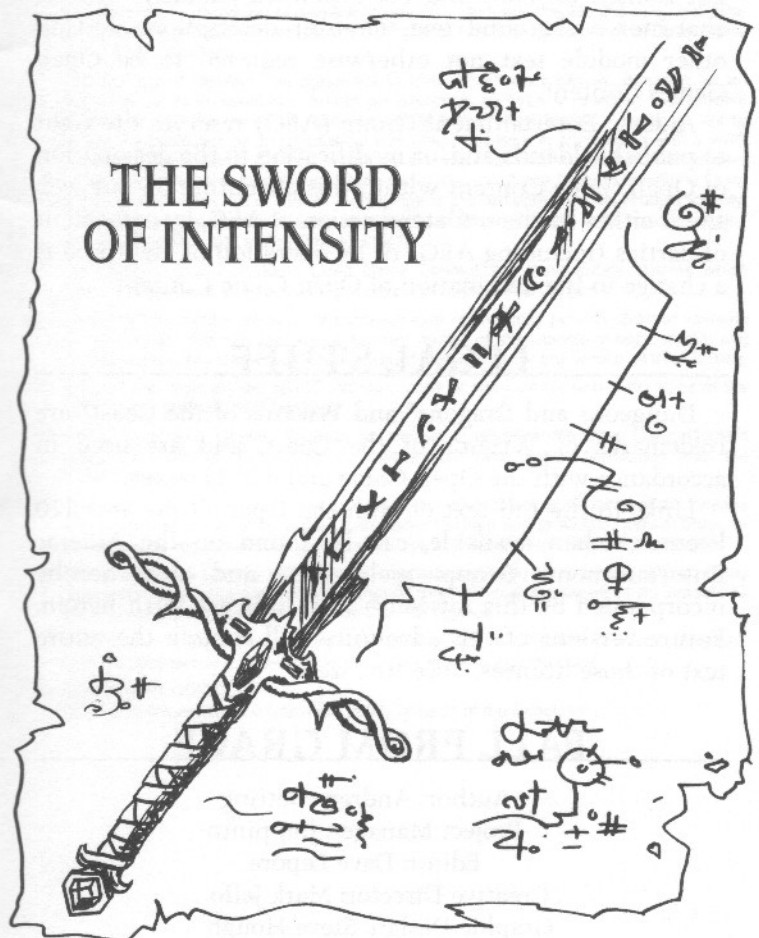
NEW MAGIC ITEM

SWORD OF INTENSITY

A blade cunningly crafted to catch the eye, a *sword of intensity* typically glows with an inner light, is pockmarked with arcane runes, and sings when wielded. Typically created by jealous creatures of magic, it is an especial favorite of puissant dragons and mages. Almost all *swords of intensity* have the *alarm* spell cast upon them, or are otherwise trapped.

Spot checks made to notice the wielder of these swords are automatically successful, and the wielder's Hide checks automatically fail, as do any spells to obfuscate either the sword or its wielder. The blades are made of primarily gold and silver, making them heavier than most swords. The wielder suffers a -2 enhancement penalty to hit rolls but do an additional 2 points of damage. The sword may strike creatures who may only be harmed by magic, however. Wielders holding the sword aloft during Intimidate checks gain +4 circumstance bonus.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *arcane mark*, *continual light*, *dancing lights*, *faerie fire*, *flare*, *ghost sound*; Market Price: 50,000 gp; Cost to Create: 10,000 gp and 100 xp.



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FALL FROM GRACE

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