

PROMISES TO KEEP

**A ONE-ROUND D&D PERRENLAND LIVING GREYHAWK™
ADVENTURE**

By Mark Somers & Adam Reeve

A letter from a well-regarded benefactor leads to a rescue mission in the Yatil Mountains. Can a national hero be exposed as the villain that he is, and can justice be done? A scenario for APLs 4-6.

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This is a RPGA Network adventure game for the Living Greyhawk™ Campaign. A four-hour time block has been allocated for playing the game (or this round of the game), but you may have more (or less) time depending on your convention/game day organizers.

instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points:

The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 ***bold italics***. It is strongly recommended that you paraphrase the player text,

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
 - 4)
 - 5) 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 lower adjacent APL.

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozen are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the Living Greyhawk campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE IN PERRENLAND

PCs in Living Greyhawk events must pay a Lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover the cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are normally divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles. Some Perrenesse institutions and Meta-organizations will, however, give access to a certain lifestyle and other benefits. These include the following.

ACTUAL LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

None	You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have Wilderness Lore of 6 or higher to avoid being Destitute.
Standard	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
Rich	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfits, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC

with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Modifier	Charisma
None	0gp	-2	
Standard	12gp x TU	+0	
Rich	50gp x TU	+2	
Luxury	100gp x TU	+4	

DM'S INTRODUCTION

This adventure is set in the Concatenated Cantons of Perrenland, in the boundary between the cantons of Nederboden and Hugelrote. Much of the game takes place in and around the lost Ur-Flannae city of Kir Rüss.

Promises To Keep is the sequel to The Voormann's Daughter and although it is not absolutely vital that players have previously participated in that scenario, it is certainly extremely desirable. Players should be strongly encouraged to play The Voormann's Daughter before playing Promises To Keep. There are references in this scenario to events and people from The Voormann's Daughter.

The game starts with the characters resting in the village of Rikkendal, following a local revel. (Rikkendal is a location from the scenario Pig Tales, so it is also desirable – but not vital – that players should have already played that scenario as well.) A messenger delivers a letter to them that will set them on their path. The general location of Reggi Dâs has been determined, meaning that her rescue can be attempted.

WHAT HAS HAPPENED SINCE THE VOORMANN'S DAUGHTER

In the Voormann's Daughter, Kârl Hüssen became a hero by eliminating a band of marauding humanoids. What the PCs know – but had no firm proof of – was that Kârl Hüssen has set up the attacks so that he could step in and play the hero. This information was discovered by the PCs working with the Voormann's daughter, Hännè Weisspeer, who had worked her way into Kârl's confidence to some degree.

In the climax of the previous scenario the PCs gained the testimony of a half-orc scout who was Kârl's go-between with the humanoids. This scout, Roggo Dâs, was working for Kârl because his sister Reggi was being held hostage. Once the PCs promised to find and rescue Reggi, Roggo explained what Kârl was up to and promised to testify. Sadly, on the way back to Krestible, to take Roggo to Hännè's uncle Hasten, an assassin killed the scout. Thus there was only hearsay evidence and no proof.

Since then Hännè Weisspeer has been playing a dangerous game, trying to find out more about Kârl's activities and endeavouring to locate where Reggi is being held. Hasten himself has been using his own contacts to find out Reggi's location. Unfortunately, this has tipped Kârl off and he knows Hännè is spying on him. He knows the PCs are looking for Reggi and has decided that she is a loose end.

Kârl himself has a degree of heroic stature in Perrenland since wiping out the humanoids and opening up the Krestingstrek to trade again. He has used this popularity to help bolster his campaign to become the next Voormann. His rise in popularity, coupled with the mediocre following enjoyed by the current Voormann (who is from Clan

Weisspeer) has seen friction increasing between the clans of Hüssen and Weisspeer. Since they are close neighbours, the chances of hot-heads from each clan meeting are high.

THE BACK STORY

Kârl Hüssen is in cahoots with Jasper Mòrgenrood, a Hugelrote dignitary and mining baron. About a year ago they discovered a lost Ur-Flannae city which they christened Kir Rüss. The city was stocked with plenty of abandoned treasures, but also a number of very dangerous creatures. Kârl came up with the idea of using slaves to hunt for treasure, which is then sold on to foreign traders for a very tidy profit. Kârl is using the considerable money he nets from this to fund his own nefarious plans. Their activities are a secret, especially the fact they are using slave labour, and it would be bad for them if word of their activities were to get out.

RUNNING PROMISES TO KEEP

Some scenarios are, by necessity, very linear and restrictive. This is not one of them. The writers have attempted to cover as many options as possible but players have a knack of doing the unexpected. We would urge GMs to allow players as much freedom as possible to do what they like. If a situation arises that isn't detailed in the text then the GM has every right to improvise as the situation demands. The most important thing is to try to avoid having Kârl Hüssen killed or captured. The odds are very much against this anyway. Otherwise, do have fun.

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

ADVENTURE SYNOPSIS

The characters start in Rikkendal, where the return of a local son, Fraedrig Zussrig, has been celebrated. A messenger arrives bearing a letter for the PCs from Hasten Weisspeer, their employer from The Voormann's Daughter. The letter notes that through the fine work of Hasten's niece, Hännè, the location of Reggi Dâs, the missing sister of the late Roggo, has been determined. She is in the care of one Jasper Mòrgenrood, a 'mining baron' whose camp is to be found near the foot of the Mounds of Dawn.

Assuming the characters take the bait and head North, they can travel along the Vestertrek until they come to the Dréboom Huis, a wayfarer's inn where guides can be found. There, if they do look for a local guide, they can hire the services of Hergen Rieg.

What they don't know is that Kârl Hüssen knows about their interest – he has interrogated Hännè Weisspeer and has many spies – and has laid some plans to waylay

them. All of the local guides have been paid off and they will be lead into a trap, resulting in their capture. Should they choose not to use a guide they will be followed and a capture attempt made regardless.

Captured or not, the trail leads to Jasper Mörgerood's mining camp, where a few hundred souls are being kept in slavery. The PCs will join them if they are captured, after being presented to Kârl Hüssen, who enjoys a good gloat.

It will soon become apparent that a lost Ur-Flannae city called Kir Rüss has been discovered, and is being plundered for its treasures. The slaves are sent into the city to explore and remove the treasures, often leading to their deaths. This is a task that will be given to the characters if they are captured. They will also meet with Reggi Dâs, who is no captive, but a slave overseer. She thinks her brother Roggo is Hüssen's captive and is working for him to ensure her brother's safety. Once she has learned of Kârl's duplicity she will endeavour to free the PCs, resulting in her own capture and leading to her sharing their fate.

If the characters are not captured then they will learn that Reggi is within the city and they will have to enter it to find her. Either way the next stage of the game takes place within Kir Rüss.

The characters are sent into the city to look for and recover treasure, or to seek Reggi Dâs. This results in some traditional 'dungeon' exploration before a hitherto undiscovered tunnel is found that allows them to depart through means other than the sole known entrance to the canyon city.

Now the PCs may either endeavour to leave straight away, try to hunt down Kârl Hüssen or free all the slaves. Reggi will push for the latter choice above all others and now acts as the party's conscience.

Unless the PCs are exceptionally skilled or lucky the alarm will be raised before they can get to Kârl, should they choose that path, and he will have time to set enough obstructions to allow his escape.

The scenario ends with the PCs having proof of Kârl's villainous activities, although he will be free and possibly have Hännë captive.

PLAYER INTRODUCTION

Though Winter is long gone a bitter chill grips the highlands of the Yatils at nights, and it is pleasant to have the heat of a fire warm your bones. Even more so if you are with friendly company and the ale is flowing. Song and dance fills The Strangled Goose with good cheer. Tonight the villagers of Rikkendal celebrate the return of a neighbour, Fraedrig Zussrig of the Oskindal stadt, and you have been invited to join them. Only fools reject the offer of free food and drink and good company.

If any of the characters have played the scenario Pig Tales then they may well be familiar with the locals. Fraedrig is the surviving son of the family murdered in that scenario, and he has left his posting in the Auszug to return and take over the running of the family stadt. If any PCs were involved in that scenario then they will likely be treated as honoured guests and feted by the locals. Otherwise, they just happen to be in Rikkendal at an opportune time and can just enjoy the festivities.

GMs with a sense of humour may wish to add a spot of colour if there are any likely looking female PCs – the women of the village have determined that Fraedrig needs to find a good wife to settle down with, and soon.

The festivities, however, are not important to the scenario and should not be played out extensively, if at all. The prime adventure hook happens the next morning when the celebrations are over and hangovers are being nursed. A rider arrives from Krestible, a messenger bearing a letter for the PCs from Hasten Weisspeer. The courier, Gedden Heirick, has no idea what the letter says and couldn't care less. He was paid a mark to deliver the message and that is what he has done. He will wait to see if the group have a reply message, enjoy a meal and a drink, and then depart.

Gedden Heirick (male human War1)

The letter is detailed in Player Handout #1, which should now be given to the players. It details the possible location of Reggi Dâs and intimates that the characters should endeavour to rescue her. If they don't then they may as well pack up their gear and go home, though the indication of what they should do is blatant.

What if none of the characters played The Voormann's Daughter?

If the characters haven't played the first scenario and or did not otherwise make the promise to rescue Reggi then consider the following. One of the group's closest associates was involved in the activities surrounding the events of The Voormann's Daughter. This associate made the oath to Roggo Dâs to help find and rescue his sister Reggi. Unfortunately this character is caught in a pinch, for they have equally pressing matters to attend to. Rather than ignore the situation, this person has decided to ask some trusted friends to help instead.

Thus the messenger arrives having visited the group's friend. He will identify himself with a suitable key piece of information (eg. the name of the barmaid in Traft that he and a PC were trying to chat up last year.) and also the original letter from Hasten. The friend's message is a request to endeavour to rescue the woman, Reggi Dâs. He himself has promised to do so but cannot break his current contract and he feels that time may be of the essence.

In addition, clan affiliated or long-term residents of Perrenland will know that there is some tension between

the clans Hüssen and Weisspeer and that various people are questioning the motives of Kârl Hüssen. What is known for a fact is that, as a cleric of Allitur, Hasten Weisspeer's integrity is beyond reproach.

The characters will hopefully choose to take the task and preserve their friend's honour, as well as possibly doing the right thing by rescuing a 'damsel in distress'.

A GM should feel free to involve the PCs into coming up with a suitable reason for them taking on this task which, on the surface, shows few monetary rewards.

ENCOUNTER ONE THE DRÉBOOM HUIS

You accompany Fraedrig Zussrig to his home stadt in Oskindal, a lonely place for a single man. With luck he will find a partner and live in the stadt up again.

Bidding Fraedrig luck you take your leave and journey north along the Vestertrek. It takes several days travel, stopping in mountain stadts along the way. The folk of the Yatils are private and close-mouthed people, but they are also hospitable and will house and feed travellers.

Eventually the reddish brown humps of the Mounds of Dawn appear on the distant horizon and you soon find the Dréboom Huis. Lying in a sheltered valley, it is a warm and sunny place. Streams run down the mountain slopes to feed a small dark lake, on the shore of which lies the inn.

Three ancient gnarled trees huddle by the side of a two storey stone building whose steep shale roof is bent and warped with age. A low stone wall encircles the inn, forming a compound in which a handful of mountain ponies and goats graze calmly, ignoring the fat geese that waddle around them. A smaller stone building seems to double as a stable and barn.

A trail leads from the Vestertrek to the inn, passing through an arched gate, by which a trio of small boys throw toy spears at a wooden target. A portly woman is hanging clothes on a line in the yard whilst an old man seems to be repairing a wheelbarrow. None seem concerned at your approach.

The group arrive at the Dréboom Huis in the late afternoon. They (or their mounts) will be thirsty, hungry and in need of a rest. It is a quiet period at the inn, as their last patrons (a hunting group heading to the Mounds of Dawn to help pursue a rogue monster) departed the day before.

The people that live here, the Fruntz family, are members of the Hüssen clan. They have little to do with clan activities, though, and consider themselves to be folk of Hugelrote over any clan loyalty. They are none too fussed about Kârl Hüssen, from what little they've seen of him. They know the following information about Géldal.

- Jasper Mōrgenrood, who seems like a cunning operator, manages the mining camp.
- They mine copper up there and there's a few hundred people in the camp.
- There a wagon trails that lead up to the camp, but there are several intersections and you need to turn off a few times to get to Géldal. A guide is advised.
- There is a bit of tension between the Hüssen and Mōrgenrood clans in the area, as the Hüssen's are seen to be a little sharp in their dealing with their neighbours. The Fruntz family are rare in that they are Hüssen clansfolk whose sympathies lie with the Mōrgenroods.

The old man is Êrn Fruntz, the patriarch of the local clan. He is in his mid sixties and was once a skilled hunter. Now he suffers from rheumatism and remains by the stadt keeping himself occupied. Êrn is a quiet man who spares little time for unnecessary chatter. He keeps his business to himself and accords others the courtesy of not prying into their affairs.

Above the hearth in the main stadt is the mummified head of a black-skinned ogre. Any PCs of the Mōrgenrood or Hüssen clans will now automatically know who Êrn is. Any native Perrender not from these clans may make a Knowledge (history) test (DC 15) to know this information:

When he was just ten Êrn was cornered by the ogre and killed it with a single (lucky) throw of a spear through its eye. The story is still told about the boy Êrn the Ogre-killer. The PCs are being hosted by a famous person in these parts!

Êrn Fruntz, male human Rgr6: CR 6; Medium humanoid (5' 9" ft. tall); HD 6d10+9; hp 39; Init -1 (Dex); Spd 30; AC 9 (-1 Dex); Atks +7/+2 melee (1d6+1 [crit x3], handaxe) +5/+0 ranged (1d8 [crit 19-20/x2], light crossbow); SA none; SQ favoured enemies – orcs, ogres; AL N; SV Fort +7, Reflex +1, Will +7.

Str 12, Dex 9, Con 14, Int 10, Wis 16, Cha 10

Skills: Animal Empathy +2, Climb +5, Craft (Builder) +2, Handle Animal +4, Hide +3, Intuit Direction +7, Jump +3, Knowledge (nature) +4, Listen +8, Move Silently +2, Search +1, Spot +8, Use Rope +3, Wilderness Lore +8. **Feats:** Alertness, Endurance, Iron Will, Toughness, Track;

Equipment: light crossbow, bolts (20), handaxe, dagger.

The woman is Unti Fruntz, the forty-something wife of Êrn's eldest son Art. She too is a quiet sort, though she is friendly enough and likes to listen to travellers' tales.

Unti Fruntz (female human Com1)

The three boys are the eight-year-old twins Ekka and Edda, and their six-year-old cousin Dirn. Like all small boys they are excited by visitors, especially those who might be great warriors.

Ekka (male human Com0)

Edda (male human Com0)

Dirn (male human Com0)

Inside the main building are Annig, Unti's sharp-tongued daughter (and Dirn's mother), and Grijana, the wife of Unti's son Ênnik. Friendly Grijana is the mother of Ekka and Edda. Both these women are in their early twenties and are attending to household tasks. Their husbands are absent, taking a herd of goats to market in Exag.

Annig Bokk (female human Com1)

Grijana Fruntz (female human Com1)

Smart players will take this opportunity to arrange overnight accommodation and ask how they might hire the services of a guide. The women will defer any suggestions to Êrn, who's the man in charge, after all. The old man will give the group a sharp glance followed by an evaluating look, and then stroke his chin and think. He will suggest a local scout by the name of Hergen Rieg. If the group wishes to make use of Rieg's services then Êrn will send Ekka off with a message for the fellow.

IF THE GROUP HIRES A GUIDE:

If they ask about getting to Géldal, Êrn will recommend that they use a guide. He will suggest that the group employ the services of Hergen Rieg, a local scout of the clan Môrgenrood. The pair has an arrangement whereby Êrn always suggests Rieg first, and in return is paid a small spotter's fee by Rieg if he gains employment. Êrn considers Rieg to be a trustworthy and sensible fellow.

IF THE GROUP DOESN'T HIRE A GUIDE:

It's entirely possible that contrary, cocky or silly groups may decide to go it alone and not hire a guide. In this situation the GM should first suggest that the mountains around here look rather wild and that without local knowledge there's a fair chance of getting lost. Don't press the point, just note this the once and if the group still ignores the suggestion then so be it.

The locals, if asked, will give general directions to the mining camp. They will also suggest that it wouldn't be wise to travel without a local guide, but if ignored they won't be too concerned. However, Êrn will send a message off to Hergen Rieg informing him of the group's intentions.

If the group heads for the camp on their own then proceed to Encounter Two, Option Two – Going Their Own Way.

ENCOUNTER TWO

OPTION ONE

THE GUIDED TOUR

Come the morning, Hergen Rieg will arrive at the Dréboom Huis, ready to guide the group to where they wish to go. When told the destination he will nod and say he knows the way there. He will not otherwise ask the group their business or anything about their reasons for going to the mining camp.

Hergen will charge 5sp per character as his fee.

Like most of the locals, Hergen is a close-mouthed private person who minds his own business. It just so happens, though, that he has been asked to keep an eye out for a group roughly matching the party's description – Kârl Hüssen has his own spies and is keeping an eye on Hasten Weisspeer and his associates – so that he can identify them to the people who guard the mining camp's surrounds.

Hergen Rieg, male human Rgr4: CR 4; Medium humanoid (5' 10" ft. tall); HD 4d10+12; hp 32; Init +1 (Dex); Spd 30; AC 14 (Studded Leather +3, +1 Dex); Atks +5 melee (1d6+1 [crit x3], handaxe) +5 ranged (1d6 [crit x3], shortbow); SA none; SQ favoured enemies – orcs; AL N; SV Fort +7, Reflex +2, Will +2.

Str 12, Dex 12, Con 16, Int 12, Wis 12, Cha 10

Skills: Climb +5, Hide +5, Intuit Direction +5, Jump +3, Knowledge (nature) +4, Listen +7, Move Silently +5, Search +3, Spot +7, Use Rope +5, Wilderness Lore +5.
Feats: Alertness, Endurance, Toughness, Track;

Equipment: Studded leather armour, shortbow, arrows (20), handaxe, dagger.

Once the party are ready to be on their way, Hergen will lead them north along the Vestertrek for about two miles before leading them along a trail (suitable for wagons) that heads upwards to the West. If asked, Hergen will tell the group that the journey should take anywhere between half a day and a full day's walk, depending upon the conditions of the trail and the fitness of the hikers.

The duration of the journey is as follows:

- Slowest party member speed of 30' and worst Constitution of 10 – 6 hours walk.
- Slowest party speed of 20' or worst Constitution of 8 – 9 hours walk.
- All mounted on hill ponies – 4 hours ride.

There will be a few intersections on the trail along the way, where other paths branch off, so Hergen at least earns his keep. He also spots out a few slightly dangerous parts on the road where PCs should keep away from the edge. He takes his duties as a guide seriously.

When the group are an hour away from the mining camp they will be in range of the outlying camp scouts. These hardy folk are skilled at mountain travel and are

quite stealthy. Their job is spot who is approaching the camp and to report that information back – not to intervene. They use rocks and low scrub to hide their presence – there are few large trees in the vicinity.

Camp Scouts, male human Rog2: CR 2; Medium humanoid (5 ft. 7 in. tall); HD 2d6+2; hp 8; Init +2 (Dex); Spd 30; AC 15 (+3 studded leather, +2 Dex); Atks +1 melee (1d6 [crit x2], shortsword) +3 ranged (1d6 [crit x3], shortbow), AL N; SV Fort +1, Reflex +5, Will +0.

Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 10

Skills: Balance +4, Climb +4, Hide +7, Intuit

Direction +5, Jump +4, Knowledge (nature) +2, Listen +7, Move Silently +7, Search +5, Spot +7, Use Rope +5, Wilderness Lore +3. *Feats:* Alertness, Track;

Equipment: dagger, short sword, short bow, arrows (20), studded leather armour

APL 4 (EL 4)

There are two scouts. Their initiatives are 18 and 4.

APL 6 (EL 6)

There are four scouts. Their initiatives are 19, 18, 10 and 4.

Use one of each PC's pre-rolled Spot checks against DC 20 to see if the party identifies that there are scouts out there watching them. If approached the scouts won't risk a fight, especially if Hergen has yet to identify the group as being wanted by the bosses.

So long as they think the group are just normal travellers, one scout will leave to alert the guards, whilst the remaining will scout(s) will (if spotted) approach the group.

If not spotted one scout will alert the guards but the other(s) will ghost the party.

Hergen's trigger to identify the group as the folk wanted by the bosses (the scouts and guards have been alerted) is to wipe his brow with a black kerchief he keeps tucked in his belt. This is a completely innocuous gesture, but you can make secret Sense Motive (DC 20) rolls for the PCs to see if they can detect something awry in Hergen's manner when he does this. Otherwise there is no hint that they have been identified.

If the party spots something suspicious in Hergen's manner, he will explain it off as being that there have been some monster attacks in the vicinity and he is a little nervous. The characters may pursue the matter and it is possible that they can get Hergen to confess that he has been paid off to identify a group from the south specifically asking for the mining camp. Apart from that he knows very little. He bears no particular malice towards the group.

If they somehow spring the trap, so be it. Let them see if they can circumvent the posse waiting for them.

IF THERE IS A PC MÔRGENROOD CLAN MEMBER

If one of the PCs is a member of the Mōrgenrood clan and this comes to Hergen's attention then he will not betray them to the guards. If this PC has a Charisma bonus of +2 or higher then Hergen will warn them that someone knows they're coming and that they should be careful. He will state that Jasper Mōrgenrood is not known as a trustworthy person and should be treated with care.

ENCOUNTER TWO

OPTION TWO

GOING THEIR OWN WAY

Should the group decide not to make use of the services of a guide they will have to find the camp themselves. If they don't at least ask someone at the Dréboom Huis for basic directions then they have little hope of finding the camp, for they don't sign the roads in these parts.

If they do ask for directions, ask stated in Encounter One they will be given brief directions and Hergen Rieg will have been informed of their interest. He will have headed off to inform the camp, and will have arrived before them.

Travel times will be double those listed in Option One, and the party must have one successful Intuit Direction (DC 15) roll as well as one successful Wilderness Lore (DC 12) test to avoid getting hopelessly lost. Add +10 to the Intuit Direction DC if they did not ask for directions to the camp. Should they decide to take a twenty it will take them several days, but they will eventually find the camp. In this case, add another TU to the time spent on the scenario.

If they do get lost it will take them d3 days to find their way back to the Dréboom Huis. However, allow them a d20 roll, and a result of 20 will see them luckily stumble upon the camp.

The same rules apply for the scouts as in Option One, though they will not have been alerted to the group's presence. If there is no alert the group will be treated as 'normal' adventurers – with suspicion but no actual attacks. Likewise the party may be so elusive that the scouts never see them. If the party is being particularly sneaky go to Encounter Three Option Three.

ENCOUNTER THREE

OPTION ONE

GETTING INTO THE CAMP

The trail leads to a natural stone arch, formed where two great rocks have fallen in on each other and debris has filled up the cracks over the years. A single stubborn tree, short and gnarled, has grown upon the

top of the rocks, its roots twisting through the earth that fills the cracks.

Two crossbowmen, clad in studded leather armour and with spears propped near them, casually watch your approach.

Normally there are just the two guards waiting at the arch, with a third beyond who will run for help if his pals raise an alert. They will be a little gruff and suspicious, though not overly hostile. Visitors are rare, though the party may spin a suitable tale to get by. A likely sounding story with a Bluff (DC 12) test will be enough if no alert has been sent.

APL 4

All ordinary guards referred to from this point on use Guard (normal). Or senior guards use Guard (advanced).

APL 6

All ordinary guards referred to from this point on use Guard (advanced). Or senior guards use Guard (elite).

If an alert has been sent, however, and ambush has been prepared. Beyond the arch, the rocks have been carved into a nice gallery that runs some fifty feet until opening out. Here there will be twice as many guards as there are characters, along with one senior guard, all with crossbows loaded and readied. The two initial guards will cover the rear, and a quarter will block the end of the tunnel. The others will be equally spread on either side of the gallery, above the characters and with 50% cover. The PCs will be ‘invited’ to surrender and to give up their weapons. The guards have had plenty of time to set the ambush and it requires a Spot (DC 30) to notice them. If not noticed they most definitely have the drop on the party – stress this point firmly. It should be apparent that the group is in a killing zone and starting a fight will likely get them all killed.

Should a foolish group start a fight, have them all shot down and reduced to 0 hit points. They will then be taken into custody and thrown into the slave pens. If this happens add an extra 2 TUs to that normally expended by the scenario, as the party heals up.

Hergen will keep his hands out in the open and keep away from a fight if he can help it. If the group are captured, he will give them an apologetic shrug and will leave, not asking questions. If somehow caught in the trap he will drift to the side and make himself an obvious non-combatant.

The guards have no idea what the group is wanted for. They’ve just been told by the boss, Jasper Mörgerood, to take the characters prisoner. They will be rough but not cruel if the group goes willingly enough but will be a bit more brutal if a fight was put up.

AVOIDING PROTRACTED FIGHTS

As soon as it becomes apparent that the PCs are tough, the warriors will avoid toe-to-toe fights and will use missile weapons and larger numbers to good effect. If they have to go into a melee they will break out heavy wooden shields and form a shield wall, providing cover for their crossbowmen. Just look what happened to the Spartans at Thermopylae.

For any team that looks like they’re only interested in fighting their way through the scenario, have Reggi already in the city. Jasper will happily point them in that direction in order to get rid of them and give him time to plot a way to destroy them. Once they’re in the city, throw hordes of monsters at them. Those who live by the sword...

In addition, people who take the sheer brutish approach will not be able to enlist the help of the miners. They have little time for violent thugs, and the PCs will have proved themselves to be such.

THE MINING CAMP

The trail leads along the right bank of a small mountain lake, its bright blue waters a sure sign of the copper in the region. From there it leads to a large stockade enclosed by a two meter high stone wall. Another trail leads up to the right, zigzagging up the right hand slope of the valley to a series of mine shafts carved into steep cliff walls.

A wagon yard is directly ahead as you enter past a pair of guards at the gate in the right hand corner of the camp, and what looks like long stables or storage buildings lie just beyond it. Inside the stockade, some twenty or so low stone buildings are laid out in regimented fashion in the left half of the camp. A second smaller stockade takes up the back right corner, and seems to house a large two storey building and two or three other smaller buildings. A well lies near the center of the main stockade.

The whole camp is quite large, perhaps a hundred yards square, and probably houses a few hundred people. The smell of many people living in close confines fills the air and mingles with the metallic and earthy scents of a mining camp.

A description of the main features of the camp follows:

- A Alehouse:** This large hall is where the miners and guards eat, as well as enjoy an ale or two when they can.
- G Guards’ Huts:** Each hut houses a squad, consisting of nine guards and one senior guard. There are fifty guards in total, though most of them spend their time on duty near the slave camp. They are all from the Hüssen clan, loyal to Kârl Hüssen (though Jasper

Môrgenrood mistakenly believes that they are also loyal to him) and are in general a bit cocky and arrogant.

H The Haaghuis: This large building is where Jasper Môrgenrood and his lieutenants live in fine style and where Kârl Hüssen stays when he visits. It is where the PCs will be taken initially if they are captured, or led to if they 'came in peace'.

J Jakes: This odorous building is where members of the camp attend to calls of nature. A sewerage drain leads away and runs down to the lake.

M Miners' Huts: Each hut houses a work crew, consisting of nine miners and one senior miner. The miners, all two hundred of them, are resentful of Jasper Môrgenrood's increasingly uppity ways and the arrogant attitudes of the guards. Their mood is mutinous and awaiting the right spark to set them off. They are predominantly from the Môrgenrood clan and are resentful of being bossed about by "uppity Hüssens". They are starting to consider Jasper a bit of a traitor and are annoyed with him.

P Prostitutes' Huts: Twenty prostitutes reside in the camp, attending to the 'needs' of the almost exclusively male residents. This is one way of keeping the men in line, for denial of 'privileges' is a mighty powerful motivator. The women lead a hard life and all were pretty at one stage, though their looks suffer from the rigour of their life. They are generally subdued and unhappy lasses. The prettiest and 'freshest' girls are reserved for the lucky few swanning about in the Haaghuis.

S Stables: There are twenty mine ponies and several riding and draft animals in the camp, as well as livestock that need to be housed. These stables also serve as barns and storage sheds.

W Whorehouses: This is where the ladies 'do their duty', possibly the most popular place in the camp.

Guard (normal), male human Wrr2: CR 1; Medium humanoid (5 ft. 10 in. tall); HD 2d8+4; hp 12; Init +1 (Dex); Spd 30; AC 14 (+3 studded leather, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear) +2 ranged (1d8 [crit 19-20/x2], light crossbow); AL N; SV Fort +4, Reflex +1, Will +0.

Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills: Climb +3, Jump +2, Move Silently +2, Ride +2. *Feats:* Power Attack;

Equipment: shortspear; light crossbow, bolts (20), studded leather armour, dagger

Guard (advanced), male human Wrr4: CR 2; Medium humanoid (5 ft. 10 in. tall); HD 4d8+8; hp 24; Init +1 (Dex); Spd 30; AC 14 (+3 studded leather, +1 Dex); Atks +5 melee (1d8+2 [crit x3], shortspear) +4 ranged (1d8 [crit 19-20/x2], light crossbow); AL N; SV Fort +6, Reflex +2, Will +1.

Str 15, Dex 12, Con 14, Int 11, Wis 11, Cha 10

Skills: Climb +3, Intimidate +5, Jump +2, Move Silently +2, Ride +2. *Feats:* Cleave, Power Attack;

Equipment: shortspear; light crossbow, bolts (20), studded leather armour, dagger

Guard (elite), male human Wrr6: CR 3; Medium humanoid (5 ft. 10 in. tall); HD 6d8+12; hp 36; Init +1 (Dex); Spd 30; AC 17 (+4 chain shirt, +1 Dex, +2 shield); Atks +7 melee (1d8+2 [crit x3], longsword) +6 ranged (1d8 [crit 19-20/x2], light crossbow); AL N; SV Fort +7, Reflex +3, Will +2.

Str 15, Dex 12, Con 14, Int 11, Wis 11, Cha 10

Skills: Climb +5, Intimidate +7, Jump +4, Move Silently +2, Ride +2. *Feats:* Cleave, Great Cleave, Power Attack;

Equipment: longsword; light crossbow, bolts (20), chain shirt, large wooden shield, dagger

Miners, male human Com1: CR ½; Medium humanoid (5 ft. 8 in. tall); HD 1d4+5; hp 7; Init +1 (Dex); Spd 30; AC 13 (+2 leather, +1 Dex); Atks +1 melee (1d6+1 [crit x4], mining tool); AL LN; SV Fort +2, Reflex +1, Will +0.

Str 12, Dex 12, Con 15, Int 10, Wis 10, Cha 10

Skills: Climb +3, Jump +3, Profession (Miner) +4, Use Rope +3. *Feats:* Endurance, Toughness;

Equipment: mining tools, leather armour, dagger

Senior Miners, male human Exp2: CR 1; Medium humanoid (5 ft. 8 in. tall); HD 2d6+5; hp 11; Init +1 (Dex); Spd 30; AC 13 (+2 leather, +1 Dex); Atks +2 melee (1d6+1 [crit x4], mining tool); AL LN; SV Fort +2, Reflex +1, Will +4.

Str 12, Dex 12, Con 15, Int 12, Wis 12, Cha 10

Skills: Climb +4, Craft (stonemason) +6, Jump +4, Intuit Direction +6, Listen +3, Knowledge (mining) +6, Profession (Miner) +6, Search +6, Spot +3, Use Rope +4. *Feats:* Endurance, Toughness;

Equipment: mining tools, leather armour, dagger

Jasper Môrgenrood, male human Ari5: CR 2½; Medium humanoid (6 ft. 1 in. tall); HD 5d8; hp 20; Init +4 (improved initiative); Spd 30; AC 12 (+2 leather); Atks +4 melee (1d8 [crit x3], longsword); AL CN; SV Fort +2, Reflex +1, Will +4.

Str 11, Dex 11, Con 11, Int 14, Wis 14, Cha 15

Skills: Appraise +11, Bluff +6, Diplomacy +6, Forgery +6, Gather Information +4, Innuendo +10, Intimidate +6, Knowledge (commerce) +8, Knowledge

(mining) +6, Sense Motive +6, Spot +6. *Feats*: Improved Initiative, Quick Draw, Weapon Focus (longsword);
Equipment: longsword, leather armour, dagger,
100gp

Jasper (pronounced Yasper) Mörgerood is, to be blunt, a weasel. He has little respect for any rules but his own and scant regard for other people. He is also somewhat of a coward who will do whatever it takes to save his own skin. He is (wisely) quite scared of Käril Hüssen and would never cross him unless he was absolutely certain of his own safety. Though he is in general a slimy lecherous creature, Jasper is no fool and is a more than competent manager of the mine. His partnership with Käril has been quite fruitful, especially from the spoils of Kir Rüss, which they sell to foreign traders for a sizeable profit.

Ärn Mörgerood, male human Wrr3: CR 1½; Medium humanoid (5 ft. 11 in. tall); HD 3d8+3; hp 15; Init +2 (Dex); Spd 30; AC 16 (+4 chain shirt, +2 Dex); Atks +4 melee (1d8+2 [crit x3], longsword); AL N; SV Fort +4, Reflex +2, Will +2.

Str 12, Dex 14, Con 12, Int 13, Wis 12, Cha 10

Skills: Climb +3, Handle Animal +3, Intimidate +3, Knowledge (commerce) +4, Knowledge (mining) +3, Ride +8. *Feats*: Mounted Combat, Ride-by Attack, Trample;

Equipment: Longsword, chain shirt, dagger, 10gp

Ärn is Jasper's youngest brother, and thus is bound to him by family ties. He has far more scruples and much more courage than his brother, but he doesn't question the goings-on in the camp because he is duty bound to Jasper. If it comes to a fight and Jasper surrenders at any stage, Ärn will ask that, if he gives a sworn oath to only use them in defence, he might keep his armour and weapons. He would keep this oath.

Darig Hüssen, male human Ari1/Wrr2: CR 1½; Medium humanoid (5 ft. 8 in. tall); HD 1d4+2d8; hp 10; Init +3 (Dex); Spd 30; AC 17 (+3 studded leather, +3 Dex, +1 buckler); Atks +6 melee (1d6 [crit 18-20/x2], rapier); AL LE; SV Fort +3, Reflex +3, Will +3.

Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 14

Skills: Appraise +7, Bluff +6, Diplomacy +6, Innuendo +5, Intimidate +8, Knowledge (commerce) +5, Knowledge (military) +5, Knowledge (mining) +5, Listen +5, Ride +9, Sense Motive +5, Spot +5. *Feats*: Skill Focus (intimidate), Weapon Finesse (rapier), Weapon Focus (Rapier);

Equipment: Rapier, studded leather armour, buckler, dagger, 20gp

Jasper's second lieutenant is actually a cousin of Käril Hüssen, a sinister young man who scares both Jasper and Ärn. Officially Darig has been left by Käril to 'help' Jasper,

but it is plainly apparent that he is there to keep an eye on things. He is a cold-hearted young fellow who has little compassion for anyone and is loyal only to himself and his cousin.

ENCOUNTER THREE

OPTION TWO

THE BRAZEN APPROACH

A cocky party may decide to try a more in-your-face approach to the problem. It is anticipated that some people may decide to try and bluff their way through matters, or even turn up guns blazing, so to speak.

WHAT IF THEY TRY TO TALK THEIR WAY THROUGH?

It's entirely possible a group may decide to just front up and negotiate Reggi Däl's release. Perhaps not the wisest idea, but one with merit nonetheless.

Firstly they have to get through the guards at the main entrance. Assuming they come up with a plausible story and they haven't been identified as the people Jasper wants captured then they can make a Bluff or Diplomacy (DC 15) test. The GM may modify the difficulty based on how good a story the group comes up with. Just plainly stating that they're here to negotiate the release of a prisoner is actually a good enough story. If they have been identified by Hergen as the people Jasper wants captured then they walk into the trap as described in Option One.

If the test fails then the two guards will tell them to "go away" in not so polite terms. It should be easy to overcome the two guards if they so choose, but the third, hitherto hidden guard, will be off like a hare to run for help from the camp. This will result in an alerted camp, which is detailed below in Option Three.

If they do talk their way past the guards they will be told to follow the trail along the valley, past the lake and on to the camp. There they will have to go through the process of telling the story again to the two guards at the camp gate. Once again a Bluff or Diplomacy test is required, this time against DC 12. A failure results in an invitation to depart, though they can try again with DC 18. A suitable bribe (10gp or more) will work instead.

If they get past both sets of guards they get to meet with Jasper Mörgerood.

WHAT IF THEY TAKE THE VIOLENT APPROACH?

The answer is quite simple: gather up around thirty guards and fifty or so miners and have the party hunted down and bludgeoned to unconsciousness. Add 2 TU to the time spent on the scenario (healing time) and throw them into the slave pens without their gear. Then proceed to Encounter Four Option One, In The Pens.

MEETING JASPER

Should the PCs somehow gain an audience with Jasper Mōrgenrood, they will be escorted to the Haaghuis and shown into what appears to be a large dining room of sorts, with a long wooden table that can sit around ten people. They are told to sit and wait for Jasper, and two guards will wait in the room with them.

Jasper will turn up with his two lieutenants to hear what the party have to say. He seems quite willing to negotiate with the group – at least on the surface. It should be noted that the group will have to negotiate with Jasper, not bluff him. He is a consummate liar himself and can spot a bluffer a mile away. He will not initially admit to having Reggi in his custody, instead playing the “what if” game to the hilt, trying to see what the group really want.

It is important now to establish where you think the encounter is going, for this determines what Reggi’s current status is.

THE NEGOTIATIONS SEEM BE WORKING

Reggi has until recently been working as a slave overseer but since the death of Roggo has been seen as a loose end by Kârl and was put in with the slaves not that long ago. She is currently with a group exploring Kir Rüss.

In this case Jasper will offer to let them have Reggi if they promise to go into the city to get her and bring some treasure back as payment. He can’t guarantee she is still alive of course, so the sooner the group agrees to go into the city to find her the more likely her chances of survival are.

Note: It is vital that the characters end up in Kir Rüss in some way, so Jasper will be firm on this point.

If this agreement is seemingly made then Jasper will be all smiles and will suggest that they head off to the city straight away. They will be escorted by Darig and half a dozen guards past the slave camp and up to the entrance to the canyon in front of Kir Rüss. Proceed to Encounter Six.

THE NEGOTIATIONS WILL LEAD TO CONFLICT

Reggi is still working as a slave overseer, though she will soon be seen as excess baggage, as she’s drawing attention.

Jasper will endeavour to ensure his own safety above all else and his lieutenants will work to neutralise the party. There are plenty of guards close at hand if things go bad, and the odds are the characters will be captured if a fight starts.

Use weight of numbers to try to force characters to surrender, using the combat and recovery method listed elsewhere as a last choice. If need be, throw in Brár Ulfrig from Encounter Five Option One to counter spell-casters in the group.

Assuming the characters are captured then proceed to Encounter Four Option One, In The Pens.

Note: It is important to note that Jasper has no intention of honouring the deal. He can’t afford to let the characters leave with news of the existence of Kir Rüss, so he will be preparing a trap for when the characters leave the city, should they agree to his offer. By then, of course, Kârl Hüssen will be in the picture, and he will want the PCs dead, though all the better if they can be used as treasure hunting slaves in the meantime.

ENCOUNTER THREE

OPTION THREE

THE SNEAKY APPROACH

A cunning group may decide to sneak into the camp without alerting anyone to their presence. This is not entirely a bad idea and if their actions up to this point will allow it then give them every opportunity to do so.

Firstly they have to sneak past the scouts from Encounter Two, requiring a Spot (DC 20) from the pre-rolled list to notice them and then a Move Silently (DC 15) test from all party members to get past them unnoticed.

WHAT IF THEY ATTACK THE SCOUTS?

If the group decides to overcome the scouts, consider them to have pre-rolled initiatives of 14, 11 & 2. Two will try to hold off the party so that the third can run for help.

WHAT IF THE SCOUTS NOTICE THEM TRYING TO SNEAK PAST?

If the scouts spot the party trying to skulk by they will be suspicious in the extreme. One will sneak off to alert the camp, whilst the other two will try to shadow the party. In this situation, if the scouts have not yet been spotted use the pre-rolled Spot checks against DC 18 to see if the party realises that they have attracted attention.

If the camp is alerted as to their presence a hunting party consisting of two senior warriors, the scouts, and twice as many guards as PCs will be sent out to try to bring them in. The preferred method is to have the scouts keep on tailing them and help the others spring an ambush.

Note: A pitched battle is not desired as it is time consuming. Do what you can to avoid this happening, even if it means fudging a few rolls to let the group slip the net or never raise an alert.

GETTING INTO THE CAMP WITH NO ALARM RAISED

If no alarm has been raised it will be relatively simple to sneak into the camp, assuming they are circumspect and don’t just wander up in broad daylight. They should be able to climb around the proper camp entrance at the stone tunnel and slip past the guards. This requires a successful

Climb (DC 12) test along with a Move Silently (DC 12) test.

GETTING INTO THE ALERTED CAMP

If the camp is alerted then the Move Silently test is raised to DC 18.

There is also a chance that they will just blunder into a guard patrol. This is left to GM's discretion – if you feel the party deserve such an encounter, have twice as many guards as there are PCs stumble onto them.

Remember, it is not the intention at this stage to turn the game into a running battle so cut the team some slack if need be. Either that or come down on them like a ton of bricks and give them no chance to escape.

IF THE PARTY ARE CAPTURED

Go to Encounter Four Option One, In The Pens

IF THE PARTY ARE NEVER NOTICED

Go to Encounter Four Option Two, Looking For Reggi.

IF THE PARTY'S PRESENCE IS NOTED BUT THEY AREN'T CAPTURED

They will be constantly dodging patrols hunting for them, but a GM will have to wing this using the stat blocks provided, as there are too many possibilities to cover.

However, proceed to Encounter Four Option Two, Looking For Reggi. Just make it more tense and difficult to get around.

ENCOUNTER FOUR OPTION ONE IN THE PENS

Today does not appear to be your lucky day. Falling into the clutches of a bunch of villains was not on the cards when you agreed to this task. You are closely guarded as a good dozen or so guards escort you out of the camp and back beyond the lake. Where are they taking you? Are they letting you go?

You are marched a further mile to the west and along a narrow valley. You pass a small hut housing a few guards and then, a quarter-mile or so further, you come to another camp, smaller than the one near the lake. This seems to consist of a dozen round stone buildings, lying in three rows of four along the sides and back of a stone walled yard. A further dozen or so guards appear to be posted here.

You are marched across the open yard to one of the buildings, which has no windows and a single iron bound door with two thick metal bars on the outside acting as bolts. It looks like a gaol of sorts.

The bars are slid open and you are unceremoniously thrust inside. The smell of waste and uncleaned bodies assails you as the door is slammed shut, leaving you blinking in the darkness. You can sense that you are not alone in your prison.

The hut is built from stone, with a shale roof, and is about 15 ft square. The door is iron bound and very strong, held by two stout metal bars. Breaking down the door requires a Strength (DC 40) test, and there is only room for two medium-sized people to try to break it down. After the third attempt there will be six guards waiting on the other side (three with crossbows, three with spears) waiting to cut down anyone coming out. There are no windows, but thin fingers of light manage to come through small gaps in the roof and under the door (a ¼ inch gap). The floor is stone, with dried grass spread over it. There is a water bucket in one corner, and a waste bucket in another. Needless to say, it stinks.

There are six other slaves in the hut that the group have been thrown into. A further four were sent up to Kir Rüss a week ago and have not returned (and never will).

All of them bar Orgú the hobgoblin have been into the city at least once. They are all survivors, possessed of above average intelligence or cunning. They have learned not to share too much information about the treasure and monsters to be found in Kir Rüss because it is to their advantage to keep that knowledge to themselves – the easier it is for them to find treasure makes their forays into the city shorter and safer. Gorrod and the Ghern brothers have formed a mini syndicate, agreeing to work together to build up a hidden cache of riches in Kir Rüss so they don't have to explore too far.

Thus these slaves have every reason to give the PCs only sketchy details of the layout of the city and what lies within. None of them are particularly bad folk, but they have to look out for their own interests over those of newcomers. If pushed for details, Gorrod will even explain the situation unapologetically to the group.

As it is, they have not yet ventured past the first gallery, which has been picked almost bare. So they have scant knowledge of the farther parts of Kir Rüss.

On the other hand, they will be happy enough to tell the group what they know of the workings of the camp, and what goes on. These details include:

- There are probably around 100 slaves in the camp.
- No more than a dozen are held in a hut at any time.
- Each hut gets let out into the yard for some fresh air every day or two for about an hour. There are usually about a dozen guards on duty, all armed with crossbows and spears. They watch the slaves closely.
- Only one hut group is ever let out at once.
- The guards are, in general, a pack of arrogant swine.
- Reggi Dâs is the best of the guards. She doesn't treat them with derision and is usually fair but tough.

- Slaves are usually sent up to the city in groups of six to eight.
- They are sent up perhaps once every month or two.
- The bosses seem to be smart enough to allow a gap between forays to allow the monsters to settle down. Dead slaves can't bring back treasure.
- No one has yet found another way out of Kir Rüss apart from the main entrance.

Gorrod Newforge (male dwarf Exp4)

This chatty dwarf, a glass maker, has a wry sense of humour. He has been a slave for six months, since he wandered into Géldal via a mountain pass and stumbled across the camp. He was captured by the guards and sent to the pens by Jasper Mörgerood. Though talkative, he gives little away of interest, playing his cards close to his chest.

Jürg Ghern (male half-orc War3)

Lüvig Ghern (male half-orc War1)

These brothers are wanderers and gamblers who lost several card games to a group of Hüssen warriors in a trading post about twenty miles away. When they couldn't pay their debt they were attacked and captured, and sold into slavery. They have been here for four months. They know Reggi and Lüvig (the younger brother) has a crush on her.

Orgú (male hobgoblin Brb1)

Taken captive when his band unsuccessfully tried to raid one a wagon en route to the camp, this glowering fellow has been a captive for a few weeks. Barely speaking Common, he sits in the corner and sulks warily most of the time.

Varga Húm (female human Com2)

Once a camp prostitute, Varga beat up several 'clients' and tried to escape on numerous occasions. Two months ago it was decided she was too much trouble and was put in the pens. She knows that the miners are dissatisfied and mutinous.

Giedel Adiger (male human Rog2)

This cowardly weasel was a miner who was caught thieving from his fellows. He has been in the pens for about eight months, surviving several forays into the city by sheer cunning and timely betrayal of his fellows.

Rather than detail every slave – because they represent such a diverse group – an average stat block has been provided. Some of the slaves are far more skilled and most are less experienced, but taken on the whole they average out to the following:

Slaves (100), mixed Wrr2: CR 1; Medium humanoid (5 ft. 10 in. tall); HD 2d8+2; hp 10; Init +1 (Dex); Spd 30; AC 11

(+1 Dex); Atks +2 melee (1d3+1 [crit x2], unarmed); AL varies; SV Fort +4, Reflex +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +3, Jump +2, Move Silently +2,

Ride +2. *Feats:* Toughness;

Equipment: –

The group will be left in the pen overnight before guards will come to take them to the fate that awaits.

Proceed to Encounter Five Option One, Forced Into The City.

ENCOUNTER FOUR

OPTION TWO

LOOKING FOR REGGI

The most important thing to remember is the two choices to be made regarding Reggi's current situation. If the characters look like being captured then she is one of slave overseers – though Kârl Hüssen will soon change that. If they seem like sneaky sods who may just stay unnoticed then she has already been betrayed by Kârl and has joined the slaves and been sent into the city. One way or the other, the characters are destined to go to Kir Rüss, and Reggi is a catalyst if need be so that the players don't feel forced into it.

Remember for sneaking around within the camp the DC for Move Silently and Hide tests is 12 if no alarm has been raised and 18 if it has.

LEARNING ABOUT THE SLAVE CAMP

Firstly, the group needs to find out about the existence of the slave camp. This requires them to eavesdrop in on the guards (or capture and interrogate some). A Listen (DC 15) success will allow them to overhear some guards talking about the pens in the west valley. A Listen (DC 20) success will result in them hearing about some guards mentioning the 'prisoners were restless last night'.

If they decide to capture and interrogate a guard then they will have to subdue the fellow quietly and then succeed in a successful interrogation, either via Bluff (DC 20), Diplomacy (DC 18) or Intimidate (DC 15). Sneaky groups might use Charm Person spells or the like. In this case the guards will give the information away straight away. And what is this information?

- There are about 100 prisoners held in another camp in the valley to the southwest of the lake.
- There are always at least a dozen guards assigned to that camp at any one time.
- Reggi Dâs used to be a slave overseer but she was recently made a slave herself.
- The order to enslave Reggi came from the boss, and the guards don't know what she did wrong.

- The slaves are used to loot treasure from an Ur-Flannae city called Kir Rüss, which is beyond the western valley.
- The existence of the city is a big secret. The guards get paid well to keep quiet about it.
- Reggi may have recently been sent into the city.

Should the group decide to try and gather information from the miners, rather than the guards, then they will get slightly less information. Use the same guidelines as above, but the miners know the following:

- Something is going on in the western valley, but nobody is allowed to go there.
- Reggi Dâs is one of the guards who works over in the western valley.
- The boss and the guards are getting increasingly arrogant and the miners aren't happy about this.

SCOUTING THE SLAVE CAMP

It requires a Move Silently (DC 12) test to get over to the slave camp without being noticed. There are two very vigilant guards in a hut at the entrance to the valley. Getting past them requires a Move Silently (DC 15) and then they can move down the valley to the slave camp. Once there, the guards are also a bit more alert. Moving about in the camp without being spotted needs a successful Move Silently (DC 15) on the outskirts and Move Silently (DC 18) near the slave huts.

Should they just skulk and listen, a successful Listen (DC 18) test will have them overhear two guards wondering why Reggi was thrown in with the slaves and musing if she'll make it back from Kir Rüss alive. If this isn't enough of a hint then perhaps have some guards taking bets as to whether she'll come back alive or not might be enough.

Proceed to Encounter Five Option Two, Into The City By Choice.

FINDING KIR RÜSS

If they don't question a guard directly, they'll only hear about Kir Rüss through listening in on conversations. However, a Spot (DC 15) test will reveal that a path leads further up the valley, and seems to head into the mountains. This combined with the snippets of information should be enough to lead them on their way.

WHAT IF THEY ASK ABOUT KÂRL HÜSSEN?

Kârl is known to the folk here as Jasper Mîrgenrood's partner. He pops in occasionally but doesn't normally stay for long. He seems like a reasonable sort of fellow, if a little cocky. The guards (but not the miners) know that Kârl is the real boss and they'll obey him over Jasper.

A NOTE ABOUT THE SNEAKING TESTS

All these DC values assume the characters moving about in daytime. If the group is smart enough to move about at night then their rolls get a situational bonus of +4. Also remember to add +6 to DC targets (not the rolls) if the camp is in an alerted state.

WHAT IF THEY FREE THE SLAVES?

Timing of events will have to be changed a little then. A full on slave revolt will likely take place, but the characters still have to go find Reggi. They will never encounter Kârl in this case, but when they get back from the city the miners will have joined in and Jasper will have been 'overthrown' and captured – he can tell them that Kârl was here and has fled. So the chase for their foe can still happen.

ENCOUNTER FIVE

OPTION ONE

FORCED INTO THE CITY

After the group have spent a night in the slammer they will be roused early in the morning and dragged out of their cell by a number of not-so-friendly guards (three normal guards and one senior guard for every two PCs, round up). They are dragged outside of the compound and "thrown to the ground and tweeked woughly".

A reception party is waiting for the group. In addition to the guards, Jasper, Ârn, and Darig, there is one regal looking fellow sitting atop a war pony, a portly, ruddy faced fellow in fine maroon clothing, and an angry looking half-orc woman.

The regal looking fellow is none other than Kârl Hûssen, the man himself. The fellow in maroon is Brâr Ulfrig, a cleric in his employ, and the angry woman is Reggi Dâs.

Brâr Ulfrig, male human Clr6: CR 6; Medium humanoid (5 ft. 7 in. tall); HD 6d8; hp 24; Init +1 (Dex); Spd 30; AC 13 (+1 Dex, +2 studded leather); Atks +4 melee (1d4 [crit 19-20/x2], dagger); SA spells; SQ none, AL LN; SV Fort +5, Reflex +3, Will +10.

Str 4, Dex 12, Con 10, Int 12, Wis 17, Cha 13

Skills: Bluff +7, Concentration +9, Diplomacy +5, Heal +7, Hide +7, Knowledge (arcana) +4, Knowledge (commerce) +7, Knowledge (religion) +7, Scry +5. *Feats:* Combat Casting, Extend Spell, Iron Will;

Cleric Spells (8/6+1/6+1/5+1): 0—*detect magic* x2, *detect poison*, *guidance* x 2, *light*, *purify food and drink*, *resistance*; 1st—*bleed*, *cause fear*, *command* x2, *remove fear*, *sanctuary*, 2nd—*aid*, *augury*, *calm emotions*, *delay poison*, *hold person* x2; 3rd—*blindness/deafness* x2, *dispel magic* x2, *prayer*; Domain 1—*detect secret doors* <or> *change self*, Domain 2—*detect thoughts* <or> *invisibility*,

Domain 3—*Clairaudience/Clairvoyance* <or>
Non-detection.

Equipment: dagger, leather armor, 50gp.

Brár Ulfrig is a cleric of Zilchus, a member of a sect who have allied themselves to Kârl due to several financial agreements. Ulfrig's loyalty has been bought, and this is a very serious thing to a follower of Zilchus. His job is to act as an adviser and bodyguard to Kârl.

The PCs may make a Knowledge (religion) test (DC 15) to determine that Brár Ulfrig is a cleric of Zilchus.

At this stage you should note that all the guards have the drop on the PCs, and if any of them make a false move the guards each get a free attack, as do the named NPCs. If things get really nasty, the assassin Einrik Krijgboot from Encounter Eight is lurking nearby to plug any characters impolite enough to try to assault Kârl (who's quite capable of defending himself as well.)

It's a little clichéd, but this is the moment for the characters to meet the villain face-to-face for the first time and for him to evoke the traditional gloat. As for revealing his cunning plan, Kârl is not that sort of villain. Besides, he has too many ongoing cunning plans to detail in one sitting. However, he does have the following to say:

- He has a bit of a sneer and a gloat at the character's expense, telling them they shouldn't be sticking their noses into his business.
- Since they seem so intent on hunting down Reggi, they can enjoy her company if they wish. (Reggi will be shoved forward to join the group.)
- He hopes they will prove to be as stubborn and resourceful hunting for treasure as they are meddling in his affairs. It would be appreciated if they could linger about a bit and bring in some good hauls of treasure.
- If they ask how he seems to know what they're up to, he'll explain that he's no fool – and he has spies in strategic places.
- He urges them not to worry too much, he'll make sure that Hännè Weisspeer is well taken care of. She is another meddler who needs to be shown the error of her ways – but far too pretty to just dispose of. (This is said with a nasty smile.)

The group, along with Reggi, are taken to the entrance to the next canyon – as described below in Option Two. There are limited options for escape.

They are marched up the path to the pass and urged to move down into the next canyon and pointed in the direction of Kir Rüss. A rough path leads down from the pass to the canyon floor. There the group will find some equipment waiting for them in a pile on the ground. It includes:

- Any normal (not magical or masterwork) small weapons the PCs had on them when they were captured.

- Any normal (not magical or masterwork) armour that is no better than studded leather.
- Enough daggers so that each character has at least one small weapon.
- One miner's pick for each character.
- A single 50 ft length of ordinary rope.
- And just for a sense of nostalgia, a single ten foot pole.

If someone decides to leap over the cliffs to the south with the aid of a Feather Fall spell or the like they'll find it's very blustery. So blustery, in fact, that they must make a Reflex save DC 20 every 50 ft to avoid being blown into the cliff face, resulting in 1d6 damage each time they fail.

To be blunt, the only 'safe' option here is to make their way into Kir Rüss, so proceed (hopefully) to Encounter Six, Kir Rüss.

ENCOUNTER FIVE OPTION TWO

INTO THE CITY BY CHOICE

By now the characters have had plenty of hints and indications that the city is their destination. Either that or they have been invited to explore it by Jasper.

The way into Kir Rüss is via a steep gully that leads from the northern side of the canyon that the slave camp lies in. This rises sharply to a small pass which then leads in to the next canyon. The pass is guarded at all times.

The next canyon runs north-west for about half a mile. It has sheer walls that look difficult to climb (if not impossible) and comes to an end at another pass. A stream comes from a large pile of rubble at this other pass and runs down the middle of the canyon, past where the entry is and then a further quarter mile where it drops off a cliff, some three hundred feet high. All indications are that climbing down this cliff is suicidal, and a leap is almost certainly fatal.

IF THE CHARACTERS ARE SNEAKING ABOUT

They still have to get past the six guards who are guarding the way to and from the city. This will require either a Move Silently (DC 25) test – the guards are very alert and pass is the only easy way over.

IF THE CHARACTERS ATTACK THE GUARDS

Assuming they can sneak up on the guards – this only requires a Move Silently (DC 12) test (they're looking the other way) – then they will have one free round of attacks. After that the guards have the following initiative scores: 21, 11, 11, 9, 5 & 4. The guards will try to get one of their number away to run for help and will try to wheel the fight around so that they can make a fighting retreat back to the slave camp. If the fight is obviously going badly they will surrender.

It is fairly obvious that the way to the city is up the canyon and beyond the big pile of rubble. Proceed to Encounter Six, Kir Rüss.

ENCOUNTER SIX

KIR RÜSS

A steep canyon, its walls some two hundred or so feet high, slopes up to what appears to be a great cleft that at some stage in ages past has been carved by folk unknown. The façade of the walls has long fallen away, leaving a great pile of rubble in a pile in the centre of the gap. Streams of water run from the rubble and join to form a stream that flows briskly down the middle of the canyon's floor.

Clambering over the sides of the rubble pile, you can see that remnants of the façade still remain, the cracked and worn features of what were once gigantic humanoid figures, their faces turned to look down upon you. Beyond the gap is another great canyon, whose sheer walls rise hundreds of feet above you. Carved out of the walls are the structures of an ancient stone city, showing all the signs of Ur-Flannae construction. Windows and walkways are carved into the walls, and there are two or three levels along each façade.

Obviously once a beautiful and impressive site, the city is now ruined and worn with age. Streams of water run down from the canyons sides and run into a great artificial channel that runs along the middle of the canyon floor. Slime and creepers cover the walls and mosses obscure the city's floors, but even they cannot hide the grandeur that still remains.

Walkways lie at the base of the galleries on either side of the central channel, which lies some ten to twenty feet below. A few hundred feet ahead of you lies the ruins of what was once a graceful bridge and beyond that the canyon opens out. Other arms of the canyon stretch out and away from there, and to the right lies a great carved citadel, towering and impressive even in its ruined state.

Just beyond the rubble pile the water which runs down the channel gathers in a murky pool, choked with algae and seemingly silted up over the ages. A cool wind flutters down the canyon and blows into your faces as you peruse the great city that lies before you.

Welcome to Kir Rüss, long abandoned citadel of the Ur-Flannae and now the residence of various creepy crawlies and a treasure trove pilfered by slaves from the mining camp who often never leave at all. Kir Rüss is a dangerous place, one best avoided if at all possible. Lingering within is to invite certain death and it should be made plainly obvious to the characters that this is the case.

Note: It is not intended that the characters treat this as a treasure gathering expedition. They are either here unwillingly or looking for Reggi Dås, and shouldn't want to stay long either way. The monsters listed present a dangerous and potentially lethal mix that should be able to kill a party that explores too much. It is not the intention of the scenario for the group to encounter each and every beastie within the city. The GM should work to present and eerie atmosphere of a ruined city where death is very much a frequent visitor; a place best left as soon as possible.

The city itself was once beautiful, and still has vestiges of its grandeur left. The walls are intricately carved with various scenes and figures. Some of the sculptures and carvings are huge, up to 30 or 40 feet high. Ancient statues still stand in places, though most have long since toppled. The galleries are carved into the rock walls, and constitute a large number of residences, each with multiple rooms. Remnants of fixtures remain, as most of them were built from stone and metal. Few wooden items have survived. In the higher levels, and especially on the Citadel, the walls are still decorated with precious metals and gems, embedded in the walls. The city itself was seemingly abandoned in a hurry, so many mundane items have been left behind, making Kir Rüss a veritable treasure trove, albeit a lethal one.

The walls and floors are covered with slimes and mosses, which thrive in the damp environment. The old gutters built to deal with the constant water run-off are cracked and silted, so rivulets of water run freely. This means there has been some subsidence, so some of the rooms are not entirely safe. Note this fact and play up on it, with occasional pieces of ceiling and damp plaster falling on unwary characters.

There are any number of small walkways and staircases scattered around the city. Rather than detail them in full and providing too much information, it has been left to the GM to fill in the gaps. The important locations, however, have been detailed below, as have various ad hoc creature encounters. A GM should feel free to add in extra encounters with more mundane beasts such as insects and small vermin. They have not been listed but can be added as desired.

WHERE IS REGGI?

Should the party have come here voluntarily seeking Reggi Dås, she can be found lying in a semi-conscious state at the southern corner of the entrance to gallery D. The group she was with triggered a collapse in a room they were exploring, killing them all except Reggi, who was waiting outside and was knocked senseless by a lying piece of debris, suffering 5 hp damage.

CLIMBING IN KIR RÜSS

Getting down from the walkways to the base of the canyon floor is generally easy, required a Climb (DC 10) check. Climbing back up is harder – Climb (DC 15). At the

Citadel things change a bit, as the walkways are 40 ft above the canyon floor. This requires a rope to get down – still Climb (DC 10) but to get up is harder, for the walls are smoother. It requires a Climb (DC 25) to get up those walls. A rope will help as per standard rules.

FIXED ENCOUNTERS

There are a number of fixed keyed locations within Kir Rüss, described below:

A The Lowest Pool: Beyond the rubble pile lies the lowest pool formed by the city's watercourses. Heavily silted, murky with algae and lined with dense rushes, it occupies the full width of the ground level of the city. The rubble barrier which obscures the city from view without slopes steeply and unevenly down, past the gallery levels to either side, right down to the water.

As the characters descend into the city side of the rubble barrier, a curious event takes place. A tremendously loud and horrid cry, a roar mingled with a scream, echoes from one of the numberless openings in the canyon walls. From a shadowed doorway rushes an enormous ogre, beating and tearing at a darkmantle which clutches chokingly about its head. The ogre runs blindly into the pool, sending up great splashes of water, and crashes headlong into the base of the rubble pile. A quantity of rocks are dislodged and slide down, driving the ogre and darkmantle together beneath the water, and covering them. As bubbles rise in the brackish lake, a Spot (DC 18) test will reveal the muscular vines of a predatory plant that begin to move visibly among the rushes and silt beds of the eastern part of the pool, a few fronds grasping blindly up the eastern gallery. The pool is home to an assassin vine.

Assassin Vine: CR 3; Large Plant; HD 4d8+12; hp 36; Init +0; Spd 0; AC 15 (-1 size, +6 natural); Atks +7 melee (1d6+7, slam); SA Entangle, Improved Grab, Constrict (1d6+7); SQ Camouflage, Electricity Immunity, Cold & Fire Resistance (20), Blindsight; AL N; SV Fort +7, Ref +1, Will +2.

Str 20, Dex 10, Con 16, Int –, Wis 13, Cha 9.

Special Attacks: Entangle: animate plants within 30 ft as a free action – as cast by 4th level druid (save DC 13); Improved Grab: must hit with slam attack to use this ability; *Special Qualities:* Camouflage: Looks like normal plant, use Spot, Wilderness Lore or Knowledge (plants) (DC 20) to identify; Blindsight: no visual organs, but can detect with other senses to 30 ft.

APL 4 (EL 3)

If the party does not notice the assassin vine and take care to avoid it, then it will attack the group as they move past. It will withdraw if it takes more than half its hit points. Its initiative is 12.

APL 6 (EL 3)

The assassin vine will immediately attack the party and won't stop until it is killed. Its initiative is 16.

The pond's bottom muck is dense with fragments of bone and other detritus. Should characters dare to search it, the pickings will be unusually rich: choose three items from the discretionary loot list.

B Rubble Field Beneath Fallen Bridge: Visible atop the rubble pile is a week-old corpse of a slave explorer, killed in the fall from the bridge. The rubble shows bright surfaces where the stones have broken. The rubble pile is unstable, and any characters who attempt it should make Reflex saves (DC12) or be tipped by treacherous footing into the river, followed by loose stones which may press them under (a second Reflex save (DC 12) to avoid – failure indicates the subject is pinned by rocks beneath the water, requiring a Strength (DC 18) test to remedy or drowning starts).

The corpse is that of a man in his mid-forties. He was once a big man but at the time of his death had lost much weight. He has been dead for just over a week and has a club and a dagger.

C The Pool Of The Dead: Unlike the Lowest Pool, this pool and area F are planned pools with paved, tiled bottoms, featuring enormous, intricate mosaics, now largely hidden by drifting silt except in tantalising glimpses. Should any character gaze into this pool, they will see their own reflection, which then transforms into the features of a stranger in foreign garb – a person long dead. This pool calls to view the appearance and potentially the persona of citizens long dead, but the rites which allow viewers to call up a specific person or question them are long lost. All that remains is an eerie experience.

The first character(s) to experience this phenomenon should make Will (DC 15) saves to not recoil in fear from the initial shock. Otherwise there is no other danger from the shades in the pool, though cunning use of Comprehend Languages may allow the group to converse with the souls of the pool and gain insight into the city – though this is an unlikely prospect.

D Wasp Gallery: Ominous, deep humming sounds intermittently can be heard echoing from this side gallery. Should the gallery be entered, particularly by characters on the upper or mezzanine level, this sound will be frighteningly identified as that of hundreds of predatory giant wasps. The wasps have built a papery nest into the openings on the uppermost level of the gallery, and issue from it to hunt far across the mountainside. Carrion from their hunts litters the gallery floor, where vermin crawl.

The wasps should be used to threaten and frighten characters – underline their size, perhaps twice as long as a man, and with a wingspan double that – and the great bass

sound of their wings when they come directly into view – but the wasps will not attack characters in this adventure. However, should foolhardy characters wish to initiate attacks on the wasps, they will most certainly return the favour, most likely in fatal style.

Giant Wasp: CR 3; Large Vermin; HD 5d8+10; hp 32; Init +1 (Dex); Spd 20, fly 60 (good); AC 14 (-1 size, +1 Dex, +1 natural); Atks: +6 melee (1d3+6 and poison, sting); SA Poison; SQ Vermin; AL N; SV Fort +6, Ref +2, Will +2. Str 18, Dex 12, Con 14, Int –, Wis 13, Cha 11.
Skills: Intuit Direction +7, Spot +9.
Special Attacks: Poison: Fort save DC 18 or 1d6 Dex, 1d6 Dex; *Special Qualities:* Vermin: immune to mind influencing effects.

APL 4 (EL 3)

If provoked one giant wasp will attack. Its initiative is 15.

APL 6 (EL 5)

If provoked, two giant wasps will attack. Their initiatives are 15 and 4.

At the end of this gallery is a large opening in the canyon wall which looks like it might be a tunnel. On close inspection, it is yet another carved face with an open mouth. The mouth is quite large and wide open, and it forms a large pool. Water runs into this pool from springs in the roof of the mouth to gather in the pool and run over the lip to feed the channel below. There is no way out through here.

E Fallen Façade: A large field of rubble lies where a facade has slipped from the cliff face into great stone chunks. Among the rubble can be seen the gleam of something shiny (Spot DC 15).

Should anyone approach, a choker concealed among the rock will attack without warning (it is hidden via Camouflage).

Choker: CR 2; Small Aberration; HD 3d8+3; hp 16; Init +4 (improved initiative); Spd 20, climb 10; AC 16 (+1 size, +5 natural); Atks 2x +6 melee (1d3+3, tentacle slap); SA Haste, Improved Grab, Constrict (1d3+3); SQ –; AL CE; SV Fort +2, Ref +1, Will +4.

Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7.

Skills: Climb +16, Hide +7, Move Silently +4;

Feats: Improved Initiative.

Special Qualities: Haste: extra partial action per round; Improved Grab: must hit with slam attack to use this ability.

APL 4 (EL 2):

There is only one choker. Its initiative is 24.

APL 6 (EL 3):

There are two chokers here. Their initiatives are 24 and 12.

If the rubble is searched, the gnawed bones of explorers will be found, including several weapons:

- a wooden staff
- a light mace
- a shortspear
- the source of the glint, a single gold piece

Note: The rubble can be climbed for an easier ascent to the walkways around the Citadel. This requires a Climb (DC 18) roll.

F The Pool of Healing: The waters in this pool have magical powers, and it appears clean and free of silt. At the bottom of the pool is an intricate ‘knot’ mosaic, showing a beautiful blue and gold six petalled flower. Within the flower are scenes of people making votive offerings and seemingly miraculous restorations of injuries. There are a number of small baubles scattered on the floor of the pool – glass beads, coin and small statuettes; none are worth more than a few gp value.

Any character who bathes in the waters of the pool and makes a donation of an item will be completely healed, resulting in the restoration of any lost hit points or attribute points. Diseases (including lycanthropy), and poisons will also be totally cured. However, this effect can only benefit each individual once per year. Should any character examine enough of the mosaic on the bottom of the pool, this effect can be deciphered with a successful Knowledge (religion) test (DC 15).

The healing occurs upon departure from the pool, and anyone taking something from the pool or not leaving an offering will be otherwise unaffected.

G The Rubble-Filled Pool: This pool was not planned, but rubble caused by the fall of the bridge above has blocked the watercourse, forcing the water to spill the width of the gallery to overflow the blockage.

Clearly visible in the middle of the shallow pool is a golden statue of a wise-faced woman with both hands held up, but less easily seen is a sly gray ooze, using its camouflage ability to mimic the wet stone beneath the pool. The ooze attacks anyone who enters the pool.

APL 4 (EL 4)

Gray Ooze: CR 4; Medium Ooze; HD 3d10+10; hp 26; Init -5 (Dex); Spd 10; AC 5 (-5 Dex); Atks +3 melee (1d6+1 and 1d6 acid, slam); SA Improved Grab, Acid, Corrosion, Constrict (1d6+1 and 1d6 acid); SQ Blindsight, Cold and Fire Immunity, Ooze, Camouflage; AL N; SV Fort +1, Ref -4, Will -4.

Str 12, Dex 1, Con 11, Int –, Wis 1, Cha 1.

Special Attacks: Improved Grab: must hit with slam attack to use this ability, Acid: any melee hit does acid damage, armour or clothing dissolves immediately unless wearer makes a successful Reflex save DC 19 (-4 if successfully constricted), Corrosion: metal or wooden weapons that strike this creature must make a Reflex save DC 19; *Special Qualities:* Blindsight: no visual organs, but can detect with other senses to 30 ft, Camouflage: Spot check (DC 15) to notice when immobile. Ooze: immune to mind influencing effects, poison, sleep, paralysis, stunning, polymorphing and critical hits.

APL 6 (EL 6)

Gray Ooze (Large): CR 6; Medium Ooze; HD 5d10+15; hp 40; Init -5 (Dex); Spd 10; AC 5 (-5 Dex); Atks +3 melee (1d6+1 and 1d6 acid, slam); SA Improved Grab, Acid, Corrosion, Constrict (1d6+1 and 1d6 acid); SQ Blindsight, Cold and Fire Immunity, Ooze, Camouflage; AL N; SV Fort +1, Ref -4, Will -4.

Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

Special Attacks: Improved Grab: must hit with slam attack to use this ability, Acid: any melee hit does acid damage, armour or clothing dissolves immediately unless wearer makes a successful Reflex save DC 19 (-4 if successfully constricted), Corrosion: metal or wooden weapons that strike this creature must make a Reflex save DC 19; *Special Qualities:* Blindsight: no visual organs, but can detect with other senses to 30 ft, Camouflage: Spot check (DC 15) to notice when immobile. Ooze: immune to mind influencing effects, poison, sleep, paralysis, stunning, polymorphing and critical hits.

The statue itself is a 2 ft bronze figurine, inlaid with gold, massing 90 lbs. and worth 250 gp to a collector, should anyone manage to drag the unwieldy thing out.

H The Bridge of Ambush: This graceful structure is a slender bridge, showing signs of age but still surprisingly intact. Under the hanging creepers and vines can be seen quite stunning carvings, relics of the lost great Ur-Flannae culture.

Anyone who walks out onto this bridge, or who approaches more closely the far end of this gallery, will be subject to attack by the vargouilles at I. From there the numerous headless corpses, in various states of decay, can be seen strewn about the floor of the gallery's far end.

I The Lair of the Vargouilles: Water rushes from the rock high in the wall of the gallery's end, through an outlet carved in the form of a huge face – the water running from the open mouth. The slime and creepers conceal a cluster of 5 vargouilles, hideous winged demon heads, a remnant perhaps of some curse which struck down the original inhabitants. They are roosting in the shadowy eyes of the great carved face – Spot (DC 20) to notice them.

Corpses in various states of decay are strewn about the ground nearby, and every one is headless. The vargouilles will attack anyone who approaches within 60' of their lair at ground level, or who walks the nearest bridge, or the upper gallery between the bridge and their lair. Should any character search this area, among the bodies will be found various gear

- a pick
- a 50 ft length of rope
- a shortbow with 5 arrows
- various useless tatty items
- a +1 magical handaxe carved with dwarven runes on the blade and a beautiful redwood handle
- 2 choices from the discretionary loot table.

Vargouilles: CR 2; Small Outsider; HD 1d8+1; hp 5; Init +1 (Dex); Spd fly 30 (good); AC 12 (+1 size, +1 Dex); Atks +3 melee (1d4 and poison, bite); SA Shriek, Poison, Kiss; SQ -; AL NE; SV Fort +3, Ref +3, Will +3.

Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills: Listen +4, Spot +3; *Feats:* Weapon Finesse (bite).

Special Attacks: Shriek: anyone who sees creature and hears shriek must make Fort save DC 12 or be paralysed with fear until monster attacks, is out of range (60 ft) or leaves line of sight, Poison: Fort save DC 12 or be unable to heal bite damage magically or naturally until poison is neutralised or removed, Kiss: may kiss paralysed target with successful touch attack – subject must make Fort save DC 19 or begin to transform into a vargouille (Remove Disease will cure, sunlight or Daylight spell will halt process).

APL 4 (EL 6)

There are four vargouilles here. Their initiatives are 19, 16, 12 and 4.

APL 6 (EL 8)

There are six vargouilles here. Their initiatives are 21, 19, 16, 12, 4 and 2.

Note: There are a number of growths of Yatil Crimson moss to be found in Kir Rüss. If this moss is applied to the site of a vargouille 'kiss' the poison will be immediately halted. A Heal (DC 25) test is needed to know this, and a Wilderness Lore (DC 15) test is then required to find some of the moss.

J The Perilous Bridge: This bridge is a curious shape, U-shaped both above and below, and lacking any rails. It sings discordantly in the constant wind that blows down the canyon from the great reservoir.

Water has run down it and puddled in the centre, and slime has grown in the runnels. The mixture of wind and water makes crossing it treacherous – a Balance skill

check (DC18) should be made to cross without slipping. Anyone who slips will fall into the river, however, resulting in 1d6 falling damage (Jump DC 12 or Reflex DC 15 for no damage) and requiring a Swim (DC 12) check to get out (or start drowning).

K The Reservoir: The canyon ends in a great, stout stone wall, a dam some 50 metres high. A narrow, slimy stair climbs at one edge to the very top, hidden behind a tall stone railing. From the dam's top can be seen the cliff-sided reservoir (the water level lies 20 ft from the top of the dam), and the mouth of a cave (Spot DC 15 to notice), only a short (60') swim away (Swim DC 10 to get across).

Like the wall in area D and I, the dam wall has been carved with a giant stone face, the mouth of which is the run off for the reservoir. This is controlled by magic and still works; when water levels reach a certain point the mouth opens and allows water to rush through. At this stage no water is running.

L The Tunnel Mouth: This cave is normally hidden beneath the waters of the dam. At present, the water level is unusually low, exposing the mouth of the cave. A little way in, the cave climbs and divides into two tunnels. One descends to the west, travelling for miles before emerging on the western slopes of the Yatils; the other runs north and then east, opening on the rugged mountainside just behind the high peak to the north-west of the main mining camp (the peak marked at 3270m on the map).

The characters should realise (or be made to realise) that this is a hitherto unknown way out of Kir Rüss and may present a means of escape.

Should they follow the western tunnel it will become obvious that it seems to be heading deeper and deeper and may go for a very long way. If the characters persevere in following this, play up the darkness and the sense of huge amounts of rock above them, weighing down upon them. In short, discourage them from following it.

The northern tunnel, on the other hand, has a cool breeze running down it, indicating a nearby exit. This eventually exits, as described, just to the north-west of the mining camp.

Incidentally, this is how beasts that can't fly are occasionally getting into the city and keeping it full of monsters.

M The Guarded Bridge: A gap has fallen in the centre of this bridge, 12 ft wide. On the opposite wall (the tower side) is yet another mighty carved face, formed of white marble with obsidian eyes. When anyone approaches within the 10 ft square in front of it, the eyes will glow and it will animate. The face is the magical guardian of the Citadel and controls access via a simple sign and countersign.

The face will boom "Du Haar Os Ur Súil!", to which the reply should be "Al Hêl Du Haar!" Any

character who makes a successful Knowledge (history) DC 20 test will know this sequence as an Ur-Flannae greeting from antiquity.

If the appropriate reply is not forthcoming in one round the face will call a Control Winds spell (cast at 15th level), and use windstorm-level winds of 60 mph to blow characters back across the bridge. Small characters will be hurled back 1d4 x 10 ft; medium characters merely knocked down and moved back their own height.

Anyone hurled less than 20 ft will fall through the gap in the bridge, a fall of 20 ft onto hard stone. A Reflex save (DC 20) will allow such unfortunates to grab onto the edge of bridge, taking only 1d6 damage. Otherwise the fall results in 2d6 damage.

Anyone hurled 40 ft will slam into the back wall for 4d4 damage (Reflex save DC 15 for half damage, Tumble DC 15 gives a +2 bonus to this save).

It requires a Strength or Climb test (DC 15) to crawl forward against this wind whilst lying prone. Once the 10 ft square area in front of the face is clear of people, the wind will stop and the face will return to its passive guise.

This face will activate as often as necessary.

N The Council Chamber: The entrance is not far from the guardian by the bridge. A great doorway lies here, gouged even larger by the passage of some very large creature. Upon the stones of the wall are the gouges of some creature with four talons on each foot sharpening its claws, which must be truly massive – perhaps 6 ft wide with toes spread. Noticeable too is the musky smell of some large predator, mixed with the disturbing odour of sulphur.

Lying a few feet inside is a huge reptilian scale, bigger than a fist, and a dark crimson colour. This is undoubtedly the lair of a red dragon. Should anyone venture within, the great lofty council chamber which occupies the centre of the natural stone tower has been devastated by some great force. Piled in the centre is a mound of debris which glitters golden, and lying atop it is the immense skeleton of a dragon, flaps of red-scaled skin hanging from its bony wings.

After a moment, the head tilts and begins to move. Something flickers in the bony eye-sockets. A few moments more, and a rust monster emerges from the dead creature's skull, should anyone be left to see this. Each character witnessing the skull move should make a Will save DC 18 to stand their ground. Failure loosens their bowels and results in terrified flight.

The dragon dwelt here for years and accumulated a hoard. More than a year past, the dragon was dealt a mortal wound in a titanic battle far above the Yatils. It returned here to die. Some months hence, a rust monster entered the chamber from tunnels below, and stayed to feed upon the mound of metals. It is sleepy now, satiated, and will emerge only slowly if anyone enters the chamber. It has eaten all the metal treasure that was here, and now all

that remains (apart from dragon bones) are thousands of fragments of golden glass, and a handful of gemstones: 10 semi-precious stones worth 10 gp each, 5 fancy stones worth 20 gp each, and a large, flawed emerald worth 50 gp.

Rust Monster: CR 3; Medium Aberration; HD 5d8+5; hp 27; Init +3 (Dex); Spd 40; AC 18 (+3 Dex, +5 natural); Atks +3 melee (rust, antennae touch), –2 melee (1d3, bite); SA Rust; SQ Scent; AL N; SV Fort +2, Ref +4, Will +5.

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +9; *Feats:* Alertness.

Special Attacks: Rust: antennae touch corrodes a metal object immediately – magic items gain Reflex save DC 20, metal weapons that strike the creature also corrode immediately.

APL 4 (EL 3)

The rust monster will defend its territory, but flee after taking one third of its hit points. Its initiative is 15.

APL 6 (EL 3)

The rust monster will defend its territory, but flee after taking two thirds of its hit points. Its initiative is 18.

The drippings from the ceiling have rendered the remains of the dragon pitted and scarred. Thus the skeleton is worthless as spell components, though PCs may wish to take pieces as trophies.

Note: There are lower levels to the citadel. A successful Search (DC 25) result will allow the group, after two hours of looking, to find a tunnel that leads to the main tunnel described in L. However, there are gasses rising up that smell quite similar to those in area O. A Spot (DC 15) will reveal this. These gasses, however, are much weaker than in O, and will not poison the PCs.

O Rich Neighbourhood: This region was preferred by well-to-do families, and an invisible hazard has kept it relatively untouched. Subsidence, and water leaching from a deposit of reactive minerals, has generated a cloud of colourless poison gas. The natural alcove formed by the cliff walls has conserved the cloud.

A Spot (DC 15) test is required to notice a faint smell about this area, something like rotten eggs. A subsequent Heal (DC 15) or Wilderness Lore (DC 20) test is required to identify this smell as coming from natural poison gas.

Anyone passing through the area must make a Fortitude save each round or be struck by nausea, coughing and choking, and be unable to move. After 5 rounds of immobility a second Fortitude save is required. Characters failing this save become unconscious, and lose 1 point of temporary Constitution per minute until dying upon reaching 0.

APL 4

Natural Gas trap: Immobility (Fort save DC 16); then Unconsciousness (Fort save DC 18) after 5 rounds; then lose one temporary Con point per round until death at 0.

APL 6

Natural Gas trap: Immobility (Fort save DC 18); then Unconsciousness (Fort save DC 20) after 5 rounds; then lose one temporary Con point per round until death at 0.

Because of the relatively unexplored nature of the chambers in this area, the GM should choose three items from the discretionary loot list if this area is actually searched.

DISCRETIONARY MONSTER ENCOUNTERS

Should characters elect to search chambers and structures not detailed specifically, the GM should choose monster encounters as appropriate from this list. Should characters be pressed too hard by a monster, the GM may opt to have one of the giant wasps from area D swoop down, sting the monster, and carry it off as food for its larvae.

Darkmantle: CR 1; SZ Small Magical Beast; HD 1D10+1; hp 6; Init +4 (Improved Initiative); Spd 20ft, fly 30ft (poor); AC 17 (+1 size, +6 natural); Atk slam +5 melee (1d4+1); Face 5ft. by 5ft.; Reach 5ft.; SA Darkness, Improved Grab, Constrict 1d4+1; SQ Blindsight; SR –; AL N; SV Fort +3, Ref +2, Will +0;

Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills: Hide +11, Listen +5 (a darkmantle receives a +4 racial bonus to Listen checks. This bonus is lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus to Hide checks).

Feats: Improved Initiative.

Special Attacks: Darkness (Su): once per day, a darkmantle can cause darkness as the spell cast by a 5th-level sorcerer. It most often uses this ability just before attacking. Improved Grab (Ex): To use this ability, the darkmantle must hit with its slam attack. If it gets a hold, it can constrict. Constrict (Ex): A darkmantle deals 1D4+1 damage with a successful grapple check; *Special Qualities:* Blindsight: no visual organs, but can detect with other senses to 30 ft.

APL 4 (EL 1)

There is one darkmantle. Its initiative is 16.

APL 6 (EL 3)

There are two darkmantles. Their initiatives are 16 and 10.

Ghost: CR 3; Medium Undead; HD 1d12; hp 6; Init +0; Spd fly 30 (perfect); AC 13 (+3 deflection); Atks none; SA Manifestation, Frightful Moan, Telekinesis; SQ Turn

Resistance, Rejuvenation; AL LN; SV Fort +0, Ref +0, Will +1.

Str 10, Dex 10, Con –, Int 12, Wis 12, Cha 16.

Skills: Profession (varies) +5, Hide +8, Listen +11, Search +9, Spot +11; *Feats:* Alertness.

Special Attacks: Manifestation: ethereal until manifesting and can't effect or be effected anything physical – when manifest is visible but non-corporeal (only magic weapons and spells can affect creature, 50% chance to ignore damage from corporeal source except magic missile), Frightful Moan: all creatures within 30 ft must make Will save DC 13 or be panicked for 2d4 rounds (save means immune for a day), Telekinesis: once per round as a 12th level Sorcerer; *Special Qualities:* Turn Resistance: +4, Rejuvenation: an otherwise destroyed ghost may make a level check (DC 16) or be restored in 2d4 days.

There are several ghosts in the city. Each has a different reason for being, and a different manner in which it may be persuaded to depart. Experience should be provided to characters if this is figured out and done. The ghosts in this city are not especially malevolent, though they may become upset. Some example means of laying ghosts to rest are:

- Say a prayer for its soul
- Tell it (in Ur-Flannae) that it is dead
- Bury a focus (such as a skull)
- Destroy a focus (such as an urn)

Grick: CR 3; Medium Aberration; HD 2d8; hp 9; Init +2 (Dex); Spd 30, climb 20; AC 16 (+2 Dex, +4 natural); Atks 4x +3 melee (1d4+2, tentacle rake), -2 melee (1d3+1, bite); SA –; SQ Scent, Damage Reduction 15/+1; AL N; SV Fort +0, Ref +2, Will +5.

Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

Skills: Climb +10, Hide +4*, Listen +7, Spot +7;

Feats: Alertness.

Special Qualities: Hide: +8 in rocky areas.

The grick really just wants food, but something the size of a human body will be required to dissuade it from trying to disable and carry off one of the characters.

APL 4 (EL 3)

There is one grick. Its initiative is 14.

APL 6 (EL 5)

There are two gricks. Their initiatives are 16 and 9.

Stirges: CR ½; Tiny Beast; HD 1d10; hp 5; Init +4 (Dex); Spd 10, fly 40 (average); AC 16 (+2 size, +4 Dex); Atks +6 melee (1d3-4, touch); SA Attach, Blood Drain; SQ –; AL N; SV Fort +2, Ref +6, Will +1.

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14; *Feats:* Weapon Finesse (touch).

Special Attacks: Attach: successful touch attack means creature is attached (AC drops to 12) and may now use blood drain, Blood Drain: drains 1d4 temporary Con per round until it has drained 4 points.

APL 4 (EL 3)

There are four stirges. Their initiatives are 23, 21, 13 and 11.

APL 6 (EL 5)

There are eight stirges. Their initiatives are 23, 23, 21, 19, 13, 13, 11 and 11.

Will-O'-Wisp: CR 6; Small Aberration; HD 9d8; hp 40; Init +13 (+9 Dex, +4 improved initiative); Spd fly 50 (perfect); AC 29 (+1 size, +9 Dex, +9 deflection); Atks +16 melee (2d8, shock); SA –; SQ Spell Immunity, Natural Invisibility; AL CE; SV Fort +3, Ref +12, Will +9.

Str –, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills: Bluff +11, Listen +17, Search +14, Spot +17; *Feats:* Alertness, Blind-fight, Dodge, Improved Initiative.

Special Qualities: Spell Immunity: immune to all spells but Magic Circle Against Chaos, Magic Circle Against Evil, Magic Missile, Maze, Protection From Chaos and Protection From Evil.

APL 4 (EL 6)

The will-o'-wisp is malicious but timid and will not attack, instead attempting to lure characters into the nearest hostile monster encounter or hazardous location. Should it be attacked at all, it will flee invisibly. A group will have to be extremely lucky to manage to kill off the will-o'-wisp, as it will have to be done in one round.

APL 6 (EL 6)

The will-o'-wisp is malicious and careful. It will attack for no more than three rounds, attempting to drive the group towards the nearest hostile monster encounter or hazardous location. A group will have to be extremely lucky to manage to kill off the will-o'-wisp, as it will have to be done in one round.

DISCRETIONARY MINOR LOOT LIST

There are plenty of treasures still scattered around the city. Here is a list of suggested items, though GMs should feel free to make up whatever they see fit to add, so long as it is not an item that requires a cert.

Note: Do not allow the party to find any more than 100gp worth of treasure per player character (80gp if you don't think they will give Reggi a share).

- A dead slave explorer with one medium weapon, and one small weapon.

- A dead adventurer, with semi-intact equipment – one medium suit of studded leather armour, one longsword and a light crossbow with 6 bolts.
- Stone statues, ceramic vases, bronze art pieces – all large, heavy, and fragile. Worth 50 gp or so to a collector. There are many of these.
- A single intact lead-sealed bottle of fine magically preserved spirits. Worth 100 gp to a collector. Should anyone drink a decent slug, they will become intoxicated for several days.
- Gold, or ornately decorated, instruments of arcane and obscure purpose (fish fork, egg whisk, potato peeler, eyelash curler, trepanning chisel, dental pliers, etc.) Worth 5 gp each to a collector.
- A gown of foreign style, enchanted to resist aging, damage, and dirt, and to fit any wearer. Worth 100 gp to a collector or any noblewoman.
- A coil of silk rope.
- An Ur-Flannae long spear, carved with Ur-Flannae inscriptions in a spiral pattern that runs the length of its shaft. The blade is 2 ft long and crafted from a metal that reflects greenish in certain angles of light. Worth 10 gp.
- Glass, crystal or brilliantly-glazed ceramic jars of strange fluids. (moisturiser, shampoo, eau de toilette, mouthwash, honey, etc.) Each worth at least 5 gp for the container, which is fragile, and at least the same for the contents to a collector.
- A complete set of teeth, made from white jade and gold, value 50 gp.
- A well-worn looking quill, enchanted to produce its own ink, worth 100 gp.
- A bronze ring with a hollow bezel worth 20 gp.
- An enormous set of glazed glass wind chimes with perished strings. Weighs 100 lb and worth 200 gp.
- Metal or gem fixtures pried from the upper galleries, worth 2gp per pound.

ENCOUNTER SEVEN FREEING THE SLAVES

Every effort should be made to channel the group in the direction of the dam and the tunnel out of Kir Rüss. The characters may wish to turn back if they find a bunch of weapons and directly attack the guards. Given that this will be late in the game then should this happen throw the whole might of the camp at them for being so arrogant and stupid.

Otherwise they can take the tunnel out to find themselves on a mountainside to the north-west of the mining camp. Most groups at this stage will likely want to recover their items and take some measure of revenge on the baddies. In addition, they really should be thinking of setting the slaves free.

IF THEY DECIDE TO FREE THE SLAVES

The first thing for the group to do is to sneak over to the slave camp. This requires a Move Silently (DC 12) test to skirt around the main camp, followed by a Move Silently (DC 15) test to get into the slave camp unnoticed.

If they manage to do this it's relatively simple to free the slaves. The doors are barred, not locked, so all they have to do is slide the bars away. If they're smart they'll open several doors at once and, once a few huts are freed, the fun starts.

Needless to say the slaves want revenge and most of them are hardened by their experiences in the cities – the weak ones don't usually come back. They should easily overcome the guards, albeit with a few casualties.

From then on mob mentality sets in. The characters can't stop the slaves from charging on to the main camp to wreak some revenge, but they can direct their energies and lead them in the way they desire.

Once the slaves enter the main stockade a large number of the miners will join in with them, eager to express their discontent with Jasper and his guards.

DEALING WITH THE MINERS

A group may decide to use the miners as their allies rather than the slaves. Perrenland natives will know that Mörgerood folk don't like to be bossed around on their own turf and they don't like to be cheated. PCs from Western Perrenland will know this automatically. Other Perrenland natives can make an Intelligence (DC 15) test to know this is the case. As it is, Reggi knows this anyway.

If the miners find out about Kir Rüss and/or the slaves they will be most put out. This will be all the spark that is needed to make them mutiny. A Diplomacy (DC 15) test is required to negotiate with the miners, though this should be modified appropriately based on what way the PCs go about things.

The guards are loath to fight 200 angry miners armed with picks and the like. They will most likely surrender if the miners act in a cohesive manner. A Knowledge (military) or Intelligence test (DC 15) will reveal that the miners, though keen, are not warriors and need someone to lead them. A single PC would be enough if they have a slightly military background, or perhaps the inspiration of a bard would work.

There are three elder senior miners who are respected and chosen as spokesmen to deal with the PCs. They all use the senior miner stats, and they are:

Hurd Brightvein (male dwarf) From a family of dwarfs adopted into Clan Mörgerood a century ago, this steady fellow is disciplined and level-headed. For some reason that he won't go into, Hurd does not like Rosrijders and will have trouble being polite to them. This won't stop him listening to reason, though.

Franz Mörgerood (male human) A cousin (twice-removed) of Jasper, he is ashamed of the way the other man has apparently become as greedy and sneaky as “city folk”. He will argue strongly against armed insurrection, preferring negotiation.

Margó Hikken (female human) One of the few women to work the mines, she acts as a medic for the most part, though she has been known to lug a pick in her time. Auntie Margó, as she is affectionately known to the miners, thinks Jasper needs to be turfed out quick smart. The idea of slavery repels her.

Note: There are no guards at the actual mines themselves, so the PCs won’t be troubled by them if they sneak up there.

GETTING THEIR GEAR AND DEALING WITH JASPER

Most PCs will be quite keen to see the return of their nabbed equipment. Most will also be eager to deal out some revenge on Kârl and Jasper. Well, Kârl has already departed; too bad. But Jasper is there to get his just reward. He has their gear stored in a chest in his private quarters and any animals they had will be in the stables.

Jasper will make a last stand in the Haaghuis, along with his brother and one guard for each PC.

Each of the guards will surrender when they are down to 4 hit points or less. Ârn will fight to the death to protect his brother, but will surrender if Jasper does. If Jasper is killed then Ârn will fight wildly to the death. Jasper will surrender at any stage that it looks like he can’t otherwise get away alive.

Note: For initiative purposes, use the following – Jasper: 10, Ârn: 20, Guards: 21, 16, 15, 14, 9 & 4. (If there are more than six guards then roll the extra initiative scores yourself.)

IF JASPER IS CAPTURED

To be blunt, Jasper Mörgerood is a weasel. He knows that his days are numbered if left in the custody of the former slaves and miners. His best chance of survival lies with the PCs. He is willing to rat on Kârl if it keeps him alive, and will say so. If asked where Kârl is, he will state that he has already left (see below).

The PCs may realise that Jasper’s testimony against Kârl is a powerful weapon that could ruin his election chances. Taking him prisoner and hauling him back to Krestible seems a smart idea.

Note: If events have meant that until this point the group have no idea that Kârl was recently at the camp then Jasper will tell them.

WHAT ABOUT KÂRL?

Kârl has already departed, for he has his own business to attend to. At least one person – be it a guard, miner or prostitute – loyal to him will slip away in the midst of all the trouble and warn him. He will have slept overnight at the Dréboom Huis, so that’s likely to be where he will get the news of the revolt. An intuitive fellow, he will suspect the PCs’ involvement and deduce that they’ll be after him. Thus he will depart in haste.

IF THEY TAKE ON THE CAMP WITHOUT FIRST FREEING THE SLAVES

Well, they’re overconfident and cocky then, aren’t they? In this case, Reggi will suggest that she makes use of the group’s attack as a distraction so that she can free the slaves. So if the characters get themselves into trouble – and the odds are that they will – then the mob of slaves can arrive at an opportune time to dig them out of the mire.

IF THEY DECIDE TO ABANDON THE SLAVES

Reggi should still be with the group, so she can act as their conscience. She will insist that the slaves need to be freed. If the group decide not to she will sneer at them in disgust and leave, stating that she at least has some honour and will do it herself. The characters may attend to their own ends as they see fit, but if they return to the mining camp whatever they are doing will eventually be interrupted by a mob of angry slaves on the warpath. Ultimately the miners will join in with the slaves to defeat and capture the guards, and if the characters are still around they will be treated with the contempt they deserve.

If word gets out about the characters dishonourable actions – and if Reggi freed the slaves it will – then their reputations are damaged. Remove from the players any Perrenland ‘favour’ certificates they have and tear them up. A GM who feels there are mitigating circumstances may not do this, if appropriate.

WHAT TO DO WITH REGGI

Reggi will want to come back to Krestible to state what she knows for Hasten Weisspeer – making her a potent witness against Kârl Hüssen.

IF THE CHARACTERS CHASE KÂRL

Proceed to Encounter Eight, In Hot Pursuit

IF THE CHARACTERS LET KÂRL GO

Proceed to Conclusion, Winner and Losers

ENCOUNTER EIGHT IN HOT PURSUIT

At some stage the group are likely to be in hot pursuit of Kârl, who makes a careful departure when the trouble erupts at the camp. He takes his cousin with him, along with Brár Ulfrig and makes a swift escape south along the Vestertrek. No fool, though, Kârl leaves his hired assassin behind to deal with any pursuers.

Einrik Krijgboot, human Rog6/Ass2: CR 8; Medium humanoid (5 ft. 8 in. tall); HD 8d6+8; hp 32; Init +8 (Dex, Improved Initiative); Spd 30; AC 17 (+4 Dex, +3 studded leather); Atks +6 melee (1d6+1 [crit 19-20/x2], shortsword), +9 ranged (1d8 [crit 19-20/x2], light crossbow); SA none, SQ spells, AL NE; SV Fort +3, Reflex +12, Will +3.

Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 14

Skills: Balance +12, Climb +9, Disable Device +10, Disguise +10, Escape Artist +10, Forgery +4, Gather Information +10, Hide +12, Innuendo +8, Jump +7, Listen +11, Move Silently +12, Open Lock +8, Search +8, Spot +11, Tumble +8. *Feats:* Alertness, Improved Initiative, Point Blank Shot, Precise Shot;

Equipment: shortsword, light crossbow, bolts (10), studded leather armour.

Assassin Spells (3): 0—*change self, obscuring mist, spider climb.*

Einrik's plan is quite simple, he sets up a nasty deadfall trap on a narrow part of the Vestertrek, and waits in ambush. He is very good at hiding too, it will take a Spot (DC 35) check to notice him. When the characters come into view he trips the deadfall trap and shoots a single bolt from his crossbow. If Reggi is there she will be his target – horrible parallels to the denouement of The Voormann's Daughter. If Reggi is not there Einrik will choose the character who is likely to present the most danger to him.

Note: Reggi should not be killed, but wounded enough for the group to have horrible recollections of the death of Roggo Dâs.

Note: If the group take Jasper as a witness to Kârl's activities then he will be the target instead.

Einrik has chosen a spot where the ground to the left drops away sharply for several hundred feet and climbs in an almost sheer slope to the right, the road cutting narrowly in the middle.

The trap is meant to be triggered in front of the group to stop them, not to kill them. If they just pull up the rock fall with do nothing more than block the road.

Should they notice Einrik and try to ride through, they will have to be very good to do so. For a start, they will have to make a Ride (DC 20) check to get through the rocks to the other side or Ride (DC 30) to get through before the rocks arrive. If they roll less than 10 their

mounts baulk and stop before the rocks. Those riding through the rocks suffer the following:

Falling Rocks: 6d6; Reflex save (DC 20 half damage, DC 30 to avoid)

The characters need to beat Einrik in initiative (he has 23) and deal him at least 15 hit points of damage before his action to stop him activating the trap. He is 60 ft above the group, so melee combat is out of the question.

Einrik will not stick around for a lengthy fight, just long enough for one shot with his crossbow and then he departs, using Obscuring Mist to cover his departure. He has left his pony tethered a distance down the road. The odds of the group capturing or killing him are extremely slim.

WHAT IF THE ROCKS STOP ALL THE GROUP?

It will take a good several hours to back track and get around the obstacle. This delay will be more than enough for Kârl to escape.

WHAT IF THE ROCKS DON'T STOP THE GROUP?

Einrik will make his escape but Kârl will have left Darig behind to lay down some more rock falls to further delay pursuit. Bother and tarnation, the villain gets away...

IF THE CHARACTERS ARE CAREFUL

A slow careful pursuit will get them nowhere. Kârl will most definitely get away and they will not encounter Einrik. There are too many obvious ambush points that need checked if the characters are being careful, and Einrik is far too canny to set up his ambush at the first one.

CONCLUSION WINNERS AND LOSERS

Hopefully the characters have had a relatively successful time of it – they should have freed Reggi, explored a lost city, liberated a group of slaves, defeated Jasper Mõrgenrood and put Kârl Hüssen to flight. Not bad work, really.

Now they should return to Krestible to report what has happened to Hasten Weisspeer. Certainly by now they have enough evidence to reveal Kârl Hüssen's villainous activities.

Reggi will be more than happy to testify against Kârl Hüssen, and she makes a fairly convincing witness. She is grateful to the group for rescuing her, of course. It is her intention to return to the mining camp, where she can try and work herself into the act when things are up and running again – she figures she can make a small fortune with her new good reputation there.

If Jasper was captured he will be dragged off to Schwartzbruin to testify before the Voormann and the Cantonal Council about the activities he has been involved in. Not long after he does this he will come to a sticky end, bumped off by Einrik on the orders of Kârl.

Kârl Hüssen's reputation is soon in tatters. Some of the Clan Hüssen are angry and think he has been set up, others are terribly ashamed of what he has been up to. Either way his plans for election as the next Voormann have been scuppered.

Once more Hasten Weisspeer congratulates them on a job well done. Word is passed around about the good deeds of the group and they gain favour with the Clan Weisspeer and an additional Influence Point with the clan.

For characters that played The Voormann's daughter and received a favour certificate, give them a Further Favour of the Clan Weisspeer certificate. Other characters receive a Favour of the Clan Weisspeer certificate. Any treasure that they pulled out of Kir Rüss may be kept or sold as they desire.

THE LAST ACT

A few days after the conclusion of the adventure word will arrive from Hasten that Kârl Hüssen seems to have gone to ground. What is more disturbing is the worrying news that Hännè Weisspeer has disappeared.

THE END

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

APL 4

Encounter One

Getting directions to the mining camp
without actually alerting Rieg 10 xp

Encounter Two

Finding the camp without help 10 xp

Encounter Three

Getting in without raising an alert 50 xp

<or>

Defeating the guards and scouts 50 xp

Encounter Six

It is not expected that the characters will accomplish every XP goal in this section, so they will be unlikely to get all the rewards. As a result the entire Kir Russ encounter experience is worth 180 XP to the PCs even if they have fought nothing and simply recovered Reggi from the denizens that occupy the ruins

Encounter Seven

Abandoning the slaves -50 xp
Rescuing the slaves 40 xp
Defeating Jasper Mörgerood 75 xp
Defeating Jaspers cronies 75 xp

Encounter Eight

Stop Einrik tripping the rock fall 50 xp

Total experience for objectives 540 xp

Discretionary roleplaying award 135 xp

Total possible experience (expected) 675 xp

APL 6

Encounter One

Getting directions to the mining camp
without actually alerting Rieg 10 xp

Encounter Two

Finding the camp without help 10 xp

Encounter Three

Getting in without raising an alert 50 xp

<or>

Defeating the guards and scouts 50 xp

Encounter Six

It is not expected that the characters will accomplish every XP goal in this section, so they will be unlikely to get all the rewards. As a result the entire Kir Russ encounter experience is worth 240 XP to the PCs even if they have fought nothing and simply recovered Reggi from the denizens that occupy the ruins

Encounter Seven

Abandoning the slaves -50 xp
Rescuing the slaves 40 xp
Defeating Jasper Mörgerood 135 xp
Defeating Jaspers cronies 135 xp

Encounter Eight

Stop Einrik tripping the rock fall 50 xp

Total experience for objectives 540 xp

Discretionary roleplaying award 180 xp

Total possible experience (expected) 900 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (eg. armour on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 2,000gp that are of personal significance to the owner (including family heirlooms), and all magical items,

will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Next to mundane items are the values of the items. They can be sold as described above.

All Items Listed Below Convert Direct To Monetary Value As Of 592 CY Onwards.

Encounter Six

- +1 Magical Handaxe (Value 2,306gp) This handsome axe is a +1 magical weapon. It is of dwarven make and has runes inscribed in its burnished blade. The shaft is carved from a slightly springy redwood that has been treated and well polished.
- 10 semi-precious gemstones (Value 10gp ea)
- 1gp
- 5 arrows (Value 1gp each)
- 5 fancy gemstones (Value 20gp each)
- 50' rope (Value 1gp)
- Club (Value 0gp)
- Dagger (Value 2gp)
- Ur-Flannae Figurine (Value 250gp) [certed]: This 2 ft tall statuette is of a slender wise-faced woman with her hands held up in greeting. It is made from bronze and gold and weighs 90lb. Crafted by the Ur-Flannae, it is stylised and quite beautiful, inspiring a mellow peacefulness in a viewer through its beauty alone. It is otherwise a normal item which would be valued by a collector.
- Flawed Emerald (Value 50gp)
- Golden glass fragments (Value 1sp each)
- Light Mace (Value 5gp)
- Pick, miner's (Value 3gp)
- Shortbow (Value 30gp)
- Shortspear (Value 2gp)
- Wooden Staff (Value 0gp)

Discretionary Treasure (Max 80gp per player at the table uncerted)

- 6 bolts (Value 1sp each)
- A complete set of teeth, made from white jade and gold. (Value 50gp)
- Bottle of fine magically preserved spirits (Value 100gp) [certed]: Held in a lead sealed crystal bottle of

exquisite craftsmanship is two pints of the finest Ur-Flannae spirits. This rare drink is found occasionally and is usually magically preserved, absolutely delicious, and mind-numbingly potent. Avid collectors will pay considerably for such spirits. Should anyone consume the full contents in one sitting they must make a Fort save (DC 30) or fall into a merry stupor for 1d4+3 days.

- Bronze ring with a hollow bezel (Value 20 gp)
- Enchanted Gown (Value 100gp) [certed]: This silk gown is fashioned with the finest of material in intricate ivy designs of Ur-Flannae style. It is enchanted to immediately perfectly fit whoever wears it, and the material never fades or frays. Some noblewomen would kill for this gown.
- Enchanted Quill (Value 100gp) [certed]: This well-worn looking quill is enchanted to produce its own black ink.
- Glass, crystal or brilliantly-glazed ceramic jars of strange fluids (Value 5gp each).
- Light Crossbow (Value 35gp)
- Longsword (Value 15gp)
- Silk rope 50' (Value 10gp)
- Stone statues, ceramic vases, bronze art pieces etc. (Value 50gp)
- Studded Leather Armour (Value 25 gp)
- Ur-Flannae long spear (Value 10gp) [certed]: This spear is carved with Ur-Flannae inscriptions in a spiral pattern that runs the length of its bone shaft. The blade is 2 ft long and crafted from a metal that reflects greenish in certain angles of light. It is an otherwise ordinary weapon.
- Various obscure instruments (Value 5 gp each)
- Ur-Flannae Wind Chimes (Value 200gp) [certed]: This enormous set of glazed glass wind chimes is delicate and fragile, styled with ancient Ur-Flannae wind motifs. If hung with new strings it would make a fine addition to any quality household.

Encounter Seven

- 100gp
- 10gp
- Longsword (Value 15gp)
- Rapier (Value 20gp)
- Studded Leather Armour (Value 25gp)
- Leather Armour (Value 10gp)
- 2 daggers (Value 2gp each)

Total GP Treasure Award To Each PC :

APL 4 : 600 gps

APL 6 : 800 gps

Conclusion

- Favour of the Clan Weisspeer. (One per PC): You have served this clan well and are highly regarded by important members. Folk of this clan will automatically have a beginning reaction of Friendly towards you. So long as you are in the city of Krestible, or within 30 miles, you will be provided you with basic meals and accommodation so long as you do nothing to break their trust. This results in Lifestyle costs being halved in this area. In addition, you have 1 Influence Point with Clan Weisspeer.
 - Further favour of the Clan Weisspeer. (One per PC who already has above Favour): You have served this clan extremely well and are very highly regarded by important members. Folk of this clan will automatically have a beginning reaction of Friendly towards you. So long as you are in the city of Krestible, or within 30 miles, you will be provided you with good meals and accommodation so long as you do nothing to break their trust. This results in Lifestyle costs being quartered in this area. In addition, you have an additional 1 Influence Point with Clan Weisspeer.
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APPENDIX ONE

REGGI DÂS

Reggi Dâs, female half-orc Rog3: CR 3; Medium humanoid (5 ft. 11 in. tall); HD 3d6+3; hp 12; Init +6 (+2 Dex, +4 improved initiative); Spd 30; AC 15 (+3 studded leather, +2 Dex); Atks +3 melee (1d6+2 [crit x3], shortsword) +4 ranged (1d6 [crit x3], composite shortbow); SA none; SQ none; AL LN; SV Fort +1, Reflex +6, Will +1.

Str 12, Dex 14, Con 13, Int 14, Wis 11, Cha 12

Skills: Balance +6, Climb +5, Disable Device +4, Escape Artist +4, Gather Information +3, Hide +8, Jump +7, Listen +8, Move Silently +8, Open Lock +4, Search +6, Spot +10, Tumble +6, Use Rope +6. *Feats:* Alertness, Improved Initiative.

Equipment: composite shortbow, arrows (20), shortsword, dagger, studded leather armour.

For all that she is a half-orc, Reggi (pronounced Reh-ghee, not Reh-jee) is a handsome woman – in a rugged sort of way – broad-shouldered and relatively slender-hipped. She is honourable enough and has been working for as a slave overseer under duress – Kârl has told her that her brother Roggo is being held captive. If she knew that her brother was dead her loyalty to Kârl would end. The cunning Kârl knows this, of course, and plans for Reggi to join the slaves at some time or another.

Reggi takes no pleasure in her duties as a slave overseer but does her duties assiduously. As a Vuurzwad clan member she has no other personal stakes in the goings-on here. She is firm but fair and does what she can to ensure the slaves' wellbeing. She deals out punishment where necessary but never without cause and never goes too far. The slaves may not like her, but she has earned their respect. She has no friends in the camp, for she has little regard for her 'peers' and obviously cannot befriend the slaves.

Should the characters encounter Reggi and explain her brother's fate then she will throw in her lot with them and perhaps even be the catalyst for freeing the slaves (if the PC's don't precipitate this themselves).

Note: If Reggi is encountered as a slave exploring the city then she will tell the group that Kârl is at the camp (they won't have seen him otherwise) and that Jasper is a slimy cheat who can't be trusted an inch. In this case she will have no weapons but will have her armour.

APPENDIX TWO

KÂRL HÜSSEN

Kârl Hüssen, male human Ari4/Ftr4: CR 6; Medium humanoid (6 ft. 3 in. tall); HD 4d8+4d10+8; hp 44; Init +6 (+2 Dex, +4 improved initiative); Spd 30; AC 22 (+6 magical chain shirt, +2 Dex, +4 shield); Atks +12 melee (1d8+5 [crit x3], longsword) +4 ranged (1d6 [crit x3], composite shortbow); SA none; SQ none; AL NE; SV Fort +1, Reflex +6, Will +1.

Str 14, Dex 15, Con 12, Int 16, Wis 15, Cha 16

Skills: Appraise +4, Bluff +10, Diplomacy +10, Climb +4, Gather Information +8, Innuendo +10, Intimidate +10, Handle Animal +4, Knowledge (history) +8, Knowledge (military) +10, Knowledge (politics) +10, Knowledge (tactics) +10, Read Lips +7, Ride +7, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +4, Wilderness Lore +4. *Feats:* 5 Dodge, Mobility, Spring Attack, Expertise, Whirlwind Attack, Improved Initiative, Leadership.

Equipment: +3 longsword (Sturmfoer), +2 chain shirt, +1 large steel shield.

Tall, dark haired and handsome, Kârl Hüssen is intelligent, charming and very talented. Sadly he is also very much aware of this and he is a self-obsessed villain to boot. Though he can make it appear otherwise his only loyalty is to himself. A master tactician, he uses those around him like pawns in his own grand game. His major failing, a common one in villains, is over-confidence, although a tendency towards sadism mars his character as well.

Kârl is the silent partner in the mine and the treasure scheme, though he takes two thirds of the earnings. He keeps Jasper in line through a combination of charm and intimidation. Kârl uses the moneys he receives to fund his own schemes – with the eventual goal of becoming the next Voormann.

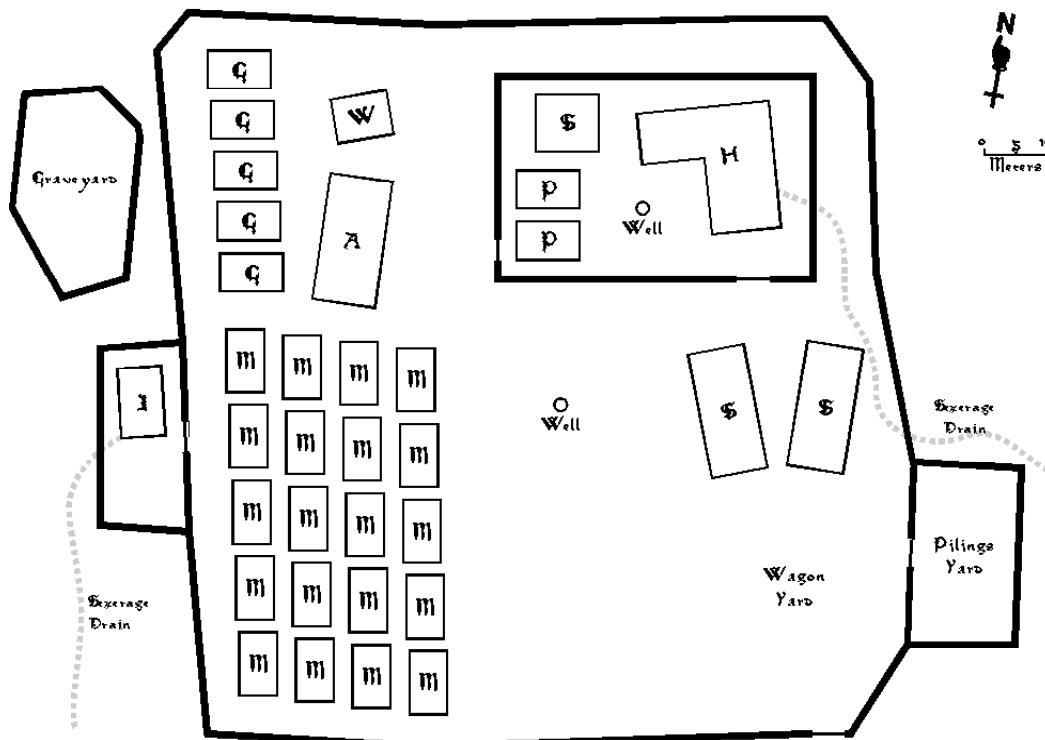
A cunning plotter, he employs a large number of spies, whom he uses to gain information about the activities of his rivals. He is very well informed, particularly about the Weisspeer clan, for whom he has a strong dislike.

Kârl is an athletic fellow in his late twenties. His long dark hair is well kept and he dresses in the latest fashions. He usually has a slight smile on his face, as if the goings on of the world amuse him.

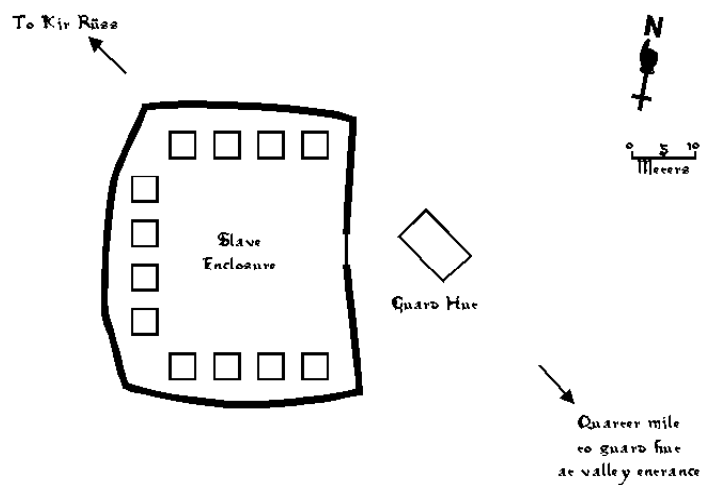
GM AID #1: GÉLDAL AREA MAP



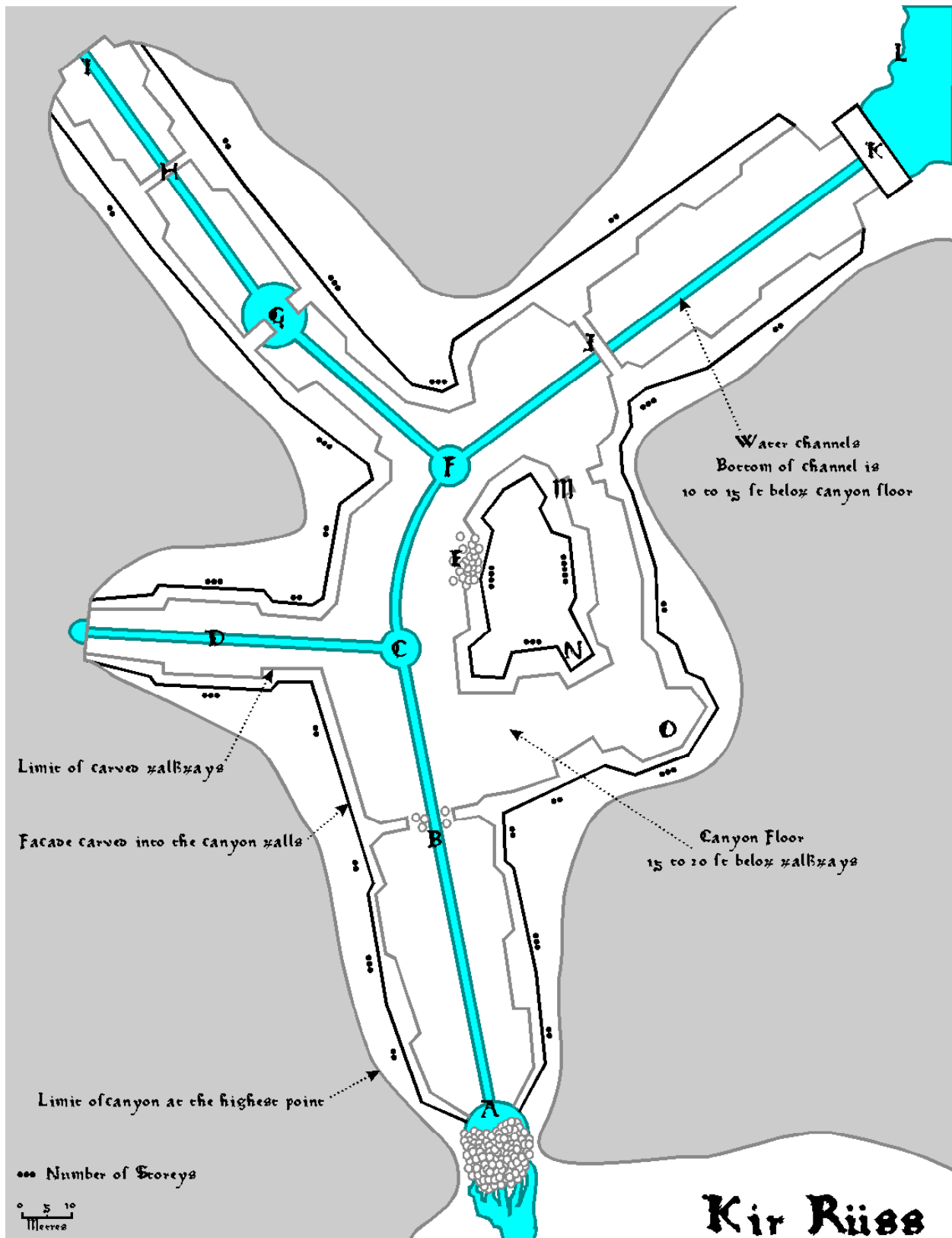
Môrgenrood Mining Camp



Slave Camp



GM AID #3: MAP OF KIR RÜSS



Player Handout #1: Letter from Hasten Weisspeer

My friends

Good news! We have been successful in our search for Keggi Das. My niece has been most efficient in her information gathering and has finally managed to locate where the poor soul is being held. Her captor is a fellow by the name of Jasper Morgenrood, who is the master of a mining camp in Gélóal, a valley in southern Yattenheid.

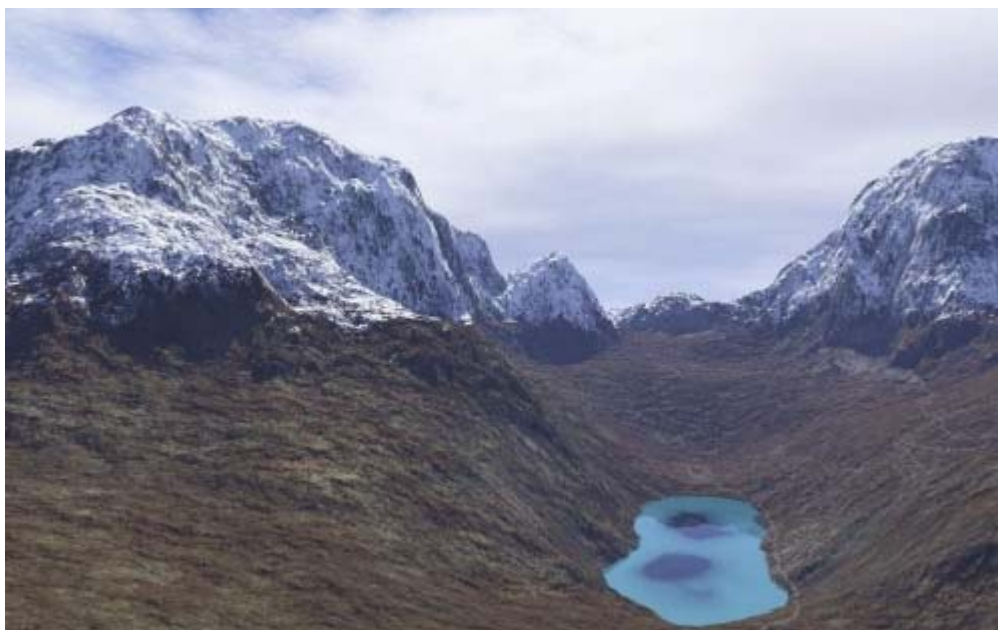
Should you travel north upon the Vestertrek until just south of the Mounds of Dawn you will come to an inn called the Dreboom Inn. There, if you deem it necessary, you may engage the services of a guide who can lead you to Gélóal.

Though I have no doubts as to your abilities, I urge you to be circumspect and to take care.

May Allitur guard you and bless your efforts to fulfil your promise.

Hasten Weisspeer

PLAYER HANDOUT #2: GÉLDAL AREA MAP AND PANORAMA



PLAYER HANDOUT #3: MAP OF KIR RÜSS

