

PER2-04



WYVERN'S CLAW

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

Version 2 (Formerly Wyvern Hunt)

by Bruce Paris

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After nearly a millennium, the Sturgenblood Totem has resurfaced. It is the legendary key to the location of the infamous Hollows Of Mordaine. But there are pieces missing, and they must be found before the Totem reveals the fabled place where all the clans of Perrenland first met to wrest control of The Land from their destructive Ur-Flannae ancestors. The hunt is on ...and may the best clan win. An adventure for characters level 1-6.

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. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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 DMs 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 voting, 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 and 1/6	0	0	1	
1/3 and 1/2	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 up.

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in the Concatenated Cantons of Perrenland in the Traft Canton. Play begins on the outskirts of Niederschlauss, progresses to the Town Of Niederschlauss, moves on across the Lake Quag Estuary, then ends in an assault on the abandoned ruins of Dagovach.

"Wyvern Hunt" is the first in The Hollows Of Mordaine Trilogy". The second installments are "Yeti" (Due Late 2002) and "The Hollows Unveiled" (Due early 2003).

It is highly desirable that players have thought about (and joined) a Perrenese Clan in order to get maximum enjoyment from this scenario.

Two thousand years ago, the great sorcerers of the Clans Of The Land (early Perrenland) captured and dismantled the powerful Sturgenblood Totem Pole. The totem, for decades, had been used by the last ancestors of

the Ur-Flannae to keep rule over The Land and prevent the clans from becoming owners of The Land in their own right. How they did this has been mostly lost to antiquity. All we know is that the final Battle For The Rights Of Clans took place high in the Clatspurs at a secret location known as Die Hurlere Mordaine (The Hollows of Mordaine). The last of the Ur-Flannae were entombed forever, and the Sturgenblood Totem was dismantled, its parts thrown into different places around Perrenland so that it would never be reassembled.

The totem itself is not an evil item. Nor does it do evil in itself. It is simply very powerful, particularly in the hands of a despot. It effectively allows those who own it (15th-level or higher wizard or sorcerer) to cast *mass charm* over hundreds of people once per day. Such an item, if possessed by one Clan, over another, could lead to the political destruction of a now unified Perrenland. Used effectively, and the item might inspire hundreds of mercenaries to fight harder, and longer on the battlefield against a possibly encroaching Luz. It might also help convince the gnomes of the Sepia Uplands to join Perrenland once and for all.

Much of the real history, and possible danger behind the totem has been forgotten or melded with other legends and rumours. Two years ago, an artifact expert named Lundscott Bremmer was sold a strange "totem" in a downtown marketplace in Traft City. The totem was mostly disassembled, and its only interest to Bremmer was that it was **rumoured** to be the Totem Of Ruur-Augen, another fairly innocuous magic totem that is inconsequential here.

It was only after studying the totem at his home in Estuare, Niederschlauss that Bremmer discovered that this totem was in fact the fabled "Sturgenblood Totem". Bremmer knew what he had was powerful and should be passed on to more expert persons, but he became infatuated with the Legend Of The Hollows, and over the last two years has managed to track down two of the four missing pieces from the totem; the basilisk eye, and the medusa's hair. He did this with the aid of his two sons, and several adventurers whom he paid off and told nothing to. The only parts still missing are the Wyvern's Claw and the Yeti's Tooth.

Once the missing pieces are in place, the totem opens up to reveal a map showing the location of the Hollows Of Mordaine. Once inside The Hollows, the totem's Base can be found. Once the totem is re-inserted into its base, the totem's owner can begin to use its power of *mass charm*. It is also true that if the totem's base is destroyed once the totem is inserted then the entire item is destroyed. This information has only come to light through Bremmer's investigations of ancient history. Not even the old Clan Sorcerers knew this.

However, recently Lundscott Bremmer discovered he was dying from a fatal illness. Both his sons were also lame and wounded from previous hunts. As there was nobody left to continue to collect the pieces of the totem, Bremmer decided to take the totem back to Traft City, in order to locate a goodly and powerful wizard who might be interested in pursuing the research of the item.

So, with his wagon hitched, the totem and some research scrolls onboard, and his sons by his side, Lundscott Bremmer set out for Traft City one fine morning, but he never made it.

RUNNING WYVERN HUNT

Although the scenario is fairly linear, there are two places where the DM should let characters roam fairly free, and roleplay to their heart's content. The first instance is in Estuare, Niederschlauss. Let them experience the town and get to know it, and it's people. Such familiarity is important in later scenarios planned for 2002 and 2003. The second instance is in Dagovach. Let characters do Encounters 5-7 in whatever order they desire. They can even try to enter The Citadel in Encounter 8, but won't get far without the items from Encounters 5-7.

Some characters may even have to return to buildings they missed under quite stressful circumstances.

Before play starts, the DM might like to have each player make a number of rolls (ten is suggested) for the following skills: Listen, Spot, Sense Motive, and jot them down. When secret tests are called for these results can be used and crossed off, with the players none the wiser.

Character Objective

- To recover the "Wyvern's Claw" from the Ancient ruined Ur-Flannae city of Dagovach.
- This claw, when inserted into the Sturgenblood Totem's foot helps open a part of the map to the whereabouts of The Hollows Of Mordaine.

Encounter 1

The characters are travelling from Traft City to Niederschlauss when they encounter human and hobgoblin brigands who have just raided a caravan and killed the driver (Lundscott Bremmer) and his two sons (Emmet and Hans). In this encounter, the characters must deal with the brigands. The brigands won't let the characters get away, not now they've spotted them looting the caravan. After a search they find the Sturgenblood Totem and a scroll with a letter, which outlines its history via a poem.

Time for Encounter: 30 - 40 minutes

Encounter 2

The characters need to travel to Estuare, in Niederschlauss, in order to have the totem appraised. It is here they also find information about Dagovach and The Hollows Of Mordaine. They encounter some interesting NPCs, as well as get several opportunities to roleplay their clan-based affiliations.

Time for Encounter: 30 - 40 minutes

Encounter 3

The characters start travelling to Dagovach. They need to cross the Quag Estuary via "The Punt". They encounter some locathah during the night crossing.

Time for Encounter: 30 minutes

Encounter 4

Outside the crumbled “gates” of Dagovach, the party has to solve the “Riddle Of The Gynosphinx” if they want to enter. Fighting the Sphinx most probably results in party deaths.

Time for Encounter: 15 minutes (or 30 minutes if they fight the sphinx)

Encounters 5 – 7

The main street (above ground) of Dagovach; there are three ghosts (non-violent) who inhabit stores and shops in this street; those which are not in ruins.

Encounter 5

Ghost 1: The Candle Maker

The candle maker gives the characters his “Golden Candle” if they rid his resting place of between 2 and 6 shadows that have made the craft shop their home.

Time for Encounter: 20 – 30 minutes

Encounter 6

Ghost 2: The Locksmith

The locksmith gives the characters his “Silver Key” if they can defeat a ravid (or 2 or 3) who live down a hole in the floor.

Time for Encounter: 30 minutes

Encounter 7

Ghost 3: The Metalworker

The metalworker gives the characters his two “Brass Knockers” if they defeat the water elemental who lives in the old well out the back of his shop.

Time for Encounter: 30 minutes

Encounter 8a

The Building At The End Of The Street

The building is, in fact, an old citadel of Tharizdun. Getting in through the doors involves placing the two brass knockers in their rightful place.

Time for Encounter: 10 minutes

Encounter 8b

Inside The Citadel

The characters see some pews and candles on the walls. It appears they must cross a pit to get to a large statue of a hand, which is holding a pyramid. There are a few ways to get across the pit, but the best is to place the “Golden Candle” in the only empty candlestick. This releases a bridge, which then spans the pit.

Time for Encounter: 10 minutes

Encounter 8c

Crossing The Pit

As the characters cross the pit, out of the darkness raises a huge hydra (type varies with APL).

Time for Encounter: 30 minutes

Encounter 8d

Opening The Door Of The Pyramid

The “Silver Key” opens this small door, which can only be reached by climbing up the giant hand. Inside the door is a blue cushion. On the cushion is a gleaming white, polished claw, the Wyvern’s Claw. If the claw is removed, the building starts to disintegrate immediately.

Time for Encounter: 10 minutes

Conclusion

The characters are left to place the Wyvern’s Claw on the Totem and return to Niederschlauss. The final piece, however, must still be found: the Yeti’s Tooth!

INTRODUCTION

After visiting friends in Traft City, and becoming better known in these parts than perhaps you intended, your party is asked by Fraulein Schell of the Homely House Inn to deliver a parcel of family heirlooms to her sister in Niederschlauss some 30 miles journey south/east from Traft. The Fraulein’s sister is named Hildergard, and she has, against family wishes married a craggy gnome called Sprocket Knobs. Sprocket and Hildergard own the Cock n’ Cod Tavern in the village of Estuare, within the Domain Of Niederschlauss. The heirlooms have zero market value, and are simply keepsakes Hildergard’s late mother left her. You agree to the task, and are promised a small stipend should the package reach the hands of Hildergard unharmed. As it takes nearly a full day to reach Niederschlauss, your group leaves early in the morning with the intent of reaching Niederschlauss by late afternoon.

At this point the spell casters of the party may wish to note which spells they have prepared for the day. This is also a good time for the characters to introduce themselves, if they have not done so already. After this, proceed to Encounter 1.

ENCOUNTER 1: BRIGANDS AND TOTEMS

Your journey takes you along The Domain Road, which skirts the mighty North Wood, famous for its elven hideouts and Ranger retreats. Not far from Niederschlauss, however, your party rounds a corner to come across a rather disturbing sight. It appears that up ahead, about 100 feet away, a group of brigands consisting of humans and hobgoblins have accosted a single open-top wagon pulled by two draft horses. Two bodies already lie bloodied by the wagon, whilst another, a man in his late 50’s, has been pinned up against the wagon threateningly by what seems to be the biggest hobgoblin. None of the brigands have, as yet, noticed you.

The man pinned against the wagon is Lundscott Bremmer. The two (dead) bodies on the ground are his sons, Hans and Emmet. It appears they took on the brigands to protect their father and came off poorly. This

fight takes place at Area 2 on the Wide Map. The characters have three choices here:

- 1) Try to surprise/attack the brigands from a distance, or by sneaking around closer. Either way, the big hobgoblin (“Brusk”) on Lundscott Bremmer cuts his throat and takes his purse in either Round 1 or within 6 seconds, whichever comes first. Bremmer collapses to the ground.
- 2) Try to parlay with the brigands to spare Bremmer’s life. This involves a successful Intimidate check, or a successful Bluff check versus the Sense Motive checks of the brigands. Diplomacy won’t work. If the checks work, the brigands back away and ride off angry into the Woods, but not before Brusk slits Bremmer’s throat. Brusk swears that he will “seek vengeance another day” upon the party.
- 3) Sneak around in the Woods to try and avoid the fracas. Get the characters to make Move Silently and Hide checks versus the Listen/Spot checks of the brigands. If they are heard/spotted, the brigands attack the party. If they make it, the brigands catch up with them 30 minutes later down the road and attack from behind. Brusk has killed Bremmer and taken his purse, along with the Totem and the scroll.

If Brusk is held at all, then another available brigand cuts Bremmer’s throat at the first opportunity. If they are all put out of action in the first round, then a human brigand hiding in the woods rushes out and does the deed. This man does not appear otherwise.

APL 2 (EL 3)

- **Brusk:** Male hobgoblin Ftr1; hp 11; see Appendix I.
- **Hoffa:** Male human Rog1; hp 6; see Appendix I.
- **Sigrid:** Male human Rog1; hp 6; see Appendix I.
- **Hobgoblin:** hp 5; see *Monster Manual*.

APL 4 (EL 5)

- **Brusk:** Male hobgoblin Ftr2; hp 18; see Appendix I.
- **Hoffa:** Male human Rog2; hp 10; see Appendix I.
- **Sigrid:** Male human Rog2; hp 10; see Appendix I.
- **Hobgoblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 7)

- **Brusk:** Male hobgoblin Ftr3; hp 25; see Appendix I.
- **Hoffa:** Male human Rog3; hp 14; see Appendix I.
- **Sigrid:** Male human Rog3; hp 14; see Appendix I.
- **Hobgoblins (6):** hp 9, 9, 9, 9, 9, 9; see *Monster Manual*.

If Brusk has taken Bremmer’s pouch then the party finds a pouch with 20 gp (APL 2), 40 gp (APL 4) or 60 gp (APL 6) on Brusk’s person. There is no other money on any of the other brigands or on the bodies of the Bremmer family. The Bremmers fail to be healed or brought back no matter how hard the party tries.

The wagon itself is pointed as if heading up the road toward Traft City, having come from the direction of Niederschlauss.

Inside the open top wagon the party find only a rectangular wooden crate, approximately seven feet long and two feet wide. It is not ornate and has a latch with a lock on it (Open Locks, DC 15). When the characters open the crate, proceed with the following:

Inside the wooden crate your eyes fall upon a very strange item indeed. It appears to be a totem pole of some kind. At the top of the totem pole is attached a beautifully preserved shrunken head. Attached to the shrunken head are preserved strands of hair, which appear to be deceased snakes. In the next quarter of the totem pole are two “eyes”. One is painted on, but the other seems to have a preserved “eye” inserted into place, as if to symmetrically match the other eye. The third quarter of the pole has a painting of a wyvern. The wyvern, however, appears to have a “slot” where one of its claws are missing. The fourth quarter has a picture of a fearsome yeti face. The face is open-mouthed and snarling, yet there is a “slot” where one of its teeth is missing. There is also a red scroll case in the crate placed near to the totem pole.

The totem is about 7 feet long and 2 feet wide. It is simply resting in the crate on cheap silk cloth. The scroll case has inscribed on its side:

This is the property of Lundscott Bremmer of Niederschlauss.

If taken out of its case and unfolded, the scroll appears to be extremely old and fragile. Have the characters attempt Appraise checks (DC 12) to determine that the scroll was created more than 2,000 years ago. A Search check (DC 15) reveals that the writing is inscribed in human blood. The scroll is not magical. If the scroll is read, the contents of the scroll should be handed to players as *Player’s Handout 1*.

On a successful Knowledge (history) check (DC 10), the character has heard of the Ur-Flannae. They were a dark, evil people, mostly wizards and sorcerers, who once ruled the western lands of The Flanaess. Their end in the Perrenland region came when they tried to subjugate the clans of The Land by forcing them together under one terrible tyranny. Fortunately, the stoicism and individuality of the clans led to the clans repulsing their overlords and swearing never to bow to “one rule” again. Of course, this promise was eroded slightly when General Perren united the clans two hundred years ago and formed the nation of Perrenland. Although the nation was united, the clans have never given up their individual beliefs and traditions. Such stoicism and clan individuality has served Perrenders well, helping to repulse Igwwilv the Witch-Queen a hundred years ago; and keep other unspoken, sleeping gods at rest.

The characters have heard nothing of Dagovach or the totem or the scroll, or anything else in the text for that matter.

Hopefully, the characters elect to continue on to Niederschlauss for several reasons:

- To carry out their original quest (parcel to Hildergard);
- To bring the bodies slain on the road back to the nearest town for burial (if they don't bury them by the roadside);
- To find out more about the dead people and the totem.

If they decide to travel back to Traft, let them set off, but have a strange storm brew which forces them to go to the nearest town for shelter or else they start getting struck by lightning (+20 to hit, 6d6 damage per strike).

ENCOUNTER 2: NIEDERSCHLAUSS

The character's objective here is to deliver the parcel from Frau Schell to Frau Hildergard at the Cock n' Cod Tavern in Estuare Village. They should also want to investigate the mystery of the Bremmer family and the totem. How they do this is up to the characters completely, but this section should end with the characters setting out for Dagovach across the Lake Quag Estuary. Some characters may want to get to know Niederschlauss, and talk to various NPCs. The DM should relay what they find in this scenario to the characters. The Collective Domain of Niederschlauss is laid out for the DM below, plus interesting info the characters might learn as they wander around.

Several maps, wider, narrower, and narrowest can be found in the Appendix. The place names and numbers in the text correspond to these maps.

If a player wants to enter Dreichen or Sturm, get the character to make an Intelligence check (DC 5). Have them realize that this is not an opportune time to investigate or explore these villages. If they insist on entering, make up some stuff based on the general description of the village below. Let the players waste their time if they so desire. Reduce their experience at the end for not focusing on scenario objectives.

NIEDERSCHLAUSS

This is a collective of three (3) villages of moderate size on the edge of the Lake Quag Estuary. The collective consists of Sturm Village, Dreichen Village, and Estuare Village.

The Collective is primarily made up of folk from the Roodberg Clan who migrated down from the lower Clatspur ranges over the last 200 years. The regional map only shows the largest village is Dreichen, though Sturm lies just one mile to the west whilst Estuare lies just one mile to the south on the shore of the Lake Quage Estuary.

To enter Dreichen, you have to show a "Letter Of Good Repute" from a member of "standing" in the Roodberg Clan. This can usually be obtained from the Council Office in Estuare once you or your party have become known and trusted, and usually done a good deed or two within The Domain. Dreichen's current Hetmann, Orgus Bildgear, is trying to win the Traft Canton's "Tidy

Towns and Villages" prize. To do this, he is discouraging scum of the earth from entering the village of Dreichen. There are high-level warrior guards (Warrior 7) on the gates to ward away undesirables.

To enter Sturm, you have to be sponsored by one of the Pax Mercuri (mercenaries) whose training ground is inside; or have a Certificate Of Appointment to the Pax Mercuri signed by an officer (your Living Greyhawk DM). There are high-level warrior guards (male human Ftr8) on the gates to ward away undesirables.

THE VILLAGE OF ESTUARE

There are three villages in The Collective Domain Of Niederschlauss, of which Estuare is the first and most commonly encountered by adventurers. This village is the primary "jumping off" point for most visitors to Niederschlauss. It is a lively village, with trade and mercantile interests at its heart. Just about all "interesting" items coming to Niederschlauss enter through the only port of the Collective Domain. As Estuare was the founding village, it is also the oldest village, and its buildings are currently looking old and ramshackle compared to the shiny spruce of Dreichen.

Estuare (small town): Conventional; AL CN; 800 gp limit; Assets 10,667 gp; Population 800; Isolated (human 97, elf 2, other 1).

Note: Though Estuare has the population of a village its association within the Collective Domain of Niederschlauss allows it the same gold piece limit as a small town.

E. Entry Point (and Gatehouse): Estuare is the only village that can be entered by just anybody. There are no guards on the gate into Estuare, and folks (good and evil) come and go as they please. Be warned, this village does not offer a great deal of protection, other than the scant soldiery who patrol irregularly out of Fort Niederschlauss.

1. Village Square and Marketplace

This is the main gathering ground for commerce in Niederschlauss, particularly for black market goods. If you're looking for "unusual" products, then this is the place to come. Many shipping merchants coming up the Volverdyva River and to Lake Quag, make the Village Of Estuare, in the Lake Quag Estuary, a common stop due to the willingness of this village to supply and trade unusual items from the Motley Wood, the Sepia Uplands and The Clatspurs. The markets are open from dawn until midday, then from early afternoon until to dusk.

POPULAR STALLS TO WATCH OUT FOR

Ergo's Stall: Ergo Vaas the merchant is known to deal with pirates and low life, but he commonly has interesting items for sale around the theme of Lake Quag or the Estuary. None of these, though, are worth anything to the characters at present.

🔱 **Ergo Vaas:** Male human Exp5/Ftr3.

Ergo Vaas has a deep, menacing scar that runs right across his face and reveals a partly severed lip and chin. He wears typical “pirate-type” clothes and has a scarf on his head and a parrot called “Bossy” on his right shoulder. Ergo is a member of the Meerijder Oostmeer clan, and if he recognises any Meerijder Oostmeer clan in the party he almost exclusively talks to them over other characters. He also heckles and taunts any Meerijder Vestmeers in the party.

Rumours: Ergo can tell characters about *The Estuary and The Punt*. He also knows *The History Of Dagovach* (see *Player’s Handout 2*).

Salamanka’s: Salamanka is an old Ranger who traded in his ideals and became a merchant to specialise in selling interesting tidbits from the Motley Wood, including information. None of his goods, though, are worth anything to the characters at present.

🔱 **Salamanka:** Male human Rgr7/Exp3.

Salamanka looks the spitting image of Daniel Boone or Davy Crockett, complete with raccoon skin cap and leather armor. He is often seen with his two white wolves, Girdo and Fleck, who rarely leave Salamanca out of their sight. Salamanka is a Morgenrood from Yattenheid. If he recognises any Morgenroods in the party he almost exclusively talks to them over any other characters. Members of other clans must make a successful Charisma check (DC 10) to get rumours out of him.

Rumours: None (as yet).

Jemmy’s Shack: Jemmy is a merchant-mercenary who deals in shady items and information from The Clatspur Ranges having done service at Eleanfrau Fort. None of her goods, though, are worth anything to the characters at present.

🔱 **Jemmy Acorn:** Female human Exp5/War3.

Jemmy is only of slight build, but extremely wiry and strong. When you see her she is usually clad in furs, even on warm days. She covers her flowing blonde locks with a fur cap. She has a “Russian-style” accent, and mannerisms. Jemmy is a Roodberg. She almost exclusively talks to any Roodbergs in the party, whilst other clan members must make successful Charisma checks (DC 10) to get any rumours out of her.

Rumours: Jemmy can identify The Totem. She tells the characters the *History Of The Totem And The Hollows Of Mordaine*. (*Player’s Handout 3*).

One Eyed Jack’s: Browsse One-Eye is an expert on the Seipia Uplands, an ex-mercenary. He sells weapons, normal and masterwork, at 2/3 *Player’s Handbook* prices.

🔱 **Browsse One-Eye:** Male half-orc Ftr6/Exp5.

Browsse is a bad tempered half-orc who used to train as a respected mercenary in Sturm until he was set up by an ego-driven rival human who humiliated him, and caused Browsse to nearly tear the man apart. As a result, Browsse was set to duty in the Seipia Uplands, a post considered the absolute worst in all of Perrenland. But it made Browsse an expert, even though it cost him his left eye. Browsse is an outside member of the Hussen clan. He is very friendly to any Hussen clan members or other half-orc characters. Other clan members must make successful checks (DC 10) to get him to be friendly at all.

Rumours: None (at present).

2. Docks Warehouses: These are the warehouses where legitimate goods are stored upon arrival in Estuare. They do, however, have secret levels that go far beneath the ground, where all kinds of secrets still lie in wait. Stogie Beckmann, the gangster, runs The Motley Crew, a rogues’ guild of sorts derived from the larger criminal organization known as The Dark Wave, which operates out of Traft City. Stogie’s quarters are housed deep beneath the warf-side warehouse. Stogie’s crew is really nasty. They are basically thugs, and should be avoided by rogue characters, unless those characters are looking for trouble. Stogie Beckmann is a rogue. Characters do *not* encounter Stogie unless they invade his lair, and even then they only encounter him if the scenario warrants it. If characters try to enter a warehouse, 2d10 bodyguards quickly turn them away.

🔱 **Stogie Beckmann:** Male human Rog7.

The stats on Stogie here are basic. They change as Stogie enters prestige classes, and future scenarios develop Stogie’s influence on, and within The Dark Wave Organization. Stogie is an outside member of the Hussen Clan.

🔱 **Stogie’s Bodyguards (20):** Male human Rog4.

🔱 **Village Pickpockets and Murderers (20):** Male/Female human Rog3.

These are mostly low-life and rebellious teens in the employ of Beckmann.

3. Village Well: Apart from having nice clean water, it is also another entrance to the underground black market warehouse trade. It is also linked to a similar well located in Dreichen.

4. The Cock ‘n Cod Tavern: As poultry and fishing are the two mainstays of this district, it is only fitting that the only tavern in town is named after both industries. The tavern is run by the gnome Sprocket Knobs and his beautiful human wife, Hilderguard. Sprocket is insanely jealous of anyone who even looks twice at the pretty Hilderguard, and has been known to get into regular arguments, particularly with strangers. Hilderguard, however, is not exactly innocent. She married Sprocket

because she thought that Sprocket's family owned shares in a dwarven mine up in the Clatspurs. It was a trick, and though she is patronizingly "loving" towards Sprocket, she has been known to "play around."

The Cock 'n Cod sells tavern fare at standard *Player's Handbook* prices. Sprocket makes his own beer at 1 gp a pint, but he offers beer from Ket for half that price; often referred to as "Ket's Piss." The tavern has 5 rooms of good quality (upstairs) and 5 rooms of poor quality (downstairs). There is always lively banter inside, and a

rumour or two to pick up. Here are some of the most common "bar-sitters":

🔮 **Sprocket Knobs:** Male gnome Rog5/Wiz4.

Sprocket has "shady" contact with the local "Merchant's Guild," which is the local name for Stogie Beckmann's organization. There is no real merchant's guild in Estuare or Niederschlauss. Sprocket keeps his connections secret. Sprocket doesn't like Roodbergs and lets anyone from that clan know it. He is not a member of any clan, however.

Rumours: Sprocket knows the Bremmer family quite well and can direct the characters to their house in the Lowtown. He says that Lundscott Bremmer was an historian who was working on piecing together an old, but worthless, artifact. He often posted job vacancies for adventurers to go with his sons on harebrain trips to recover stupid bits of trivia relating to the artifact. His boys, Hans and Emmert, often drank at the Tavern, but their last adventure caused one of them to become lame and the other simple, so they can't adventure anymore.

🔮 **Hilderguard Knobs:** Female human Com1.

Hilderguard works as a waitress and cleaner of the tavern (Sprocket is extremely sexist). Hilderguard is a member of the Meerijder Oostmeer clan (from Traft). Members of that clan get a +4 Diplomacy and Gather Information check when dealing with her.

Development: Hildergard thanks the characters profusely when/if they present her with the parcel from her sister. She gives the party a present of 50 gp (APL 2), 100gp (APL 4), or 150gp (APL 6).

Rumours: Hildergard is horrified when/if she hears of the death of the Bremmer family. She faints and mutters "NO! Not Hans! Not my liebschen Hans!" in her coma. Sprocket takes her upstairs. He does not appear pleased that his wife, yet again, has embarrassed him by naming another of her "suitors".

🔮 **Nurm Gildergrass:** Male human Com2.

Nurm is a big fat nobody who knows something about everything, but nothing of any worth. He drinks at Sprocket's bar every afternoon and into the evening. He is tolerated, only because he is such a part of the furniture. Every time he enters, everybody in the bar shouts, "Nurm!"

🔮 **Stinky Phaedron:** Male human Rog4.

Talks out of the side of his mouth. Always knows where you can get a "good deal" or "put a sure bet on". His associates are cutthroats and assassins. It's a wonder he's still alive. If pressed, Stinky is also good for information and rumours. Stinky is a member of the Hussen clan, so members of that clan get +4 to all Diplomacy and Gather Information checks with him.

Rumours: Stinky can tell the characters how Lundscott Bremmer has conducted two dangerous missions to acquire items of interest. The first was into the Clatspurs to the lair of a medusa; the second was into the Sepia Uplands to the grazing pastures of an ancient gorgon. The first mission resulted in the deaths of all party members except Lundscott and his sons; the second was a larger expedition which crippled both sons and left surviving party members so embittered they left Niederschlauss for less dangerous places such as Veluna. Stinky believes that the quests had "something" to do with a strange artifact that Bremmer possessed, but he has yet to find out what it was.

🔮 **Golden Gunther:** Male human Brd6.

Golden Gunther is a has-been Bard of once known repute – until his drinking got the better of him. Now he wears a toupee, unbuttoned silk shirt, and tight trousers; and plays at Sprocket's in return for booze and the odd meal. His real name is "Adrienne Bursiebruffen". Sometimes, he can be a good source for local history and legend lore. He would love to adventure again, but he has completely lost his pride and self-confidence. He is from Greyhawk City.

🔮 **The Neesy Twins (Erick and Stoofen):** Male human Rog5.

They act as Sprocket's unofficial "bouncers," not that he ever needs them. They are "dumb tough guys" who are actually quite dangerous and meaner than Sprocket is aware. They work for Stogie Beckman, a two-bit gangster who operates from under the punt-side warehouse. They are under instructions to keep an eye on any "newcomers". They are Meerijder Oostmeers and hate anyone from the Meerijder Vestmeer, Vosser, Vurzward or Weisspeer clans. They taunt clan members from these clans, but back down if it comes to a fight.

The Merchant's Table: This is a poker table reserved for a continuous stream of 7-10 major merchants who might stay overnight in Estuare at any one time. There is always a stooge at the table, paid off by Stogie Beckman who makes sure Stogie gets a cut, as well as any information any of the merchants might divulge.

🔮 **Estuary Pete:** Male human Exp3.

Estuary Pete runs the Boat and Tackle Shop on Schillig Lane, but he can often be found drinking here. He's always popping in for a quick one, but stays longer. He'll probably be the first person to speak in a friendly way to any characters that enter The Cock 'n Cod. He'll tell 'em

who's who in the bar. He's also a good source for info on the estuary and Lake Quag. He's from Highfolk, so he's not a local.

Rumours: Pete can tell the characters about The Lake Quag Estuary and The Punt if they ask. He has heard rumours that the proprietor, Karl Spoomaken, is in league with a dragon that lives in the Northern Clatspurs, though no proof of this has yet been found.

5. The Old Kerk (Church): There are three priests here: One of Rao, One of Allitur, and One of Zodal. They take turns preaching on different days (Roll 1d6: 1-2 it's Rauchmann; 3-4 it's Neusse; 5-6 it's Schtibbs), and folks in town visit the priest they need most at any one particular time. The Priest of Allitur is in the pocket of Stogie Beckmann, who gets private confessional information and uses it to his advantage. His latest scam is to "rub out" people who the confessionals complain about, then have his goons convince the person that Allitur has answered the prayers, so donate a hefty sum to the "cause."

☞ **Pater Rauchmann (Priest of Rao):** Male human Clr5.

Pater Rauchmann specializes in helping people of Estuare use their position on the Estuary to bring good to themselves and others. He also has an interest in artifacts related to the Ur-Flannae and other lost civilizations.

Rumours: Rauchmann can tell the characters about The History Of The Totem And The Hollows Of Mordaine (Player Handout 3) if they don't already know.

Pater Neusse (Priest of Allitur): Male human Clr6/Rog3.

Pater Neusse hides his treachery well. If Neusse is on duty and he suspects the characters of crossing The Punt, he uses his contacts to make sure they pay *double regular fare* for their crossing.

Pater Schtibbs (Priest of Zodal): Male human Clr7/Mnk3.

Pater Schtibbs can often also be found in the Village Of Sturm where he runs a branch of the priesthood dedicated to training Monks for the Pax Mercuri. If Schtibbs is on duty and he hears about the character's quest he offers to heal any wounds taken by the party for free before they set out.

Rumours: Schtibbs was quite fond of Lundscott Bremmer. He can tell the characters that Bremmer had an incurable illness that not even Zodal could help with. He tells that Bremmer knew he would die soon, and that he wanted to make one last trip to Traft before he passed away. His sons planned to move away and live in Greyhawk City where they hoped a high level cleric could cure them of their injuries.

OTHER PLACES OF NOTE IN ESTUARE

6. Clough's General Goods: Store run by **Brannack Clough**. His motto is: If you want clough, then clough's got the best cloughs for the best clothes! Ta da!! He

repeats the word "Wonderful" over and over. He has most *Player's Handbook* general goods at *Player's Handbook* prices.

☞ **Branack Clough:** Male human Exp4.

The store never has more than 300 gp in the till at any one time.

7. Fenika's Alchemetics: Store run by Bim and Isolde Fenika. Bim is an old wizard from way back. He can brew up most low-level potions and sell them. He also sells cures and so forth at the prices listed in the *DUNGEON MASTER'S Guide*, as well as a few scrolls and minor magic items, up to the value of 800 gp. His son, Gelf (30), is away pursuing the life of an adventurer. His youngest son, Dram (24) is working for Mr. Swartzhund at The Cozy Coffin funeral home. His daughter, Suzanna (20) works as a flower girl during the day, then as a prostitute at night.

☞ **Bim Fenika:** Male human Evo5.

Rumours: Bim Fenika, if shown the Totem, makes a small gesture of warding and then tells the characters The History Of The Totem and The Hollows of Mordaine (Player's Handout 3). He also tells the players The Story Of Dagovach (Player's Handout 2) if they don't already know.

8. Flugelhoffen Hooves: Stables run by Earnier Flugelhoffen just northwest of the village gates, also known as Estuare Stables. Stabling and sale of horses are at standard *Player's Handbook* prices.

☞ **Earnier Flugelhoffen:** Male human Exp5.

9. Arneson's Weaponsmith: Klauss Arneson is a very good weaponsmith. He is able to make masterwork weapons. He also deals in selling masterwork and magic armor at prices listed in the *DUNGEON MASTER'S Guide*.

☞ **Klauss Arneson:** Male human Exp5.

10. The Council Chambers

The village council has three sitting members and a Politzei (sheriff) named Edvard Sheever (more commonly known as "Easy Eddie"). He's a Roodberg who is related to Hettmann Bilgear, and this is the only reason he got the job. He's in the back pocket of the gangsters, and he's very cautious not to step on too many toes. He is, however, quite rude and egotistical, particularly toward members of clans other than the Roodbergs. Court sits on Fridays only, and is swift and ineffectual. There is a popular "Hanging Tree" in the market place (1). There is almost no very visible "law" in Estuare, though Eddie occasionally recruits a few folk to play "polizei" for a day, including adventurers. Those who do work for him generally earn the favor of the Roodberg Clan, although they instantly come to the attention of Stogie Beckmann and the Dark Wave organization.

♣ **Edvard Sheefer (Easy Eddie):** Male human Ftr4; hp 30; see Appendix I.

What If The Characters Make Trouble In Estuare?

Then Easy Eddie shows up with 2d10 of Stogie Beckmann's bodyguards. He feigns arrest of the characters, but he can be bribed with any payment over 10 gp. If the bribe is not forthcoming, then the characters spend the night in the lock-up. They are released in the morning and told to "behave, or else". If they attack Eddie or his bodyguards, then they fight back. Within one round, an adventuring group loyal to Eddie turns up and helps him. They should be at least *double* the APL of the party and should mimic the party in class/abilities (all human). Use the NPC stats in the *DUNGEON MASTER'S Guide* for these.

11. Uptown

Uptown is the place where most shopkeepers, council members, and law enforcers live. It's not much further above the squalor of Lowtown (12).

12. Lowtown

Squalor and hopelessness line the streets of this thieves' district. This is where Stogie Beckmann rules supreme, and where you can find seedier establishments, if you're looking.

Home Of The Bremmer Family: The DM should just randomly choose a shack. The door is locked but easily picked (DC 10). Inside, the place is cozy but poor. There is a dining room, a kitchen, a bedroom with three beds and a study. All rooms are unremarkable except the study. In the study, on the desk, the characters find "The Last Will And Testament Of Lundscott Bremmer" dated yesterday. Give them *Player Handout 4*.

13. and 14. Trader's Row

This row of shops and houses sports most of Estuare's other lesser businesses. Some of these include:

The Cozy Coffin Funeral Home

Run by the undertaker, Mr. Rollande Schwartzhund.

Rollande Schwartzhund: Male human Com3.

Rumours: Schwartzhund can tell the characters that Lundscott Bremmer had already made plans for his own demise and had paid for a coffin and plot in the cemetery. It seems he had an incurable illness that not even the clerics could cure.

15 – 18. The Estuare Docks

Dock 15 is generally reserved for Rhenee barges, which ply the Velverdya, Lake Quag, and Lake Quag Estuary. The Rhenee-folk generally don't come much into Estuare and can mostly be encountered on their barges. They are good sources of Legend Lore information as no few of them are Rogue/Bards of around 1-6th level (25% chance, then roll 1d6 for level).

Docks 16 and 17 are reserved for trading barges. Dock 18 is reserved for *The Punt* (see Encounter 3).

GENERAL ENCOUNTERS IN ESTUARE

Any time the characters are in and around Estuare, there is a 60% chance per day that they are accosted by 2d4 Street Urchins (see Pickpockets and Murderers). This chance goes down by 10% per visit (or day) in Estuare due to the fact the characters and urchins become wiser of each other. There is, however, always a 5% chance (rolled every evening around sunset).

FORT NIEDERSCHLAUSS

The Captain of Fort Niederschlauss is Captain Stubig and he is in command of troops that patrol the district, from Niederschlauss to the North Wood, to the Motley Wood and down to The Farmlands. The guards are not welcome in the villages (who have their own law) and they stop at the gates. The Fort is off-limits to all those who are not invited.

LAKE QUAG ESTUARY

Pronounced Lake K-vagg, but more commonly called just "Des Es-too-ar" or "The Estuary," this is a direct estuary that comes from the great water collective generally known as Lake Quag. Since the establishment of Niederschlauss, more and more traders have found their way by boat to the shores of the estuary.

The village of Estuare has become a popular port for all things "Clatspurgian," particularly those things legal and illegal, which is likely to find their way out of the Clatspurs and into the homes of wealthy Schwartzbruinens or those of further reaches. Traftians are not happy about this, as they often get bypassed in favor of wealthier ports. There is some talk in Traft about regulating trade in and out of Estuare and around Lake Quag Estuary. Citizens in Niederschlauss would take this very badly should it occur, because it is this trade which keeps the coffers of the town ringing, and regulation would put money in the hands of Traftians. Similarly, the exports of the region have led to many, previously unheard of imports arriving in the region, such as magical items and nicer weaponry.

THE MOTLEY WOOD

This dark woodland runs from the Farmlands just south of Luftvillag to Fort Augen, southeast of Niederschlauss. It is much deeper than the map suggests, and goes to the east for a further 15 miles in width, than what appears on the map. The woodland ends at the base of the Clatspurs and the Sepia Uplands. The Motley Wood is "Territory Verboten" according to the Niederschlaussians. The establishment of the woodlands dates back as far as the times of the Ur-Flannae, thousands of years ago.

It is filled with some of the most dangerous creatures in Perrenland proper, outside of the Yatils, the Mounds, and the Clatspurs. Occasionally, raiding bands of the most horrible beasts come out of the Wood to terrify farmers and villagers. The only thing that stops them from taking over Niederschlauss is the heavily armed Fort Augen to

the South, and Fort Niederschlauss itself inside the collective. The Motley Wood is riddled with ancient barrows, dungeons, ruined castles, and misty groves leading to strange lands outside of the realms known to modern Oerth. The woods are also home to bands of wild elves called the grugach.

It is even said that a barrow, often called “The One Barrow” leads directly to the Abyss, where the demon, Grazzt, has the Witch Queen, Iggwily, imprisoned in “a Dark Tower”. It is not uncommon for unlucky adventurers in the woods to come across strange cults of wild-folk conjuring up demons and other foul fiends to wreak havoc on unsuspecting Perrenlanders. Fortunately for Niederschlaussians, these folk abhor daylight and open spaces, so rarely venture out into the pastures around the more established villages. It is rumoured that Iuz made the pact with Perrenland not to attack during The Wars in return for Perrenland not hunting down “The One Barrow” in the Motley Wood and destroying Grazzt and his mother. This does not, however, extend to adventurers. It would be interesting to see Iuz’s reaction should a party ever truly destroy Grazzt and Iggwily.

THE NORTHWOOD

Whilst the Northwood is not as dangerous or horrible as the Motley Wood, though it still poses dangers if travellers step off well-traversed roads. It is rumoured that a secretive elven conclave lives somewhere in this forest; as well as several humanoid tribes who worship terrible gods. The popular Northwoodsmen, a group of Rangers who are known for their forthright, yet honest, approach, patrols the woods. It is well written that these folk often call on the aid of mercenary bands of adventures to help them secure trouble spots within the forest. An old crone, who is possibly a high-level Druid/Ranger, called “The Elder”, leads them. It seems she calls the shots, and it is not uncommon for her to summon adventurers herself. The Rangers see themselves as the “police” of the wood.

THE DARK SWAMP

The Dark Swamp is home to everything that is dark and swampy (of course!). There are ways into the swamp, which are known only by the druids of the Grove. At the center of the Swamp, legend tells of a large, dark, foreboding temple, dedicated to an ancient god of evil, which has been worshipped as far back as the Ur-Flannae. Rumour has it that it has multiple, shifting entrances and levels; and that different evil creatures regularly claim it as their own before being consumed by the god himself. No doubt, lots of adventures would like to find this place as it apparently, at its heart, contains treasure dating back to ancient times. No doubt such a place would be heavily guarded and trapped. Who would be so foolish to transgress such a place?

THE FARMLANDS

Lots of little farmlands set in quite a prosperous district.

The characters should now have enough clues to get them to decide to take The Punt across the Estuary and on to Dagovach. If they decide to take the long way around through The Motley Wood, Captain Stubig and a contingent of 25 Auszug stop them just outside of Niederschlauss. He tells them that the road east is closed at present, unless the party has the permission of Mayor Bildger, which they don’t have and won’t get. If the characters argue, they are arrested, and they spend the night in the Fort Niederschlauss lock-up.

ENCOUNTER 3: THE PUNT

The Punt is a large raft attached to a long thick cable of rope, which ferries travellers across the estuary from The Long Way, the road from The Farmlands to the Clatspurgen border south into Estuare. This allows travellers to avoid the Motley Wood, and its inherent dangers. It is told that many dwarves would rather die in the Motley Wood than cross on the rickety punt, which occasionally springs leaks and sinks. The punt is run by Jan and Karl Spoomaken and family. They charge 2 gp per person to cross, and 3 gp extra for a cart. Horses and livestock go for free.

However, it is said that Karl Spoomaken (Neutral Evil) often asks obviously wealthier travellers for some “other” form of payment for ferrying, such as treasure tidbits, magic items and jewelry. Those who refuse to pay often disappear or are found “floating”. Today, however, Spoomaken is feeling kinder than usual and won’t harass the characters. The journey on The Punt from Estuare to The Farmlands takes 1d4+1 hours depending on the currents.

A large and extremely intelligent colony of Locathah lives in the Lake Quag Estuary. They often attack The Punt. There is no monetary reward for this encounter, regardless.

APL 2 (EL 3)

👉 **Locathah (6):** hp 9, 9, 9, 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

👉 **Locathah Barbarians (5):** Male locathah Bbn1; hp 26; see Appendix I.

👉 **Aggrah:** Male locathah Clr1 (Eadro); hp 18; see Appendix I.

APL 6 (EL 7)

👉 **Locathah Barbarians (7):** Male locathah Bbn1; hp 26; see Appendix I.

👉 **Aggrah:** Male locathah Clr1 (Eadro); hp 18; see Appendix I.

☛ **D'saashk**: Male locathah Clr1 (Eadro); hp 18; see Appendix I.

The Locathah attack The Punt when it is about halfway across the Estuary. They attack from all sides of The Punt. The deck of the punt is 50 ft. across and 120 ft. long. There is a long cabin in the middle of the punt that is 15 ft. across and 60 ft. long. There is a door leading into the cabin from the aft. Inside there is a hallway with 4 small cabins. One is the captain's room the second is for his wife. The third is for guests who wish to lie down whilst crossing. The fourth is for storage. No locathah venture inside unless they have to. Have the two clerics (at APL 6) attack from opposite ends of the punt.

Fire on Deck

Any fire lit either normally or via spells will set The Punt on fire. If the fire is not doused within 2 rounds it gets out of control and the punt is burned completely. Characters who cannot fly or teleport away are never seen again, regardless of their ability to swim or hang on to flotsam.

After the Locathah encounter move on to Encounter

4.

ENCOUNTER 4: DAGOVACH AND THE SPHINX

Eventually, the punt arrives on the other side of Lake Quag Estuary to a sleepy fishing village simply known as "The Punt". After collecting your belongings, you travel outside of The Punt and come to a crossroads. The road to your left, going east, heads up into the mighty Clatspur Ranges, which you can now see rising above you quite imposingly. The other road, which goes west, heads through The Farmlands that dot the land between The Clatspurs and Lake Quag. If followed all the way you would reach the canton of Clatspurgen and eventually, the capital Schwartzbruin. You all take the western road and follow it around until you come to the village of Aerden.

As you ask local folk for directions to Dagovach, most people ward themselves and spit on the ground as if to stave off curses. One lady screams and calls for a cleric to come bless her and her children. Finally, outside the local tavern, The Highway Hole, an old crippled blind man gives you sketchy directions on how to get to your destination. As you thank him and walk away, you look back to see him clutch his throat and fall to the ground, dead.

After leaving Aerden, you travel west off the beaten track. No path. No road. Nothing to guide you except the strange landmarks the old man told you to look out for. But knowing, they are not hard to find, and after a further three hours journey you smell a nearby swamp and hear the waves of Lake Quag herself gently lapping the shores of the Lost City Of Dagovach.

As you approach, you see a huge black-walled city with monolithic citadels rising like upturned raven's claws into the stormy sky. In front of you is a large iron gate with lavish designs, although now it is clearly off it's hinges and lying halfway across the entrance. This appears to be the only way into this ancient hellhole...

Have the players make a Listen Check (DC 10) to hear a swooping of wings above them coming from the direction of the swamp near the city walls. This is the approaching gynosphinx who lives in the swamp near the city walls and has played "guardian" for the last 500 years.

Out of the mist, flying directly towards you, is a large creature, which has the body of a winged lion and the head of a woman.

Ask players what they are doing. If they attack, the gynosphinx fights. If they wait, the gynosphinx lands near the characters and gives them a riddle to solve in order to let them pass.

***"What walks in the wind,
Runs in the rain,
Makes dry oceans in the sun,
Counts time,
Stops clocks,
Swallows kingdoms
And gnaws rocks?"***

Answer: Sand

The characters have five minutes real time to solve this riddle. If they solve it, the gynosphinx welcomes them to Dagovach, laughs, and flies away. If they fail to solve the riddle in the allotted time, the gynosphinx asks payment of one magic item of the highest value owned by any character in the party. The payment is to stop her attacking the party. If they hand one item over, she welcomes them to Dagovach, laughs, and then flies away. If they refuse payment, she attacks immediately. If no character has any magic, which may very well be the case at APL 2, she feels sorry for them, welcomes them to Dagovach, laughs, and flies away.

ALL APLS (EL 8)

☛ **Gynosphinx**: hp 52; see *Monster Manual*.

Once the party has dealt with the gynosphinx one way or the other, then read the following:

With no more ado, you push aside the rusted gate, which blocks the entrance to this foreboding, ancient city. Beyond the gates you see what appears to be a main street, or what is left of one. Down the center of the main street are the dead remains of once-living trees, their bare branches outstretched as if they made one final plea to live - but were refused. On either side of the street stand the blackened remnants of various houses and shops. They look as if both time and some horrible destructive energy have caused them to unnaturally decay. Some of them are in ruins, though a few still stand intact as if defiant. At the very end of the main street, some 1,000 feet beyond the gate, there stands a huge, black citadel it's granite steps leading up to two monolithic iron doors. There are no windows in the citadel, but even so, you immediately get the eerie feeling that you are being... watched...

Let the paranoia set in. Get players to make fake Spot checks. Of course, they all fail ...

Below is a brief run down of the places numbered on the City Map of Dagovach. The DM is encouraged to let the characters explore as they wish in whatever order they desire. They won't, however, be able to get into The Citadel until they get The Silver Key from Encounter 6 and the Two Brass Knockers from Encounter 7. They are also not able to get very far in The Citadel unless they have the Golden Candle from Encounter 5.

Map Key to the City of Dagovach

Area 1: Entrance (already described).

Area 2: Dead trees, dirt lined streets, dead leaves everywhere. As the characters enter the city they also "think" they hear distant "cries". The cries sound like a thousand souls cast all at once into the fires of the Abyss. That's not far off the truth. This place is literally a "ghost town".

Area 3: Ruined house. Once might have been owned by the city sentries and/or guardians. Now it's a wreck. If explored, players find about 30 skeletons all still standing upright though motionless. They have rusted armor on and all hold a range of weapons, mostly short swords and flails. Freak players out here! The skeletons are harmless, but don't let the characters know that.

Area 4: Ruined shop. Once might have been stables and/or a blacksmith of some kind. If the characters explore, they find the skeletons of 30 horses still standing upright in their holding corrals. There is no way of telling how they died, but make sure you, as DM, freak players out severely. The players should "think" that the horses might "come alive" at any moment ...

Area 5: The outside of this shop still has the sign "Draco Balthazar – Candlesmith" out the front. The door is off its hinge and open. If characters proceed inside, then go directly to Encounter 5.

Area 6: The outside of this shop still has the sign "Bilius Kravitz – Locksmith" out the front. The door is off its hinge. If the characters proceed inside, then go directly to Encounter 6.

Area 7: The outside of this shop still has the sign "Kumus Hinz – Metalworker" out the front. The door is off its hinge. If the characters proceed inside, then go directly to Encounter 7.

Area 8: This appears to be a house of some sort. The door is off its hinge. If players go inside, they find a family of seven still sitting at what once was a large dining table. They are all now just skeletons. There are the remains of food, bowls, and plates on the table. There is also another skeleton standing over a burnt out fireplace appearing as if he/she is about to scoop food out of an empty brass pot. They are harmless, but your descriptions should freak the

characters out. There is nothing of value in the other three rooms of the house, just rat-infested beds and chests with rotten clothes.

Area 9: This shop still has the sign "Ned Beezer – Butcher" out the front. Inside, the characters find the skeletal bones of animal carcasses, as well as the upright skeleton of what appears to be the butcher carving meat with a cleaver. He is harmless. There is nothing else of worth in this shop.

Area 10: This appears to have once been the city "tavern"; it is two-stories. There is a rusted sign out the front, which reads "The Cleric's Rest". Inside, the DM should describe innumerable scenes of horror. The ground floor is the bar area, and there are at least 50 skeletons standing, sitting, once drinking, talking around tables and at the bar. It appears that some of these skeletons tried to "get out" at some point but never made it to the door. Even the bartender still has a bottle and a glass clenched in his bony fingers. There is also a skeleton sitting at a ruined pianola in the corner. If the pianola is touched, it briefly plays a ghostly tune, then dies away. The tune echoes all throughout the ruined city, and afterwards the cries and moans heard earlier appear to rise in crescendo as if "answering" the noise of the pianola ... then they too die away again ...

Upstairs, there are 8 rooms. 5 are empty, but three of them have skeletons in various states of repose, lying on beds, sitting at desks writing, and two are even in a "love-making" position (though as the DM, you might opt not to relate this scene).

There is nothing of value *anywhere* in the ruined tavern, just lots of junk.

Area 11: Nothing discernible remains of this building. It is in ruins. It may have once been a shop or home of some kind. Whatever hit it and destroyed it, must have been a blast of tremendous proportions, although the *type* of blast is inconclusive ...

Area 12: Nothing discernible remains of this building. It is in ruins. It may have once been a shop or home of some kind. Whatever hit it and destroyed it, must have been a blast of tremendous proportions, although the *type* of blast is inconclusive ...

Area 13 (both buildings): These buildings appear to be ruined barracks of some kind. Inside there are rooms lined with weapons racks (mostly maces and flails). The weapons are blackened and destroyed beyond use. There are beds, tables and cupboards – but they too are crumbling, blackened and empty. There are no skeletons or other signs of past life in either of these dwellings.

Area 14: The Building At The End Of The Street. See Encounter 8A.

ENCOUNTER 5: THE CANDLESMITH

As you enter the candle maker's shop, an eerie feeling shivers through your spine as you realize that this shop, whilst eons old, is still somehow quite orderly and intact. The shop is 50 ft. square in diameter with a back door that appears to lead to another room behind the shop. In the east corner is a rectangular counter. Around the walls of the shop are shelves lined with candles of all types. They appear to be well cared for, and the floor of the shop has only recently been swept!

Once the party has entered the shop, proceed with the following:

As you are poking around, you notice a young man about 22 years of age now standing just inside the back door. He is dressed in an apron that has candle-wax spilled upon it, and he smiles in a friendly way toward you. "Good day! My name is Draco Balthazzar. I am the Candle maker. Are you interested in any of my beautiful candles, or are you here to help me?"

Have the characters inside the shop to make a Spot Check (DC 10). If anybody is successful, tell him or her that they noticed that Draco, strangely, did not actually open the door to enter into the room ... he simply walked right through it.

This may lead characters to believe that Draco is incorporeal, or a ghost, which is true. However, Draco does not realise he is dead and any attempt to do harm to him, or turn him, results in him immediately screaming out in horror, pain, and fright, and then vanishing. If any character tells him he is dead he laughs. If anyone tries to prove it to him, he screams in fright and vanishes as above.

☛ **Draco Balthazzar, Ghost:** Male human Com1; hp 12; see Appendix I.

If Draco is turned or harmed, and vanishes, then the characters still have to fight the shadows, who appear immediately from beneath the floorboards. They still have a chance to find the Golden Candle, which requires a successful Search check (DC 12) as it is the only really "valuable" looking item in the shop. The characters do not, however, get the experience for helping Draco.

If the characters ask for candles, or how they can help Balthazzar, proceed with the following:

I've been the Candlemaker here in Dagovach for as long as I can remember! Not many customers these days, though. It's very quiet around here now. The black-robed priests used to come in here often. My best customers they were. I even made them their Golden Candle for the temple. But when things went quiet and they didn't come to pay me for it I went up to the temple, went inside, found it, and took it back. Lousy buggers! I suppose you want some candles yourselves, but perhaps you can do something for me in return? You see, there are some terrible black creatures that live under these floorboards. Whenever I light a candle in

here, they come up and wreck everything in my shop. I then spend days cleaning up. Now, what good's a candle shop if you can't light candles, eh? I wonder if you'd help me get rid of them? You can have my Golden Candle if you do!

The characters may refuse and leave, but they won't get the Golden Candle, which they need to operate the bridge in The Temple.

If they ask about the black-robed priests, Draco just says that they had terrible manners, but were good customers. He does *not* know their religion, nor does he know what they were using the candle for. He also does not know what happened to everybody, or the city for that matter.

If the characters agree to help him, proceed with the following:

Draco grins with excitement, and sets about darkening the room by pulling blinds across. He then starts to light candles in various places on the shelves. As he lights the last candle, a terrible wailing comes from beneath the floorboards! Then, rising up out of the floorboards come black, foul creatures of death ... Shadows!!!

Unless a character has the Blind-Fight feat or Darkvision, they make all attack rolls in this melee at -1 to hit and have -1 to their AC. The room is not completely dark, so full darkness rules do not apply.

APL 2 (EL 3)

☛ **Shadow:** hp 19; see *Monster Manual*.

APL 4 (EL 5)

☛ **Shadows (2):** hp 25, 25; see *Monster Manual*.

APL 6 (EL 7)

☛ **Shadows (4):** hp 30, 30, 30, 30; see *Monster Manual*.

In return for defeating the Shadows, Draco gives the characters his Golden Candle. It fits neatly into the palm of your hand, but is obviously heavy. It is actually a wax candle set inside a golden chalice. There appears to be some kind of "grooving" in the bottom of the candle, requiring a Spot Check (DC 10) to notice. If asked about this, Draco says, "Oh, that's how you fit it into the wall of the temple." He knows nothing more.

If anybody with ranks in Appraise examines the candle, it is worth approximately:

(APL 2) 100 gp

(APL 4) 200 gp

(APL 6) 300 gp

Draco bids the characters farewell and bids them come again to his shop. Now that the spooks have gone, he might just be able to get on with his life.

ENCOUNTER 6: THE LOCKSMITH

As you enter this shop, an eerie feeling comes over you. This shop is about 70 feet long and 50 feet wide. Around the walls are boards with many different kinds of keys, large and small, that are hanging on many different size hooks. To the right of the door is a bench, and in the center of the room is a gaping hole in the floorboards about 15 ft. long and 10 ft. wide. Behind the bench you see a man bending over a key-making machine. He appears engrossed in chiseling an intricate design on a large brass key.

The man is Bilius Kravitz. Have the characters make a Spot Check (DC 12) to notice that he is somewhat incorporeal; if you look closely you can see through him.

This may lead characters to believe that Bilius is incorporeal, or a ghost, which is true. However, Bilius does not realize he is dead and any attempt to do harm to him, or turn him, results in him immediately screaming out in horror, pain, and fright, and then vanishing. If any character tells him he is dead he laughs. If anyone tries to prove it to him, he screams in fright and vanishes as above.

➤ **Bilius Kravitz, ghost:** Male human Com1; hp 12; see Appendix I.

As the characters enter, Bilius Kravitz looks up from his key-making machine and exclaims:

“Ah! You’ve come at last! Don’t apologize for being late! Just help me get rid of these blasted creatures which live down that hole in my floor!” The fellow points toward the hole. “They come up here, scatter my keys everywhere, then go back down their hole. They take great pleasure in making my keys dance about the room! It’s all they seem to live for! I know, also, that if I don’t hide they would certainly kill me! I can’t live like this! I can’t finish my work! If you lure them out and kill them for me, I’ll give you the Silver Key your master’s paid for!”

Bilius describes the creatures as being “snake like” with “dragon heads”. They can also fly. If asked about “the masters” he says, “The black robed priests, of course! Got me make a nice new shiny key for their temple, they did!” He can give no further information about the priests, or what has happened in the city. It appears that he has no knowledge of the fact that he has died. He just thinks that things have been “a bit quiet” lately.

If the players agree to help Bilius, they have to find a way to “lure” the creatures to the surface. Any of the following suffices:

- Placing food near the opening in the floorboards.
- Standing near the edge and calling out (they come from the scent not from the noise);
- Lowering anyone down the shaft (which does not have a discernable bottom and goes on

forever). Of course, this means that when the creatures come, someone is “dangling” precariously ...

Just before the creatures arrive, read or paraphrase the following:

You hear the sound of scuttling, swooping and shrieking coming from the darkness of the shaft in the floorboards. Then, from up out of the darkness, you see creatures with the heads of dragons and the bodies of snakes flying directly toward you! They look hungry...

The Ravids do not attack the characters until they themselves are attacked. They are only interested in a) food or b) curiosity. When they arrive, they look at the characters, if they have initiative, in a rather bemused manner, and start eating or making keys fly around the room with their *animate objects* ability (see below).

APL 2 (EL 5)

➤ **Ravid:** hp 16; see *Monster Manual*.

APL 4 (EL 7)

➤ **Ravids (2):** hp 20, 20; see *Monster Manual*.

APL 6 (EL 9)

➤ **Ravids (4):** hp 25, 25, 25, 25; see *Monster Manual*.

Tactics: The Ravids, upon arrival, cause all the keys in the shop to fly about the room. In the first round the keys start flying; in the second round, the keys do the following damage to every character in the shop (no to hit roll necessary):

(APL 2) 2 hp/round
(APL 4) 4 hp/round
(APL 6) 6 hp/round

Remember that the Ravids fly about the room and maneuver to the best of their ability. The Ravids will fight to the death.

Upon death, Kravitz thanks the characters and give them his Silver Key. Anybody with *ranks* in Appraise knows that this key is worth:

(APL 2) 70 gp
(APL 4) 140 gp
(APL 6) 210 gp

If the characters somehow turn Kravitz before he talks to them, the Ravids still come up out of the hole and attack. If the characters search the shop after the battle, a successful Search check (DC 15) reveals the Silver Key. It is the best key in the shop. The characters just won't get the experience for helping Kravitz.

ENCOUNTER 7: THE METALWORKER

As you enter the metalworker's shop, an eerie feeling shivers through your spine as you realize that this shop, whilst eons old, is still somehow quite orderly and intact. The shop is 50 ft. square in diameter with a back door that appears to lead to an outdoor area behind the shop. In the east corner there sits a man on a stool polishing what appears to be a life-size iron sculpture of a mermaid. Around the walls of the shop are several other well-polished iron sculptures of various creatures, human and inhuman. They appear to be well cared for, and the floor of the shop has only recently been swept.

The man is Kumus Hinz. Have the characters make a Spot Check (DC 12) to notice that he is somewhat incorporeal. This may lead characters to believe that Kumus is a ghost, which is true. However, Kumus does not realize he is dead and any attempt to do harm to him, or turn him, results in him immediately screaming out in horror, pain, and fright, and then vanishing. If any character tells him he is dead he laughs. If anyone tries to prove it to him, he screams in fright and vanishes as above.

➤ **Kumus Hinz, Ghost:** Male human Com1; hp 12; see Appendix I.

As the characters enter, Kumus Hinz looks up from his polishing job and exclaims:

"If you're after anything of value in here, forget about it! This is all that's left of my beautiful and unique Sculpture Garden! I've got to keep them indoors now! Can't keep them by The Well anymore! Damn, blasted water beast won't let me! Can't even draw water from me own well! But if you could get rid of it for me, I'll give you the brass knockers I made for the temple! The black robes never bothered collecting 'em! Worth a bit too! Now who would refuse a pair of big, beautiful knockers, eh?"

If the characters agree to help Hinz he leads them through the back door and out into his Sculpture Garden. Of course, Hinz just walks through the door, the characters have to open it to get through. Once out the back, read or paraphrase the following to the players:

Hinz leads you through the back door and out into a well-manicured garden. In the center of the garden is a large well with an overhang and a bucket, which would once have been used to draw water. Around the well, and the garden, are dozens of iron-wrought statues of various creatures and people. It appears that the statues, however, have rusted very badly and might even be beyond repair if they continue to get wet. There is a tin roof over the garden, so it is not rain that is spoiling these statues.

Then Hinz turns to you and speaks, "It lives in THERE!" he says pointing to the well. "It comes up and drenches my lovelies and ruins 'em! Takes pleasure in it he does! A most foul creature! An enemy to ART!"

If the characters agree to help Hinz, then all they have to do is step up near or next to the well to trigger the ire of the water elemental that lives there. The elemental bubbles loudly, then rises up out of the well and attacks the characters.

APL 2 (EL 3)

➤ **Medium-size Water Elemental:** hp 30; see *Monster Manual*.

APL 4 (EL 5)

➤ **Large Water Elemental:** hp 68; see *Monster Manual*.

APL 6 (EL 7)

➤ **Huge Water Elemental:** hp 152; see *Monster Manual*.

After the battle, Hinz gives the characters his two Brass Knockers and thanks them profusely. Anybody with ranks in Appraise will know these are worth:

(APL 2) 50 gp
(APL 4) 100 gp
(APL 6) 150 gp

A successful Appraise check of the sculptures (DC 10) reveals them to be worthless to anyone but Hinz, and too heavy to carry, anyhow.

If the characters turn Hinz before he talks to them, the elemental still comes up out of the well and attacks if the characters Search the back garden area. After the battle, a successful Search check (DC 15) reveals the two brass knockers; they're the only things of worth in the shop. The characters just won't get the experience for helping Hinz.

ENCOUNTER 8A: OUTSIDE THE CITADEL

This building has blackened walls and is made of huge granite blocks. The steps leading up to its large double door entrance have not been trodden in a millennium. For some strange reason, even though it's fine weather and a sunny day, the sun refuses to shine on this building ... making it appear even more dark and ominous. The building is, in fact, an old Citadel of Tharizdun. As the characters approach the door, they see that the doors are covered with black slime and grease. Any character that removes the slime and grease sees a "Downward Spiral" symbol on the right door and an "Inverted Pyramid" symbol on the left door. A successful Knowledge (religion) check (DC 15) reveals these symbols to belong to Tharizdun. Getting in through the doors involves placing the two brass knockers in their rightful place. At this point, the doors swing open of their own accord.

ENCOUNTER 8B: INSIDE THE CITADEL

The citadel has golden candle holders, all with candles except one, and some crumbling and blackened pews leading up to a pit which runs the width of the citadel. On the other side of the pit is a huge 20 ft. statue of a black hand grasping an inverted pyramid. There appears to be a keyhole in the pyramid. The pit is unnaturally black; the result of a permanent *darkness* spell. The pit is 20 feet across. There is no obvious way to cross except:

- Get across via magical means.
- The characters can piton a rope on one side of the pit, and throw a rope up and over the hand on the other side.
- Place the Golden Candle in the only empty golden candleholder. This causes all the candles to light up with sharp blue flames and a drawbridge (10 ft. wide) opens out and goes across the pit

ENCOUNTER 8C: CROSSING THE PIT

As the characters cross the pit, out of the darkness, rises a Hydra. The characters must fight the Hydra who snaps at them even if they run across to the other side and open the Pyramid Door. Every time a character misses the Hydra, he/she must make a Balance check (DC 10) or fall over prone for 1 round due to the slippery shiny surface of the drawbridge and the edges of the pit. Any characters hit by the Hydra while prone, must also make a Reflex Save (DC 10) or get pushed (as a free action) by the Hydra into its pit. Any character that falls takes 10d6 falling damage.

APL 2 (EL 4)

🔥 **Five-Headed Hydra:** hp 52; see *Monster Manual*.

APL 4 (EL 6)

🔥 **Seven-Headed Hydra:** hp 73; see *Monster Manual*.

APL 6 (EL 8)

🔥 **Nine-Headed Hydra:** hp 94; see *Monster Manual*.

ENCOUNTER 8D: THE PYRAMID

The Silver Key opens the small door in the pyramid, which can only be reached by climbing up the giant hand, requiring a successful Climb check (DC 15). If the characters don't have the Silver Key, the door may be

opened with a successful Open Locks check (DC 25). However, this triggers a trap.

⚡ **Lightning Burst Trap:** CR 3; 10 ft. radius from the statue (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 26).

Inside the door is a blue cushion. On the cushion is a gleaming white, polished claw, the Wyvern's Claw. There is also a sack with some platinum pieces in it (APL 2) 100 pp; (APL 4) 200 pp; (APL 6) 400 pp. If the claw is removed, the building starts to disintegrate immediately. Players crossing the pit again have to make Balance Checks (DC 10) or fall into the pit (see above). If the Hydra has not yet been alerted, it wakes now. However, if the characters get across the pit and run out of the temple, it only gets 1 round's worth of attacks. Of course, if they stick around to fight it, then the temple crashes down around them in 4 rounds, killing all of the characters plus the Hydra.

CONCLUSION

The final description to the characters should be of the citadel crumbling in upon itself down into the pit from which the Hydra came. All that is left is a deep, dark and terrifying hole in the ground. From the hole can be heard the screams of a thousand lost souls awaiting rebirth.

At this, the characters flee the city, knowing that one day they may need to return now that The Black Hole has been uncovered.

But, for now, they must place the Wyvern's Claw on the Totem and return home to Niederschlauss. The return journey is uneventful, though the final piece, however, must still be found, the Yeti's Tooth!

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Brigands and Totems

Defeat the brigands.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP

Encounter 3: The Punt

Defeat the locathah.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP

Encounter 5: The Candlesmith

Defeat the shadow(s).

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP

Encounter 6: The Locksmith

Defeat the ravid(s).

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP

Encounter 7: The Metalworker

Defeat the water elemental.

APL 2	30 XP
APL 4	90 XP
APL 6	180 XP

Encounter 8c: Crossing the Pit

Defeat the hydra.

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 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 (that is, 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 treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Brigands and Totems

Defeat the brigands and strip them of their gear. Recover the pouch of coins from the leader.

APL 2: L: 18 gp; C: 4 gp; M: 0
APL 4: L: 31 gp; C: 8 gp; M: 0
APL 6: L: 40 gp; C: 12 gp; M: 0

Encounter 3: The Punt

Defeat the locathah and strip them of their gear.

APL 2: L: 25 gp; C: 0 gp; M: 0
APL 4: L: 25 gp; C: 0 gp; M: 0
APL 6: L: 29 gp; C: 0 gp; M: 0

Encounter 5: The Candlesmith

Defeat the shadows and recover the golden candle.

APL 2: L: 0 gp; C: 20 gp; M: 0
APL 4: L: 0 gp; C: 40 gp; M: 0
APL 6: L: 0 gp; C: 60 gp; M: 0

Encounter 6: The Locksmith

Defeat the ravid(s) and recover the silver key.

APL 2: L: 0 gp; C: 14 gp; M: 0
APL 4: L: 0 gp; C: 28 gp; M: 0
APL 6: L: 0 gp; C: 42 gp; M: 0

Encounter 7: The Metalworker

Defeat the water elemental and recover the brass knockers.

APL 2: L: 0 gp; C: 10 gp; M: 0
APL 4: L: 0 gp; C: 20 gp; M: 0
APL 6: L: 0 gp; C: 30 gp; M: 0

Encounter 8c: Crossing the Pit

Defeat the hydra and recover the platinum pieces.

APL 2: L: 0 gp; C: 200 gp; M: 0
APL 4: L: 0 gp; C: 400 gp; M: 0
APL 6: L: 0 gp; C: 800 gp; M: 0

Total Possible Treasure

APL 2: 291 gp
APL 4: 552 gp
APL 6: 1013 gp

APPENDIX I: NPCS

ENCOUNTER 1: BRIGANDS AND TOTEMS

APL 2 (EL 3)

➤ **Brusk:** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d8/19-20, long sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +4, Move Silently +4, Search +2; Blind-fight, Weapon Focus (long sword).

Possessions: long sword, light crossbow, 10 bolts.

➤ **Hoffa:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6/19-20, short sword) or +0 ranged (1d6/x3, shortbow); SA Sneak attack; AL CE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 11, Con 11, Int 11, Wis 11, Cha 10.

Skills and Feats: Appraise +4, Handle Animal +2, Heal +2, Open Lock +4, Profession +4, Read Lips +4, Spot +4, Use Magic Device +4, Use Rope +4; Improved Initiative, Run.

Possessions: short sword, shortbow, 20 arrows.

➤ **Sigrid:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6/19-20, short sword) or +0 ranged (1d6/x3, shortbow); SA Sneak attack; AL CE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Craft (trapmaking) +4, Diplomacy +4, Disguise +2, Escape Artist +2, Forgery +2, Gather Information +4, Knowledge (local) +2, Move Silently +4, Perform (sing, dance, flute) +6, Tumble +2; Point Blank Shot, Skill Focus (Perform).

Possessions: short sword, shortbow, 20 arrows.

APL 4 (EL 5)

➤ **Brusk:** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d8/19-20, long sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +4, Jump +3, Move Silently +4, Search +2; Blind-Fight, Lightning Reflexes, Weapon Focus (long sword).

Possessions: long sword, light crossbow, 10 bolts.

➤ **Hoffa:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6/19-

20, short sword) or +1 ranged (1d6/x3, shortbow); SA Sneak attack; AL CE; SV Fort +0, Ref +3, Will +0; Str 10, Dex 11, Con 11, Int 11, Wis 11, Cha 10.

Skills and Feats: Appraise +5, Handle Animal +2, Heal +2, Open Lock +5, Profession +5, Read Lips +5, Spot +5, Use Magic Device +5, Use Rope +5; Improved Initiative, Run.

Possessions: short sword, shortbow, 20 arrows.

➤ **Sigrid:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6/19-20, short sword) or +1 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Evasion; AL CE; SV Fort +0, Ref +3, Will +0; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +5, Craft (trapmaking) +5, Diplomacy +5, Disguise +3, Escape Artist +2, Forgery +2, Gather Information +5, Knowledge (local) +2, Move Silently +5, Perform (sing, dance, flute) +7, Tumble +3; Point Blank Shot, Skill Focus (Perform).

Possessions: short sword, shortbow, 20 arrows.

APL 6 (EL 7)

➤ **Brusk:** Male hobgoblin Ftr3; CR 3; Medium-size humanoid (goblinoid); HD 3d10+3; hp 25; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d8/19-20, long sword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +4, Will +1; Str 11, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +5, Jump +5, Move Silently +4, Search +2; Blind-Fight, Combat Reflexes, Lightning Reflexes, Weapon Focus (long sword).

Possessions: long sword, light crossbow, 10 bolts.

Hoffa: Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6/19-20, short sword) or +2 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +5, Will +1; Str 10, Dex 11, Con 11, Int 11, Wis 11, Cha 10.

Skills and Feats: Appraise +6, Handle Animal +3, Heal +3, Open Lock +6, Profession +6, Read Lips +6, Spot +6, Use Magic Device +6, Use Rope +6; Improved Initiative, Lightning Reflexes, Run.

Possessions: short sword, shortbow, 20 arrows.

➤ **Sigrid:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6/19-20, short sword) or +2 ranged (1d6/x3, shortbow); AL CE; SV Fort +0, Ref +5, Will +0; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +6, Craft (trapmaking) +6, Diplomacy +6, Disguise +3, Escape Artist +3, Forgery +3, Gather Information +6, Knowledge (local) +2, Move

Silently +6, Perform (sing, dance, flute) +8, Tumble +3; Point Blank Shot, Skill Focus (Perform).

Possessions: short sword, shortbow, 20 arrows.

ENCOUNTER 2: NIEDERSCHLAUSS

➤ **Edvard Sheefer (Easy Eddie):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10-4; hp 30; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +8 melee (1d8+4/19-20, long sword) or +9 ranged (1d8+1/x3, longbow); AL CN; SV Fort +3, Ref +4, Will +1; Str 16, Dex 17, Con 8, Int 14, Wis 10, Cha 6.

Skills and Feats: Climb +10, Disable Device +3, Escape Artist +6, Hide +5, Intimidate +1, Intuit direction +1, Listen +2, Move Silently +4, Profession (sheriff) +1, Sense Motive +2, Spot +2; Alertness, Blind-fight, Combat reflexes, Expertise, Improved initiative, Two-weapon Fighting.

Possessions: +1 long sword, +1 longbow, 20 masterwork arrows, 300gp in coins and gems.

ENCOUNTER 3: THE PUNT

APL 4 (EL 5)

➤ **Locathah Barbarians (5):** Male locathah Bbn1; CR 1; Medium-size humanoid (aquatic); HD 2d8+1d12+6; hp 26; Init +2; Spd 20 ft., swim 70 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d8/x3, longspear) or +4 ranged (1d8/19-20, light crossbow); SA Rage; AL CE; SV Fort +7, Ref +2, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Craft (weaponsmith) +2, Diplomacy +3, Handle Animal +5, Listen +9, Spot +5, Wilderness lore +6; Blind-Fight, Run.

Possessions: longspear, light crossbow, 10 bolts.

➤ **Aggrah:** Male locathah Clr1 (Eadro); CR 1; Medium-size humanoid (aquatic); HD 3d8; hp 18; Init +1; Spd 10 ft., swim 60 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d8/x3, longspear) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +3; Str 11, Dex 13, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Craft (trapmaking) +3, Knowledge (arcane) +4, Knowledge (religion) +4, Listen +4, Profession (fisher) +3, Scry +5, Spot +4; Blind-Fight, Scribe Scroll.

Possessions: longspear, light crossbow, 10 bolts.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – guidance, resistance, virtue; 1st – cause fear, bane, obscuring mist*.

*Domain spell. *Domains:* Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total

number of times per day equal to 3 + your Charisma modifier).

APL 6 (EL 7)

➤ **Locathah Barbarians (7):** Male locathah Bbn1; CR 1; Medium-size humanoid (aquatic); HD 2d8+1d12+6; hp 26; Init +2; Spd 20 ft., swim 70 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d8/x3, longspear) or +4 ranged (1d8/19-20, light crossbow); SA Rage; AL CE; SV Fort +7, Ref +2, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Craft (weaponsmith) +2, Diplomacy +3, Handle Animal +5, Listen +9, Spot +5, Wilderness lore +6; Blind-Fight, Run.

Possessions: longspear, light crossbow, 10 bolts.

➤ **Aggrah:** Male locathah Clr1 (Eadro); CR 1; Medium-size humanoid (aquatic); HD 3d8; hp 18; Init +1; Spd 10 ft., swim 60 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d8/x3, longspear) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +3; Str 11, Dex 13, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Craft (trapmaking) +3, Knowledge (arcane) +4, Knowledge (religion) +4, Listen +4, Profession (fisher) +3, Scry +5, Spot +4; Blind-Fight, Scribe Scroll.

Possessions: longspear, light crossbow, 10 bolts.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – guidance, resistance, virtue; 1st – cause fear, bane, obscuring mist*.

*Domain spell. *Domains:* Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

➤ **D'saashk:** Male locathah Clr1 (Eadro); CR 1; Medium-size humanoid (aquatic); HD 3d8; hp 18; Init +1; Spd 10 ft., swim 60 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d8/x3, longspear) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +3; Str 11, Dex 13, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Craft (trapmaking) +3, Knowledge (arcane) +4, Knowledge (religion) +4, Listen +4, Profession (fisher) +3, Scry +7, Spot +4; Blind-Fight, Skill Focus (Scry).

Possessions: longspear, light crossbow, 10 bolts.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – guidance, resistance, virtue; 1st – cure light wounds (2), obscuring mist*.

*Domain spell. *Domains:* Protection (You can generate a protective ward, a spell-like ability to grant someone

you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

ENCOUNTER 5: THE CANDLESMTIH

☛ **Draco Balthazar, Ghost:** Male human Com1; CR 2; Medium-size undead; HD 1d12; hp 12; Init +1; Spd 30 ft., fly 30 ft. (perfect); AC 12 (touch 12, flat-footed 12); Atk +1 incorporeal touch (1d4, corrupting touch); SA Manifestation, corrupting touch; SQ Rejuvenation, turn resistance; AL N; SV Fort +0, Ref +1, Will +1; Str 10, Dex 13, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Craft (candlemaking) +6, Hide +9, Listen +9, Profession (candlemaker) +6, Search +8, Spot +9, Use Rope +5; Skill Focus (Craft – candlemaking), Skill Focus (Profession – candlemaker).

ENCOUNTER 6: THE LOCKSMITH

☛ **Bilius Kravitz, Ghost:** Male human Com1; CR 2; Medium-size undead; HD 1d12; hp 12; Init +2; Spd 30 ft., fly 30 ft. (perfect); AC 13 (touch 13, flat-footed 12); Atk +2 incorporeal touch (1d4, corrupting touch); SA Manifestation, corrupting touch; SQ Rejuvenation, turn resistance; AL N; SV Fort +0, Ref +2, Will +1; Str 10, Dex 14, Con -, Int 11, Wis 12, Cha 10.

Skills and Feats: Craft (locksmithing) +6, Hide +10, Listen +9, Open Locks +6, Search +8, Spot +9, Use Rope +6; Skill Focus (Craft – locksmithing), Skill Focus (Open Locks).

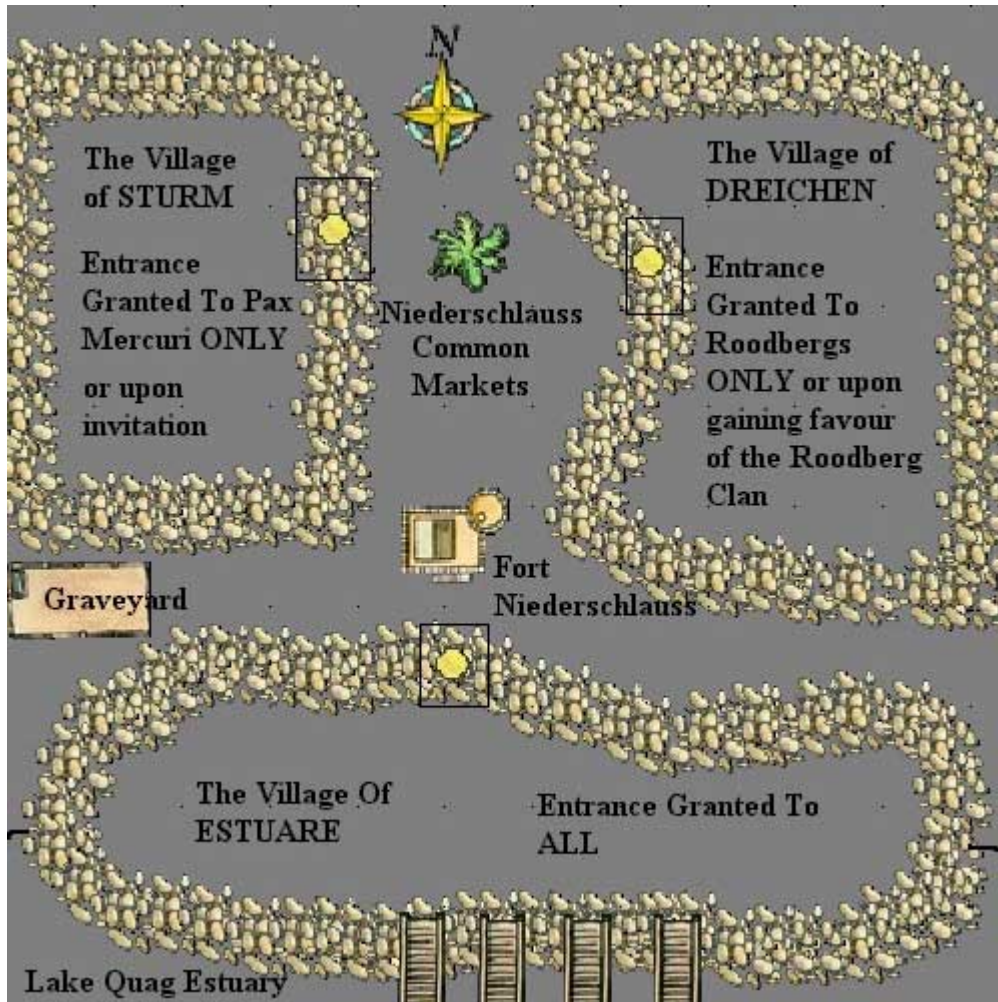
ENCOUNTER 7: THE METALWORKER

☛ **Kumus Hinz, Ghost:** Male human Com1; CR 2; Medium-size undead; HD 1d12; hp 12; Init +2; Spd 30 ft., fly 30 ft. (perfect); AC 13 (touch 13, flat-footed 12); Atk +2 incorporeal touch (1d4, corrupting touch); SA Manifestation, corrupting touch; SQ Rejuvenation, turn resistance; AL N; SV Fort +0, Ref +2, Will +1; Str 14, Dex 12, Con -, Int 11, Wis 12, Cha 10.

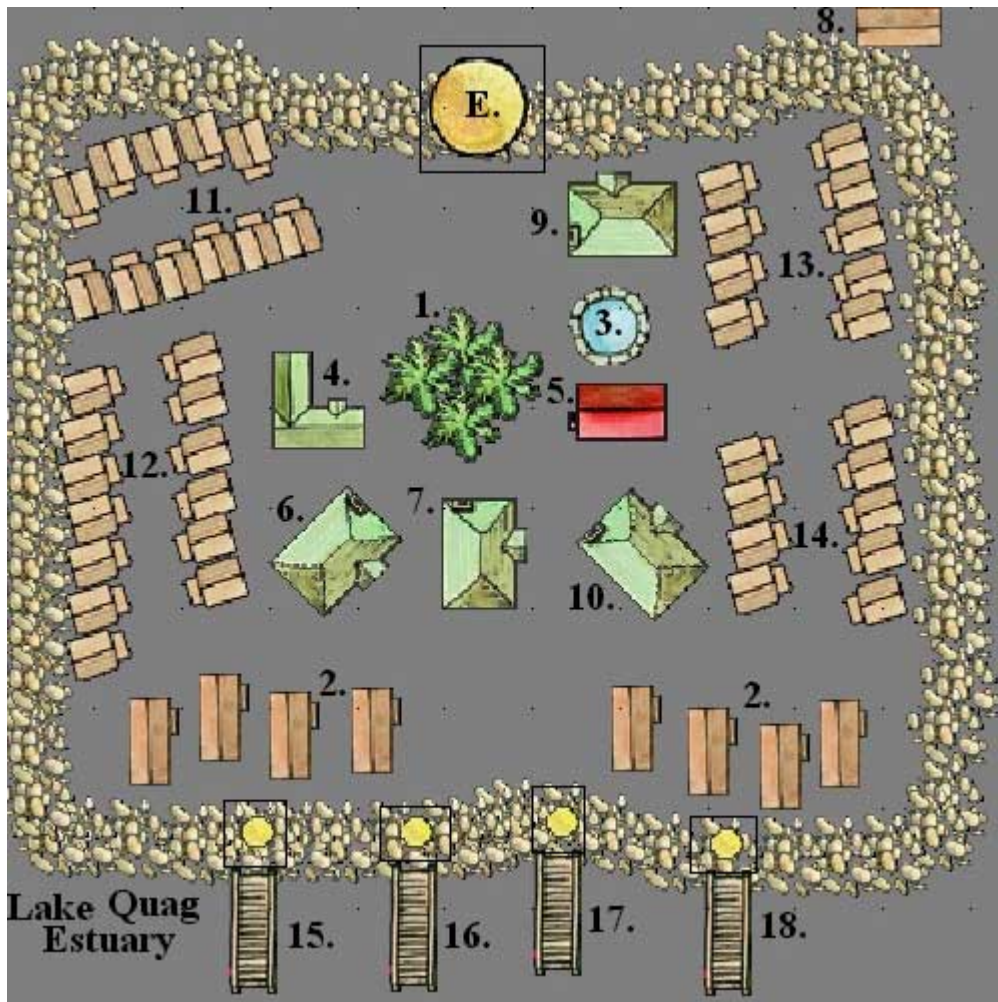
Skills and Feats: Craft (blacksmith) +6, Craft (metal sculpture) +6, Hide +9, Listen +9, Search +8, Spot +9, Use Rope +5; Skill Focus (Craft – blacksmith), Skill Focus (Craft – metal sculpture).



Map Of Niederschlauss District – Traft Canton - Perrenland



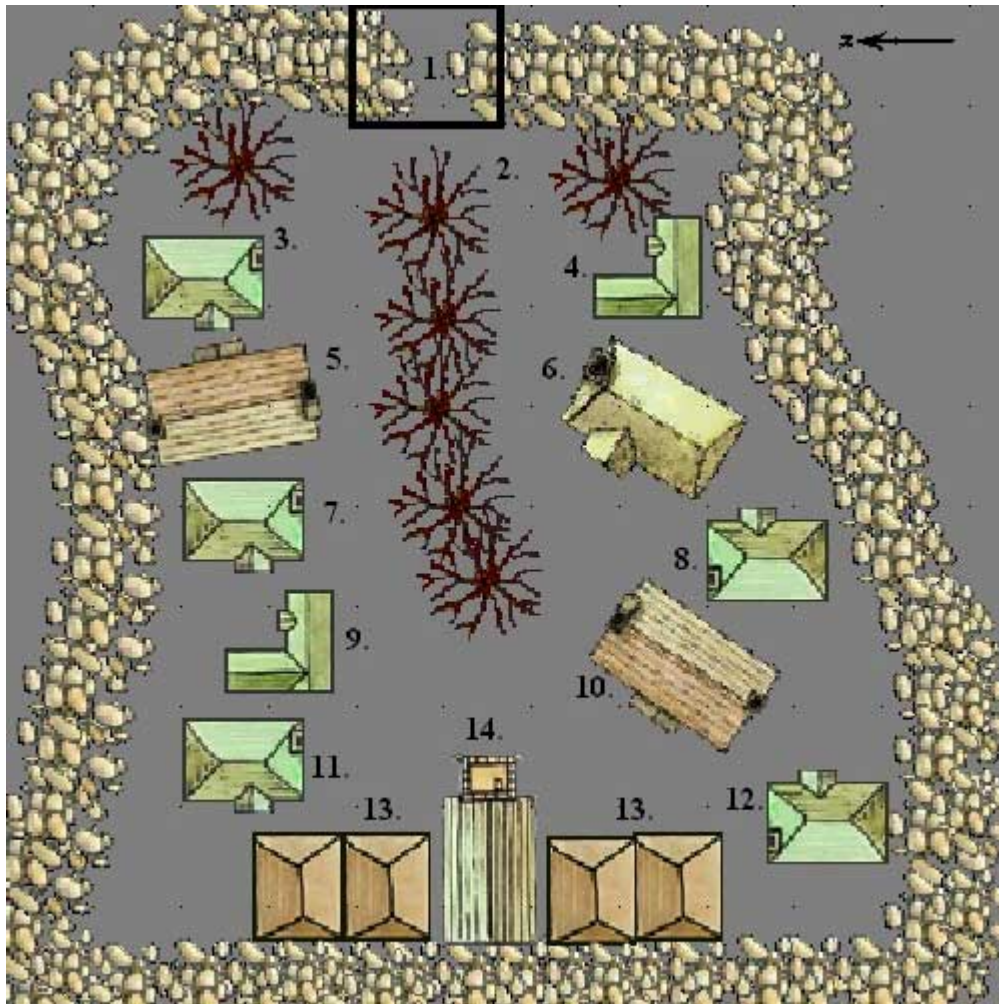
Map Of The Collective Domain Of Niederschlauss – Traft Canton – Perrenland



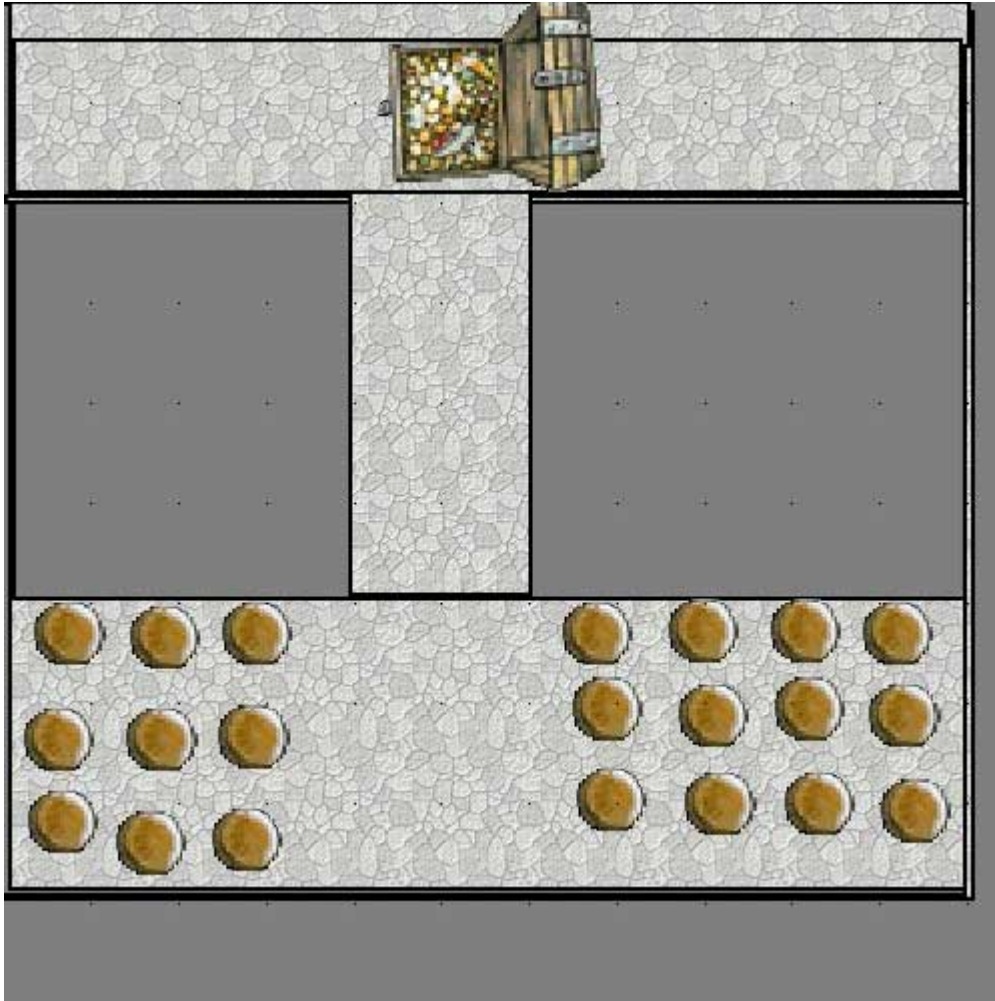
Map Of The Village OF Estuare – Niederschlauss – Traft Canton – Perrenland



Map Of South Traft Canton – Traft Canton – Perrenland



Map Of The Ruined City Of Dagovach – South Traft Canton - Perrenland



THE CITADEL IN DAGOVACH

The round stools represent pews. There are candles down both the left and right hand sides of the entrance walls (south). The candleholder *without* a candle is situated on the right-hand wall. This will then cause the drawbridge to open outwards and sp an the pit. The treasure chest on the (north) side represents the huge hand with the pyramid at the very top (and the treasure!).

WYVERN HUNT: PLAYER'S HANDOUT 1: THE SCROLL

*In ages past, in dreams of olde,
In Ranges vast and caverns cold;
The Ur-Flan mages made their plans,
To scour the Oerth and rule the Clans.*

*One totem did they make to bring
A charm to force all living things,
To bow before their dark foul god
In Dagovach where demons trod.*

*One part the shrunken 'dusa kept,
One part the basilisk once wept;
One wyvern claw (from Dagovach),*

One yeti tooth from Alderbrac.

*Then, to The Hollows, did they go
Where all was lost, as wise men know!*

PLAYER'S HANDOUT 2: THE HISTORY OF DAGOVACH

Come closer, ye travellers of The Land, and hear the tale of ancient Dagovach – the Citadel Of The Ur-Flan priests who ruled with the permission of He Who Must Not Be Named ...the dread Dark God.

Founded in –1600 CY by the high priest Tassen Hussen, Dagovach was situated on the icy winter shores of Lake Quag in the place known only then as The Land. Under the shadow of Mount Helspaar in the Clatspurs, the citadel was made to keep order in this part of Oerth, and channel great elemental energies from the surrounding mountains into a gate opened by the Ur-Flan mages deep within the Black Citadel.

Within thirty years, Tassen Hussen was able to bring forth into the world great horrors not before encountered on Oerth. The “demons”, as they were called, were first used to subjugate Hussen’s own family. This they did through the brutal rape and torture of the young womenfolk of the tribe. But when the demons failed to produce hybrid offspring, which was the plan, they turned simply to enslaving the entire disorganized population of what is now known as Eastern Perrenland.

For the next fifty years, Dagovach and Hussen lorded over The Land. Thousands of tribes people perished, or worse, were kidnapped and taken manacled beneath the Black Citadel ...never to see again the light of Pelor’s gift. It was during this time that Hussen himself passed into the nether-life known as lichdom, and was never encountered outside his darkened room where he prattled and mumbled black-hearted prayers to his faceless god.

Hussen’s disappearance meant that his large family could now escape the region without him possibly knowing. In -1480, the Hussen tribe migrated south and west into the region now known as Krestible and Hugelrote. Here, they finally broke free of the yoke imposed by The Dark God, although they kept close watch on those amongst them who had been borne of the demons who raped their womenfolk. There was no doubt that these descendants were quick of temper and foul of thought and deed – more so than others of their tribe.

The Hussen tribe soon grew and became a clan. Other tribes people saw the success of the Hussens and quickly moved to join together into clans so as to unite in some way against the power and influence of Dagovach. Even tribes people in Western Perrenland saw the need to unite against the growing power of Exag – which is another story.

And so the clans came into being and, over the years, began to beat back the high priest and his minions in Dagovach.

But the great lich Hussen was all the time watching and seething in anger and hatred. He called upon the last great Ur-Flan sorcerer, Orlac Sturgenblood, a dark elf, to create an artifact which would cause the newly formed clans to lose their identities, thus paving the way for individual domination once again.

So Sturgenblood made what came to be known as The Totem, and with it the Sorcerer helped disunite and break loose many clan folk for several decades – and new horrors came to The Land which were once thought long defeated.

However, in –1409, a southern clan named Roodberg moved northwards to expand upon their territory. It was here they first encountered the wrath of Sturgenblood, Hussen, and the Citadel of Dagovach. After a series of fierce battles Lady Koostmer of Roodberg led her clans' forces against Dagovach and sacked the citadel within 48 hours. Hussen escaped to the depths of the Black Temple, whilst Sturgenblood escaped to his homeland high in the Clatspurs – taking with him the dreaded Totem of Disunity – before he had a chance to use it on the Roodbergs.

But Sturgenblood was soon found and the Totem disassembled. The Citadel of Dagovach became a fortress. But soon, Hussen the Lich rose up once again and seized control. In one last attempt to destroy all surrounding clansfolk, the great monster called upon the power of his god to smite all those who did not believe. The Dark God, it seems, is not only blind – but also deaf. Within seconds, the dark god smote the citadel of Dagovach with a death force so powerful it sucked the life out of all who inhabited the city itself. It seems that He was angry that so few believed in him in his own city.

And so Dagovach, in –1400 CY was left abandoned and rotting – it's foul dungeons and crevasses reaching down into the Abyss became long neglected. Soon, neglect turned to history, history turned to legend, and legend turned to myth and much was forgotten ... except that Dagovach is one place that no living mortal should visit ...ever. And so let the clans prosper! Long live Perenland! - Struthus The Sage, Traft City, 562 CY.

PLAYER'S HANDOUT 3: THE TOTEM AND THE HOLLOW OF MORDAINE

Come, ye travellers, and hear the tale of the Sturgenblood Totem – that which is also known as The Totem Of Disunity – which was forged and then split asunder in the place known only as The Hollows Of Mordaine!

Two thousand years ago, the great sorcerers of the Clans Of The Land (early Perrenland) captured and dismantled the powerful Sturgenblood Totem-pole. The totem, for decades, had been used by the last ancestors of the Ur-Flannae to keep rule over The Land and prevent the clans from becoming owners of The Land in their own right. How they did this has been mostly lost to antiquity. All we know is that the final Battle For The Rights Of Clans took place high in the Clatspurs at a secret location known as Die Hurlere Mordaine (The Hollows of Mordaine). The last of the Ur-Flannae were entombed forever, and the Sturgenblood Totem was dismantled – it's parts thrown into different places around Perrenland so that it would never be reassembled.

It is said that should the totem ever be reassembled, it might lead those who wield it to once again control The Clans and destroy the identity so highly valued by those who live in modern Perrenland. Of course, should the totem ever be reassembled, those brave enough must travel to The Hollows Of Mordaine to finish the task which should have been completed two thousand years ago ...to absolutely, once and for all, destroy the totem in the Spire Of Thrax which lies deep in the heart of The Hollows.

It was here that the totem was forged by a drow known as Orlac Sturgenblood, and it is only here that it's unforging can ultimately be achieved. When the Battle Of The Clans took place two thousands years ago, the Spire Of Thrax was too heavily guarded, and the best outcome was to disassemble the totem and scatter it to the winds.

Today, it is said, the Hollows are in ruins and the once great drow city has dwindled in influence and in power. Only today might adventurers have a chance of destroying the totem at last – thus preventing those who would seek power over the clans from seizing it's grasp.

The totem itself has four parts that must be placed in the totem in order. The first part is the hair of a medusa who comes from the Lair Of Worms (located somewhere in the Motley Wood). The second part is the eye of a Basilisk located in the Valley Of Corridors in the Sepia Uplands. The third part is the Wyvern's Claw (said to be located in the heart of the ruined city of Dagovach – south of Niederschlauss). The fourth part is the tooth of a yeti – located in the Cave Of Alderbrac in Mount Hellspaar (Northern Clatspurs).

Once each piece has been properly placed, the totem opens up to reveal a map showing the location of The Hollows Of Mordaine (rumoured to be somewhere high in The Clatspurs). The map also reveals the location of the Spire Of Thrax – though in ancient times this place was said to be impossible to reach. Today, such a quest may be possible – if somewhat dangerous.

The Hollows Of Mordaine was (for a millennium) the seat of power held by the Mordaine Drow. Over the last two thousand years, it is rumoured that the chambers of the drow were infiltrated by a nearby dwarven clan when the dwarves' mining tunnels collided with those of the Underdark. Slowly, but surely, the dwarves battled and defeated the Mordaine Drow, thus pushing them deeper into the Underdark. Where the hold of this dwarven clan lies is also a mystery, and the current status of both the drow and the dwarves is unknown.

One thing is certain: the Sturgenblood Totem is a dangerous item in the hands of those who might know how to wield its power. It must never be allowed to fall into the wrong hands, and should the opportunity ever come, this artifact must be reassembled and, once again, taken to the Hollows Of Mordaine ...and completely destroyed!

- Struthus The Sage, Traft City, 562 CY.