

PER2-02



INTO THE HILLS

A One-Round D&D[®] LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1

by Bruce Legge

With Thanks to Patrick Williamson and Bruce Paris

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Just what is in them there hills? Gold? Monsters? Lost civilizations? Join an intrepid band of adventurers hired to explore and map the fringes of the Sepia Uplands. An adventure for characters level 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	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) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan 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.

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

Groups of adventurers are being hired by Till Vissjäger to help map the Sepia Uplands, looking for a viable route into the Uplands and for defensive or fortifiable positions, in case of an invasion by the armies of Iuz from that direction.

Perrenland has largely ignored the interior of the Sepia Uplands, except for one isolated outpost. The Auszug fortress of Penrican Keep is located at the northeastern edge of Sepia, about 20 miles from the Vesve Forest and controlled by the Perrenland military. This fort keeps a watch on the Vesve and the nomads to the north. The usual route from Traft to Penrican Keep is around the northeastern shore of Lake Quag then along the northern edge of the Uplands, a journey of about 200 miles.

In the last few decades, including the time when most of the rest of the Flanaess was involved in the Greyhawk wars, the population of Perrenland has been

increasing rapidly. This was caused by an influx of refugees and by a substantial increase in the number of mercenaries, both active and retired, who now call Perrenland home.

This increase in population has put pressure on the more traditional habitable areas of Perrenland, and many are looking north to the Sepia Uplands as a possible place of settlement.

The Sepia Uplands have never been part of Perrenland, but there were clan folk there before the Relentless Horde came south and wiped most of them out. The gnomes and dwarves of the Sepia were much more successful in combating the nomad incursions and now the Sepia mostly belongs to them.

Till Vissjäger is funding expeditions into the Uplands for several reasons: He is concerned about the possibility of an invasion by the armies of Iuz; he wants to see Perrenland expand into the Uplands, opening up potentially rich mining operations and trade with the Gnomes of the area and protecting the few Perrenland settlers who have moved there. The attendant fund raising exercises and general flag-waving are also good publicity for him in his bid for the position of Voormann of Perrenland.

This adventure involves the players in three main sub-plots: the election of a new Voormann; the question of annexation of the Sepia Uplands; and the war with neighboring Iuz.

Two of the candidates for Voormann are encountered in this adventure, Till Vissjäger, of the Oostmeer branch of Clan Meerijder, and Orgus Bildger, of Clan Roodbêrg. Vissjäger is an independent candidate, but has the backing of Arren Meerijder, the head of Clan Meerijder and a second cousin of his. The Hetmann of Traft, Ernest Duffkynn, nominated Bildger for the position of Voormann.

There is considerable rivalry between Vissjäger and Bildger. Both had distinguished military careers, Bildger in the army and Vissjäger in the navy. Both are now residents of Traft Canton and have competing business interests.

The question of annexation of Sepia is another difference between the two men. Vissjäger believes in expanding trade links to all the surrounding countries. He is happy to deal with the Wolf Nomads and the gnomes of Sepia on an equal footing. He is a vocal supporter of the establishment of the Vesbergen canton in the Sepia but is very much against any form of forced annexation. He sees great potential for economic benefits for all concerned if the gnomes are persuaded to join the Concatenated Cantons of Perrenland. If he does not win the position of Voormann he is looking to expand his own business interests into the area.

Bildger is more xenophobic than Vissjäger. He sees the nomads as scum that cannot be trusted. He is patronizing towards the gnomes of the Uplands, believing that they cannot protect themselves and that the Auszug should be sent in to protect them. He wants Sepia to become a full member of the Concatenated Cantons of Perrenland.

The war with Iuz is yet another difference between the two rivals. Vissjäger believes in establishing ties with the enemies of Iuz, increasing trade links and offering them military aid in the form of mercenaries and even some Auszug troops. Bildger's platform is: "Preserve the peace with Iuz and preserve the peace in Perrenland". Bildger knows that this platform is popular amongst country folk who have no desire to start a war with Iuz, or with anybody else for that matter, as the first place to fall would be Traft Canton itself.

The adventure starts in the city of Traft, where the adventurers meet Till at the offices of Vissjäger Shipping. He offers them 50 gp each for two weeks of their time to help explore the Uplands. The characters can elect to forgo the 50 gp as a contribution to the mapping program. Any character that forgoes payment is given a Favor Certificate from the Oostmeer Meerijder at the end of the adventure; those that accept the payment do not get the Favor.

Till explains that a specialist mapmaker has gone ahead to prepare supplies and make initial drawings of the area around Ostdroom, on the edge of the Uplands. Other parties of adventurers are being sent to other parts of the Uplands. The Uplands is a dangerous place, with brigands, mountain lions, cave bears and Orc raiders. The objective of the characters is to help the mapmaker with his maps and provide protection from any difficulties that may be encountered.

The characters are advised to pick up any supplies that they may need and then travel to Ostdroom to meet the mapmaker Willem Délvêren. From there, they are to head east into the Uplands.

Till also advises the characters that any information they discover in the Sepia may be sensitive from a military perspective, so it is best not to tell others of any discoveries they make.

As the characters leave the offices of Vissjäger Shipping a well-dressed gentleman approaches them and inquires if they are heading into the Sepia. He explains that his master would like to meet them. The master is Orgus Bildger, Hetmann of Niederschlauss, a collective domain of three villages about two days ride south of Traft City. Orgus is a business rival of Till's, as well as rival for the position of Voormann, and wants to know anything that Till is up to. If the characters agree to meet with Orgus, he requests that any information gained by the characters be passed on to him, as well as to Till. He requests the characters do this "for the good of Perrenland", in other words, he wants the information but does not want to pay for it. If the characters negotiate, he offers the party 100 gp (total) to tell him about everything they find in the Sepia. He pays when they return and deliver the information.

Ostdroom is a day or two's travel from the city of Traft, depending on how fast the characters travel.

Five miles south of Ostdroom the characters find a small tower on the top of a hill with good views of the Sepia. The mapmaker Willem Délvêren built the tower with labor from Ostdroom. This tower is part of Willem's preparations for the mapping expedition. He has also

constructed a similar tower five miles to the north of Ostroom and completed his observations from there.

At the tower the characters meet Savic Ostroom, a boundary rider by profession and cousin to the Hetmann of Ostroom. Savic accompanies the characters back to Ostroom.

In Ostroom the characters see people training warhorses. Any character that is riding is challenged to display their skill. The people of Ostroom are Rósridders and are all horse-mad. They are derisive of people who ride anything smaller than a light horse. A character that demonstrates good riding skills, making a successful Ride check (DC 20), is offered the opportunity to buy a special Ostroom warhorse, requiring 2 Time Units in training at Ostroom, to be available at the end of the adventure. At Ostroom the characters also meet Willem Délvèren.

From Ostroom the party heads east with Willem. Off in the distance they can see the peak of Federberg that Willem is aiming for. It is about 20 miles east and nearly 3000 feet higher than Ostroom. Along the way Willem wants to climb a much smaller peak, about 10 miles NE from Ostroom. This is where the trekking starts.

It takes the party several days' travel, with many switchbacks and dead-ends, to travel into the Sepia. The hill 10 miles NE from Ostroom actually has cliffs on its eastern side that the party cannot see until they get there. The party needs to backtrack from there in order to go on towards Federberg Peak.

If the characters stray too far north they encounter an Arrowhawk protecting its territory. A few lightning bolts from the Arrowhawk should turn them back.

In the forest one night the party is set upon by a pack of wolves, led by a Worg at APL 4 and APL 6. This gives the characters the opportunity to learn a bit about each other's skills, in preparation for a much nastier encounter later.

Near the base of Federberg Peak the party finds an old road that has obviously not been used in years. If they follow it south, away from the peak, they reach a long-abandoned quarry.

North along the road, towards Federberg Peak, the party finds a sheltered valley almost hidden in the hills. At the entrance to the valley is a ruined fort. The fort and valley are inhabited by kobolds that attack from positions of ambush. The kobolds are led by a kobold half-dragon, named Pufforae, who is in league with an imp named Sneek. This is designed to be the major battleground of the adventure. Pufforae is no pushover and with a number of Kobolds using ranged weapons and casting sorcerer spells (true strike, magic missile) to soften them up, should give the characters a major encounter.

In a hidden nook in the ruins of the fort the party can find a letter written at the time of the Relentless Horde. The letter (Player Handout 4) indicates that the fort once belonged to a member of Clan Meerijder. With the letter was a ring of protection. These were found some years ago by the kobolds and Pufforae now wears the ring.

From the fort it is a relatively simple climb to the top of Federberg Peak. From there the party can see for many

miles. They can see that they are over the worst of the maze of hills at the edge of the Sepia Uplands. They have accomplished the goal of the expedition and can now make their way back to Ostroom and thence to Traft.

Orgus Bildger is waiting for them in Traft. If they decide to tell him about the expedition he pays them for their information and gives a 50 gp bonus if they provide a copy of the map. Any character that gives Orgus the information he requested, and either does not ask for payment or gives him a copy of the map, is given a favor of Clan Roodbêrg.

If they tell Till about the ring of protection he lets them keep it, but he wants the letter that was in the hidden compartment. He can use the letter to establish a claim over the land around the old fort; Till also pays a total of 50 gp each for the job. Any character that does not ask for payment is given a favor if the Oostmeer Meerijder.

If Till learns that the characters have also given the information of what they found in the Sepia to Orgus Bildger, he shall pay them their help, but not give them the favor.

Before play starts, the GM should have each player write down 12 rolls for the skills of Spot and Listen. When secret tests are required these results can be used and crossed off, with the players none the wiser. For example, these rolls can be used when the players are subject to random encounters, or when they are approaching the kobold ambush.

INTRODUCTION

It is a cold afternoon in the month of Readying in 592 CY. The winter storms are over and the mountain passes are opening up. Mercenary companies are on the march once more. The town of Traft is abuzz with news of incursions by the armies of Iuz into the Vesve forest, getting ever closer to Perrenland. The election for the new Voormann is only months away and most of the candidates are issuing proclamations and gathering supporters. One of the candidates, Till Vissjäger, is hiring adventurers to map the Sepia Uplands, in case of an incursion by forces of Iuz from that direction.

ENCOUNTER 1: MEETING TILL VISSJÄGER

You have arrived at the offices of Vissjäger Shipping in response to an advertisement regarding seeking adventurers for an expedition into the Sepia. You have been shown to a waiting room and asked to remain there while the clerk informs Mr Vissjäger that you have arrived. In the waiting room are a number of other adventurers. The clerk leaves and soon a tall man of middle years, with red hair and a ruddy complexion enters the room. He introduces himself as Till Vissjäger and requests that you all introduce yourselves.

Now is a good time for the characters to introduce themselves to one another.

Till welcomes you into his office and offers everyone a drink. The room is large, with piles of papers and rolled up parchments. On a perch by the open window is a large hawk, eyeing you suspiciously. Against one wall is a bookcase, with a large number of books and ledgers. On another wall hangs a map of Perrenland. The map is obviously of good workmanship, but large sections of it lack details, including an almost blank section marked "Sepia Uplands".

Give the group Player Handout 1.

☛ **Till Vissjäger:** Male human Ftr6/Sor4; hp 52; see Appendix I.

Till is a retired naval captain. He is also a second cousin of Arren Meerijder, chief of the Oostmeer branch of Clan Meerijder. At 15 Till entered the Zee-Auszuken, the water troops of Perrenland. He served for 20 years, working his way up the command structure. During that time he proved himself a capable commander and gained considerable battle experience against pirates, raiding nomad tribesmen and various monsters from the depths of Lake Quag. For the last five years of his career Till was Captain of the main battleship of Perrenland's navy.

Since retiring from the Zee-Auszuken Till has taken a controlling interest in a fleet of merchant ships that ply their trade between the various cities and towns on Lake Quag and down the Volverdyva River to the City of Greyhawk. His company is called Vissjäger Shipping.

In his younger days Till was known for having a fiery temper. The effect was emphasized by his flaming red hair and his ability to make sparks fly from his fingertips. He has calmed down somewhat in his more mature years, but is still a man of action.

Till is a vocal supporter of the establishment of the Vesbergen canton in the Sepia Uplands. He is very much against any form of forced annexation, but sees great potential for economic benefits for all concerned if the area is persuaded to join the Concatenated Cantons of Perrenland.

Till is a candidate for Voorman in the upcoming elections. He is passionate about the need for building up relations with neighboring countries and supporting them in their struggle against Iuz. He is also in favor of the Sepia Uplands becoming a new canton within Perrenland. He has raised a considerable sum of money to fund expeditions to map the Sepia, as well as putting up a large amount of his own money.

Till explains, "I am looking for a group of adventurers to help with a mapping expedition into the Sepia. I have hired a couple of specialist mapmakers and sent expeditions to the east and southeast of Traft. Your job would be to start the coverage of the northern part of the Sepia. A mapmaker named Willem Dêlvêren has gone on ahead to the village of Ostroom and is making preparations to head east from there. Your job would be to help Willem with his mapping and protect him from harm."

"Please keep in mind that any information you discover about the Sepia may be sensitive from a military perspective, so it is best not to let others know what you find there."

"I am offering each person 50 gold marks for the job, half in advance. The expedition is to climb one or two peaks in the area, make observations and return within two weeks. Of course, you can elect to do the job for free. This is a vital part of our country's preparation against a possible invasion by Iuz, and I am sure all true patriots of Perrenland need no monetary payment for such a task. I shall use any money saved to expand the mapping program. Will you take the job?"

Any character that elects not to take the money earns Till's gratitude. Till gives his thanks to any character who does not accept gold as payment. One good turn deserves another, and he may be able to help them out some time in the future.

The Uplands can be a dangerous place, with hazards such as brigands, mountain lions, cave bears, and nomad raiders. Till plans to do the mapping by small stages, minimizing the risk of losing gathered information. He has already sent in a couple of expeditions. The mapping of the area east of Traft, around Kottsmort and Horstham, is proceeding well. The expedition covering the southern area is two weeks overdue and may have run into problems.

If the characters refuse, or try to bargain for more money, Till emphasizes the importance of the mapping project to the safety of the country. The current Voormann, Karenin Weisspeer, has spent large sums of money building up the Auszug and there is no public money left to fund the mapping project. Till sees the mapping project as extremely important and is organizing and funding it "for the continued safety of Perrenland". He is happy for the characters to keep any treasure they find along the way, but he cannot afford to raise his offer.

If any of the characters are members of the Pax Mercuri (Mercenaries Guild) they know that a contract rate has been set and is not alterable. Any bargaining just puts them offside with Till and earns them a negative report to the Pax. If they do the job it counts as time spent serving the Pax and can be part of their required annual TU commitment. It can also count as time spent in the Auszug or Shool. Each character that is a member of the Pax Mercuri, Shool or Auszug service can count this as two weeks of service.

Till can get on his high horse here if the characters still refuse. He is passionately committed to Perrenland. After a bit of a rant he thanks them for their time and then dismisses them, end of adventure. If the characters accept the job he gives them further details.

Till explains, "Ostroom is about 30 miles from Traft. Take the north road out of town. Don't push your horses. Ostroom is a Rôsrjider Stadt and they do not take kindly to people who mistreat their horses."

"I have arranged accommodation at Der Plögmänn Gasnhaus, fifteen miles north of Traft. Here is a chit for your stay there. Just present it to the hausmeister. If you need any special supplies you had better get them before leaving Traft, unless you are after horses. You should be able to get them at Ostroom."

“Willem has the mapping materials, as well as rope and pitons for climbing and will have organized food for the trip by the time you get there. Any questions?”

Till is a busy man and does not want to stay chatting with the characters all afternoon. He answers what questions he can, and then encourages them to be on their way.

Before they leave, Till gives them a letter of introduction to the landlord of Der Plögmann Gasthaus, entitling them to two nights' accommodation and meals; one each for the inward and outward leg of the journey. He also pays them 25 marks each as a partial payment for the job, if they have requested payment.

The following information can be had from Till for the asking:

- The peaks around Ostroom vary in height. Some rise only 1000 feet above the plain. The Hochberg Massif, behind Draufsicht, rises about 4000 feet above the plain. Willem will want to climb at least one, maybe two peaks, depending on the time available.
- The Uplands are sparsely settled. No one knows what is east of Ostroom. If the characters are concerned about the sign “Here be Dragons” on the map, Till puts it down to the fanciful imagination of the mapmaker. A different mapmaker from the one with whom the characters are traveling drew this map.
- Bitter Pass is a large dwarven fort guarding a pass into the Uplands. The inhabitants are somewhat xenophobic and Perreners are not allowed into the area. The dwarves of this area had a hard time when the Relentless Horde was on the march. Some dwarves that fought in those wars are still alive today.
- Borillian's Watch is an abandoned mage tower on a hill overlooking lake Quag.
- Brock's Aerie is the same as Bitter Pass.
- Draufsicht is a military outpost that overlooks the land between Lake Quag and the Sepia Uplands. Built on a ridgeline about 1000 feet above the coastal plain, it has good views of the area below. The main road from Traft to Ungra Ballan passes below the ridgeline, about five miles from Draufsicht, at the waypoint of Unterdraufsicht. There is no through traffic at Draufsicht. It is the end of the road. Behind the fort are the high hills of the Hochberg Massif, part of the Sepia Uplands.
- Horstham (population 300) is a mining town. A small number of mining and trapping concerns use Vostrem as a central point for trade.
- Kottsmort (population 1500) marks the first major trading town in the Sepia Uplands. Situated about fifty miles east of Traft, the town grew from an inn that provisioned the miners of the Uplands and now provides a secure area for trading and mining caravans.

- Ostroom (population 120) is a Rösrijder Stadt where they breed and train warhorses. For further details see Appendix 2: The Village of Ostroom.
- Unterdraufsicht (population 60) is a small but expanding community. It is about 45 miles by road from Traft, 20 miles southeast of Borillian's Watch and five miles from Draufsicht. It has an inn, a temple (Shrines of Beory and Allitur), a blacksmith, a general store and a number of farmer's cottages. Much of the local produce is sold to the fort. A crudely painted wooden sign stands at the crossroads, marked “Draufsicht Frot 5 miles”, Unterdraufsicht is too small to have a dedicated Hetmann or local militia. Instead, it has three councillors who deal with local issues. Military matters are referred to the fort.
- Vostrem (population 250) is a mining town. A small number of mining concerns use Vostrem as a central point for trade.

ENCOUNTER 2: MEETING ORGUS BILDGER

As you leave the offices of Vissjäger Shipping, a well-dressed gentleman approaches your group. “Good day good gentles. Might you perchance be heading to the Sepia Uplands? If so, my master would very much like to meet with you. My master is Orgus Bildger, Hetmann of Niederschlauss. No doubt you have heard of him?”

The man is Otto Grijsdal, servant to Orgus Bildger.

♣ **Otto Grijsdal:** Male human Com1 (servant).

Otto has been asked by Bildger to keep a watch on Vissjäger Shipping, knowing that Till is hiring adventurers to map the Uplands. Till has made no secret of his plans to map the Sepia and everyone in town knows about it. It is probably pretty obvious that the characters are adventurers or mercenaries, from their mannerisms and their armament, so Otto should have no trouble spotting them.

If the characters balk at the idea, Otto attempts to persuade them. It is easier for them to go see Bildger, than for Bildger to come and see them. Otto explains that Bildger has a bad leg, gained while on duty as a member of the Auszug in the Uplands.

If the characters agree to accompany Otto to see Bildger, he will take them to Bildger's town house. Niederschlauss is a couple of days ride from Traft and Bildger maintains a house in Traft, as he is often in the city on official business or on business of his own.

Otto leads you away from the dock area, to a modest house in a better part of town. He opens the door and asks that you wait in the library. The room is pleasantly, although not luxuriously, appointed. There are a number of large padded chairs and a small desk in the corner. Otto leaves the room, saying, “The Hetmann shall be down shortly”.

The room has few books in it. Bildger uses it more for small private parties than as a library.

✦ **Orgus Bildger:** Male human Ftr6/Ari1; hp 38; see Appendix I.

Orgus Bildger is a member of Clan Roodbêrg, the dominant clan in the area of the Clatspur Mountains south of the Sepia Uplands. Like most Roodbêrgs, Orgus is somewhat of an elitist, believing humans are better than other races. Bildger is also something of an egotist. There is no doubt that he loves Niederschlauss, and the potential the area has; but he also loves himself.

With his future in the military shattered by his injury, Bildger is seeking to develop a political career. He knows he is popular, both with the people of Niederschlauss and with the council of Traft, where many still revere him for his military exploits. He seeks to ride this wave of popularity into giving him as high a political position as he can acquire. There are many who love him and many others who think he is a pompous git.

Bildger was in the army for twenty years. He was the Captain of Don Craggen Keep, in the Yatils, for two terms. After that, he was posted to Sturm in Niederschlauss to take charge of the military training school for that region. He trained many of the soldiers in this region who fortify Perrenland's borders to the north and cause the Wolf Nomads to think twice before starting any skirmishes. In 589 CY he retired due to a leg injury he sustained when he stepped in a Dire Wolf trap whilst on a training exercise in the Sepia.

In 590 CY Bildger was elected Hetmann of Niederschlauss, a collective domain of three villages about two days ride south of Traft City. Recently the Hetmann of Traft, Ernest Duffkynn, nominated him for the position of Voormann.

Bildger is a rival of Till's for the position of Voormann and wants to know about anything that Till is up to

Bildger is a tall man; somewhat overweight, with a fat face and slicked down black hair. He has a pronounced limp and walks with a cane. When he arrives, he offers you a drink, then gets down to business.

"Right. I hear you are off to the Sepia. Now I know Vissjäger probably gave you some cock and bull story about not letting others know what you are up to, but it's plain to see that you are adventurers, and I know he is hiring. What I want from you is for you to come see me when you're back, and give me a report on the Sepia. This is not for me. This is for Perrenland. I don't trust Till. I'm sure that he shall just use any information gained to further his own ends. Now, you can be sure that when I'm Voormann I shall make proper use of any and all information about the Sepia, bringing the region into full membership of this great nation of ours. And rest assured, I shall remember your patriotic actions."

Bildger over-dramatizes everything. He was stationed in both Penrican Keep and Draufsicht for several years and

had some notorious run-ins with Wolf Nomads up there, who see that area, probably rightly, as their hunting grounds. A few bands of hunters strayed into Traft territory and were accused of stealing cattle. Bildger "sorted it out" in a heavy handed way and at the same time warned that unless the borders were "shored up", nomads would be "flooding into Perrenland whenever and wherever they pleased".

Bildger cannot tell the characters much about the Uplands, except for the NE corner near Penrican Keep. He won't tell them about that area because it is a site of active military conflict with advance elements of the forces of Iuz and the characters do not have a "need-to-know". Although Bildger has run training exercises in the Sepia, the Auszug do not go far in. It is not part of Perrenland and the Auszug has no reason to be there, apart from chasing bandits or going to Penrican Keep.

Bildger knows the same details about Bitter Pass, Brock's Aerie and Ostdroom as given in Encounter 1. He knows nothing about dragons in the area. He does not give out any military details about Draufsicht or Penrican Keep.

If the characters ask about his injury he tells them that it was gained while fighting the forces of Iuz while he was based at Penrican Keep. The injury seems to be magically inflicted, as a *regenerate* spell cannot heal it.

Bildger wants the information, but does not want to pay for it if he doesn't have to. If the characters negotiate making a successful Diplomacy check (DC 10) he offers the party up to 100 gold marks (total) to tell him about everything that they find in the Sepia. He pays the money when they return and deliver the information.

If the characters say the information should be available to all, including Orgus and Till, Orgus emphasizes its potential military value and says that the less who know, the better.

If the characters say no, he is quite offended. "Did Vissjäger ask you not to tell other people? Did he tell you to lie about where you are going and what you are doing? I tell you, the man is not to be trusted."

Bildger can rant for a bit, but ultimately he has no claim to any information the characters discover in the Sepia. He lets them go, but warns them that "your recalcitrance will be remembered".

Any character that gives Bildger the information he wants is given a Favor Certificate for Clan Roodbêrg at the end of the adventure.

If the characters go back to Till and tell him that Orgus is after the information being gathered, Till shall warn them that Orgus is not to be trusted. They both say that the other just wants the information for their own ends. However, they both agree that the information cannot be made generally available, because of its potential military value.

ENCOUNTER 3: MEETING SAVIC OSTDROOM

Once the characters are ready, they can depart for Ostroom. If they want to buy anything beforehand they can get any of the standard items from the *Player's Handbook* at normal price. Traft is a big city, relatively speaking, with a population of 12,000.

After you leave the city of Traft, it is an easy journey to Der Plögmann Gasthaus.

For rates of travel, review the information on *Player's Handbook* page 143. If the party is all on unencumbered horses or ponies, they can make it to Ostroom in one day. A character with a speed of 30 would only get 24 miles, so would have to stop somewhere along the way. An encumbered dwarf with a speed of 15 would only get 12 miles, so could not comfortably make it the 15 miles to Der Plögmann Gasthaus.

If the characters decide to stay at Der Plögmann, read the following:

Once you present the note from Till Vissjäger to the hausmeister he gives you a decent meal and accommodation for one night.

After breakfast the next day, it is easy traveling toward Ostroom. When you are still about five miles from your destination you see a tower on the top of a hill near the roadway. The tower is about 30 feet tall and built from tree trunks lashed together with rope. Near the top of the tower is a platform. Above that flies a large red flag. From the platform you could get good views of the surrounding countryside.

Three men watch as you approach. Two are standing near the tower. They appear to be in discussion with a third man mounted on a large horse. All three are armed with long swords and composite longbows. The horse's saddle is a military style and attached, on the right-hand side, is a quiver holding many score of arrows. Grazing near the tower are two other horses, their saddles on the ground near the tower.

As you approach the tower, the man on horseback waves to you and rides down the hill towards you. "Welcome to Ostroom, I am Savic, boundary rider for the Stadt. May I be of service?"

The tower is site 10 on the map titled, "The Sepia Near Ostroom."

The two men standing near the tower are hired labor from Ostroom. They were hired by the mapmaker, Willem Dêlvêren, to help him measure the distance from Ostroom to this hilltop, to construct the tower and to keep watch over it while he is on his mapping expedition in the hills. This tower is the southern end of a baseline that Willem uses when they go into the hills. A similar tower has also been constructed 5 miles north of Ostroom.

The man on horseback is Savic Ostroom, the chief boundary rider for Ostroom Stadt and cousin to the village Hetmann. He is here doing his rounds.

☞ **Savic Ostroom:** Male human Rog2/Rgr3; hp 33; see Appendix I.

Savic spends most of his days in the saddle, patrolling the edges of the grazing land around the Stadt. He doesn't say much and his eyes never seem to keep still. He is always watching for signs of danger.

Ostroom, in this instance, means the area around the Stadt. The tower is built on the edge of the land that the Ostroom clan considers its own.

Savic's job, and that of the other boundary riders, is to patrol the borders of the Ostroom lands. These lands extend about five miles north, south, and east and about ten miles west of the Stadt. There is always at least one boundary rider on patrol, with other Rôsrijders watching over individual herds of horses.

Savic offers to accompany the characters to Ostroom. He makes polite conversation, asking where they are going and what they are looking for, checking the characters out as they go. Part of his duties is to watch out for unsavory characters in the region.

Savic can't help the characters much with a description of what it is like in the Sepia. He has never been far in. He knows that the forest is thick, the hills are steep, there are dangerous animals, like wolves and mountain lions, with which he has to deal because they occasionally attack and try to get to the horses, and it is not nearly as nice there, as out on the plain. The Uplands are definitely not the sort of country that Rôsrijders would like, no room for horses to run.

Savic's horse is an exceptional example of the breed. It is tall and lean, obviously both strong and fast.

ENCOUNTER 4: OSTDROOM CHALLENGE

As you pass through Ostroom lands you see small herds of horses off in the distance. Each herd consists of about twenty horses and has a mounted guard in attendance. This is not unusual for Rôsrijder settlements, as horses are their lifeblood.

Cresting a small rise, you see the Stadt in a shallow valley ahead. Like most Rôsrijder settlements, it has a main building and numerous smaller buildings connected by covered walkways. The main building, called the Stadthaus, is large enough to hold all the village's 120 inhabitants. A bell tower rises above the main building, from where there are unobstructed views of the land around. Above the tower flies the Rôsrijder's banner of a golden stallion at full gallop on a field of spring green.

Near the Stadt is a corral, where horses are being put through their paces. As you get nearer, a small crowd gathers to look at the strange outlanders.

☞ **Ostroom (Hamlet):** Conventional; AL NG; 100 gp limit; Assets 600 gp (plus horses); Population 120; Mixed (human Perrenesse 111 (90 Rôsrijder - sub-clans Hoefjager, Vlakezwervén and Wolfzanger; 12 Vuurzwârd, 9 Meerijder); half elf 7, half-orc 2). **Named NPCs:** Katerina Ostroom, Opperhoofd and Orlogpaard

(Sub-clan head and war leader) (Rósrijder) Rog6; OberShoolmann Alexaya Ostroom (Rósrijder) Clr5 (Beory); UberShoolmann Maric Witstaf (Rósrijder) Clr2 (Zodal); HetArmsmann Savic Ostroom (Rósrijder) Rog2/Rgr3; Armsmenn Gerint Kleinkuil (Rósrijder) Rgr3, Dameni Zwartwolf (Rósrijder) Ftr2/Rog1.

Many people, even other Rósrider clans, regard the Ostroom as strange. Whilst they are recognized as Rósridders, the rest of the Clan cannot fathom why they choose to live in the constrained lands east of Lake Quag and why they are ruining perfectly good breeding lines by crossing them with heavier horses.

If any of the characters are riding anything smaller than a light warhorse there are disparaging remarks aimed at them from the crowd, about their mount. "Is that a horse, or some kind of large dog?" The main loudmouth is an ostler named Ulrike Vlakezwerven.

♣ **Ulrike Vlakezwerven:** Male human Rgr2/Rog1; hp 21; see Appendix I.

Ulrike is a member of the Rósrider clan, Vlakezwerven sub-clan. Ulrike has spent three years in the Auszug and three years in a mercenary company. He has now settled down in Ostroom, working with the horses. He is a valuable ostler, but has an overrated opinion of himself and a smart mouth. Ulrike is better with horses than with people.

This encounter provides any character that wishes the opportunity to display their riding skill, and thus gain some credibility with the locals. This sort of behavior is common in the Stadt. Most Rósridders are competitive and tests of riding skill are frequent.

Any character that shows any inclination to respond to Ulrike's jibes is challenged to a display of riding skill. Any character that does not have a horse is offered the use of one from the stable. The stable-hands have a particularly large and cantankerous horse they let strangers ride, for the joy of seeing them fall off. The horse is called Muisje. Muisje is an uncooperative mount. All ride checks for characters that ride him are made at -2. Ulrike does not get the -2 penalty as he deals with the horse daily.

Ulrike uses the opportunity to show off, encouraging the characters to "beat that if you can".

If any of the characters accept the challenge, proceed with the following:

The corral contains an assortment of obstacles often used to test rider's skill, as well as some vaguely humanoid shaped targets, used to practice attacks from horseback. To gain the respect of the Ostroom you have to be able to negotiate at speed a fence jump, a pit jump, a small but steep gully and then hit a target a solid blow with a melee weapon. The use of any form of magical aid would be frowned upon.

As soon as the challenge is accepted, a large crowd begins to gather. All three obstacles require a ride check DC 10, excluding any bonuses from saddle type. The target

requires a ride check of DC 10 along with hitting an AC 12 target. Any character that fails a ride check balks their mount. Add the four ride checks together to get an overall performance rating.

Possible outcomes:

- Fail any ride check by 5 or more: fall off the horse (subdual damage 1d6) and laughed out of the corral;
- Fail any ride check by less than 5, or complete the course but fail to hit the target: polite applause;
- Make all ride checks and hit the target: enthusiastic applause, +1 on Charisma-related skill checks while in the village
- Make all ride checks with a total of 70 or more and hit the target: the crowd goes wild, +2 on Charisma-related skill checks while in the village.

Allow any character that wants to partake in the trial to do so.

Once the dust has settled and the crowd has quieted down a small woman in dusty leathers approaches you. She has a distinct grace and air of authority. "Welcome to Ostroom" she says. "I am Katerina, Hetmann of Ostroom".

♣ **Katerina Ostroom:** Female human Rog6.

Katerina is village head and leader of the Ostroom sept. She is cool, calm and collected at all times, with a black sense of humor. Her most noticeable feature is an almost palpable alertness, brought about by her years working as a military scout. She is used to being teased by other Rósridders about the Ostrooms' aims, but is not slow in firing quips of her own.

Katerina congratulates (or commiserates with) the people who accepted the challenge and invites the party to dinner that night.

"We don't get a great many visitors here. Perhaps you can join us for dinner tonight and tell us some of what goes on in the world."

That evening, after you have had time to wash off the dust of the road, a small feast is held. Katerina asks you of your travels and entertains you with stories of her own. She particularly wants to know how the war with Iuz is going, as well as how the various candidates for Voorman are treating the issue.

Allow the characters time to respond, but keep it brief. Katerina can relate to their adventure stories. She served as a mercenary with the armies of Furyondy under Greta Wolfzanger. She has seen the activities of the Iuz forces first hand. She was even prisoner for a short period by Iuz's army, until rescued by her mercenary company.

For any player who has expressed an interest in buying an Ostroom warhorse, now is the chance. Katerina has two warhorses trained and ready for sale. However, she does not sell them to just anybody. She considers these warhorses the best of the best. They are a cross between a heavy and light warhorse, with some of the strength of a heavy and the agility of a light.

To be able to buy an Ostroom warhorse, the character must have demonstrated an appropriate level of riding skill. Katerina is prepared to sell to a character that passed the earlier skill test (i.e. made all riding checks on their first attempt and hit the target). She is prepared to sell a horse for 350 gold marks to a character that made all the ride checks with a total of 70 or more and hit the target. Otherwise, 400 gold marks is the full price. This is because she figures that someone with such a high degree of skill would be an excellent advertisement for her horses. Katerina does not sell to someone who failed the riding test. A single retest is allowed, if the character came very close.

As a further restriction, Katerina insists that the character spend 2 weeks (2 Time Units) at Ostroom getting acquainted with the horse and being trained in how to care for it, before she can let it go. This means that the character can only pick up the horse *after* the adventure is concluded.

The horses should not be considered party treasure, as they are an individual's transaction. They can also not be sold without the buyer also passing a skill test and spending two time units.

Once the horse-trading is completed, Katerina introduces the characters to Willem Dêlvêren.

Katerina introduces you to Willem Dêlvêren. Willem is a short man with a big nose. Looking at him, you might guess that there is Gnomish ancestry in his blood. Willem spent two terms in the Auszag, where he learned the skills of map making. He now hires himself out as a guide and creator and interpreter of maps.

Willem has spent the day up the village bell tower, making drawings of the Sepia. He is ready to head off in the morning.

If the characters wish to discuss Willem's mapping methods, he is perfectly happy to do so. He tells them that he has constructed two towers, one each 5 miles north and south of Ostroom. He has taken observations from there, as well as from Ostroom itself, measuring relative angles to distinguishable points in the Sepia. His explanation quickly deteriorates into technical jargon about triangulation and baselines and the use of the hypotenuse and curvature and cadasters and indices of refraction and coefficients of expansion etc., etc... ad nauseum. A Gnome might find it interesting. Others would probably find it dull and incomprehensible.

After the feast, the characters can settle down in one of the stadt's guest chambers for the night. They are discouraged from sleeping out-of-doors in case they are mistaken for bandits by a sleepy guard.

Once the characters are settled for the night, proceed to Encounter 5: Into The Hills At Last.

ENCOUNTER 5: INTO THE HILLS AT LAST

The next morning, after completing any last minute preparations, you meet Willem outside the Stadthausse.

Willem Dêlvêren has packed for the trip. Loaded on his mule are various bits of surveying equipment, including a wooden table and tripod, an axe for clearing vegetation, a pick, 200 feet of rope, a two gallon water barrel, enough food for the party for two weeks and a longbow. "Right," he says, looking at you expectantly, "lead the way".

For a map of the area to the east of Ostroom, see the map titled "The Sepia Near Ostroom." The DM should use this map to track progress of the party. Allow 8 hours of traveling time a day, with less if the party has to battle monsters, or spends time searching for treasure or hunting for supplies.

Willem has selected a large hill about 10 miles from Ostroom as the first place to head for (site 5 on the detailed map). From there he reckons he should be able to get observations back to the towers he has constructed near Ostroom, as well as further into the hills. From there he plans to head further east, to climb Federberg Peak (near site 9 on the detailed map).

The land around Ostroom is low grass covered hills. A shallow river flows past Ostroom from the east. About 4 miles upstream the vegetation changes to light forest and the hills get higher. You are now entering the Sepia Uplands.

A mile further on, the junction of two tributaries forms the river you have been following. One tributary comes in from the north and another from the south. You can follow the north fork, the south fork, or cross at a ford and climb the hill beyond.

The junction is site 1 on the detailed map.

Both tributaries are about the same size. The north fork comes in from almost directly north. The south fork comes in from the southeast. The forest on the eastern side of both tributaries is substantially thicker than on the western side, making travel slower.

If the party elects to follow the west bank of the north fork go to The North Fork: Part 1.

The hill Willem wants to climb is about six miles from here, to the northeast (site 5 on the map). Because the land is made up primarily of hills, the party's movement is halved through this area. If the party elects to cross the river and climb the hill, go to Encounter 6: Up The Garden Path, with a distance to hilltop of 6 miles at half speed.

If the party elects to follow the west bank of the south fork go to The South Fork: Part 1.

If the party elects to follow the east bank of either the north or south fork, the land soon becomes impassable and they have to select another option.

ENCOUNTER 5A: THE NORTH FORK - PART 1

The land slowly rises as you follow the stream. In places, you have to detour around particularly dense patches of forest. In other places the land is very rugged, forcing you to detour around rocky outcrops. Progress is slow, but possible.

The party is slowed down to one mile an hour for characters with a movement rate of 30, half that if they have a move of 15.

Six miles north from where the tributaries met, the stream you are following turns east and another tributary comes from the north. It is possible to cross either streams, although not as easy as further down at the ford, or you could continue north along the west bank of the new tributary. The summit of the hill that Willem wants to climb looks to be about four miles to the east and about 500 feet higher than your current position.

The party is at site 2 on the detailed map. This should have taken at least a full day to reach, when the distance from Ostroom to site 1 is included.

Both tributaries have boulder strewn creek beds, littered with mossy rocks. The northern tributary is smaller, but the gradient steeper and the water faster. To cross either, a successful Balance check (DC 10) is required. If a character fails the initial Balance check, they keep slipping and falling, tumbling through the water until they make a successful Balance check (DC 15) to right themselves. Other characters can assist or use ropes to provide a +2 cooperation bonus.

If the characters elect to cross the northern tributary and head east, the land rises up above the tributary. Go to The North Fork: Part 2.

If the characters elect to cross the tributary they are following and head southeast to site 5, use the same checks for the stream crossing as detailed above. They are now about 4 miles from the hill summit. Because of the steepness of the land, this halves the party's speed. Go to Encounter 6: Up The Garden Path.

If the characters elect to continue north, along the bank of this new tributary, they are heading away from the hill they are supposed to be climbing. Once they have traveled this way for 4 miles the hills start to become very steep.

If they still elect to continue, they can go another 2 miles to site 3, then they have to start making Climb checks (DC 15) every half hour. The difficulty can be reduced to DC 5 through cooperation and a judicious use of rope.

Two miles further on they enter the territory of an Arrowhawk.

APL 2 (EL 3)

🦅 **Juvenile Arrowhawk:** hp 27; see *Monster Manual*.

APL 4 (EL 5)

🦅 **Adult Arrowhawk:** hp 54; see *Monster Manual*.

APL 6 (EL 7)

🦅 **Adult Arrowhawk, Advanced:** hp 80; see Appendix I.

A number of arrowhawks have made the Hochberg Massif their home. This one will protect its territory by blasting the rocks in front of the party and screeching at them (in Auran) to go away. If the characters still don't get the message, it will blast them with its electricity ray.

If the characters elect to continue on, they are actually climbing the Hochberg Massif. This is not the hill Willem had intended to climb, but he is prepared to go along. The Massif is about 1000 feet higher than Federberg Peak and the summit is about 2500 feet above where the characters are currently. The peak would offer excellent views of this section of the Sepia. The characters would have to abandon their mounts and rock climb. Have them make Climb checks with (DC 20) increasing the difficulty by 5 cumulative, for every half-day of climbing they do. At the end of 2 days, they reach the summit. Another arrowhawk should attack the party when they are part way up the mountain.

If the characters climb the Hochberg Massif they probably do not have enough time left to go further into the Sepia. If they do go on, give them +2 to any subsequent Wilderness Lore checks to find their way, provided they have studied the lay of the land.

Once the characters turn back they still have the same difficulties negotiating the terrain, but they can move downhill at their normal movement rate. When they reach site 2 they have the same options as before. They can elect to cross the northern tributary (go to The North Fork: Part 2); they can elect to cross the eastern tributary, (go to Encounter 6: Up The Garden Path) halving their movement rate as they move uphill; or they can travel back to the river junction at site 1.

ENCOUNTER 5B: THE NORTH FORK - PART 2

It is possible to continue east from where the northern tributary turns east (at site 2). It looks like there is no easy way for the mounts to cross the river further on. However, the characters may elect to continue.

The land here is very rugged and covered by heavy forest on both sides of the stream. Progress is slow, but possible.

It should take about 8 hours to travel from site 2 to site 4, if the party has a movement rate of 30. They can see the land on the south side of the stream getting steeper and steeper. The horses cannot cross here because the stream runs in a natural cutting through this section of the hills. The first night they are in this section run Encounter 8: Cry Wolf.

Once the party reaches site 4 the banks flatten out and the stream can be crossed. However, the characters can now see the 50 foot high cliffs at the back of the hill at site 5 and there is no way to get the horses up there. If the

characters have already got to the summit of the hill at site 5 this is not a problem. If they haven't, they shall have to look for an alternative way up.

From site 4 they can cross over a saddle and descend to site 6, but they are in the same situation there as at site 4, with cliffs stopping them getting to site 5 and an impassable stream between sites 6 and 7.

If the party wants to get from site 7 to site 5 they can do so, go to Encounter 6: Up The Garden Path, with a distance to hilltop of 4 miles, but at half speed due to the ascent.

If the party wants to get from site 6 or 7 toward Federberg, they have 4 miles of wilderness travel using Appendix 3: Travel in the Sepia then go to Encounter 9: The Celestial Raven.

ENCOUNTER 5C: THE SOUTH FORK - PART 1

The land slowly rises as you follow the stream. In places, you have to detour around particularly dense patches of forest. In other places the land is very rugged, forcing you to detour around rocky outcrops. Progress is slow, but possible.

The party is slowed down to 1 mile an hour for characters with a move of 30, half that if they have a move of 15.

The stream heads roughly southeast for five miles then turns east for two miles then heads northeaster. If the party elects to follow the stream for ten miles they get to site 7. These ten miles take about 10 hours travel time at a movement rate 30 and 20 hours travel time at movement rate 15.

Ten miles upstream from where the tributaries meet, the banks of the stream that you are following rise up, making the crossing impossible for horses for as far ahead as you can see. The summit of the hill that Willem wants to climb looks to be about 4 miles north of here, on the other side of the stream and about 500 feet higher than where you are.

If the party wants to get from site 7 to site 5 they can do so, go to Encounter 6: Up The Garden Path, with a distance to hilltop of 4 miles, halving the party's movement due to the ascent.

If the party wants to go from site 7 toward Federberg, they have 4 miles of wilderness travel using Appendix 3: Travel in the Sepia. The first night they are in this section have Encounter 8: Cry Wolf, if they have not already defeated the wolves, then go to Encounter 9: The Celestial Raven.

ENCOUNTER 5D: THE SOUTH FORK - PART 2

It is possible to continue north from site 7 toward site 6. There is no easy way that horses could cross the river in this stretch. However, the characters may elect to continue.

The land here is very rugged and covered by heavy forest on both sides of the stream. Progress is slow, but possible.

It would take about 4 hours to travel from site 7 to site 6, if the party has a movement rate of 30. They can see the land on the west side of the stream getting steeper and steeper. The horses cannot cross here because the stream cuts through this section of the hills. Once the party reaches site 6 the banks flatten out and the stream can be crossed. However, the characters can now see the 50 foot high cliffs at the back of the hill at site 5 and there is no way to get horses up there. If the characters have already got to the summit of the hill at site 5 this is not a problem. If they haven't, they shall have to look for an alternative way up.

From site 6 they can cross over a saddle and descend to site 4, but they are in the same situation there as at site 6, with cliffs stopping them getting to site 5 and an impassable stream between sites 4 and 2. It is 8 hours travel from site 4 to site 2, at a movement rate of 30.

If the party wants to get from site 2 to site 5 they can do so (go to Encounter 6: Up The Garden Path) with a distance to hilltop of 4 miles, halving their speed due to the ascent.

If the party wants to get from site 2 toward site 1, they have 6 miles of travel at 1 mile an hour.

ENCOUNTER 6: UP THE GARDEN PATH

Climbing this hill is not as easy as it looks from a distance. The slopes are steep, the vegetation is thick and the way to the top is not a constant up-hill climb, i.e. at times the characters have to travel downhill to negotiate their way around some obstacles.

The land rises steeply once you cross the stream. The forest here is thick, and the land is very rugged. It is easy to take a wrong turn and have to backtrack to seek an alternate path.

As soon as the party crosses the stream, get them to make a Wilderness Lore check. See Appendix 3: Travel in the Sepia, to determine how fast the characters can climb the hill. This could take less than a day, or many days if they have no one with Wilderness Lore in the party and roll badly.

Once the party finally reaches the summit Willem sets up his survey table and spends a half-day there making observations through his spyglass, sketches and inscrutable markings on pieces of parchment.

The party needs to spend at least one night on the hill or its approaches. During that night they hear the howling of a pack of wolves from further into the hills.

The question then becomes which way from here?

The next peak Willem wants to climb is Federberg, about twelve miles southeast from this hilltop (near site 9).

If the party heads east again, they can only travel one mile before they come to the top of a wall of fifty-foot

high cliffs. This is a saddle between the creeks at sites 4 and 6 on the map. The saddle has 50-foot high cliffs, running north and south, on both sides. The characters can look across a gap of about 200 feet to the top of the cliff on the other side of the saddle. There is no way the mule (or any horses) can get across this natural obstacle, and the party is supposed to be looking for a route into the Sepia that others can follow. Willem sits down for another hour, makes some more observations and sketches, and then insists an alternate way is found.

Once the party has found that east of site 5 is impassable they have a number of options, depending on what they have done before. They are still in a maze-like area, so they need to make Wilderness Lore rolls to track progress, using the chart in Appendix 3: Travel in the Sepia.

If they retrace their way to the bottom of the hill, add +4 to all Wilderness Lore checks. If they elect to take an alternate route down, add +2 to all Wilderness Lore checks.

If the party wants to get from site 2 to site 4, go to Encounter 5: The North Fork: Part 2.

If the party wants to get from site 7 toward Federberg, they have 4 miles of wilderness travel using Appendix 3: Travel in the Sepia to get to site 8. The first night they are in this section have Encounter 8: Cry Wolf, if they have not already defeated the wolves, then go to Encounter 9: The Celestial Raven.

ENCOUNTER 7: NIGHTMARES (OPTIONAL)

This is an optional encounter that can be worked in during Encounter 5: Into The Hills or Encounter 6: Up the Garden Path. This encounter should not be included where time for playing the scenario is limited to four hours or less.

This encounter applies mainly to a character that is carrying either a Book of Torment and Torture or The Black Stone of Harrowing Dreams, acquired from a previous RPGA scenario. If no character has one of these items, the DM should pick on a character that has a guilty conscious, or is suffering from anxiety for one reason or another, or has a very low Charisma. The selected character is visited by a real nightmare.

This encounter happens first on the night of the dark of the moon. Any character in possession of The Black Stone of Harrowing Dreams is subject to horrific nightmares that night. They thrash and cry out in their dreams, waking those around them that make a successful Listen check (DC 12) while sleeping.

If the characters are not setting watches this encounter happens at midnight or after everyone is asleep. If they are setting watches, the encounter happens when the selected character is on watch.

🐉 **Nightmare:** hp 45; see *Monster Manual*.

The Nightmare is not there to cause harm. It has been attracted by the bad dreams and come to investigate and cause a bit of fear. The first sight by the character of the Nightmare is likely to be a large shadowy shape with glowing red eyes looking down at them.

Let them wonder what a horse is doing in the campsite, before indicating it is anything more than a normal horse. A Nightmare can, at first glance, be mistaken for a large, powerful horse with a jet-black coat. A closer look shows the glowing eyes and flames wreathing from its nostrils, hooves and tail.

If the character stays perfectly still the Nightmare moves forward and nudges them in the chest, as if to check they are really there, causing 1 point of fire damage. If the character, or anyone else, screams or shouts to wake up the others, the Nightmare instantly vanishes. All it leaves behind is a small burn mark where it was standing and a burn mark where it nudged the character in the chest.

If the party is still in the hills seven and fourteen days later, repeat the above appearance. If the nightmare cannot cause fear, it will bite the selected character before disappearing.

ENCOUNTER 8: CRY WOLF

A day after the party crosses the creek at the base of the foothills and enters the Sepia proper they attract the notice of a pack of wolves (Worgs at APL 4 and 6). Worgs and wolves are extremely cunning and may hunt humanoid prey for hours, or even days, waiting for the most opportune moment to strike.

The party should be setting watches. One night, when the party looks like it may be vulnerable, the wolves attack.

If the party has horses and these are kept away from the main camp, the wolves go for the horses first. They gang up on the horse farthest from camp and use flanking to get better attacks. With all wolves to a single horse they should be able to bring it down quickly.

If the party builds defenses at night, the wolves shall observe and wait for a more opportune moment. Of course, the building of defenses takes time and the DM should reduce the distances the party can travel during the day.

APL 2 (EL 4)

🐾 **Wolves (4):** hp 20, 18, 15, 13; see *Monster Manual*.

APL 4 (EL 6)

🐾 **Worgs (4):** hp 48, 35, 33, 30; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Worgs, Advanced (4):** hp 90, 85, 80, 75; see Appendix I.

ENCOUNTER 9: THE CELESTIAL RAVEN

This encounter is designed to determine who speaks what languages, particularly Draconic and Celestial. The kobolds of the Keep (Encounter 13: When Size Does Matter) can see the party making its way into the hills. It is probable that Pufforae wants his partner, Sneek, to use his innate *suggestion* ability if they come close to the Keep. To do this, he needs to know who understands Draconic or Celestial (the languages Sneek speaks). This is also a good indication of who the spell casters are in the party, so he knows whom to single out if they attack his Keep. See Encounter 13: When Size Does Matter for Sneek's full statistics.

Sneek makes a great scout and keeps a watch on the party from a distance, hiding and staying in raven form most of the time. He wants to learn what he can about each of them. This includes identifying their race, what alignment, what magical items they have and their abilities and modes of attack. He passes all information on to Pufforae.

The first time the party sees Sneek he is in Raven form sitting on a tree branch near a creek crossing, and requires a successful Spot check (DC 10) to notice him, as he is not hiding.

The weather is closing in. Grey clouds blanket the sky and it looks like rain may be on the way.

A large raven sits on a tree branch near a faint trail leading from the creek crossing. The raven croaks, then speaks in Draconic, "arrk, mind the trap, mind the trap, arrk".

The trail is an animal track. It leads down to an easy place to cross the creek.

Give the characters time to respond. If no one appears to have understood the message when spoken in Draconic then repeat the message in Celestial, "arrk, mind the trap, mind the trap".

A *detect evil* spell reveals Sneek's evil nature, but in this case he is telling the truth. In the ground where the trail comes near the tree is a pit trap. The trap was constructed by the Kobolds some days ago, when they first saw the party heading towards the Sepia.

APL 2 (EL 2)

☞**Spiked Pit Trap (20 ft deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

☞**Spiked Pit Trap (60 ft deep):** CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

☞**Spiked Pit Trap (100 ft deep):** CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

If the characters attempt to question Sneek he shall pretend to be just a dumb bird, repeating over and over "arrk, mind the trap, mind the trap". If they ask his name he shall look at them, tip his head to the side as if considering what they have said, and say "Rarrk".

If the characters attempt to cast *animal friendship* or *charm animal*, Sneek plays along. He has intelligence 10. These spells cannot work on Sneek, as he is an outsider, not an animal, but if the opportunity presents itself to be a "trusted" member of the party, he takes it, waiting for the best opportunity to betray them.

In any case, Sneek keeps a close watch on the party. Anything of real value that he can take and get away with, without being seen, he will. For example, at night he may attempt to steal a small or medium size magic weapon, such as a short sword or rapier, from a sleeping character, using invisibility, hide and move silently. If he gets one, he returns it to his master, who can then use it against the adventurers during the battle at the ruined Keep.

After the party encounter Sneek, they still have 8 miles of wilderness travel to go before they make it to the upper edge of the forest. Use the rules in Appendix 3: Travel in the Sepia, to determine how fast the characters cover this ground.

If the party has to camp more nights, before reaching to kobold area, use their pre-rolled Spot checks to see if they notice Sneek hanging around the camp in raven form.

The forest you have been traveling through suddenly clears, as the ground grows steep. Between the edge of the forest and the cliffs in front of you is a narrow strip of flat land. On this land are the remnants of an old roadway. The road goes off into the distance north, gaining height as it goes. The road also goes downhill to the south.

The party can elect to follow the road north or south. East of them is a line of cliffs about 50 feet high, with more cliffs beyond. They only really have the option of following the road north or south.

Willem wants to stop for a couple of hours when they reach the road, to take observations. When they move on, if they go south, go to Encounter 10: The Gold Mine; if they go north, go to Encounter 11: Shooting Fish in a Barrel.

ENCOUNTER 10: THE GOLD MINE

After following the roadway for a couple of miles, you come to what is obviously an old abandoned quarry. Around the quarry are some blocks of granite that have been partially cut and

trimmed. Trees have grown up here and there, obscuring the extent of the quarry.

A dwarf or gnome that makes a successful stonemasonry check (DC 12) is able to tell that the quarry has not been worked in well over a century. Others are just able to tell that the quarry has been abandoned for many years.

If the party searches around they find an entrance to a tunnel leading into the hillside.

After a brief search, you find a tunnel leading into the hillside, where a vein of lighter colored rock disappears into the granite. The vegetation that has grown up around it obscures the entrance to the tunnel. The tunnel is about 5 feet high and it is easy for a human or someone of similar size to enter. About 30 feet into the tunnel the ceiling has collapsed, completely blocking the way.

A vein of quartzite leads back into the hillside. A successful Knowledge (geology), Profession (miner), or stonemasonry check (DC 12) reveals that this is the sort of geology where gold is sometimes found, contained in the quartz vein.

This is an old mine where the Meerijders used to dig for gold. Although they spent several years digging, they only ever found small traces of gold, just enough to tempt them to keep digging.

The tunnel goes a couple of hundred yards into the hillside, with a number of branches to follow the quartzite vein. It is completely blocked by an old cave-in thirty feet along. It looks like you could possibly dig through the cave-in, but it would take a long time.

If the party now goes north along the roadway go to Encounter 11: Shooting Fish in a Barrel. If they attempt to climb the mountains here they have to abandon their mounts and make increasingly difficult Climb checks, beginning at DC 20 and increasing in increments of 5 per half day of climbing.

ENCOUNTER 11: SHOOTING FISH IN A BARREL

As you follow the roadway north, the land falls away to your left and the road gradually climbs uphill. Federberg Peak is still a couple of miles away to your north. Its peak is still 1000 feet above you. From the road, you have good views of the Sepia, back toward Ostroom and out over the plain toward Lake Quag. The land to your right is rugged and steep.

About a mile along this roadway is a partially hidden valley in the hills to the east of the road. The valley extends about half a mile back into the ridgeline of the mountains. At the mouth of the valley is a ruined fortress. The Meerijder clan once inhabited this fort, but it was overrun by the Relentless Horde about 250 years ago and has lain in ruins since that time. Its walls are now mostly tumbled down.

After about a mile you see a narrow valley to the east that opens out into a sheltered meadow surrounded by 100-foot high cliffs. A track forks from the road you have been following, and ascends to the remains of a tower at the entrance to the valley.

A tribe of kobolds, led by a kobold half-dragon named Pufforae, now inhabits the fort and valley. There are about fifty kobolds in all. Half of them are non-combatants that flee the area if Pufforae is killed or captured, taking most things of value with them.

All that remains of the fort is the outer wall, which rises between 8 feet and 18 feet from the surrounding land on all sides, and the well. A track snakes around the back of the fort (see Player Handout 2 and Appendix 7: The Area Around The Ruined Fort), to where the ground level is nearest the floor level of the fort.

The kobolds have built a ramp from the end of the track to the entrance to the fort, where the road originally passed across a bridge to the fort, and dug a pit trap under the ramp at position 25. If a character follows the road to the fort and crosses the ramp they have to avoid this pit trap.

The floor of the fort is reasonably level and is littered with tumbled stones. The outer wall that projects above the inner floor level is between two and four feet high in all places, except for where a gateway used to be where a bridge crossed from the track to the fort. The wall provides between 50% and 90% cover for kobolds within the fort looking outwards.

In the center of the fort are the remains of the original well, 8 feet wide. This well goes down for 60 feet to reach the main kobold lair and continue past that level for another 30 feet (total depth lip to water is 100 feet). The kobolds use the well as their water supply.

This encounter and the next are very free form. Due to open ground and the dispersed nature of the ambush, it is not possible to provide guidance for every possibility that the players may try. The main points to note are:

- The kobolds consider this their land, and fight to retain it.
- The kobolds do not want any characters escaping alive to let others know that they are here.
- The kobolds use tricks and traps rather than open confrontation.
- The ground near the fort is very rocky, with only sparse bushes and grass cover (no chance of an entangle spell working). Any movement is at half movement rate, except on the roadway and track, where full movement rate can be used.
- Characters or their horses can run along the road. When the road begins to wind the characters have to reduce their rate to double standard movement rate.
- A number of small cliffs surround the fort, with heights of approximately 5, 10, and 20 feet, shown as increasingly thick walls on Player Handout 2.
- To cross the creek at anywhere other than at the bridge requires either a Balance check (DC 10) when on foot, or a Ride check (DC 15) when mounted, to

avoid slipping on the moss covered rocks. A failed check means you fall in the water half-way.

- Any attempt to sneak up on the fort is difficult, as sentries are always on duty, with one at positions 6 and 11 and another in the fort ruins (above position 20). These sentries have 75% cover. Sneaking up requires successful opposed Move Silently/Listen and Hide/Spot checks.
- The kobolds encourage a flock of ravens (about 40 birds) to inhabit the area, by feeding them offal. Any non-kobold sneaking around near the fort is likely to disturb them. Successful opposed Move Silently/Listen and Hide/Spot checks are required to bypass the birds without doing so.
- The kobolds' light sensitivity is not in effect, due to the inclement weather.
- The kobolds have had a long time to prepare this area for an ambush. All kobolds are initially hidden. The kobolds at positions 1 to 5 are more visible. These kobolds may be visible from a distance, depending on the characters Spot checks. Characters or familiars observing the area from the air receive a +4 circumstance bonus to notice these kobolds.

Pufforae looks just like a normal kobold, except from close up, when one can see his larger than normal teeth and claws and his vestigial wings. He hides his wings under a cloak.

The kobolds have made a network of tunnels and traps around their lair. They kill and eat any non-kobold humanoids that venture near. Their main food supply, when not eating passing adventurers, is a herd of mountain sheep and goats that run free far back in the hidden valley, protected by a few of the less-dominant kobolds.

The kobolds have seen the party and are ready for them. Pufforae has ten archers in place, ready for the ambush. They will remain hidden until the party enters the killing zone.

Pufforae stays out of the initial encounter, leaving it to a deputy (a Kobold sorcerer) to handle the initial attack, while he directs operations from a vantage point on top of the old fort. Pufforae takes 10 rounds (1 minute) to arrive at the top of the well, if he is needed.

If the characters are driven back, and try to get to the fort another day, the same situation exists. There are a total of 16 kobold archers, so some losses from an initial attack can be filled from the extras. If the kobold sorcerer deputy is killed in the initial attack, a second deputy is placed in charge on the fort. If it takes the characters three attempts to reach the Fort, Pufforae is the Kobold in charge on the Fort.

The Kobold in charge on the Fort knows that he is an almost impossible target from long range, because of his natural armor and three-quarters body cover from the remains of the fortress wall. If it is Pufforae in charge on the Fort, he also has natural immunities to sleep, paralysis and cold damage (APL 2 and 4) or acid damage (APL 6).

Pufforae is not a coward. He is cunning and cruel, and does what he can to get characters frightened and

disoriented. He wants them to expend their spells, and maybe take some damage, before they get within range of his breath weapon or teeth and claws. Once Pufforae starts attacking the party, he harasses them until it is obvious he cannot win, he has killed and eaten them, or he has driven them from the Uplands. He does not want to let them get away as they may come back with reinforcements.

When the initial attack is made, give the players Player Handout 2: The Ruined Fort. The DM's version of the same map is in Appendix 7: The Area Around The Ruined Fort.

The kobolds start with a round of arrow fire from positions 1 through 5, and then follow it up with more arrows from other positions once the characters commit themselves. The initial kobold attack is designed to draw the characters across the bridge in a reckless charge. This is because the kobolds have made the bridge (position 25) into a trap. Anybody who attempts to cross the bridge and weighs more than 60 lbs spring the trap. The bridge is 12 ft. across, so characters with good Jump skills may bypass the trap altogether.

APL 2 (EL 2)

↗**Collapsing Bridge Trap (20 ft deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 sharp rocks for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

↗**Collapsing Bridge Trap (60 ft deep):** CR 4; no attack roll necessary (6d6), +10 melee (1d4 sharp rocks for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗**Collapsing Bridge Trap (90 ft deep):** CR 6; no attack roll necessary (10d6), +10 melee (1d4 sharp rocks for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

If the characters come along the roadway, as planned, at the start of battle the kobolds are distributed as follows:

Ten archers, one each at positions 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10; four more archers have been left in the main chamber under the fort, to guard the kobold non-combatants from surprise attack (see Encounter 12: When Size Does Matter). The sorcerers are distributed with one on the fort (above position 20) and another in the main chamber under the fort. At higher encounter levels, extra sorcerers are available to distribute, as the DM desires. The sorcerers are distributed to avoid any two being targeted by one character spell.

The kobolds do not stay to be massacred. They know that Pufforae is the only kobold that has a chance against a character in melee combat. As soon as a character gets close enough to close in 1 round, the kobold retreats to the tunnels and heads for a new position (such as 6 or 7),

from where it shall resume arrow fire. Any character that gets to within 100 feet of a sorcerer is likely to be hit with a *magic missile* or *true strike*.

The kobold sorcerers duck down to cast *true strike* (with total cover bonus), and then stand up when ready to fire their crossbows.

All the tunnels (except for the Escape Tunnel) are only one foot wide by three feet high. All tunnels are completely dark. The entrances are hidden amongst boulders and disguised to look like rabbit burrows (DC 20 search check). To confuse matters there are a number of real rabbit burrows in the area.

A kobold can run along the tunnels without penalty. Gnomes and halflings could enter the tunnels, but would need a light source and thus make themselves targets for archers. Most characters would not even fit into the tunnel, unless they were lying down sideways. No dwarf or half-orc would fit in them all.

APL 2 (EL 4)

Kobold Archers (10): hp 4 each; see *Monster Manual*.

Kobold Sorcerers (2): Male kobold Sor1; hp 5 each; see Appendix I: NPCs.

APL 4 (EL 6)

Kobold Archers (5): hp 4 each; see *Monster Manual*.

Kobold Expert Archers (5): Male kobold Ftr1; hp 11 each; see Appendix I.

Kobold Sorcerer: Male kobold Sor1; hp 5; see Appendix I.

Kobold Sorcerer: Male kobold Sor2; hp 9; see Appendix I.

APL 6 (EL 8)

Kobold Expert Archers (10): Male kobold Ftr1; hp 11 each; see Appendix I.

Kobold Sorcerers (2): Male kobold Sor3; hp 13 each; see Appendix I.

If the characters manage to fight their way to the fort, they may be able to find a hidden nook on the inner side of the fortress wall, located above position 19, in the remains of the wall. This nook is small (1 foot cube), hidden by a loose stone in the wall (search DC 19). In the nook is a letter. If they find it, give them Player Handout 4.

The letter in the nook gives a clue how to get into the Kobold stronghold under the fort. The escape route mentioned in the letter is still there. If they go this way, go to Encounter 13: The Escape Route. If they elect to go down the well, go to Encounter 12: Down The Well.

If the characters run away, Pufforae gets Sneeek or the Raven familiars to keep watch on them. Pufforae plays on the characters fears, using Sneeek's innate invisibility ability, as well as his own Hide and Move Silently abilities. He disturbs their sleep with hit and run tactics,

to stop them from getting spells back. Possible tricks include:

- Get Sneeek to drop a goat skull, still dripping blood, into their campfire at night (there are plenty of goats in Pufforae's hidden valley); Sneeek should be able to fly over while invisible and be gone again before any spell caster awakes that may have *detect invisibility*.
- Get Sneeek to attempt to set their camp alight one night; if they are using some sort of brushwood blind to hide under he can pour oil on top of a light it.
- Get one of his minions to create the impression of a cloaked and hooded figure standing some distance away and gesturing threateningly at them, as if casting a spell (hang a cloak in a tree or on a bush and move the arms with strings). This could be combined with a kobold in cover, chanting and firing arrows from near the decoy. Get the characters to roll Will saves each time they are "attacked" by the hooded figure, and choose characters with a nice high Will save, so they can always "make the save". Hopefully the characters cast spells at the decoy, with both Pufforae and Sneeek out of the way of any harmful effects. If the characters cast something like a *fireball*, you could have the figure disappear in the explosion, then appear somewhere else later to repeat the process. If the characters are distracted, Sneeek sneaks into camp and steals something.
- If they get in close, Pufforae can use *bluff* to distract them (e.g. inhale as if going to use his breath weapon – provided he has used it already) then hit them with three sneak attacks (claw/claw/bite).

The characters have a chance of avoiding Pufforae if they run away. Get their best woodsman to make a Hide check, opposed by Sneeek's Spot check.

Pufforae uses the network of underground tunnels in the valley to position his forces and try to weaken the characters by ambush before any direct confrontation.

When the characters have been weakened, he sneaks in and uses his breath attack. He does not want to get too far away from an escape tunnel, if possible.

If the characters have run away and look like they are trying to double-back to the area he shall let them get back into the killing ground, before attacking. Pufforae is much more comfortable on his own ground, where he has the network of tunnels to which he can escape.

ENCOUNTER 12: DOWN THE WELL

One-way into the Kobold Stronghold is via the Well. The lair is 60 feet below the lip of the well, with the well continuing another 30 feet below the lair. There is a rusted iron ladder that goes down the well and descends to the Kobold lair. The original passage down from the

fort to the escape route has been completely blocked for many years and would take weeks to dig out.

The ladder has been trapped with a revolving rung at 80 ft., 50 ft. or 20 ft. from the top of the well at APLs 2, 4, and 6 respectively. At APL 6, the rung below the one that revolves has been removed to make the trap more difficult to avoid.

APL 2 (EL 1)

Revolving Rung Trap (80 ft. down): CR 1; no attack roll necessary (2d6 subdual); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

Revolving Rung Trap (50 ft. down): CR 3; no attack roll necessary (5d6 subdual); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

Revolving Rung Trap (20 ft. down): CR 5; no attack roll necessary (8d6 subdual); Reflex save (DC 25) avoids; Search (DC 20); Disable Device (DC 20).

If a character falls into the well, the DC to climb up to the kobold's lair is 25 on the slime-covered rocks. The water is 20 feet deep. Characters wearing armor could drown unless they make a successful Swim check (DC 10) each round. There are slime-covered protrusions on the side of the well that give some aid to a person trying to stay afloat. Allow the trapped character a +2 circumstance bonus to their check.

Pufforae has another way down the well. He can jump and use his wings to glide/scramble down from the fort to his lair as a full-round action.

If the characters find the valley end of the escape route with a successful Search check (DC 20), go to Encounter 13: The Escape Route. There are at least four kobold archers guarding this passage. It also makes a great place for Pufforae to use his breath attack.

ENCOUNTER 13: WHEN SIZE DOES MATTER

Pufforae stays out of the initial battle, unless the characters attempt to attack the fort three or more times.

If the characters battle through the archers, Pufforae shall be waiting for them down the well. The well acts as a natural funnel for his breath attack. He can also have any remaining sorcerers ready to cast *magic missile* up the well, if characters look to see what is down there.

If the characters descend into the well and reach the stronghold, give them Player Handout 3. This shows the stronghold and the tunnels that lead off it. The cavern is about 10 feet high. All tunnels that come off the cavern narrow down to one foot wide, except for the escape route, which is five feet wide. The well is in the center of the stronghold. 'L' is where the ladder is. 'P' is where

Pufforae is if he is in the cavern waiting for the characters or supervising the evacuation. Pufforae has backed into a corner, so that he can only be attacked from the front, and only by 2 characters in melee, at most. From there he can flee down a tunnel.

Pufforae should have time to use his breath weapon when the characters are climbing down the ladder. He then casts *shield* and *resistance* on himself and fights the characters hand-to-hand. What else is in the lair with him depends on who survived the battle above ground. There are at least two archers down there as support. Other archers or sorcerers can be thrown into the battle, depending on the strength of the characters. At least one sorcerer should be leading the retreating kobold tribe, while Pufforae makes a stand at the stronghold.

At APL 4 Pufforae has a *potion of cure light wounds* that he can drink if he has to. At APL 6 Pufforae has a *potion of cure moderate wounds*.

APL 2 (EL 5)

Pufforae: Male kobold half-dragon (white) Rog1/Sor1; hp 15; see Appendix I.

Kobolds (2): hp 4 each; see *Monster Manual*.

Sneek the Imp: hp 20; see *Monster Manual*.

APL 4 (EL 7)

Pufforae: Male kobold half-dragon (white) Rog1/Sor1/Ftr2; hp 32; see Appendix I.

Kobold Expert Archers (2): Male kobold Ftr1; hp 11 each; see Appendix I.

Sneek the Imp: hp 20; see *Monster Manual*.

APL 6 (EL 9)

Pufforae: Male kobold half-dragon (white) Rog1/Sor3/Ftr2; hp 44; see Appendix I.

Kobold Expert Archers (2): Male kobold Ftr3; hp 25 each; see Appendix I.

Sneek the Imp: hp 20; see *Monster Manual*.

If the Kobolds are forced to flee their stronghold, the characters can find 25 gold pieces, left behind in the rush. The coins are hidden in cracks and crevices in the cave. If the Kobolds get half a day or more to abandon the stronghold in good order, no money is left behind.

ENCOUNTER 14: THE ESCAPE ROUTE

The Escape Route mentioned in the letter (see Encounter 11: Shooting Fish is a Barrel) is still there. A successful Search check (DC 20) allows a character to find the valley

end of the route. The passage is five feet wide and five feet high. At APL 2 a covered pit trap at position 26 on the map guards the passage. At APLs 4 and 6, two covered pit traps at positions 26 and 27 respectively on the map, guard the passage. If there are surviving kobold sentries when the characters attempt to go along the Escape Route, use opposed Move Silently/Listen checks. If they are carrying a light, the kobolds spot them easily and are ready with archers on the opposite side of the two pits.

The pits have a 10-foot gap between them. Any Jump check to get over them is made with a -4 penalty for medium-size characters, because of the low roof. To climb the walls of either pit without assistance, requires a successful Climb check (DC 25).

APL 2 (EL 2)

Pit Trap (10 ft. by 10 ft.; 40 feet deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable device (DC 20).

APL 4 (EL 4)

Pit Traps (12 ft. by 12 ft.; 80 feet deep) (2): CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable device (DC 20).

APL 6 (EL 6)

Pit Traps (14 ft. by 14 ft.; 120 feet deep) (2): CR 6; no attack roll necessary (12d6); Reflex save (DC 20) avoids; Search (DC 20); Disable device (DC 20).

There is a narrow ledge (six inches wide) along one side of the first pit and along the other side of the second pit. This ledge is actually cut part way into the wall of the tunnel and is only usable easily by small characters (and by the kobolds). It only protrudes three inches for medium-size characters, because of the overhang. A successful Balance check (DC 10) for small characters, (DC 15) for medium-size characters allows a given character to cross. Failure means the character falls into the pit.

A small character can "take 10" twice to cross both ledges if they are not under crossbow fire from hostile kobolds when they do so.

ENCOUNTER 15: CLIMBING FEDERBERG PEAK

If the characters defeat Pufforae they have a clear path to the top of Federberg Peak. If they go into the hidden valley they find a trail leading to the northern side of the valley.

A narrow trail climbs up the northern side of the hidden valley. This trail can be ascended with care. Horses should be lead rather than ridden. The trail goes up about 500 feet, to a saddle in the mountain ridge. From there, the trail goes down the other

side. From the saddle, it is a relatively easy climb to the top of Federberg Peak.

The ascent from the saddle to the peak requires a successful Climb check (DC 15). Characters with a decent Climb skill can take "10" all the way to the top. Others may have more difficulty.

If the players ignore the hidden valley and approach Federberg Peak from another direction, the climb is both longer and harder. They have about 800 feet of very steep rock wall, requiring successful Climb checks (DC 15) near the base, increasing to (DC 20) about half way to the top.

Once at the top Willem spends a couple of hours making sketches.

From the top of Federberg there is an unobstructed view for miles around. The peaks of the Hochberg Massif are visible twenty miles to your northwest. The land between Federberg Peak and the Hochberg Massif looks almost as rugged as the terrain you had to traverse to get here. Ten miles to your north is a cluster of buildings in the forest. It looks like there is a village there. Another village is vaguely discernable 15 miles southeast of you. The land to your east does not look as rugged as the land at the edge of the Sepia. About 25 miles to the east is a group of snow-covered peaks, even higher than the Hochberg Massif.

Willem needs to spend a half-day here making observations and sketches. After that, the party can head back to Ostdroom, mission accomplished.

CONCLUSION

Just because they have reached their goal, does not mean that the party can head straight home. They are still in the middle of a wilderness. The view from the top of Federberg, along with Willem's maps and notes, makes the journey back easier, but still not easy. The party has 20 miles of wilderness travel to reach the edge of the Sepia. Using Appendix 3: Travel in the Sepia to determine how many days it takes them to make the journey back. They add +4 to Wilderness Lore checks, because of Willem's maps and notes.

Once back to the edge of the Sepia it is 6 miles to Ostdroom at standard speed, or 24 miles to Traft. They can stop at Der Plögmänn Gasthaus along the way, if they wish.

Once back in Traft the party has to decide if they will tell Orgus Bildger about their exploits. If they do, he pays them the 100 gold marks (total) he promised them. Any character that does not request payment from Orgus shall be given a favor certificate from Clan Roodbërg. Willem wants no part of this, and it would be inadvisable for the party to let Willem know they were doing this. If Willem finds out, he shall inform Till.

When the party goes back to see Till, he shall congratulate them on their efforts and pay the remaining 25 gold marks to those characters who requested payment in gold. For those characters that volunteered to do the

mission for no payment, he gives them a favor certificate from the Oostmeer branch of Clan Meerijder.

If the characters have expended resources to a value of greater than 300 gp in defeating the kobolds, Till shall give each character the hire fee (50 gold marks each), even if they initially requested no payment.

A character should not be given a favor certificate from both Orgus and Till, although it is possible that different characters in the same party may get different favor certificates.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5a: The North Fork – Part 1

Defeat the Arrowhawk.

APL 2	30 XP
APL 4	120 XP
APL 6	210 XP

Encounter 8: Cry Wolf

Defeat the wolves/worgs.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 11: Shooting Fish in a Barrel

Defeat the kobolds.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 13: When Size Does Matter

Defeat Pufforae, Sneek, and kobolds.

APL 2	90 XP
APL 4	180 XP
APL 6	270 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold piece each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Meeting Till Vissjäger

Accept payment for the job.

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

Encounter 11: Shooting Fish in a Barrel

Defeat the kobolds and strip them of their gear.

APL 2: L: 52 gp; C: 0 gp; M: 0
APL 4: L: 52 gp; C: 0 gp; M: 0
APL 6: L: 52 gp; C: 0 gp; M: 0

Encounter 13: When Size Does Matter

Defeat Pufforae, Sneek, and kobolds, and strip them of their gear.

APL 2: L: 10 gp; C: 25 gp; M: 0
APL 4: L: 10 gp; C: 25 gp; M: <i>potion of cure light wounds</i> (Value 5 gp per character)
APL 6: L: 10 gp; C: 25 gp; M: <i>potion of cure moderate wounds</i> (Value 30 gp per character); <i>ring of protection +1</i> (Value 200 gp per character)

Conclusion A

Complete the surveying mission. If they accepted payment at the beginning, they receive the other half. If they did not accept payment they receive the Favor.

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

-and-

Favor of the Oostmeer Meerijder

Conclusion B

Going to Orgas Bildger and giving him a report of the expedition.

APL 2: L: 0 gp; C: 20 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 20 gp; M: 0

-and-

Favor of the Clan Roodbêrg.

Note: No character should get a Favor certificate from both the Oostmeer Meerijder and the Clan Roodbêrg, although it is possible that different characters in the same party may get different Favor certificates.

Total Possible Treasure

APL 2: 137 gp

APL 4: 142 gp

APL 6: 367 gp

APPENDIX I: NPCS

ENCOUNTER 1: MEETING TILL VISSJÄGER

Till Vissjäger: Male human Ftr6/Sor4; CR 10; Medium-size humanoid (human); HD 6d10+4d4; hp 52; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +13/+8 melee (1d6+6/18-20, +2 scimitar) or +10/+5 melee (1d4+2/19-20, silver dagger); SA Spells; AL NG; SV Fort +6, Ref +4, Will +6; Str 14, Dex 13, Con 11, Int 15, Wis 11, Cha 14.

Skills and Feats: Alchemy +10, Climb +10, Concentration +9, Craft (weaponsmithing) +10, Handle Animal +6, Jump +9, Knowledge (Aacana) +4, Profession (sailor) +9, Ride +5, Swim +8; Blind-Fight, Combat Casting, Endurance, Expertise, Improved Bull Rush, Leadership, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Spells Known (6/7/4; base DC = 12 + spell level): 0 – daze, detect magic, flare, mage hand, prestidigitation, ray of frost; 1st – burning hands, mage armor, magic missile; 2nd – bull's strength.

Possessions: silver dagger, +2 scimitar

Familiar (hawk): Tiny magical beast; HD 10d8; hp 26; Init +3; Spd 10 ft., fly 60 ft. (average); AC 19 (touch 15, flat-footed 16); Atk +11/+6 melee (1d4-2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch; AL NG; SV Fort +6, Ref +6, Will +8; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (+14 in daylight); Weapon Finesse (claws).

ENCOUNTER 2: MEETING ORGUS BILDGER

Orgus Bildger: Male human Ftr6/Ari1; CR 6; Medium-size humanoid (human); HD 6d10+1d8-7; hp 38; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +8/+3 melee (1d6+1/18-20, +1 scimitar); AL LN; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 9, Int 10, Wis 15, Cha 16.

Skills and Feats: Climb +6, Diplomacy +5, Handle Animal +8, Innuendo +8, Knowledge (arcana) +3, Knowledge (religion) +3, Sense Motive +4, Swim +11; Blind-Fight, Combat Reflexes, Far Shot, Leadership, Point Blank Shot, Skill Focus (swim), Skill Focus (innuendo), Weapon Focus (scimitar).

Possessions: +1 scimitar, signet ring with the Roodbêrg crest, expensive town clothes and boots.

ENCOUNTER 3: MEETING SAVIC OSTDROOM

Savic Ostroom: Male human Rog2/Rgr3; CR 5; Medium-size humanoid (human); HD 2d6+3d10+5; hp 33; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d8+1/19-20, long sword) or +8 ranged (1d8+1/x3, masterwork mighty composite longbow);

SA Sneak attack; SQ Evasion, favored enemy (animals); AL LN; SV Fort +4, Ref +7, Will +3; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +5, Climb +2, Diplomacy +3, Hide +4, Jump +4, Knowledge (nature) +6, Listen +7, Move Silently +5, Ride +9, Search +6, Sense Motive +5, Spot +8, Tumble +6, Use Rope +8, Wilderness Lore +8; Mounted Combat, Mounted Archery, Point Blank Shot, Track.

Possessions: chain shirt, masterwork longsword, masterwork mighty composite longbow (+1), 100 arrows, Ostroom warhorse.

WILLEM DÉLVÈREN (CARTOGRAPHER)

APL 2

Willem Délvêren: Male human Rgr1/Exp2; CR 2; Medium-size humanoid (human); HD 1d10+2d8; hp 20; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1, quarterstaff) or +4 ranged (1d8/x3, longbow); SQ Favored enemy (goblinoids); AL LG; SV Fort +2, Ref +2, Will +5; Str 12, Dex 14, Con 11, Int 14, Wis 15, Cha 10.

Skills and Feats: Climb +6, Craft (mapmaking) +7, Diplomacy +5, Gather Information +5, Intuit Direction +7, Jump +6, Knowledge (nature) +7, Ride +7, Swim -1, Wilderness Lore +5; Dodge, Endurance, Mobility, Track.

Possessions: longbow, 20 arrows, quarterstaff, leather armor, spyglass, Doppie the Mule.

APL 4 and 6:

Willem Délvêren: Male human Rgr1/Exp4; CR 4; Medium-size humanoid (human); HD 1d10+4d8+5; hp 35; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+1, quarterstaff) or +6 ranged (1d8/x3, longbow); SQ Favored enemy (goblinoids); AL LG; SV Fort +3, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 14, Wis 15, Cha 10.

Skills and Feats: Climb +8, Craft (mapmaking) +9, Diplomacy +7, Gather Information +7, Intuit Direction +9, Jump +8, Knowledge (nature) +9, Ride +9, Swim -1, Wilderness Lore +5; Dodge, Endurance, Mobility, Track.

Possessions: longbow, 20 arrows, quarterstaff, leather armor, spyglass, Doppie the Mule.

Willem is 4' 11" tall, 143 lbs and 31 years old. He has light brown hair and eyes, and a prominent nose. He is a member of the Roodbêrg clan, and there is Gnome blood in his ancestry several generations back.

Willem spent six years in the Auszug, where he learnt the skills of a ranger and mapmaker. He also learnt that he didn't like sharp pointy things being swung at him with intention to do harm.

Willem is not a fighter. Although he served in the Auszug he did it because it is the thing to do. He has no

liking for bloodshed and prefers a quiet evening with his maps. He does not volunteer for any guard duty and only takes part in combat by using his bow from a position of cover (behind his mule if nothing else is handy).

Willem can lead the party through the Sepia, if none of the rest of the party members has ranks in Wilderness Lore. Get one of the players to roll the checks for Willem, to see how well he does. Alternatively, he could make 'assist' rolls if the party is struggling to find its way.

ENCOUNTER 4: OSTDROOM CHALLENGE

Ulrike Vlaktezweren: Male human Rgr2/Rog1; CR 3; Medium-size humanoid (human); HD 1d6+2d10+3; hp 21; Init +2; Spd 30; AC 13 (touch 12, flat-footed 11); Atk +2/+2 melee (1d6+2, quarterstaff) or +4 melee (1d8+2/x3, shortspear) or +4 melee (1d8+2/x3, heavy lance) or +4 melee (1d3+2 subdual, unarmed strike); SA Sneak attack; SQ Favored enemy (animals); AL CG; SV Fort +4, Ref +4, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 13, Cha 11.

Skills and Feats: Animal Empathy +5, Balance +4, Escape Artist +5, Hide +4, Innuendo +5, Jump +6, Knowledge (nature) +2, Listen +5, Move Silently +5, Profession (herdsman) +5, Ride +8, Spot +5, Tumble +7, Use Rope +5, Wilderness Lore +3; Improved Unarmed Strike, Mounted Combat, Ride-By Attack, Track.

Possessions: shortspear, padded armor, light warhorse, heavy lance.

THE NORTH FORK: PART 1

APL 6 (EL 7)

Adult Arrowhawk, Advanced: CR 7; Medium-size outsider (air); HD 13d8+13; hp 80; Init +5; Spd fly 60 ft. (perfect); AC 21 (touch 15, flat-footed 16); Atk +18 ranged touch (2d8, electricity ray) or +18 melee (1d8+2, bite); SA Electricity ray; SQ Immunities, fire and cold resistance 20; AL N; SV Fort +9, Ref +15, Will +9; Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13

Skills and Feats: Escape Artist +23, Intuit Direction +15, Listen +19, Search +18, Sense Motive +19, Spot +19; Dodge, Lightning Reflexes, Weapon Finesse (bite).

ENCOUNTER 8: CRY WOLF

APL 6 (EL 8)

Worgs, Advanced (4): CR 4; Large magical beast; HD 8d10+32; hp 90, 85, 80, 75; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Atk +15/+10 melee (1d8+7, bite); SA Trip; SQ Scent; SV Fort +10, Ref +7, Will +4; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +10, Move Silently +7, Spot +8; Alertness, Expertise.

ENCOUNTER 11: SHOOTING FISH IN A BARREL

APL 2 (EL 4)

Kobold Sorcerers (2): Male kobold Sor1; CR 1; Small humanoid (reptilian); HD 1d4+1; hp 5 each; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -2 melee (1d6-2/x3, halfspear) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitive; AL LE; SV Fort +1, Ref +2, Will +3; Str 6, Dex 14, Con 13, Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +5, Spellcraft +4; Improved Initiative.

Spells Known (5/4; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, resistance; 1st – magic missile, true strike.

Possessions: light crossbow, 20 bolts, halfspear.

Familiar (raven): Tiny magical beast; HD 1d8; hp 2; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +2 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

APL 4 (EL 6)

Kobold Expert Archers (5): Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+1; hp 11 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +2, Will +0; Str 10, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4; Far Shot, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: leather armor, halfspear, light crossbow, 20 bolts.

Kobold Sorcerer: Male kobold Sor1; CR 1; Small humanoid (reptilian); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -2 melee (1d6-2/x3, halfspear) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitive; AL LE; SV Fort +1, Ref +2, Will +3; Str 6, Dex 14, Con 13, Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +5, Spellcraft +4; Improved Initiative.

Spells Known (5/4; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, resistance; 1st – magic missile, true strike.

Possessions: light crossbow, 20 bolts, halfspear.

Familiar (raven): Tiny magical beast; HD 1d8; hp 2; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +2 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Kobold Sorcerer: Male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -1 melee (1d6-2/x3, halfspear) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitive; AL LE; SV Fort +1, Ref +2, Will +4; Str 6, Dex 14, Con 13, Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +6, Spellcraft +5; Improved Initiative.

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, ray of frost, resistance; 1st – magic missile, true strike.

Possessions: light crossbow, 20 bolts, halfspear.

Familiar (raven): Tiny magical beast; HD 2d8; hp 4; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +3 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

APL 6 (EL 8)

Kobold Expert Archers (10): Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+1; hp 11 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +2, Will +0; Str 10, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4; Far Shot, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: leather armor, halfspear, light crossbow, 20 bolts.

Kobold Sorcerers (2): Male kobold Sor3; CR 3; Small humanoid (reptilian); HD 3d4+3; hp 13 each; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -1 melee (1d6-2/x3, halfspear) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitive; AL LE; SV Fort +2, Ref +3, Will +4; Str 6, Dex 14, Con 13, Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +7, Spellcraft +6; Combat Casting, Improved Initiative.

Spells Known (6/6; base DC = 12 + spell level): 0 – daze, detect magic, ghost sound, ray of frost, resistance; 1st – magic missile, shield, true strike.

Possessions: light crossbow, 20 bolts, halfspear.

Familiar (raven): Tiny magical beast; HD 3d8; hp 6; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (touch 14, flat-footed 14); Atk +3 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

ENCOUNTER 13: WHEN SIZE DOES MATTER

APL 2 (EL 5)

Pufforae: Male kobold half-dragon (white) Rog1/Sor1; CR 4; Small dragon; HD 1d8+1d6+4; hp 15; Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +3 melee (1d4+3, bite) and +1 melee (1d3+1, 2 claws); SA Breath weapon, sneak attack, spells; SQ Darkvision 60 ft., light sensitive, low-light vision, immune to sleep, paralysis, and cold effects; AL LE; SV Fort +2, Ref +3, Will +3; Str 16, Dex 13, Con 15, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +6, Concentrate +6, Climb +7, Craft (trapmaking) +8, Escape Artist +5, Hide +5, Listen +5, Move Silently +5, Profession (mining) +7, Search +8, Spot +5; Multiattack.

SA: *Breath Weapon:* cone of cold, 30 ft, once per day; damage 3d6, reflex save DC 16 for half damage.

Spells Known (5/4; base DC = 12 + spell level): 0 – detect magic, ghost sound, ray of frost, resistance; 1st – shield, true strike.

Familiar (raven): Tiny magical beast; HD 2d8; hp 7; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +2 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

APL 4 (EL 7)

Pufforae: Male kobold half-dragon (white) Rog1/Sor1/Ftr2; CR 6; Small dragon; HD 1d8+1d6+2d12+8; hp 32; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +6 melee (1d4+3, bite) and +4 melee (1d3+1, 2 claws); SA Breath weapon, sneak attack, spells; SQ Darkvision 60 ft., light sensitive, low-light vision, immune to sleep, paralysis, and cold effects; AL LE; SV Fort +5, Ref +3, Will +3; Str 16, Dex 14, Con 15, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +6, Climb +7, Concentrate +6, Climb +7, Craft (trapmaking) +8, Escape Artist +5, Hide +5, Listen +5, Move Silently +5, Profession (mining) +7, Search +8, Spot +5; Dodge, Multiattack, Weapon Focus (bite), Weapon Focus (claws).

SA: *Breath Weapon:* cone of cold, 30 ft, once per day; damage 3d6, reflex save DC 16 for half damage.

Spells Known (5/4; base DC = 12 + spell level): 0 – detect magic, ghost sound, ray of frost, resistance; 1st – shield, true strike.

Possessions: potion of cure light wounds.

Familiar (raven): Tiny magical beast; HD 4d8; hp 16; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV

Fort +3, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Kobold Expert Archers (2): Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+1; hp 11 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +2, Will +0; Str 10, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4; Point Blank Shot, Far Shot, Weapon Focus (light crossbow).

Possessions: leather armor, halfspear, light crossbow, 20 bolts.

APL 6 (EL 9)

Pufforae: Male kobold half-dragon (white) Rog1/Sor3/Ftr2; CR 8; Small dragon; HD 1d8+2d6+2d12+12; hp 44; Init +2; Spd 30 ft.; AC 19 (touch 14, flat-footed 17); Atk +7 melee (1d4+3, bite) and +5 melee (1d3+1, 2 claws); SA Breath weapon, sneak attack, spells; SQ Darkvision 60 ft., light sensitive, low-light vision, immune to sleep, paralysis, and cold effects; AL LE; SV Fort +6, Ref +4, Will +5; Str 16, Dex 14, Con 15, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +6, Climb +7, Concentrate +10, Climb +7, Craft (trapmaking) +8, Escape Artist +5, Hide +5, Listen +6, Move Silently +5, Profession (mining) +7, Search +8, Spot +6; Dodge, Mobility, Multiattack, Weapon Focus (bite), Weapon Focus (claws).

SA: *Breath Weapon:* cone of cold, 30 ft, once per day; damage 3d6, reflex save DC 16 for half damage.

Spells Known (6/6; base DC = 12 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost, resistance*; 1st – *mage armor, shield, true strike*.

Possessions: ring of protection +1, potion of cure moderate wounds.

Familiar (raven): Tiny magical beast; HD 6d8; hp 22; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (touch 14, flat-footed 14); Atk +5 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +4, Ref +5, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Kobold Expert Archers (2): Male kobold Ftr3; CR 3; Small humanoid (reptilian); HD 3d10+3; hp 25 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d6/x3, halfspear) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +4, Ref +3, Will +1; Str 10, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Dodge, Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions: leather armor, halfspear, light crossbow, 20 bolts.

APPENDIX 2: THE VILLAGE OF OSTDROOM

The village of Ostroom is located about 30 miles north of Traft at the edge of the Sepia Uplands. Not much traffic passes through Ostroom as the only settlements of any size between Ostroom and the northern border of Perrenland are the fishing village of GrenzStadt and the military outpost of Draufsicht. Curious sightseers sometimes pass through Ostroom on their way to visit the abandoned mage tower of Borrillian's Watch.

Ostroom was founded about sixty years ago by a breakaway group of Rósridders who had spent many years out of Perrenland as mercenaries. During their time away from their native country the Rósridders crossed several of their stallions with the heavier mares of the east. On occasions, they found they produced a heavier horse with almost the speed, endurance and agility of a Perren light horse. Since returning they have tried to perfect this crossbreed. They have not yet reached their goal, achieving only the occasional success, but in the meantime they make a nice living running a horse stud that produces heavy and light warhorses.

The village is like a normal Rósridders settlement, with barns, winter feed sheds, a smithy and forge, a saddlers, an armory, a cooper's, a butchers', a small grain mill, a carpenter's, a tannery and a leatherworker's shop. There is also a brewery and a guest shelter for passing travelers. Most of the buildings are half buried, with eaves that come almost down to the ground.

There is one main building, with numerous smaller buildings connected by covered walkways. The main building is large enough to hold all of the village's 120 inhabitants, so they can gather for clan meetings.

In the center of the village is a bell tower that rises above the surrounding buildings. This tower provides an unobstructed view of the land around the village. Above the tower flies the Rósridders banner of a golden stallion at full gallop on a field of spring green.

APPENDIX 3: TRAVEL IN THE SEPIA

There are several reasons why the Sepia Uplands is sparsely settled. One of those is that parts of the region are so rugged and wild that traveling through them is like trying to negotiate a maze. The area to the east of Ostdroom is one of those wild areas.

To determine how far the players can travel in the regions of the Sepia that refer to this appendix, have them make a Wilderness Lore check every half day. One character should be designated as the leader, probably the person with the highest Wilderness Lore skill. Characters can cooperate with one another, with assist characters adding +2 to their leader's check if they can make a successful Wilderness Lore check (DC 10).

Some parties may have familiars, animal companions, or even characters that can fly and communicate back to those on the ground. If this is so, add a +2 circumstance bonus when the party utilizes these resources.

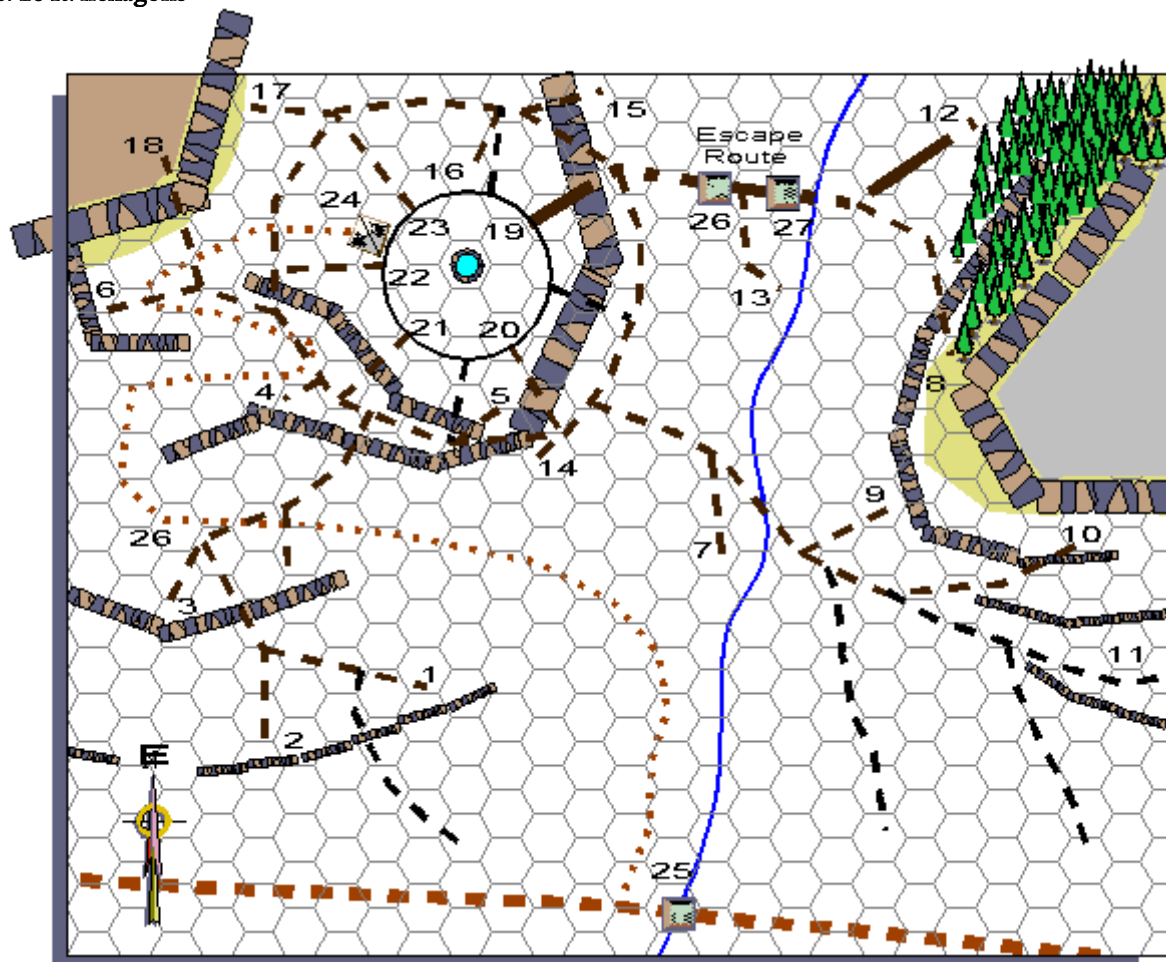
The distance traveled by the party is shown in the following table. This assumes a normal movement rate of 30. If the actual movement rate of the party is greater or smaller, adjust their results accordingly.

Wilderness Lore	Distance Traveled (In miles@ Spd 30 ft.)	Comments
Less than 10	-2	The party is further away from its goal than when they started, although not necessarily in the same direction.
10 to 14	0	The party has had to cast around for a way forward, without any success. They are no nearer their goal than when they started although not necessarily back where they started.
15 to 19	2	The party has had to cast around for a way forward, with moderate success.
20 to 24	4	The party is making good progress. You have managed to avoid the worst of the obstacles, with only minor delays from areas of dense vegetation and rocky outcrops.
25+	6	The party is making good progress. You have managed to avoid all but the worst of the obstacles. The forest is still thick and the slopes steep, limiting your rate of progress.

THE SEPIA NEAR OSTDROOM

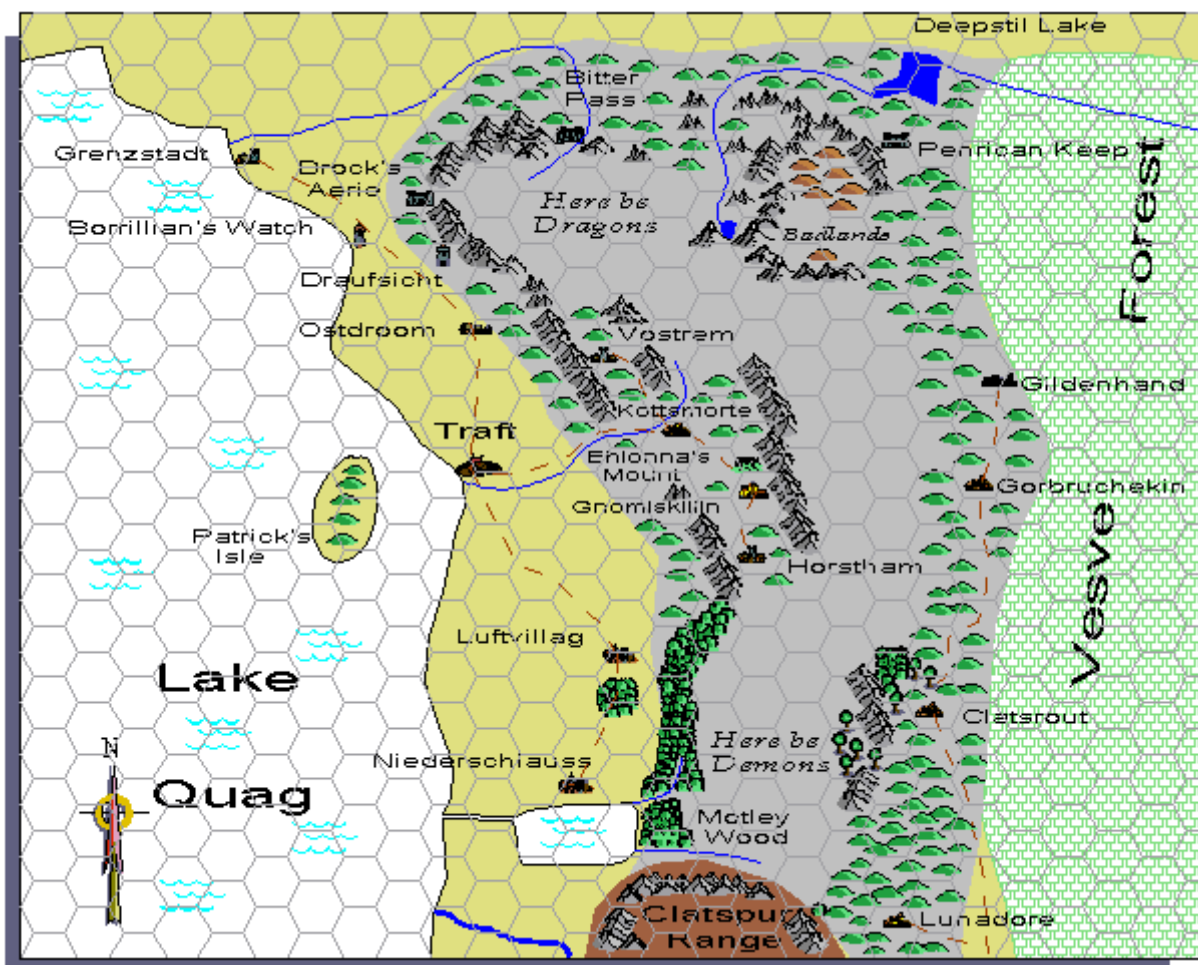
THE AREA AROUND THE RUINED FORT

Scale: 20 ft. hexagons



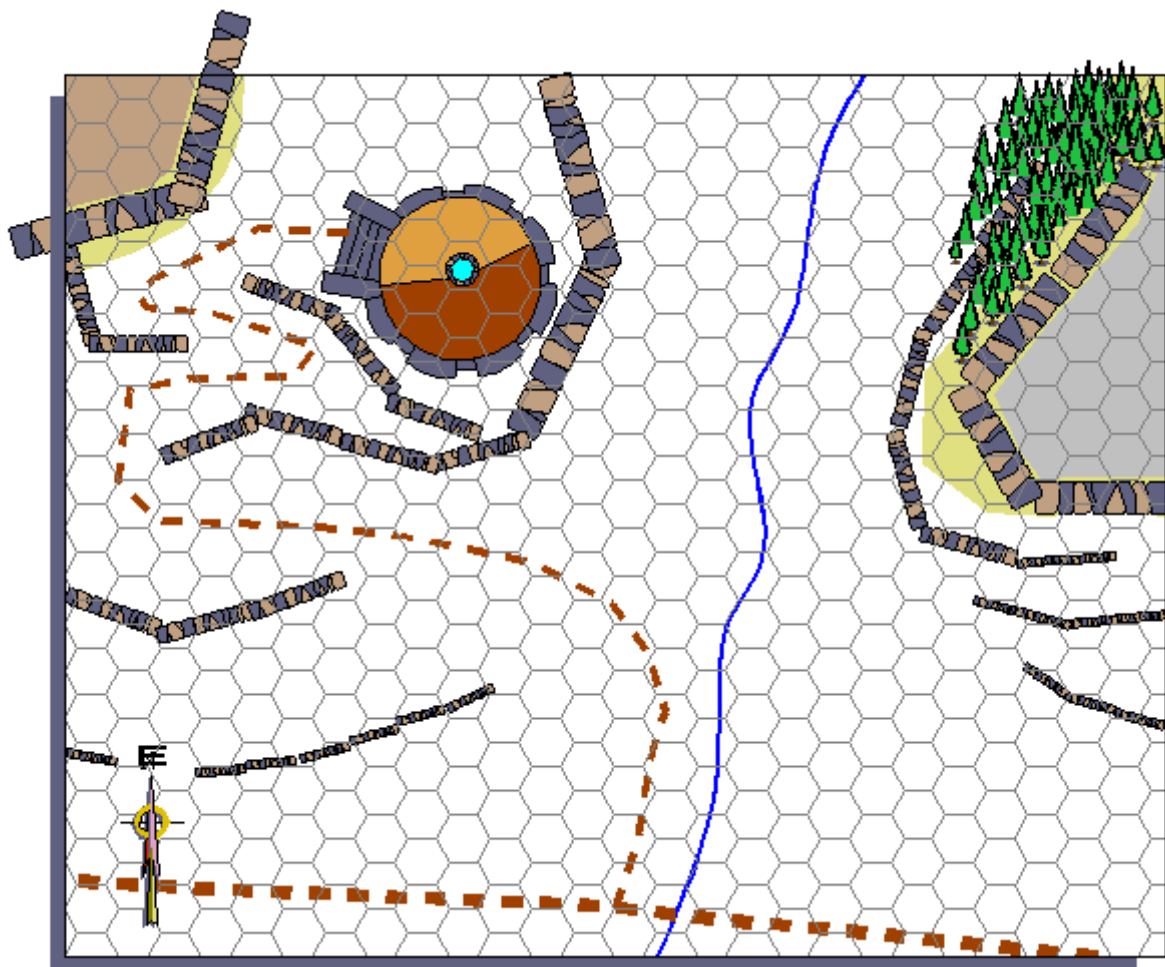
PLAYER HANDOUT 1: MAP OF THE SEPIA UPLANDS

Scale: 20 mile hexagons



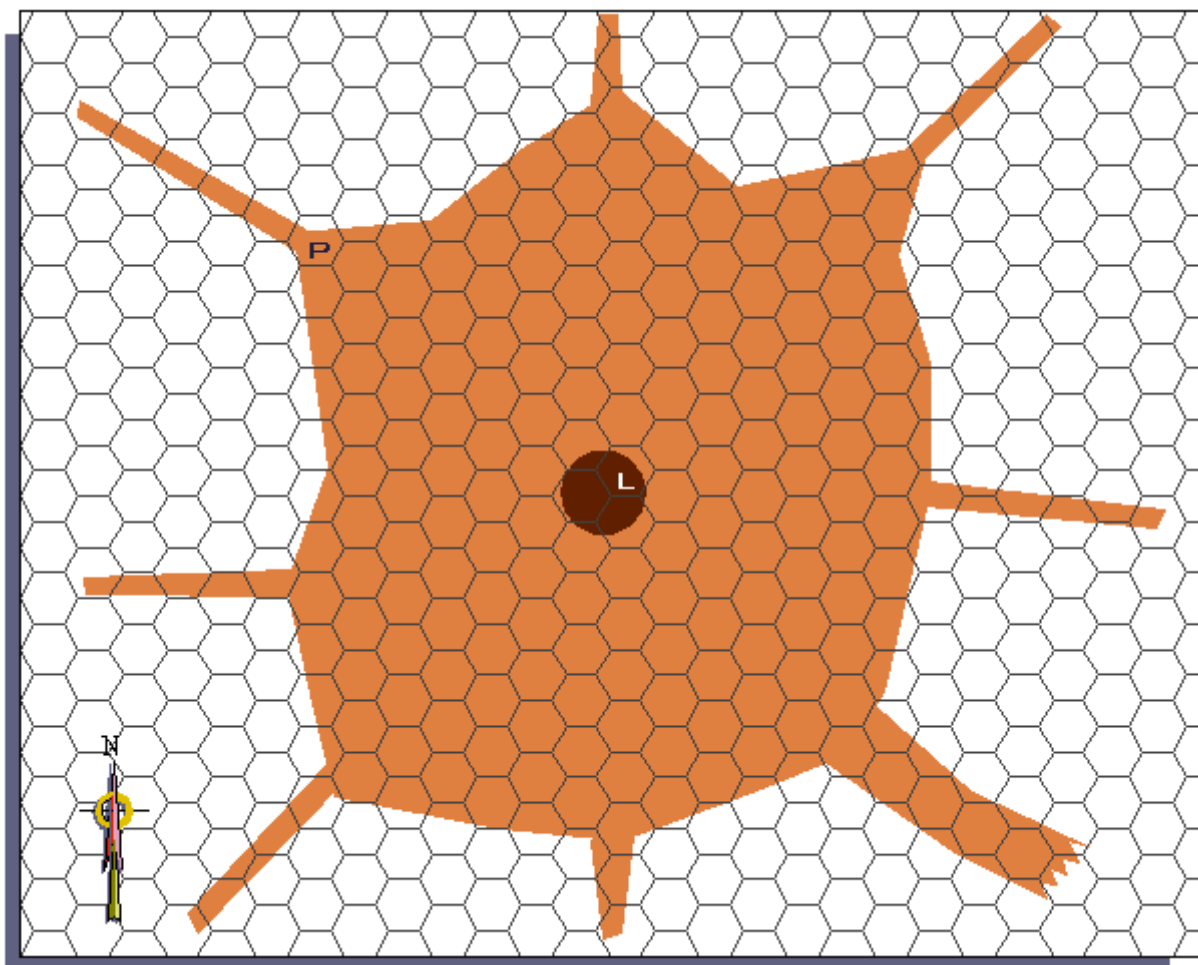
PLAYER HANDOUT 2: THE RUINED FORT

Scale: 20 ft. hexagons



PLAYER HANDOUT 3: THE CAVERN AND TUNNELS THAT LEAD OFF IT

Scale: 5 ft. hexagons



PLAYER HANDOUT 4: THE LETTER

This letter is written in Flan. The parchment is very old and brittle and would fall apart with any rough handling. The ink is faded in parts and the middle portion of the letter is unreadable.

*DonMeerijder Keep
12 Reaping 336 CY*

My dearest Bel,

It is with great sadness that I write this letter. The Horde has arrived in vastly greater numbers than we ever dreamed could be possible. They have camped in the middle of the valley, blocking the escape route, and we are under siege. I fear that on the morrow I shall be dead, along with all that inhabit this place. I pray that you have made it safely to our relatives in Clatsberg, and that the Horde do not make it that far south.

The

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....

I c...sh in the ring that you gave me on the day of our wedding. It has protected me well this last month. Now the odds are just too great against us. I shall leave the ring with this letter, in a place well hidden. Rather that, than let such a valuable item fall into the hands of the heathen.

My thoughts will always be with you.

Your little cabbage,

Aalfreck.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.