

PER3-07

Under the Hills

A One-Round D&D 3.5 Ed LIVING GREYHAWK[®]
Perrenland Regional Adventure

Version 1.0

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Three thousand years ago, Exag began as a village at the intersection of numerous trading routes. Many of those trading routes have disappeared over time, and most have faded from memory. Sages tell of ancient trade routes with Ekbir and Tusmit; but nobody believes them. In this adventure, Tiger Nomads bring you to Exag; and murder takes you Under the Hills. A regional adventure set in Perrenland, for APL's 2-10.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Adventure Background

Welcome to the Yatils! "Under the Hills" will introduce several new directions for the Perrenland plotline line to follow.

First up, is the introduction of the "Trade Route To Tusmit". Currently, all trade to the rest of Oerth from Tusmit has to travel through Ket. Normally, the Yatils would be too difficult for trade caravans to traverse, but ancient stories tell of an alternate route through the Yatils. The route itself is formed by several tunnel complexes, and warm geo-thermal valleys that form a path from Tusmit to Perrenland. The former residents of the tunnels are the Khund Nation of dwarves (pron. "koond"). The Khund nation was spread to the four winds when the caverns were invaded by Derro half breeds (Dwur/Flan); who betrayed their own Khund kin over a thousand years ago, by laying great curse upon the Khund which forced them to remain forever sundered. However, the main cavern along the old Tusmit trade route, and the wealth of the Khund nation, Dunoloree Ilith, was ultimately denied to the Derro. At the height of the battle for its control, the cavern was sealed by a Priest of Moradin through his dying words:

"Only the true heir of Moradin shall now here pass!"

In a rage, the Derro sought to capture this heir. But, alas for them, the curse they had placed upon the Khund became their own undoing. The Khund, and all knowledge of "the heir", had dispersed to the four winds. In a final act of sheer malice the Derro buried the doors to Dunoloree Ilith and set a guard to deny all others access to that which they could never have.

For, within Dunoloree Ilith, rests an artifact known as "the great horn" - Olhupe-Baraknoror. The horn, when blown by a master bard, can control the weather of the Yatils and bring fire or ice to the hill-slopes. Most importantly, the great horn can stoke the deep forges with fire from the great volcano, Moradin's Furnace. Finally only the powers of the horn can unlock the secret of mining a great magical vein of adamantine located in the tunnels, and allow the Khund to make items from this rarest of materials.

Furthermore, with the sealing of the doors of Dunoloree Ilith, the horn was counter-cursed by a true servant of Moradin. The curse stated that he who blew the horn would, in turn, break the curse of sundering placed upon the Khund. But this had come too late for the Khund as they had, by this time, already departed.

With the fall of the great kingdom, so died the trade route; and the previously wealthy region was dragged down into near poverty. Close by, the great city-state of Exag had begun its decline.

Time took care of the rest.

Now we come forward to modern day Perrenland.

Obstergraf Frau Olga Glassen (nee Bothan) was a leader of a secret group of Exagian nobles bent on regaining the city's past glory and independence. She had discovered an ancient map that showed the location of the sealed entrance to Dunolorae Ilith. Olga and her supporters, fueled by greed, did what the Derro has failed to do so long ago. They discovered who the true heir of Moradin actually *was*, and captured him and forced him to open the long-sealed doors. With the doors open, they did not realise the true wealth of that which they had unlocked. Olga and the others only saw the revenue they could gain from a monopoly on the trade route. The horn, radiating the strongest of curses, they left well alone. Once they had what they wanted, they murdered the heir of Moradin.

With the assistance of her brother Zirth Bothan (a powerful wizard) Frau Glassen began recruiting members of the Den Zauber Guild (a wizard's guild) who were willing to assist, and keep the trade route a secret. Eventually, the trade route was mapped all the way to Tusmit. The final act was to send a delegation to Tusmit with an "official looking" Pax Mercuri Guard to fool the government of Tusmit into thinking they had a legitimate trade deal with the Voormann of Perrenland.

Why the secrecy? As long as Frau Glassen and her people were the only ones to know of the tunnel, they alone could secure the trade revenue from Tusmit! With this wealth, and the assistance of a secret group of Exagian nobles, they would make the city of Exag rich enough to secede from Perrenland and become the glorious city state it once had been. "Let the Voormann attend to the east", they thought, "and we will attend to the west as is our right".

The "Tusmit Agreement" was signed ... but that's when the plan began to come unstuck. The same people Frau Glassen had hired to keep the secret from the Voormann had sold the information to the Kettites! Ket, not wanting to loose their exclusive trading rights to the west, found able allies to foil the plan in the remnant population of the very Derro who had started the whole affair in the first place. This alliance combined its efforts and succeeded in making sure that the trade delegation from Exag never returned to Perrenland. The Perrenland trade delegation was actually killed in a regional scenario written for Tusmit players. The Derro, seeing a way to achieve that which had long escaped them, began mustering their strength and weighing their numerous options afresh ...

Adventure Summary

Only a single soldier of The Pax survived the attacks on the false trade delegation to Tusmit. With perfect timing,

found only in high adventure, he has arrived bloodstained and exhausted in the City of Exag; and confronts Frau Glassen in public - just as the crowds are listening to the speech of the Voorstamman. The PC's overhear snippets of the conversation. It is an interesting conversation, but really none of their business – and certainly not enough over which to confront an Obstergraf.

This changes when the Pax soldier is found dead the next day, and Raolf Weisspeer is arrested for his murder. The PC's investigate the murder and it quickly becomes clear that Raolf might not be the real killer. The PC's realise that they must talk to the Obstergraf; but the Obstergraf has gone into the Yatil Mountains to find the documents that were signed by the Tusmit delegation. The PC's follow her and, in a whirlwind set of encounters, are ambushed by slavers (net wielding Orcs/Ogres/giants) slaving for Hans and Gunter (Frau Glassen's thugs).

The PC's then have an opportunity to rescue the *new* true heir of Moradin (and chief of the Khund clan) from Derro raiders; and blow the great horn (Olhupe-Baraknoror); thus lifting the ancient curse placed upon the Khund. Finally, they are able to gather enough evidence to implicate Frau Glassen and her supporters in treason.

The Nature of the Tunnel to Tusmit

The Tunnel is actually *not* a tunnel but rather a series of cavern complexes with hidden gates that allow travellers to pass through the mountains under the permanent snowline, and into hidden vales warmed and kept snow free by thermal activity. Two of the three vales are forested and full of wild things; whilst one is an underground "loch" with an ancient, but still serviceable, ferry.

Together, they form the ancient domain of Khundholm : the mountain kingdom of the Khund.

See Map 1 for further information.

Introduction

It is early spring in Exag. The morning has dawned crisp and clear, and it's time to get down to business. You have come to Exag to sign up for the annual defence of the Yattenheid and Hugelrote cantons from the encroaching Tiger Nomads. Each spring, when the Tiger Nomad resources are at their lowest, bands of Tiger Nomads make their way over the Yatil Mountains, or around the shores of Lake Quag, and attack many of the villages and towns - stealing food, horses, and women. The 3rd and the 6th Auszugen used to defend the region well; but since the 6th withdrew to Schwartzbruin a month ago,

mercenaries (mostly Pax Mecuri) have had to be hired to defend the cantons.

You currently find yourselves gathered in the grounds of the Storm Crow Barracks (3th Auszugen). On the dais before you stand several members from the Auszug and, more notably, Voorstamman Vorrudden - Hetmann of canton Yattenheid, and Pfalzgraf of the Mörgerood clan. Zalaus, captain and commander of the 3rd Auszugen, is seated next to Vorrudden; and a rather weedy, intellectual looking member of the Hors (cavalry) is giving out information on where this year's "hot spots" will be. Hors? Yea, right.

While the performance on the dais is rather dry and boring, the crowd is generally in good spirits and amuse themselves with banter and light conversation. As you are looking about, you see a dirty and bloodied member of the Pax Mercuri emerge from a side street and stagger towards the crowd. Near you, a rather jovial adventurer calls out loudly, "Better late than never, Pax!" which is followed by laughter from those within earshot.

By the looks of the Pax soldier, he has seen better days; and is stained with a great deal of dirt and grime. Dried blood, several days old, cakes the side of his head. The black and tan of his uniform is really barely recognisable. Yet, his sabre is elaborately peace knotted - which is "good form" in Perrenland unless you want to be stopped by the city guards.

The crowd moves aside for him as he limps towards the well-dressed delegation of the Exagians : to be precise, one of the Mörgerood Obstergrafs (Countesses) and her retinue ...

A successful Knowledge (Local) check DC 8+APL will reveal the Obstergraf to be Frau Olga Glassen – an influential woman around the city who has been linked to more than a few business ventures of varying reputes. Then continue ...

The Obstergraf is obviously a little surprised at the approach of the stranger. The Pax quietly starts talking to her. The rest of the crowd are oblivious to the conversation, but you hear a few snippets :

"We were ambushed...cut down only ... escaped...the rest have been taken...They were everywhere....Tusmit delegation ... shredded to ribbons...whirling blades. My Pax brothers... held them for ...never stood a chance...we ran back into the complex. All the rest died or ..."

The Obstergraf now looks decidedly uncomfortable. She looks at the man and says, "Be quiet! You'll ruin us all! Come with me to my house ... there you can tell the full tale in privacy ..."

The Pax, the Obstergraf, and her retinue excuse themselves and leave - presumably in the direction of the Obstergraf's residence.

Voorstamman Vorrudden is now takes the stage - to much applause, and hoo-raahs of the crowd.

The PC's may now choose to follow the Obstergraf (Go Straight To Encounter One) or stay and listen to the to listen to Voorstamman Vorrudden's speech (see below).

Voorstamman Vorruddens Speech

"I welcome you all to the ancient city of Exag, birthplace of Perren, and the oldest city on Oerth. This year, we believe the Tiger Nomads will strike us harder than we have ever been attacked before. The winter has been long and hard, and I'm sure word has spread to the Tiger Nomads that the 6th Auszugen has withdrawn to Schwartzbruin. We received some information that Iuz has been busy sending envoys to Yecha, and you can be sure that - despite the non-aggression pact - they will be stirring up trouble for us!"

At this, the majority of the crowd nod and murmur in agreement. The Voorstamman casts a significant look at the skinniest member of the Hors.

"It also appears that the Null are too busy looking for the Voormann to seek out Tiger nomads and agents of The Old One. All in all, that has left us short on manpower - hence my call for the assistance of the Pax. I thank you for heeding my call. The Pax Mercuri are co-ordinating all the mercenaries and adventurers, and they will be taking registrations tomorrow at noon. I'm sorry to say, the pay's not great - but I've tried to throw in a few benefits."

He waves his hand over tables laden with kegs of ale and several spits roasting boar and attended by comely serving wenches.

"Apart from the entertainment this year, I have organised for the finest weaponsmiths, armoursmiths and enchanters to be available to see to your needs. They have set up their shops at Vassar Strausen Market and they have assured me that their prices this year will be lower than usual. Good luck, and may whatever gods you worship protect you and help you protect us!"

The gathering breaks up, and the entire crowd starts heading in one direction : Vassar Strausen Market.

At this stage the PC's go to the "Vassar Strausen Market" (Encounter Two) or sample the "Night Life" (Encounter Three).

Encounter One Follow That Graf!

The PC's only have this encounter if they followed the Obstergraf in the Introduction to this scenario.

The Obstergraf and her retinue leave the Mercenary Quarter and enter a quarter dedicated to temples and shrines of a variety of gods. These stand surrounded by the winter mansions of the canton's nobility. Such a scene brings an old Exagian motto to mind :

"Who says there's no money in religion?"

The headquarters and barracks of the Town Guard can also be found here in this quarter. They are kept well apart from the Mercenary Quarter. All in all, this is the safest quarter in Exag, though it has a reputation for being a little rambunctious at times. However, only an idiot would openly commit a crime here.

As you follow the Pax and the retinue, they enter one of the richly appointed Exagian residences (a fairly large one), and the door is abruptly closed behind them.

If the PC's knock on the door, after a long delay you hear : "I'm coming, I'm coming", and the door opens to reveal an elderly maid. She says :

"Yes? What can I do for you?"

If the PC's ask to see "the mistress of the house" she will reply the following :

"Oh, I'm sorry. Frau Glassen is presently not seeing any visitors, and she has left instructions that she will not be honouring any appointments today, as the Frau is presently reviewing her diary. Perhaps you could try again tomorrow? Good day."

She closes the door.

If the PC try to ask any questions regarding the Pax Mercuri soldier, or anything to do about the incident she will give the curt reply of :

"I beg your pardon, but I don't know what you are talking about, and I am sure the Frau would not be please with me discussing her business with strangers".

She closes the door and reports the incident to the Frau who will be even more inclined to go through with her drastic "disposal" plan. The Frau will also now begin to

enquire about the PCs and will hatch a plan to get them out of the way.

The PC are not going to get any real information, other than the identity of the Obstergraf this way.

All APLs:

☞ **Kazsy Glassen**, Human female Apt 5, hp 15. (See Appendix 1).

DMs note: Kazsy apart from being a blood relative is also the Obstergraf's door warden and uses her age and appearance to her Frau's best advantage.

She will at no stage allow the PCs past the door and will scream for guards (who will come running) if the PCs try to force entry. She will of course at all times be very polite and courteous, if a little formal. She will address Morganrood PCs in preference to PCs who are members of other clans.

Tactics: Just in case, she has the following spells prepared to deal with or resist the machinations of unwelcome visitors :

- 0- ghost sound, detect magic
- 1st- command, cause fear, comprehend languages.
- 2nd – see invisibility, web.

She will not hesitate to step back and web up the entire entry courtyard and the party.

PCs who get to this stage will be arrested by the city gardt and fined 25gp each for disturbing the peace by the local Rechter. If any PC actually gives trouble to, or assaults, a Gardt – then that PC will find him/her self in the local lock-up and will not rejoin the rest of the party until Encounter Eight.

If any of the PC's attempt to watch the Obstergraf's house, the town gardt will happen by and an eagle eyed member will spot the lurker. The PC will be told to move along, or spend the night in Exag's Dungeon.

If the PCs are looking a bit lost at this stage, keep the flow going with the following set scene :

As you stand around contemplating the events of the day and weather or not you are all suffering form a healthy dose of paranoia a young woman walks bay. Dressed in tight leather armour and sporting a pair of rapiers, she says (with Swiss accent).

“Hey, you'll miss all ze good bargains at the weapons market if you do not get there soon! Follow me or you will miss out.”

If the PC take her advice go to **Encounter Two**.

Encounter Two

The Vassar Strausen Market

DM's Note : At Conventions/Game Days, it is recommended that you allow 5-10 Minutes ONLY for this encounter, then move on.

The Vassar Strausen Market is a bustling market, like any in Oerth, but today the merchants have their finest armour and weapons available. It's going to take most of the day to find that special item you have been looking for.

The PC's may purchase any +1 weapon from the DMG or PHB at a 10% discount.

The PCs may purchase any Cold Iron weapons.

The PCs may have Alchemical Silver added to any weapon which allows this process.

APL 2-6

The PC's may upgrade one +1 weapon or one suit of +1 armor up to +2; or have added one of the below listed Special Abilities to a +1 weapon or suit of armor.

Armor: *Fortification, Light and Silent Moves.*

Weapon: *Spell storing and Thundering.*

APL 8-12

The PC's may upgrade one +2 weapon or one suit of +2 armor up to +3; or have added one of the below listed Special Abilities to a +2 weapon or suit of armor.

Armor: *Spell Resistance 13.*

Weapon: *Axiomatic and Icy Burst.*

All items must be left with the merchants for the duration of the scenario, and picked up at the end of the scenario. Payment must be made *in advance!* This *cannot* be paid out of funds gained from *this* scenario.

The Upgrade Price is the difference between the buy price of the item and the buy price of the enchanted item. Only Masterwork items, Special material items, or named (certed) items will be accepted (eg mithral chain shirt, Mace of Pelor) Non-Masterwork Items must pay the masterwork upgrade price as well (300gp for weapons).

Haggling, trading and finding the right merchants will take most of the day. There are stalls with many strange and exotic weapons. Most look just too bizarre for practical use.

Once the PCs have finished in the market they can either retire for the night and wake up to **Encounter Four** or head out for some nightlife in **Encounter Three**.

Encounter Three Night Life

After a full day, Exag's nightlife beckons the PC's. Feel free to roleplay evening events depending on the makeup of your table. Some Players may choose a quiet night, whilst others will prefer to sample all manner of refreshments, food and entertainment available. For those PC's that choose an early night, the sounds of Adventurers and Mercenaries enjoying themselves, deprives all of a good night's rest. The locals are not used to this level of enjoyment, as the 6th Auszug had a curfew when they were here. Most of the Mercenaries and adventurers here now like to stay up late.

Games include Darts (ranged attack 3 darts highest to hit total wins), wrestling (as per grapple), and arm wrestling (opposed strength).

PC's who have not said they will find a room earlier in the evening find themselves "homeless" and have to sleep rough. This earns them a -2 to all Charisma reaction rolls for the next day.

Encounter Four Murder Most Foul

For those who actually rise early, they find themselves in the minority; even the cook has failed to arrive. The Innkeeper suggests you head into Hans Glassen market and buy a hot meal there. He gives you simple directions and 2sp for your trouble.

PC's who slept "rough" wake chilled to the bone and very hungry, the smell of a cooked breakfast assails their nostrils and they find themselves irresistibly drawn towards Hans Glassen market.

Hans Glassen Market was named after Hans Glassen, a notable and popular Obstergraf who died several years ago. He lived nearby and used to frequent the Market for breakfast and listen to the people's concerns over breakfast. His statue graces the market and he is clearly a respected folk hero.

The PC's may order any breakfast they wish in an open-air food market. Eggs, fried meats, hash mash, Nederboden Plop scones (with melted butter and sweet syrup) are washed down with Café au Tusmit. The PC's can enjoy a hot nourishing breakfast, which seems to cure any ill feelings the PC's awoke with. Breakfast is all but over when they hear...

"Murder! Murder!Murder!"

A young boy rounds the corner and yells, "The Man is Dead!" as he points back to where he has come from. A large number of diners leave their meals and

head around the corner. Most others take their meals with them!

If the PC's investigate they find the following :

The city gardt are talking to a man, and you hear his story :

"My name is Raolf Weisspeer, and I was on my way back to my room last night from the Legless Arms Tavern, when I was set upon by a member of the Pax Mercuri! He threatened me with his short sword and demanded my purse. We struggled here on the road, and he slipped into the ditch. I then remember slipping and seeing the culvert. I hit my head and all went blank until you gave me that potion. Thank you! You saved my life."

From out of the ditch there comes a heaving sound as several members of the city gardt drag a body out of the culvert. He wears a tunic with the familiar markings of the Pax Mercuri. His face is also familiar: he is the Pax that talked to Obstergraf Glassen yesterday at the Auszug briefing. One of the city gardt holds the deceased man's face up and asks Raolf Weisspeer, "Is this the man?"

Raolf answers, "Yes, that's him! Good riddance!"

They lower the Pax face-down to reveal that he has a shortsword in his back and the Weisspeer family crest is very prominent on this masterwork weapon. One of the city gardt withdraws it, and looks at the Weisspeer family crest. He waves the shortsword at Weisspeer and says, "And is this yours?"

Raolf says "Yes, but....it was self defence.."

Anyone with detect magic cast will detect Enchantment magic about Raolf after a round of concentration. (His story is a Suggestion spell) If the PC's try to become anything other than spectators, a member of the gardt stands in front of the PC with a hand up and says, **"Thank you for your concern, but we have this under control."** (This is a readied action)

The last member of the city gardt emerges from the drain and says, "There's no other tracks down there, so whatever happened was between the two of them."

The Sergeant of the city gardt orders Raolf manacled. He looks him and says, "I hope you enjoy cold damp places. Your clan has less influence up here than you might imagine!"

The town gardt drag away Raolf Weisspeer, and carry off the body of the Pax.

As the Town gardt leave the scene, certain they have got their man, a glint of light captures the corner of your eye. There is a tiny lapel-pin lying in the grass near the culvert ...

Give out Player's Handout 1.

The tiny lapel pin has a Bear Rampant (the symbol of the Voormann), a knotted rope and a small setting that once held a tiny gem in the knot. PC's who are members of Den Zauber Guild, or have Knowledge (Arcana) DC 15 for Perrenland locals (or DC 25 for non-Perrenland) will recognise the pin. The pin is that of a member of Den Zauber guild.

What really happened?

Soon after he entered the house of Frau Glassen, the Pax Mecuri soldier ("Zeb" of Onnwal) was in trouble. Fearing that "Zeb" would expose their plans to the Pax (and hence the Voormann) Frau Glassen had her brother-in-law, Zirth Bothan (a high-ranking member of Den Zauber guild) feebly mind the poor soldier until she worked out what to do. Eventually, they decided to murder Zeb and implicate an outsider (the Weisspeer) in the city. After all, there are plenty of mercenaries in the city and tensions under such circumstances are well known to lead to a stabbing or two. So, Raolf Weisspeer was selected to be "the patsy" for the murder of Zeb.

Early in the morning, Raolf was having a wonderful time at the Legless Arms of Exag with a rather pretty young Vuurward lady named Lotta. During the night, she slipped him poison - from which he passed out in her room. Lotta was paid a lot of gold to leave Exag and never return. She left Exag early in the morning and is long gone.

With Raolf drugged, Zirth Bothan altered himself to look like the soon-to-be-murdered Zeb. He left Frau Glassen's house, and went to the Legless Arms in the evening. He stopped at the bar and ordered a drink, making special care to leave his name, "Zeb of Onnwal", and ask if a Raolf Weisspeer was staying in the place. Receiving a positive reply and a room number he then went upstairs to the unconscious Raolf and "suggested" the story he would tell to the town guard. Zirth, changed his appearance again, removed Raolf's short sword and left.

Later that night, as the city slept, Hors and Gunter killed Zeb by driving Raolf's shortsword deep into his back when Zirth returned with it. The brothers and their victim were then rendered invisible, and they dumped Zeb and Raolf Weisspeer into the culvert, taking care not to leave any tracks.

Net result : Zeb dead and Raolf firmly set up with collaborating evidence from the owner and guests of the Legless Arms of an association between the two.

Later that day, Raolf will have no recollection of the night's events. He will remember telling the story, but

not know why he told it. The effects of the *suggestion* spell will have worn off.

If the PC's do not begin their own investigation based on the Den Zauber pin and the murder, go to **Encounter Five**. If they begin their own investigation, go directly to **Encounter Six**.

Encounter Five A Job Offer

The murder seems to have started quite a bit of a gossip fest. In the next hour or so you hear a number of wild accusations: stories and tall tales about the possible motives of Raolf Weisspeer in the murder the Pax Mecuri soldier.

If any PCs are Weisspeers or known supporters of the clan :

In this situation the PCs are approached by a representative of the Pax Mercuri called **Larz Grosspeer**, a member of the Weisspeers who cousin was the murdered Pax. Zeb was married to Larz's first cousin, Jyannis, and now Larz will have to support her and her two children out of Pax funds. This is an unfortunate coincidence for Frau Glassen.

He invites the PCs to have a quite drink in a back room of The Legless Arms. Here, he says the following :

"Look, normally I would not stick my nose into the affairs of the city gardt - but something does not smell right about all this! Three weeks ago I hired out a Pax adventuring company ... mostly rangers ... twenty stout chaps in all. They were overdue a week ago from a foray into the Yatils ... now one of them has turned up dead here in Exag! Their employer was the Obstergraf, Frau Glassen, a haughty and high-minded woman. She has refused to see me over the matter of the missing men, and I suspect she may head out of the city to escape any possible scandal. What I need is someone without close connections to Exag to have a private snoop around and see what really happened to my men. Are you interested?"

The PC can of course say no and investigate anyway. If they say yes, however, Larz offers them 50gp each for any information they may find. He also gives them the information he has on Zeb from Encounter Six.

Encounter Six

Investigations and Places To Visit

Pax Headquarters

DM's Note : If the PCs have *not* met Larz in Encounter 5, then they run into him *here*.

You enter the PAX HQ in the Mercenary Quarter and talk to Larz Grosspeer of the Pax. He is the local recruitment officer for the Pax. Although any details on the mission may not be passed on to any third parties, he can volunteer the following information if the PCs prove trustworthy :

- Zeb's body is at Pax HQ. Any attempt to *speak with dead* failed, and a *raise dead* failed as well. The Pax are not prepared to go to any greater lengths until a normal investigation has been conducted.
- Zeb was part of a twenty-strong company of mostly rangers hired by Frau Glassen, for an expedition into The Yatils. She specifically refused to hire any dwarves.
- No other members of the company have returned besides Zeb.
- Frau Glassen has been unavailable to answer any questions regarding these events.
- If The PC's inform Larz that Zeb was seen drinking at The Legless Arms Tavern, he will find that unbelievable. Zeb was a very conscientious veteran in the Fussvolk; he knew that after reporting to the client, he must report to the Pax HQ, especially if members of the company are killed in service. Besides, Zebadiah didn't drink. Larz says that he should know because Zeb was his cousin's husband.
- The Speziallerie Pax Mercuri (Pax Secret Service) are not available due to operations against the Tiger Nomads, so Larz asks the PC's to investigate the murder of Zeb (to confirm the findings of the town gardt), and the disappearance of The Company in the Yatils. The Pax will pay the PCs 50gp each.

Lotta's Room

Lotta has a guest room at a small boarding house not far from The Legless Arms Tavern. When the PC's enquire of her, the landlady finds she has left. She was a good tenant and always paid her rent in advance. Her landlady says, **"Well, she's always talked of going to Greyhawk, except she never had enough money."**

Town Gardt

Before 4pm :

- Raolf Weisspeer has been charged with the murder of Zeb of Onnwal.

After 4pm (following interrogation)

- Zeb's last employer was Obstergraf Frau Glassen, who hired him and others for an expedition into the Yatils.
- Zeb was last seen in the Legless Arms around 10:30pm and went up to the room of Raolf.
- Raolf has recanted his story about the altercation between Zeb and himself. He now claims he never met the man.
- The whole incident has become very political. It appears that Raolf will be used as an example to the Weisspeer clan and the Voormann that Exag is not afraid to up-hold the law and execute a member of the nation's leading clan.

Frau Glassen's House – After The Murder

If the PCs have not been to The Frau's house before :

If the PC's knock on the door, after a long delay you hear : "I'm coming, I'm coming", and the door opens to reveal an elderly maid. She says :

"Yes? What can I do for you?"

If the PC ask to see the mistress of the house, she will say the following :

"Oh, I'm sorry. Frau Glassen is presently not seeing any visitors, and she has left instructions that she will not be honouring any appointments today, as the Frau is presently reviewing her diary. Perhaps you could try again tomorrow? Good day."

She closes the door.

If the PCs try to ask any questions regarding the Pax Mecuri soldier, or anything to do about the incident she will give the curt reply of :

"I beg your pardon, but I don't know what you are talking about, and I am sure the Frau would not be please with me discussing her business with strangers!"

She closes the door and reports the incident to the Frau who will decide to leave the city as soon as she can.

If the PC had been to The Frau's house yesterday:

Read to the players:

After knocking on the door for a few minutes, the same elderly lady as yesterday opens the door. She says the following:

“Oh, goodness! I am terribly sorry, but the Frau will not be able to see you today. In fact she has been called into the office of the Voorstamman on some urgent matter. If you give me your names and the place you are staying I will make sure a page is sent to collect you the moment she is free to see you. Good day.”

She closes the door.

This of course is not quite a lie; the Voorstamman has sent a request to see the Frau. The fact that she has *not left yet* is another matter. If the PCs get insistent, or stop Kazsy from closing the door, she will call for the city gardt with the same consequences for the PCs as Encounter 1.

All APLs:

☞ **Kazsy Glassen**, Human female, Apt 5, hp 15. (See Appendix 1)

DMs note: Kazsy, apart from being a blood relative, is also the Obstergrafs door warden and uses her age and appearance to her Frau's best advantage.

She will, at no stage, allow the PCs past the door; and will scream for gardts (who will come running) if the PCs try to force entry. She will, of course, at all times be very polite and courteous - if a little formal. She will address Morganrood PCs in preference to PCs who are members of other clans.

Tactics: Just in case, she has the following spells prepared to deal with or resist the machinations of unwelcome visitors.

1- ghost sound, detect magic

1st - command, cause fear, comprehend languages.

2nd - see invisibility, web.

She will not hesitate to step back and *web* up the entire entry courtyard and the party.

PCs who get to this stage will be arrested by the city gardt and fined 25gp each for disturbing the peace by the local Rechter. If any PC actually assaults or offends a member of the Gardt, they will spend some time in the lock-up and not rejoin the party until Encounter Eight.

If the PC had been to the Frau's house yesterday and asked about the Pax

DMs note: The PCs, having revealed their hand yesterday to the Frau, are now primed to be set up by returning. Some players may complain about being

“rounded up”, and they may flaunt membership of this or that meta-org, or even say “I am a Paladin I cannot lie.” Either way, the gardt are having none of it and escort the PCs to the courthouse.

After knocking on the door for a few minutes the same elderly lady as yesterday opens the door. She takes a quick look at you all before suddenly throwing herself on the ground screaming for the guards! Within seconds you can hear the sound of the city gardt whistles blowing from around the corner. It appears you have been set up!

The gardt quickly surround you and you are placed under arrest. Before long, you find yourselves dispossessed of your equipment and hauled up before the City Rechter. The gardts are not being very friendly, and mutter dark words about what sort of scum attack an old woman. The Rechter demands that you explain yourselves ...

If the PCs reveal their suspicions of the Frau hand in the murder of Zeb and the innocence of Raolf:

The Rechter, after listening to your story, goes very quiet for a while. She then orders the city gardt to clear the courtroom and once this is done speaks to you privately:

“It seems that you have stumbled into the thick of a quite elaborate conspiracy. It would do you all well to consider the fact that if you delve any deeper you may well find your very lives at risk. Either way, the last thing that the canton can afford is a division in the unity of the Grafts, but the last thing the nation can afford is bad blood between the Weisspeers and the Morganroods. Some of the nobles of this Canton feel that Yattenheid should stand alone ... others that it should not. The nobles of Exag are divided on the matter; needless to say the Glassens have, for generations, been the leaders of the separatist faction. A Graf is not as easy person to bring to justice, and although I suspect what you are saying is true I am at this stage without conclusive evidence powerless to do more than inform those above me of my suspicions. Thus, I am going to release you on your own recognisance. If you do find any evidence that implicates or clears the Frau the state would welcome it. In fact, the rewards may be quite substantial.”

The PCs are escorted from the courthouse.

If the PCs do not reveal their suspicions and make up a cover story that avoids their suspicions about the Frau and Raolf innocence:

After listening for a few minutes the Rechter smiles and says the following :

"I understand the delicacy of your situation, but if you do not tell me the truth I cannot help you and I will be forced by the law to fine and imprison you all, based on the evidence of the gardt alone. Now ... tell me about Frau Glassen!"

If the PC *still* make up a cover story they get fined 50gp per APL each and, unfortunately, miss the rest of the adventure (as it ends at this point for those players).

If the PCs now reveal what they have found (even if it is a little off-base) read the following.

The Rechter, after listening to your story, goes very quiet for a while. She then orders the city gardt to clear the courtroom and, once this is done, speaks to you privately :

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The Wizard's Guild (Den Zauber Guild)

The location of the Wizard's Guild is well known in Exag (Knowledge Local check DC 10).

Taking the pin to the wizard's guild, the PCs are met by a young eager apprentice. He will confirm that the Pin is that of a "Den Eliten Zauber". The gem that normally denotes the "level" of the wizard is missing. The only way to find out who owner of the pin is, is to cast *Identify* on the Pin. This takes one hour, PCs are asked 125gp as payment (105gp for members of the Den Zauber).

An identify cast by the "guild" will tell the PC's that the pin belongs to Zirth Bothan, an identify cast by a PC reveals faint enchantment magic only. Zirth requested one-week of leave yesterday to go on an urgent expedition into The Yatils. The pin is very important to Zirth, as he requires it as a special arcane focus. The young apprentice gives the pin to you and says:

"I'm sure Emerald Eliten Zauber Bothan will reward you handsomely for returning it to him. Please mention my name. Apprentice Gerard."

The Legless Arms Tavern

You meet the barman, Jolly, and several locals. They can volunteer the following information :

- Last night was very busy.
- Raolf Weisspeer was seen with Lotta an attractive female in her early thirties until around 9pm. They were starting to get quite friendly.
- Lotta has been a long time resident of Exag, she makes and sells trinkets and jewellery and is often seen at the legless arms telling fortunes. (They are normally very embellished and more for entertainment than accuracy)
- Zeb of Onnwal arrived around 9.30 and had several drinks, and introduced himself to a large number of people and bought them drinks. He started to get cross about having to wait such a long time, and enquired after Raolf Weisspeer room number and then wandered upstairs with the statement that "he would have to wake the drunkard up".

Encounter Seven Chase That Graf!

By now, the PCs should be beginning to see a firm connection between the murder of Zeb and Frau Glassen. At 4am in the morning the large doors to the stable are opened and the sound of running horses leave the stable and turn north. "Invisible riders" will run down anyone attempting to stop them (Overrun).

The Obstergraf, Zirth, Hors and Gunter (along with two Rangers) head north into the Yatils at break-neck speed. It is the PC's job to follow them into the Yatils. The PC's may accomplish this by doing either of the following:

- The PC's watch the Glassen household and hear the horses leave the stables. The riders drop a map of the Yatils (**Map 1**). Tracking the horses in morning light is very easy as they are 6 heavy

warhorses running at full speed (Survival check, DC 3+APL).

Or

- The PC's arrive at Frau Glassen's house in the morning, and find it locked up and empty. An old street sweeper stops the PCs for a bit of a gossip and says the following:

"The Obstergraf left early in the morning! Oh! What a racket they made thundering out of here! Disturbed old Hergan's sleep, they did! Anyways, good sirs/ladies, if you see the Frau could you tell her old Hergan found this 'ere pouch on the street with her house badge on it (Ravan Rampant)?"

Hergan is very trusting and simple (the result of having the side of his head caved in by a Tiger Nomad twenty years ago), and will hand the pouch over to the PCs without a second thought. Perhaps Allitur *is* watching from above, after all.

In the pouch is a rolled up map of the Yatils with a clearly marked trail north to Graf Bridge - some 10 miles north of Exag and west along the riverbed of Der Vestrangner river. There is a point of interest marked at its headwaters. (Map 1).

Or

Larz Grosspeer tracks the PCs down and informs them that the Frau and her retinue have left the city. He gives the PCs the map which he has "acquired" (see Map 1).

At this stage, the PCs should make preparations to leave the city and follow the Graf. Prompt them to do so with either the "City Rechter" or the Pax Mecuri Larz Grosspeer, if they seem hesitant.

Proceed to Encounter 8

At this point, any PC locked up in the Exag dungeon for being unruly is released (and they rejoin the party).

Encounter Eight Into The Mountains

Leaving the walled city of Exag behind you, the tracks of the six great war horses are easy to follow as there has been little traffic on the road to the Northern Keep or Vortrote. The map shows Graf Bridge some 10 miles north of Exag, as well as a trail along the riverbed of Der Vestrangner river. There is a point of interest marked at its headwaters. This must be the place that the Obstergraf hired the Pax to investigate.

You continue along the northern road and soon reach Graf Bridge. The tracks of six warhorses are clearly visible heading west along the northern riverbank.

Although the path is unkempt, it is well constructed. Retaining walls hold back the steep slope on the right side of the path and supports the path on the river side. The only race renowned for such quality stonework are the dwarves. The forest to your right is fairly dense, and vision into it is limited to 10 to 15 feet. The view of the river is spectacular, and the water is crystal clear as it bubbles its way down the rocky river bed. The sound of birds in the trees chirping in the springtime makes travel along the path very pleasant indeed. It is clear the Obstergraf came this way, and he and his retinue weren't dawdling.

Ask the PC's to set out their order of travel on the battlemat.

After an hour of travel the PC's may notice the sound of birds cease, and a smell like that of sheep fills the air (Survival check DC 6+APL). Those that are successful receive +5 bonus to a Spot check Vs a DC 20 + Hide skill bonus which may reveal an attack about to take place on the party from above. The attackers *will* have surprise.

DMs Notes:

- The Ambush site is on the main path. To the left is a 5 ft drop to the riverbed, which is rocky. To the right is a 10ft high wall which rises up to the forest - on which the slavers stand in order to attack. Use any 5ft grid map to draw this out if necessary.
- Any netted PC gets one action each round, and may try to stop the Slavers, break free, or range attack the Slavers.
- PCs who attempt to pursue the Slavers will find the going hard, as the the Slavers have rubbed wool fat (lanolin) onto the best handholds of the wall 30ft each side of the ambush site.
- PC's who immediately follow the Slaver's path can only move at normal pace. PC's who find their own path using the survival skill move at half normal speed due to thick undergrowth.

Tactics

All APLs

Round 0: (Partial Action). The Slavers' first action is to throw their nets at the PC's in the following priority: 1. Females; 2. Humans; 3. Healthy (high Con) PC's. They will avoid anyone wearing heavy armor.

Round 1: If the Slavers hit a PC and net him/her, the Slavers will then haul up any captive PC's by dragging the catch-rope into the forest, which gives the Slavers

90% cover for PC's still on the path. PC's can try and stop their ascent with an opposed Strength check. PC's who fail will be dragged up the 10ft wall and 20 ft into the forest. If the Slavers miss, they will fight the PC's from high ground until one of them falls. At this point, the other will attempt to flee.

Round 2: The Slavers will drag captured PC's another 15 feet into the forest.

At APL 2, one Slaver will cast *entangle* from a scroll, centred 10ft behind the ambush point. This should entangle most PC's; and possibly any netted ones as well; in which case the Slavers will have to make a Strength check DC 20 to release them).

At APLs 4-10, one Slaver will throw an *alchemist's fire* onto the path. Oil and wool fat has been spread over dry branches laid on the trail, which will catch fire and burn towards the main path. PC's running through the fire will suffer 1d6 points of damage. The fire will spread 5ft per round along the track, until reaching the main path. An area will only burn for 2 rounds. as the fire burns up the track and then goes out when reaching the main path. The forest will not burn, as it is too wet.

Round 3: The Slavers will drag captured PC's another 30 feet into the forest.

Round 4: The Slavers will drag captured PC's another 30 feet into the forest.

Rounds 5-10: The Slavers will stop use (-4 to hit) subdual damage or grapple PC's unconscious. They will then bind the captured PC(s) and remove and discard any equipment and Armour (they will take Obvious high quality weapons and Coins), and hoist them onto polls. They will then depart for their camp in the Yatils.

APL 2 (EL3)

👉 Orcs (4): hp 6,6,6,6; see *Monster Manual* page 203.

APL 4 (EL5)

👉 Ogres (2): hp 29,29; see *Monster Manual* page 199.

APL 6 (EL7)

👉 Ogres (4): hp 29,29,29,29; see *Monster Manual* page 199.

APL 8 (EL8)

👉 Ogres (6): hp 29,29,29,29,29,29; see *Monster Manual* page 199.

APL 10 (EL10)

👉 Hill Giant (3): hp 102,102,102; see *Monster Manual* page 123.

Development: If any of the PC's are captured, the Slavers are working for Hors und Gunter and have sold the PC's to them already. The PC's will find any missing party members unconscious with Hor's and Gunter at Encounter Nine.

Treasure: These creatures have nothing of real value, their weapons and armor are so crude as to be worthless.

Encounter Nine The Slave Camp

You continue the long climb up into the Yatil Mountains. The air is thinning, and the temperature is dropping quickly since the sun has dipped below the western ridgeline. You near a clearing and hear the murmur of a horse.

As you observe the freshly cut clearing, you notice that it is semi-circular in shape and has a 40ft radius around a near vertical 100ft high cliff. The left side of the clearing is littered with large amounts of debris and boulders. A partially completed palisade wall with half towers has been constructed from the large trees which have been felled, and lie around the perimeter of the cleared area. The clearing slopes uphill towards a bare rock face, and is littered with stumps and underbrush.

There are six horses being driven in teams of two by bare chested men. They are doing a variety of heavy work, including ripping up stumps and dragging logs. Two men are using a huge saw, and are in the process of cutting down a large tree in the middle of the clearing. Another two men stand watch over them. The watchers stand ready with composite short bows, peering into the underbrush in the fading light. Though one is half-orc and the other human, the family resemblance is striking! The men working in teams are unarmed...but hang on...they all seem to be chained by the ankles or wrists to the equipment they are working on! One of them has fresh, bloody welts oozing blood down his back!

Describe Encounter Map "The Stockade" to the players at this point.

DM's Note: The PC's have 75% Concealment in the bush they are in, and Hors und Gunter have 50% cover in the positions they are in.

Hors und Gunter will not see or hear the PC's until they make a move or attack action. Use Spot checks vs. Hide checks; and Move Silently vs. Listen checks. The PC's have a +5 circumstance bonus due to the wind in the trees and the cover provided by the undergrowth.

Hors und Günter have orders to kill or capture anyone who follows the Obstergraf. They *cannot* be bluffed.

If they *see* the PC's, they will scream at the chained slaves to drop to the ground (which they do, taking no part in the fight) and open fire!

If they only *hear* the PC's, they will do the same but, instead of opening fire, will seek additional cover (90%).

All APLs

☛ **Slaves:** Human male Com 1, Hp 4.

APL 2 (EL2)

☛ **Hors:** Half Orc male Bar 1 hp 14, (see Appendix One).

☛ **Gunter:** Human male Bar 2, hp 21, (see Appendix One).

APL 4 (EL4)

☛ **Hors:** Half Orc male Bar 2, hp 23, (see Appendix One).

☛ **Gunter:** Human male Bar 2, hp 21, (see Appendix One).

APL 6 (EL6)

☛ **Hors:** Half Orc male Bar 4, hp 41, (see Appendix One).

☛ **Gunter:** Human male Bar 4, hp 40, (see Appendix One).

APL 8 (EL8)

☛ **Hors:** Half Orc male Bar 6, hp 59, (see Appendix One).

☛ **Gunter:** Human male Bar 6, hp 56, (see Appendix One).

APL 10 (EL10)

☛ **Hors:** Half Orc male Bar 8, hp 77, (see Appendix One).

☛ **Gunter:** Human male Bar 8, hp 72, (see Appendix One).

Treasure:

APL 2: Loot- 90 gp; Coin- 35 gp.

APL 4: Loot- 90 gp; Coin- 70 gp.

APL 6: Loot- 165 gp; Coin- 105 gp.

APL 8: Loot- 460 gp; Coin- 140 gp.

APL 10: Loot- 510 gp; Coin- 190 gp.

Concluding Encounter Nine

Once the PC have secured the site, they can begin to question the slaves. The slaves are from the Weisspeer and Hussen clans. They freely inform the PCs of the following:

- ☛ *We were captured many months ago and brought here! Some other slaves have been killed whilst trying to escape!*
- ☛ *First, they made us clear away all that rubble! It killed many of us. Then they set about getting us to fortify the area.*
- ☛ *About a month ago we were hidden away and ordered to remain silent, but one of us saw a group of Pax Mecuri come here and enter the cavern with some Morganrood nobles. It was the Frau's brother we think. They put out his eyes the next day.*
- ☛ *About a week ago a couple of hundred Morganrood soldiers and a bunch of nobles, all armed to the teeth camped here for a couple of days before entering into the cave complex. They ignored us completely but did not seem surprised. One of the soldiers came quietly over to us and gave us some food and seemed genuinely shocked at our treatment. He told us that rescue would soon be on its way. That night the wizard came and had him bound. They tortured him, and we heard his screams for hours. In the morning, they were all gone!*
- ☛ *The woman in charge, Frau Glassen, came back here with the wizard and two other men last night, and mustered up most of our guards before entering into the cavern complex.*
- ☛ *We have never been allowed to go inside.*

It should become obvious that these poor unfortunates know little else of value. They will not accompany the PCs; they are simply exhausted, hungry and scared witless. The PC's should, at this stage, move to **Encounter Ten**.

Encounter Ten Under Mountain

The entrance to the ancient Dwur cavern is very old and has only recently been cleared from the rubble that has covered the entrance for many years. There are Dwarven inscriptions around the entrance to the tunnel. Strangely, fresh air appears to blow through the entrance from the inside ...

There is a large inscription at the entrance of the cave which reads (in Dwarven):

"All those who enter be warned! You walk into the home of the mighty dwarven nation, Khunholm! Those who enter as friends will be welcomed. Those who come to plunder will be plundered themselves! Those that come to destroy will, themselves, be destroyed! Your heart will herald your fate!"

Murals, carved either side of the entrance, depict long bearded dwarves; as well as a man and a woman who both carry dwarven greataxes.

When The PC's are ready to enter the cave, read:

The cave is remarkable. The hewn, stone walls are almost smooth except for the depictions of dwarves and dwarven life carved into them. These scenes depict many aspects of what must have been common in Khund society. The most remarkable are the many depictions of Khund interacting with lizardfolk. These clearly show an alliance of sorts, as the two races are clearly engaged in trading food or weapons; as well as fighting common enemies, and even appearing to be worshipping together at a sacred lake. The floor, on the other hand, is covered in dust and loose gravel, and has a texture like marble. It is true workmanship, indeed!

Inside, there is one main tunnel, along with various side tunnels. At each intersection, someone has gone to much trouble to chalk the letter "T" on the floor, thus signifying the main route under the mountains. This route appears to have been well travelled of late, as there are numerous footprints scattered across the dusty floor. As you travel the chalk- marked route, you see many dwarven carvings; as well as the occasional dwarven tool or weapon. But if dwarves once lived here, they left many years ago. And judging by the size and complexity of the cavern, this place is big enough to have once held an entire city!

Those with the Track feat and a Survival check of DC 20 will reveal that there have been literally hundreds of travellers through here in the past few weeks. The Obstergraf and three others have come through recently. There are also some humanoid tracks : dwarves, most likely.

After two hours travel, the party will hear sounds of laughter and cries of pain close by. It is coming from a side tunnel.

If the PC's carry a light source, then they will have *no chance* of surprising the enemy up ahead. Assuming at least one PC can see 60 feet ahead of him/her self, read the following. This may need to be paraphrased to suit the number of Derro encountered.

You emerge from a short, 20 foot tunnel into a large, 90 feet wide x 120 feet long, Great Hall. The floor of the hall is extremely rough-hewn and even slightly jagged with age. In the middle of the Great Hall, about 60 feet from the entrance, lie two dwarves lie writhing and bleeding on the ground. Standing over

them are [insert number] other stocky, dwarf-like humanoids with white skin and yellow hair. They wear leather armor, studded with copper. They are circling the fallen dwarves; laughing and firing crossbow bolts from repeating crossbows into their legs and arms! Within 5 feet of the nasty little humanoids, are several altars which once must have been used to invoke the name of Moradin. They are 3 feet high and 5 feet wide.

(At APLs 8 and 10 only)

"In the shadows, to the back of the hall, there seem/s to be a/some troll(s) loitering about."

Unless the PCs are *invisible*, or hiding and moving silently, then the Derro will look up, scowl, and move 5 feet to take up a defensive position behind one of the altars nearby. They will then (on their initiative turn), fire a crossbow bolt at the nearest PC. The Troll(s) scent ability will pick up the PCs unless they have some way to disguise their scent.

Tactics: The Derro will first use *sound burst* to weaken the PCs, then use their crossbow bolts as much as possible to weaken the PC's by coating them in:

- ☛ Medium Monstrous Spider Venom – For Save DC 14 (1d4 Str, 1d4 Str).

The Trolls will use their reach to best effect.

APL 2 (EL3)

- ☛ Derro (1): hp 16; see *Monster Manual* 3.5 page 49.

APL 4 (EL5)

- ☛ Derro (2): hp 16,16; see *Monster Manual* 3.5 page 49.

APL 6 (EL6)

- ☛ Derro (3): hp 16,16,16; see *Monster Manual* 3.5 page 49.

APL 8 (EL8)

- ☛ Derro (4): hp 16,16,16,16; see *Monster Manual* 3.5 page 49.
- ☛ Troll (1): hp 63; see *Monster Manual* 3.5 page 247.

APL 10 (EL10)

- ☛ Derro (4): hp 16; see *Monster Manual* 3.5 page 49.
- ☛ Troll (2): hp 63, 63; see *Monster Manual* 3.5 page 247.

Treasure:

APL 2: loot-139gp, 4 does of medium monstrous spider venom (300gp), magic- potion of *Cure light wounds*(25gp).

APL 4: loot-278gp, 4 does of medium monstrous spider venom (300gp), magic- potion of *Cure light wounds*(25gp), and a potion of *Pass without trace*(25gp).

APL 6: loot-417gp, 4 does of medium monstrous spider venom (300gp), magic-potion of *Cure light wounds* (25gp), a potion of *Pass without trace* (25gp), a potion of *Shield of Faith +2* (25gp), and a potion of *Invisibility*(150gp).

APL 8: loot-556gp, 4 does of medium monstrous spider venom (300gp), magic-potion of *Cure light wounds* (25gp), a potion of *Pass without trace* (25gp), a potion of *Shield of Faith +2* (25gp), and a potion of *Invisibility* (150gp), and a potion of *Displacement* (375gp).

APL 10: loot-556gp, 4 does of medium monstrous spider venom (300gp), magic-potion of *Cure light wounds* (25gp), a potion of *Pass without trace* (25gp), a potion of *Shield of Faith +2* (25gp), a potion of *Invisibility* (150gp), a potion of *Displacement* (375gp), and potion of *Barkskin* +4 (450gp).

Development: If The PC's run from the fight, Baradon and Kerrick are killed, and the Khund nation is never re-united (until some braver PC's happen along and save Baradon and Kerrick). Should the PC's win, then continue with the scenario.

If the PC's all die, trying to defend Baradon and Kerrick, Kerrick is able to get up and dispatch the last of the Derro. Kerrick and Baradon will deliver the PCs bodies to Exag, but the scenario is over.

Once the fight is over, one of the dwarves will say the following, even though he must be in great pain:

"Thank you for your assistance! I cannot believe those Derro scum almost bested us! They ambushed us after we were thrown through those great doors at the end of the room! But where are my manners? My name is Baradon of the Clan Khund, and this is my grandson Kerrick. We certainly owe you our gratitude, and most definitely our lives. Come and have some dwarven ale and tell me your names, your clans, and what brings you to Dunolorae Ilith!"

And with this he pulls a dusty bottle, and two cups, from a well-worn backpack. He uncorks the bottle and holds it out to you ...

This ale is actually a specially brewed potion of *cure light wounds* (Lv15). Each PC is offered only *one* dose for 1d8+5 points of healing.

Take a note of each PC's clan as he/she relates it to the dwarves.

After listening to the PC's story, Baradon will relay his own. Baradon and Kerrick have not seen the Obstergraf. Baradon says:

"My grandson and I are seeking a lost relative of ours. Actually, he was not really lost ... he was kidnapped. His trail led us here ... to this legendary place of our fore-fathers! Last night, we managed to creep inside the doors, unobserved! The mountain seems to be happy to see us! I couldn't believe my eyes when I read the inscriptions on the entrance. The Khund Nation has been spread far and wide - from Tusmit to the Clatspurs - since the day that the dwarves fled Dunolorae Ilith, and sealed it forever!"

This morning Kerrick and I think we found the great chamber that holds the Olhupe-Baraknoror! It is over there, beyond those two-chained doors! The Olhupe-Baraknoror is an ancient dwarven relic that has the power to control the weather of the mountains by creating either fire or ice. Olhupe-Baraknoror means "The magical horn that shields from enemies" in your tongue. Come! Let us show you!"

Baradon and Kerrick show you a long corridor which ends in a pair of 20ft tall stone doors.

Baradon explains : "We tried to enter, but as we approached the doors a sickening, dizzy feeling came over us and made us worse the closer we got. I think this might only affect dwarves, as humans have clearly been down here quite recently."

If the PCs approach, they will not be affected unless they are dwarven. Any attempt to discover what this strange sickness is will be fruitless. A Spellcraft check DC 25 (or Knowledge Arcana DC 25) will reveal that this is something linked to a powerful curse, but that is all. It cannot be dispelled (at this point in time, anyway). As any PC approaches, read:

Before you stand two very ornately carved doors. Looking very out of place, is a massive padlock and chain which has been wrapped around two ornately carved handles ...

The doors have been are chained shut by the guards Frau Glassen posted here. These guards were killed and by Derro scouts and dragged off. The Derro then ran into the two dwarves and had not had time to open the doors as of yet.

❖ **Chains:** Hardness 10, hp 5; break DC 26.

❖ **Padlock:** Open Lock DC 13+APL.

❖ **Adamantine Doors:** 6 inches thick; hardness 20; hp 240; break DC 28 (stuck).

When the party have got past the chain, the lock and the doors, read:

After opening the doors, you see a long hall that is littered with hundreds of broken dwarven artefacts, bones, weapons, and armor. If ever there was a place that looked like a last stand – then this was it! Amongst Moradin and Khund Heraldry, several others stand out, as being very different. One is a spiral, of grey, black and white.

A Knowledge (Religion) check DC 11+APL will reveal the grey, black and white symbol to be that of Diirinka, God of the Derro.

Carved from the very mountain itself, you see the great horn that Baradon talked of. Coiled and snaking around the inside surface of the roof and walls like the shell of a giant snail; it ends at a large dais situated at the end of a large cavern where the mouth piece of the horn is clearly visible. It's entire surface is carved with dwarven words, runes and frescos.

At this point the PCs should blow the horn! If they hesitate, the two dwarves will encourage them with shouts from where they stand, back in the corridor.

As you put wind into the horn, a great and almost inaudible tone begins to ring out. The ground begins to shake and you feel the oppression and uneasiness that filled the mighty hall dissipate. The two dwarves rush into the chamber, tears welling up in their eyes. Whatever it was that was stopping them from entering has now been lifted. Baradon steps onto the dais and say:

"Thank you my friends! You have earned my gratitude. Be it forever known that the clan Khund owes a debt of gratitude to:

<insert PC's names here>

and to the clans:

<insert PC's Clans>

I, Baradon, claim this hall in the name of the Khund as the rightful heir of the ancient Kingdom! I will assemble our scattered people and remake that which was broken!"

And with that, he blows the great horn once more and the tone, this time, is clear and obviously magical. It has soothing, flowing effects on those of you who are gathered here! Oh, happy day!

- Any curse acquired as a result of a regional Perrenland scenario is now lifted. Note this does not include the "Favour of Nerull" cert from the scenario "Dance of Nerull". It does include the Ire Of Iuz cert, however, as well as all curses caused by obtaining cursed items or weaponry. Even those who choose not to give up a curse, must. All cursed items and objects owned by the PCs (which have a Perrenland background) are also now uncursed.
- Any PC who is dwarven can claim to be one of the Khund nation and receive the benefit of Moradin's blessing (see the Adventure Record).
- Any PC who has a tattoo from the Quagaloogal Lizardfolk (allies of the Khund) receive the Blessing of the Mountain (see the Adventure Record).

After this event, Baradon laughs with joy and says the following:

"Let us rest for now. Soon, more of my kin will arrive!"

The next morning you awake to a hall full of dwarven laughter. Baradon and Kerrick greet you.

"Look! The clan gathers! But you have slept late and I believe you have several trespassers to find?"

At this stage, the several clerics of Moradin who have arrived over-night heal any wounded PCs, and they are re-supplied with food and water.

Development: The Khund dwarves of Tusmit and Perrenland all hear the calling of Olhupe-Baraknoror and many will make their way to Dunolorae Ilith in the next few game months. All the entrances that were hidden and destroyed will be cleared by the mighty tremors sent out by the Great Horn.

Proceed to Encounter 11

Encounter Eleven Under World

Biding farewell to the dwarves (who are loath to leave the halls unprotected) you return to the path the Obstergraf appears to have taken. This means following the chalk-marked path, deeper under the hills. After an hour, you begin to notice the temperature slowly rise and, within minutes, you arrive at a medium-sized brown stone door.

The door can be freely opened from the inside.

The door opens onto the outside world ... but what world? The sun is shining, the birds are singing, and

flowers blossom in full bloom. The temperature is quite warm, and you realise this little piece of paradise is probably a geothermal valley.

But it is a paradise obviously turned into a hell! The stench of death lays thick upon the air, and you can clearly see that many hundreds of corpses. The plundered bodies of men (290 in all) in Morganrood colours and many Derro (62) and trolls (12) lie strewn about the valley. A battle has obviously taken place. Just who was the victor cannot easily be discerned.

Some 150 feet down the valley, near a steaming pool, you see four humans who are very much alerted to your presence! Two humans are advancing slowly towards you, and stop 120 feet from you with bows drawn. Behind them there is a man, and a woman who could only be Frau Glassen! The man appears to have just finished spell casting. The woman calls out: "Don't move! What are you doing here?"

The Rangers will shoot anyone who moves.

Zirth Bothan had cast *alarm* (silent) in several places before the exit to the hidden valley, so they are well of the PC's approach. Frau Glassen has just found (despite the death of the most of her loyal clansmen and noble supporters) the signed trade agreement they were originally dispatched to find. In the face of such losses, even with the recovery of the incriminating documents they are feeling very paranoid. Frau Glassen will, therefore, attempt to gather as much information as she can to determine the strengths and weakness of the party - and to buy Zirth some time to before she then orders the Rangers to attack.

- If the PC's respond with "We're looking for you! For the murder of Zeb of Onnwal!", she will actually run through the details as found in the "What really happened" paragraph at the end of Encounter One. She then says: "Now you must die!"
- If the PC's respond with "We're just exploring...", then she asks: "What have you found?" If the PC's say they have helped Baradon and Kerrick blow Olhupe-Baraknoror, she will fly into a rage, screaming: "You have ruined everything! The dwarves will control it all! I have nothing! May Incabulos walk in your shadow! Kill them!", she yells to the rangers.

Tactics: When the fight eventually starts, Zirth has already cast multiple protections and enhancement spells and is basically untouchable will teleport himself and Frau Glassen back to Exag. At APL 10 he will have precast *haste* on the rangers prior to the PC's entry. The Rangers will stand their ground, taking half cover behind trees, and fire until engaged in melee.

APL2 (EL3)

➤ **Rangers (2):** Human male Rgr1, hp 11 (see Appendix 1).

APL4 (EL4)

➤ **Ranger:** Human male Rgr1, hp 11 (see Appendix 1).

➤ **Ranger:** Human male, Rgr3, hp 24, (see Appendix 1).

APL6 (EL5)

➤ **Ranger:** Human male Rgr2, hp 17, (see Appendix 1).

➤ **Ranger:** Human male, Rgr4, hp 30, (see Appendix 1).

APL 8 and APL10 (EL6)

➤ **Ranger:** Human male, Rgr3, hp 24, (see Appendix 1).

➤ **Ranger:** Human male, Rgr5 hp 37, (see Appendix 1).

Treasure:

APL 2: Loot- 159 gp.

APL 4: Loot- 195 gp; Coin- 33 gp.

APL 6: Loot- 132 gp; C: 0 gp; Magic- Eyes of the eagle (125 gp).

APL 8: L: 184 gp; Magic- Eyes of the eagle (125 gp).

APL 10: L: 833 gp; Magic- Eyes of the eagle (125 gp).

Development: The PC's find that in his haste to leave, Zirth Bothan has left a backpack behind with some very valuable and personal items in. They find the letter (**Handout 3**) as well.

DM's Note : It is very important that both Zirth and Frau Glassen actually escape. They will *not* fight the party at all. Make the teleport a *contingency* spell if necessary to explain their escape if they are taken out by spells.

Conclusion

Read to the players :

As you return to Exag with the evidence against Zirth and Frau Olga Glassen you meet hundreds of elated Dwarves heading towards Dunolorae Ilith. The great "kin sundering curse" that affected the Khund nation, and prevented them from uniting, is now broken! But as you arrive in Exag, near panic grips the city. Almost all of the dwarves who lived in Exag appear to have left, and scores more are travelling through Exag each day – heading for the hills.

*When you report you findings to the authorities, the local Rechter has the town guard release Raolf Weisspeer when you present the letter Frau Glassen wrote. The guard arrests Frau Glassen for murder and she pays the *kopprijs* for Zeb's death. Because she used the Voormann's name to set up a trade deal, she*

is stripped of her title, and spends a short time in the Exag dungeon.

Zirth Bothan, on the other hand, has escaped and is no-where to be found. Rumors place him in Ket, Dorakaa, or hidden in Den Zauber Guild under its protection.

Any trade deal that Frau Glassen thought she might control, by controlling Dunolorae Ilith, vaporised when the dwarves, themselves, blew Olhupe-Baraknoror. The tunnels became their lands, and with members from both Tusmit and Perrenland in the Khund Clan, they are now keen to gain control of their homeland, and birthright, once again!

The End

Experience Point Summary

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

Encounters One to Seven:

Good Roleplaying and getting on the trail of Frau Glassen. Avoiding fighting with Kazsy Glassen. PCs get no experience if they fight the old lady.

APL2 30 xp; APL4 60 xp; APL6 150 xp;
APL8 210 xp; APL10 270 xp;

Encounter Eight

Defeat the Slavers

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 240 xp; APL10 300 xp;

Encounter Nine

Defeat Hors und Gunter

APL2 90 xp; APL4 120 xp; APL6 180 xp;
APL8 240 xp; APL10 300 xp;

Encounter Ten

Defeat the Derro/Trolls

APL2 90 xp; APL4 150 xp; APL6 180 xp;
APL8 240 xp; APL10 300 xp;

Helping Baradon get into the chamber and blow the horn

APL2 30 xp; APL4 60 xp; APL6 90 xp;
APL8 120 xp; APL10 150 xp;

Encounter Eleven

Defeat the Evil Rangers

APL2 90 xp; APL4 120 xp; APL6 150 xp;

APL8 180 xp; APL10 180 xp.

Total possible experience:

APL2 420 xp; APL4 690 xp; APL6 960 xp;
APL8 1230xp; APL10 1500xp;

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter Nine:

APL 2: L: 90 gp; C: 35 gp; M: 0 gp
APL 4: L: 90 gp; C: 70 gp; M: 0 gp
APL 6: L: 165 gp; C: 105 gp; M: 0 gp
APL 8: L: 460 gp; C: 140 gp; M: 0 gp
APL 10: L: 510 gp; C: 190 gp; M: 0 gp

Encounter Ten:

APL 2: L: 439 gp; C: 0 gp; M: 25 gp
APL 4: L: 578 gp; C: 0 gp; M: 50 gp
APL 6: L: 717 gp; C: 0 gp; M: 225 gp
APL 8: L: 856 gp; C: 0 gp; M: 600 gp
APL 10: L: 856 gp; C: 0 gp; M: 1050 gp

Encounter Eleven:

APL 2: L: 159 gp; C: 0 gp; M: 0 gp
APL 4: L: 195 gp; C: 33 gp; M: 0 gp
APL 6: L: 132 gp; C: 0 gp; M: 125 gp
APL 8: L: 184 gp; C: 0 gp; M: 125 gp
APL 10: L: 833 gp; C: 0 gp; M: 125 gp

Conclusion

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 300 gp; M: 0 gp
APL 8: L: 0 gp; C: 400 gp; M: 0 gp
APL 10: L: 0 gp; C: 500 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 688 gp; C: 100 gp; M: 25 gp - Total: 813 gp
APL 4: L: 863 gp; C: 303 gp; M: 50 gp - Total: 1216 gp
APL 6: L: 849 gp; C: 405 gp; M: 350 gp - Total: 1605 gp
APL 8: L: 780 gp; C: 540 gp; M: 725 gp - Total: 2045 gp
APL 10: L: 1500 gp; C: 690 gp; M: 1175 gp - Total: 3365 gp

Items for the Adventure Record

The PC's may purchase any +1 weapon from the DMG or PHB at a 10% discount during this adventure.

APL 2-6: The PC's may upgrade one +1 weapon or one suit of +1 armor up to +2; or have added one of the below listed Special Abilities to a +1 weapon or suit of armor. You must pay the cost difference for this upgrade.

Armor: *Fortification*, *Light* and *Silent Moves*.

Weapon: *Spell storing and Thundering*.

APL 8-12: The PC's may upgrade one +2 weapon or one suit of +2 armor up to +3; or have added one of the below listed Special Abilities to a +2 weapon or suit of armor.

Armor: *Spell Resistance 13*.

Weapon: *Axiomatic* and *Icy Burst*.

Favour of the Khund: Baradon, Haigh Righ (High King) of the Khund Clan, is in your debt for saving his life from the Derro and blowing Olhupe-Baraknoror (the great horn). You are considered Samman (Shield Brothers) to the Khund Clan. This gives you a +2 reaction bonus when dealing with members of the Khund Clan and free up-keep in any adventure that occurs within the lands of the Khund.

Blessing of Moradin: With the blowing of the great horn you have realised the great heritage to which you belong. You are a member of the Khund. At anytime you can claim hearth and home benefits of that membership. You have a lifestyle of free in any regional scenario that occurs within the lands of the Khund. Moreover some of the magic from being so close to the horn when it was sounded has passed from the great lord Moradin himself into you. You gain the one time use of each of the following spells cast as a 18th level cleric: *Spell Resistance* and *Stoneskin*.

Blessing of the Mountain: With the blowing of the great horn your tattoos from the Quagaloogal lizard folk have gained an additional benefit as befitting the ancient alliance between the Quagaloogal and the Khund. You gain the benefits of a "*resist cold*" spell cast as a 12th level Sorcerer once per adventure.

Favour: When in the city of Exag your PC gains +5 to any diplomacy checks regarding the City Rechter because of your actions in upholding justice in the city. This favour may be used to gain promotion with the Auszug or Pax Mecuri.

Adventure access to: Medium Monstrous Spider Venom – For Save DC 14 (1d4 Str, 1d4 Str). 150gp per dose. You may not buy more than three doses of this poison.

Item Access

APL 2: Potion of *Cure Light Wounds*.

APL 4: Potion of *Pass without trace*.

APL 6: Potion of *Shield of faith* +2, potion of *Invisibility*, Eyes of the Eagle.

APL 8: Potion of *Displacement*.

APL 10: Potion of *Barkskin* +4

Appendix I

Encounters One and Six

All APLs

☛ **Kazsy Classen:** Female Human Adp5; Medium Humanoid; HD 5d6-15 (Adept); hp 20; Init +1; Spd 30; AC 9; BA/G +2/-1, Atk -1 melee or -1 ranged; Full Atk -1 melee or -1 ranged; AL N; SV Fort -2, Ref -2, Will +7; STR 5, DEX 5, CON 5, INT 16, WIS 16, CHA 16.

Skills and Feats: Alchemy+7, Bluff+9, Diplomacy+11, Heal+7, Knowledge (Local)+8, Sense Motive+5, Spellcraft+6; Brew Potion, Improved Initiative, Scribe Scroll.

Possessions: Magic: Ring: Protection +1; Wondrous: Bracers of armor (+1); Wondrous: Medallion of Thought Projection.

Spells Known (Adp 3/3/2): 0 - *Create Water, Cure Minor Wounds, Detect Magic, Ghost Sound, Guidance, Light, Mending, Purify Food and Drink, Read Magic; 1st - Bless, Burning Hands, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Endure Elements, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Sleep; 2nd - Aid, Animal Trance, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Darkness, Delay Poison, Endurance, Invisibility, Mirror Image, Resist Elements, See Invisibility, Web.*

Spells Prepared (Adp 3/3/2): 0 - *Cure Minor Wounds, Detect Magic, Ghost Sound; 1st - Cause Fear, Command, Comprehend Languages; 2nd - See Invisibility, Web.*

Encounter Nine

APL 2 (EL3)

☛ **Hors:** Male Half Orc Bar 1 CR 1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [Dex +2 Chainmail +5]; BA/G +1/+5, Atk +5 melee (1d8+6/19-20, Longsword) or +3 ranged (1d8+4, Mighty composite longbow (18 Str)), Full Atk +5 melee (1d8+6/19-20, Longsword) or +3 ranged (1d8+4, Mighty composite longbow (18 Str)); SA Nil; SQ Rage 1/day, Fast movement; AL NE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Climb +2, Listen +2, Weapon Focus (Greataxe)

Possession: Longsword, Mighty Composite Longbow, Chainmail, 20 arrows, 5GP

☛ **Gunter:** Male Human Bar 2 CR 2; Medium Humanoid; HD 2d12+4; hp 21; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14) [Dex +3 Chain shirt +4];

BA/G +2/+4 Atk +4 melee (1d8+3/19-20, Longsword) or +6 ranged (1d8+2, Mighty composite longbow (14 Str)), Full Atk +4 melee (1d8+3/19-20, Longsword) or +6 ranged (1d8+2, Mighty composite longbow (14 Str)); SA Nil; SQ Rage 1/day, Fast movement, Uncanny dodge; AL NE; SV Fort +4, Ref +3, Will +0; Str 15, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +5, Listen +5, Move Silently +1, Ride +4, Spot +2, Tumble +5, Survival +4, Weapon Focus (Composite Longbow), Improved Initiative

Possessions: Mighty Composite longbow (14 Str), Longsword, Chainshirt, 20 Arrows, 200GP(Bounty) 5 Gp

APL 4 (EL4)

☛ **Hors:** Male Half Orc Bar 2 CR 2; Medium Humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 15) [Dex +2 Chainmail +5]; BA/G +2/+6 Atk +7 melee (1d12+6, Greataxe) or +5 ranged (1d8+4, Mighty composite longbow (18 Str)), Full Atk +7 melee (1d12+6, Greataxe) or +5 ranged (1d8+4, Mighty composite longbow (18 Str)); SA Nil; SQ Rage 1/day, Fast movement, Uncanny dodge; AL NE; SV Fort +5, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Climb +2, Intimidate -1, Listen +3, Weapon Focus (Greataxe)

Possessions: Mighty Composite longbow (14 Str), Greataxe, Chainmail, 20 Arrows, 10Gp

☛ **Gunter:** Male Human Bar 2 CR 2; Medium Humanoid; HD 2d12+4; hp 21; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14) [Dex +3 Chain shirt +4]; BA/G +2/+4, Atk +4 melee (1d8+3/19-20, Longsword) or +6 ranged (1d8+2, Mighty composite longbow (14 Str)); Full Atk +4 melee (1d8+3/19-20, Longsword) or +6 ranged (1d8+2, Mighty composite longbow (14 Str)); SA Nil; SQ Rage 1/day, Fast movement, Uncanny dodge; AL NE; SV Fort +4, Ref +3, Will +0; Str 15, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +5, Listen +5, Move Silently +1, Ride +4, Spot +2, Tumble +5, Survival +4, Weapon Focus (Composite Longbow), Improved Initiative

Possessions: Mighty Composite longbow (14 Str), Longsword, Chainshirt, 20 Arrows, 400GP(Bounty) 10 Gp

APL 6 (EL6)

☛ **Hors:** Male Half Orc Bar 4 CR 4; Medium Humanoid; HD 4d12+8; hp 41; Init +2; Spd 40 ft.; AC

17 (touch 12, flat-footed 15) [Dex +2 Chainmail +5]; BA/G +4/+9, Atk +11 melee (1d12+8, MW Greataxe) or +7 ranged (1d8+4, Mighty composite longbow (18 Str)); Full Atk +11 melee (1d12+8, MW Greataxe) or +7 ranged (1d8+4, Mighty composite longbow (18 Str)); SA Nil; SQ Rage 2/day, Fast movement, Trap sense +1, Uncanny Dodge (AC Bonus); AL NE; SV Fort +6, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Climb +2, Intimidate +3, Listen +3, Weapon Focus (Greataxe)

Possession: Masterwork Greataxe, Mighty Composite Longbow, Chainmail, 20 Arrows, 15GP

☛ **Gunter:** Male Human Bar 4 CR 4; Medium Humanoid; HD 4d12+4; hp 40; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14) [Dex +3 Chain shirt+1 +4]; BA/G +4/+6, Atk +6 melee (1d8+3/19-20, Longsword) or +10 ranged (1d8+2, Mighty composite longbow (14 Str)) Full Atk +6 melee (1d8+3/19-20, Longsword) or +10 ranged (1d8+2, Mighty composite longbow (14 Str)); SA Nil; SQ Rage 1/day, Fast movement, Trap sense +1, Uncanny Dodge (AC Bonus); AL NE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +8, Listen +7, Move Silently +3, Ride +4, Spot +3, Tumble +7, Survival +4, Weapon Focus (Composite Longbow), Improved Initiative

Possessions: Masterwork Mighty Composite longbow (14 Str), Longsword, Chainshirt, 50 Masterwork Arrows, 600GP(Bounty) 15 Gp

APL 8 (EL8)

☛ **Hors:** Male Half Orc Bar 6 CR 6; Medium Humanoid; HD 6d12+12; hp 59; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [Dex +2 Chainmail +5]; BA/G +6/+11, Atk +13 melee (1d12+8, +1 Greataxe) or +9 ranged (1d8+4, Mighty composite longbow (18 Str)), Full Atk +13/+8 melee (1d12+8, +1 Greataxe) or +9/+4 ranged (1d8+4, Mighty composite longbow (18 Str)); SA Nil; SQ Rage 2/day, Fast movement, Trap sense +2, Improved Uncanny Dodge (AC Bonus, unable to be flanked); AL NE; SV Fort +7, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Climb +0, Intimidate +7, Listen +3, Cleave, Power Attack, Weapon Focus (Greataxe), 20 Gp

Possession: +1 Greataxe, Mighty Composite Longbow, Chainmail, Acid (flask), Ram, Portable.

☛ **Gunter:** Male Human Bar 6 CR 6; Medium Humanoid; HD 6d12+6; hp 56; Init +7; Spd 40 ft.; AC 18 (touch 13, flat-footed 15) [Dex +3 Chain shirt+1 +5]; BA/G +6/+8, Atk +9 melee (1d8+3/19-20, Longsword)

or +12 ranged (1d8+3, +1 Mighty composite longbow (14 Str)), Full Atk +9/+4 melee (1d8+3/19-20, Longsword) or +12/+7 ranged (1d8+3, +1 Mighty composite longbow (14 Str)); SA Nil; SQ Rage 2/day, Fast movement, Trap sense +2, Improved Uncanny Dodge (AC Bonus, unable to be flanked); AL NE; SV Fort +6, Ref +5, Will +2; Str 15, Dex 17, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +8, Listen +11, Move Silently +5, Ride +4, Spot +6, Tumble +5, Survival +4, Alertness, Improved Initiative, Toughness, Weapon Focus (Composite Longbow).

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Chainshirt +1, 50 Masterwork Arrows, Masterwork Manacles. 800GP(Bounty) 20 Gp

APL 10 (EL10)

☛ **Hors:** Male Half Orc Bar 8 CR 8; Medium Humanoid; HD 8d12+16; hp 77; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [Dex +2 +1 Chainmail +6]; BA/G +8/+14, Atk +15 melee (1d12+8, +1 Greataxe) or +12 ranged (1d8+4, Mighty composite longbow (18 Str)), Full Atk +15/+10 melee (1d12+8, +1 Greataxe) or +12/+7 ranged (1d8+4, Mighty composite longbow (18 Str)); SA Nil; SQ Rage 3/day, Damage Reduction 1/-, Fast movement, Trap sense +2, Improved Uncanny Dodge . Uncanny Dodge; AL NE; SV Fort +8, Ref +4, Will +2; Str 21, Dex 14, Con 14, Int 7, Wis 10, Cha 6.

Skills and Feats: Climb +2, Intimidate +11, Listen +3, Cleave, Power Attack, Weapon Focus (Greataxe),

Possession: +1 Greataxe, Masterwork Mighty Composite Longbow (18), Chainmail, 50 Masterwork Arrows, 70Gp

☛ **Gunter:** Male Human Bar 8 CR 8; Medium Humanoid; HD 8d12+8; hp 72; Init +7; Spd 40 ft.; AC 19 (touch 14, flat-footed 15) [Dex +4, +1 Chain shirt +5]; BA/G +8/+10 Atk +11 melee (1d8+3/19-20, Longsword) or +15 ranged (1d8+3, +1 Mighty composite longbow (14 Str)), Full Atk +11/+6 melee (1d8+3/19-20, Longsword) or +15/+10 ranged (1d8+3, +1 Mighty composite longbow (14 Str)); SA Nil; SQ Rage 3/day, Damage Reduction 1/-, Fast movement, Trap sense +2, Improved Uncanny Dodge , Uncanny Dodge; AL NE; SV Fort +7, Ref +6, Will +2; Str 15, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +10, Listen +13, Move Silently +7, Ride +5, Spot +7, Tumble +10, Survival +4, Alertness, Improved Initiative, Toughness, Weapon Focus (Composite Longbow).

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Chainshirt

+1, 50 Masterwork Arrows, Masterwork Manacles, Crowbar, grappling hook. 1000GP(Bounty) 70 Gp

Encounter 11

APL2 (EL2)

☛ **Rangers (2):** Male Human Ran 1 CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2 Studded leather +3]; BA/G +1/+3, Atk +4 melee (1d8+2/19-20, Longsword) or +3 ranged (1d8+2, Composite Longbow), Full Atk +4 melee (1d8+2/19-20, Longsword) or +3 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5, Move Silently +5, Spot +5, Survival +5, Point Blank Shot, wild empathy, Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Shortsword, Studded Leather, 20 Arrows.

APL4 (EL4)

☛ **Ranger:** Male Human Ran 1 CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2 Studded leather +3]; BA/G +1/+3, Atk +4 melee (1d8+2/19-20, Longsword) or +4 ranged (1d8+2, Composite Longbow), Full Atk +4 melee (1d8+2/19-20, Longsword) or +4 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5, Move Silently +5, Spot +5, Survival +5, Point Blank Shot, wild empathy, Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Shortsword, Studded Leather, 20 Arrows, 10 Masterwork Arrows, 100 GP

☛ **Ranger:** Male Human Ran3 CR 3; Medium Humanoid; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2 Studded leather +3]; BA/G +3/+5, Atk +6 melee (1d8+2/19-20, Longsword) or +6 ranged (1d8+3, Composite Longbow), Full Atk +6 melee (1d8+2/19-20, Longsword) or +6 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +4, Ref +3, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +8, Move Silently +8, Spot +12, Survival +7, Point Blank Shot, Precise Shot, wild empathy, Endurance, Combat Style (Rapid Shot), Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Masterwork Shortsword, Masterwork Studded Leather, 20 Arrows 10 Masterwork Arrows, 100 GP

APL6 (EL5)

☛ **Ranger:** Male Human Ran 2 CR 2; Medium Humanoid; HD 1d8+1; hp 15; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2 Studded leather +3]; BA/G +2/+4, Atk +4 melee (1d8+2/19-20, Longsword) or +4 ranged (1d8+3, Composite Longbow), Full Atk +4 melee (1d8+2/19-20, Longsword) or +4 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7, Move Silently +7, Spot +6, Survival +6, Point Blank Shot, wild empathy, Combat Style (Rapid Shot), Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Longsword, Shortsword, Studded Leather, 20 Arrows

☛ **Ranger:** Male Human Ran4 CR 4; Medium Humanoid; HD 4d8+4; hp 25; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [Dex +2, Studded leather +3]; BA/G +4/+6, Atk +7 melee (1d8+2/19-20, Longsword) or +7 ranged (1d8+3, Composite Longbow), Full Atk +7 melee (1d8+2/19-20, Longsword) or +7 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +10, Move Silently +10, Spot +18, Survival +8, Point Blank Shot, Precise Shot, Animal companion, wild empathy, Endurance, Combat Style (Rapid Shot), Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Shortsword, Studded Leather, 20 Arrows, Eyes of the Eagle

APL8 and 10 (EL6)

☛ **Ranger:** Male Human Ran3 CR 3; Medium Humanoid; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2 Studded leather +3]; BA/G +3/+5, Atk +6 melee (1d8+2/19-20, Longsword), or +5 ranged (1d8+3, Composite Longbow), Full Atk +6 melee (1d8+2/19-20, Longsword), or +5 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +4, Ref +3, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +8, Move Silently +8, Spot +12, Survival +7, Point Blank Shot, Precise Shot, wild empathy, Combat Style (Rapid Shot), Track, Favoured Enemy (Dwarf)

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword Shortsword, Studded Leather, 20 Arrows

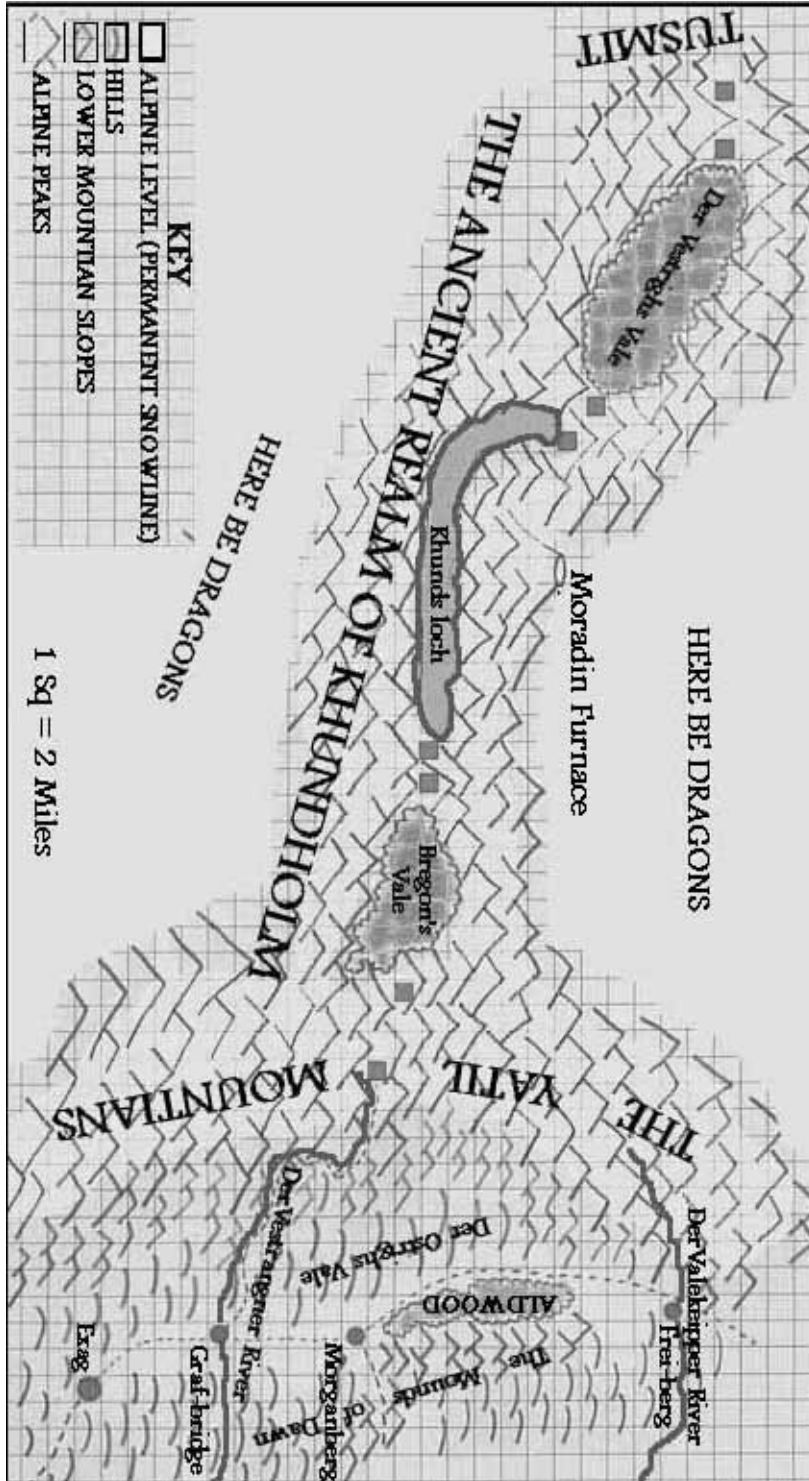
☛ **Ranger** : Male Human Ran5 CR 5; Medium Humanoid; HD 5d8+5; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [Dex +3, Studded leather +3]; BA/G +5/+7, Atk +8 melee (1d8+2/19-20, Longsword) or +10 ranged (1d8+2, Composite Longbow), Full Atk +8 melee (1d8+2/19-20, Longsword) or +10 ranged (1d8+2, Composite Longbow); SA Nil; SQ Nil; AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Move Silently +11, Spot +19, Survival +9, Point Blank Shot, Precise Shot, Animal companion, wild empathy, Endurance, Combat Style (Rapid Shot), Track, Favoured Enemy (Dwarf), Favoured Enemy (Elf)

Spells Prepared (0/1; base DC = 11 + spell level):
1st— Entangle;

Possessions: Masterwork Mighty Composite longbow (14 Str), Masterwork Longsword, Masterwork Shortsword, Studded Leather, 20 Arrows, Eyes of the Eagle

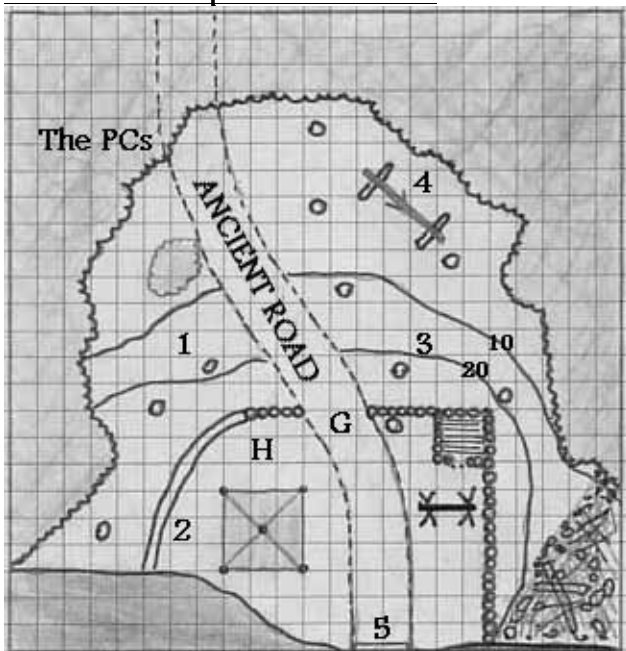
Map 1: Khundholm



Player Handout 1: Den Zauber Guild Pin



Encounter Map: The Stockade



Key

H = Hors

G = Gunter

1 to 3 = Slave with draft horses

4 = Slaves sawing

5 = Entrance to Complex.

Player Handout 3: The Letter

Dear Zirth

One of the Pax returned from the expedition into the Yatils and he threatened to expose me because he found out that we were not acting for Karinin. He says that the Trade agreement was signed, but Ketite Mercenaries and Derro set upon them. Hors und Gunter have the Pax unconscious at my house. Brother I am in need of Den Zauber talents and resources, the Pax must die, but it must be done so as to divert attention from me, and our venture.

Please come to my house

Your loving Sister

OB