

PERIS6-01

An Axe to Grind

An Introductory D&D Living Greyhawk® Perrenland Introductory Adventure

Version 1.8

Round 1

by David Monk Fraser Adams

It's all fun and games 'til someone loses an eye. --Vecna

Rikkendál is busy this time of year. The town has twice owed a debt to bands of adventurers and in the year 596 shows its gratitude at the Needfest celebrations. At this time adventurers can come for a free feast and a full week of fun and games. But soup isn't the only thing brewing in the small town...

An introductory scenario for 1st level characters only set around Fireseek in the Concatenated Cantons of Perrenland.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2006 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior game master. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL game master. The person who sanctions the event is called the senior game master, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior game master is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the

| | | | | |
|-------------|---|---|----|----|
| 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 | 5 | 6 | 7 |
| 4 | 4 | 6 | 7 | 8 |
| 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 |

Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to

Perrenland pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

When Mount Hellspaar erupted in 594 a surge of geological activity was observed near the village of Rikkendál. Within a week a hastily assembled dwarven geological team was sent to investigate. Upon their return, they reported that a large-scale landslide had revealed a long-thought inaccessible gully between two steep peaks. The group observed a large sepulcher within the gully... a sepulcher crawling with orcs. Naturally, the dwarves claim they didn't investigate any further... however several axes had a few extra notches when the group returned.

More recently, only a week ago in the town of Rikkendál it was revealed that a young flán boy named Maus had been sneaking out of his parent's home to visit a romantic interest, an orc druid named Kuzia who lived in the forest. His Oeridian foster-parents, however, did not approve and ordered the boy to never see her again.

Naturally, the young man had other plans...

Adventure Summary

The PC's begin the adventure near the city of Rikkendál. The Needfest celebrations are set to begin and the PC's have been invited. As they arrive they are witness to an altercation between Ulrich Werner and his adopted son Maus. Fortunately it is sorted in quick order and the PC's can get about the business of the feast.

Naturally, life's not always this simple. Midway through the celebrations Ulrich's wife Nella bursts into the town square, distraught and waving a note from Maus. It seems the young scamp has stolen his foster-father's sword and (to prove his manliness or some other such idea) has journeyed off to find the newly discovered tomb. As Janni chooses to remain in the town to watch over the feast, the self-appointed mayor Moritz then asks the PC's to find Maus and to deal with the problem, offering them thirty gold pieces each for finding Maus and a bonus thirty if they find the source of the trouble and return he/she/it back to the town (alive, if applicable) to face justice. The PC's set out into the surrounding mountains and quickly locate the tomb.

The tomb is a series of twisting tunnels and wide halls occupied by orcs, some animated statues and a rather nasty trap. At the end of the tomb resides none other than a huge, terrible ogre... who claims to be Janni's father! Maus is his prisoner and although injured, bound and rather frightened he is alive. Janni's father explains that he has come to reintroduce Janni to the ogre way of life and will use his small army of orcs to accomplish this. Of course, now that the PC's know his plan they cannot be allowed to live... Janni's father orders his minions to attack.

Once the orcs have been eliminated, Janni's father surrenders readily. As he is bought back to the town, the PC's are just in time to witness the aftermath of Ulrich's brutal murder of his foster-son's love Kuzia. Maus refuses a payment of Koprís and wishes to have his foster father put to death. The mayor (unsure of what course to take) seeks the advice of the PC's regarding a suitable punishment for Ulrich and Janni's father, Pop Kol.

Preparation for Play

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to

a failed harvest and many Divination spells going awry at the instigation of luz. See *DM's Aid One* for details.

Introduction

[The adventure begins on the road to the town of Rikkendál in the Concatenated Cantons of Perrenland. Ask the PC's if they wish to purchase any items before the game begins.

ABOUT THE SETTING

Rikkendál and a large portion of the NPC's featured in this module were first introduced in the Perrenland adventure *Pig Tales* (retired adventure, 2003). More information can be found about them in *I Dream of Janni* (Perrenland adventure, 2005). However, the relevant information has been reproduced within this module so reference to or play of those modules is not required.

Little Janni is an important NPC in this module. Little Janni is an orphaned ogre who was raised from infancy by the Zussing family with close ties to Rikkendál. Almost four years ago he left the company of an elven paladin named Anastrianna Moonwhisper and has since found his own calling as a paladin of Allitur. He is a serious and dutiful young ogre who is never late unless there is some trouble.

THE GLOOM

As Rikkendál is within a gloom affected area, have the PC's make the relevant rolls to see if they can shake off its affects. See Appendix One for more information.

Once everyone is ready to begin, read the following paragraph:

The shadow of war hangs over all of Perrenland, darker even than the lingering ash from the eruption of Mount Hellspaar. It seems almost perverse that an event filled with such joyous celebration could be held in a land which one more feels the icy grip of the Famine Queen... yet the people of the Cantons are determined to press on with their daily routines despite all that has happened. A part of this routine is the early-year open invitation celebration known as Needfest.

As an adventurer your life is in some ways even harder than the common folk, but your spirits are kept high by the promise of every

Perrenlander's two favourite words; 'free booze'. In any event, the Needfest celebration held in Rikkendál promises to be a welcome respite from the menace of Perrenland's enemies.

Ask the PC's if they're aware of the state of Perrenland as of Needfest, 596. If not the following information may be helpful. Otherwise, skip this paragraph.

PERRENLAND'S ENEMIES

Perrenland is in a declared state of war with luz and the forces of Igglwilv, the Famine Queen. The Tiger Nomads and the Wolf Nomads are not exactly on friendly terms with Perrenland either. This information is common knowledge for all PC's with the home region of Perrenland. Other PC's may make DC 10 knowledge (luz Border States) rolls to gather the same, unless they have played one or more games in Perrenland.

Strangely, the journey to Rikkendál is a pleasant and uneventful one. No long-dormant volcanoes mysteriously erupt, no Weisspeer women are kidnapped and there is a complete lack of gnomes who need you to save their cat from a burning tower. Today the wild road of adventure is safe, easy and somewhat boring.

Allow the PC's to do any role playing they wish. When you are ready to proceed, read the next paragraph.

You arrive just over half a day before the feast is ready to begin. In this small town of approximately 200 souls, news spreads of your arrival within hours. Soon you find yourself at the Strangled Goose inn, the cheery residents of Rikkendál buying you ale after ale.

Allow the PC's to role-play their characters as much as they wish, time allowing. Once you're ready, read the next paragraph.

Suddenly the jovial atmosphere of the inn is cut short by the smash of glass and the sounds of men brawling. "Don't you see? I love her!" comes the anguished cry of a young flan boy with a fresh bruise over his left eye. An older man, an Oeridian, advances on him menacingly. "She's a beast, Maus! A nothing! I told you that you're not to see her again, yet you continue to disobey me!"

The PC's may wish to intervene at this point. If they do, it's clear that neither party is looking for a fight with armed adventurers so they back down

with little effort (DC 10 Diplomacy or Intimidate). They both leave the inn for home, angry but not about to start more trouble. If the PC's do not intervene, the older man Ulrich lays into his son furiously. It's clear that he's in a terrible rage and could possibly injure the boy. Should the PC's still not intervene, the man beats his son into a bruised pulp then storms off home.

In any case, the rest of the Inn patrons are surprised at the violence but quickly go back to drinking. Should the PC's wish, they may make gather information rolls to see what they can learn about this surprising outburst.

- Gather Information DC 12:

A plump flan woman hands you a foaming ale. "I'm surprised... but not too surprised, you know? Twas a fight long been waiting to happen... young Maus there is Ulrich's adopted son. That's why Maus' a flan while Ulrich's Oeridian. The young lad's seeing some orc woman who lives out in the forest. Dunno her name, but, well, as you saw... his father doesn't approve." She shuffles off to get some more alcohol.

- Gather Information DC 16:

"The orc raids are getting worse," grunts a stout dwarf sitting on his own at the back of the bar, "Me group found a whole bunch of 'em out in the hills... but burn my beard if I know why nobody's dealt with 'em yet."

Once the group is ready to move on, read the next paragraph.

The brawl over, the party rages all night and into the 'dawn' - which is nothing more than a faint red disc glowing through the dark blanket of the gloom. An impressively large table, seven feet wide and thirty feet long, is set out near the town centre beside two other serving tables. A large fire burns in a pit dug in the middle of the town. Several roasting spits are laid across it, ready to begin cooking mutton. At Janni's insistence, 'to stop big, big mistake', pig is not on the menu. Not surprisingly, his prized truffle-hunting pig is kept close by on a short leash. As night falls you are invited (along with a host of other guests) to be seated and begin the feast!

Draw up the table five feet wide and thirty feet long then ask the PC's to set up their miniatures somewhere along its length. If anyone gets wise and asks why the boxed text said seven feet,

when the table is marked as only five feet wide, point out that they are seated and their chairs are tucked under the table; that is the extra two feet. The PC's animal companions and mounts are not permitted at the table but can be left in the town stables for free.

The party begins as a quiet affair but quickly turns into a ruckus worthy of the great halls of the dwarven kingdom of the Khund. Folk are singing, dancing and being generally merry. There is plenty of boastful chatter and gossip, should you wish to listen in.

The following Gather Information rolls may be made by PC's, should they wish.

- Gather Information DC 5:

A thin half-elven (but fully intoxicated) bard seems to be sharing some gossip with anyone who will listen. "I heard that Jan Farmhand and this other Jan... Jan whatizname... and his butler have teamed up to form the Jan Butler Trio; but you didn't hear it from me!" He then promptly passes out into his soup.

- Gather Information DC 10:

A surly dwarf loosens up a little when you hand him another ale. "Ye know, me and me team be sent up to investigate this tomb which was found in the mountains nearby. Full 'o orcs it was! We were told not to fight 'em, so we didn't learn much, but I'll be a bearded gnome if I'll pass up the opportunity to chop one 'o two lost greenskin scouts on the road home!" He snorts and goes back to his drink. (If any PC is a gnome or half-orc, he adds, "No offence, ye understand.")

- Gather Information DC 15:

A boisterous gnome begins to sing a song about a 'friend-of-a-friend-of-a-cousin' who has the worst luck in Oerth. The song ends with a final cheer from his audience, "What rotten luck!" Afterwards the gnome gets chatty with you. "So, this tomb, hey. I read that they buried a whole lot of the Famine Queen's servants up in the mountains around here during her occupation of Perrenland. It's possible that this tomb might be one of those. But I've also heard it's just some musty old cheese cellar, so... who knows?"

- Gather Information DC 18:

You overhear a pair of Oeridian women gossiping over a bite to eat. "My cousin said it

was his group of adventurers who made that volcano erupt, but who doesn't these days? Almost every day you meet an adventurer who says they were responsible for the volcano. Pssh! They'll say anything for a free drink!"

Once the PC's have gotten all the information they can get, place another miniature on the battle map and read the following.

The party is in full swing when, somewhere around midnight, your attention is drawn to the anguished wailing of a plainly dressed Oeridian woman stumbling tearfully from chair to chair, clutching a note and frantically looking for assistance. As the woman draws close, her voices carries over the din of the ruckus. "Someone help me!" she cries, clearly distraught. "It's Maus! My son Maus is gone!"

The woman is Ulrich's wife, Nella. The PC's will probably choose to investigate and talk to her. If so, she thrusts the note into the nearest PC's hands. If the PC's don't take the bait, have the self-appointed mayor Moritz read out the note in earshot of the PC's. If there's still no response, then the mayor approaches the PC's with the note. Hand out **Player Handout #1**.

After the PC's have read the note, the pompous, self-appointed mayor Moritz approaches the PC's (if he's not there already). He asks if the PC's will go out and find the missing Maus. Moritz offers to pay the PC's 30 gold each for their trouble, with an extra 20 gold each if they find the source of the trouble and return he/she/it back to the town (alive, if applicable) to face justice. He also gives the PC's directions based upon the information gathered by the dwarven survey team.

If the PC's ask about Janni, Moritz explains that Janni wishes stay with the feast (as protecting the town is his first priority).

Assuming the PC's accept, then it's off to the tomb. Go to **Encounter One: The Sepulchre**.

ENCOUNTER ONE: THE SEPULCHER

Leaving behind the revelry of the feast your group makes its way through the winter snow northeast towards the location of the sepulcher. Perhaps due to the cold, or just plain luck, no marauders, bandits, monsters or devious traps interrupt your journey. Within half a day you come across a great scar in the land where geographical activity has collapsed

the side of a mountain, revealing the hidden valley beyond. From your vantage point on another small hill you can see a large stonework structure, two hours journey away, a great iron steeple thrusting up almost thirty feet past the foliage and towards the sky.

If the PC's choose to continue to the sepulchre, read the following text. If the PC's journey inside, then refer to DM's Maps #1: The Sepulchre.

ENTRANCE

Apart from the giant iron spire, the sepulcher is a somewhat disappointing affair consisting of a stone structure fifteen feet wide, fifteen feet high and thirty deep. A rusted wrought iron gate, overgrown with vegetation, marks the entrance.

The iron gate is closed and locked.

Rusted Wrought Iron Gate: 2 in. thick; hardness 6; hp 40; break DC 20; Open Lock DC 20 (lock [simple]: hardness 15; hp 30).

The lock can be picked, broken open or the door itself broken down. If the lock is picked, the PC's approach is assumed to be stealthy (see Location D).

GM's Note: If the PC's get completely stuck here, remind them that they can use a two handed weapon to increase their damage output, that magical spells bypass hardness (so *magic missile* and similar spells against the lock only have to go through 30hp worth of damage) and that they may take 20 on Open Lock checks. Allow other PC's with at least one rank in Open Lock to assist the main character (giving a +2 bonus if the assisting PC beats DC 10) and allow other PC's to assist with Strength checks (if the PC's go down that route). If the PC's absolutely cannot get this door open at all, the PC's can return to Rikkendál and ask Janni to break it open for them; he will come, but he will be very cross and will wish to return to Rikkendál as soon as possible and will not stay with the PC's for the rest of the adventure. The PC's lose the experience points for this encounter if this is the route they take.

Once the PC's are past the door, turn to **Encounter Two: Into the Depths.**

ENCOUNTER TWO: INTO THE DEPTHS

A set of stone stairs lead down fifteen feet down into the ground. A worked stone tunnel stretches out before you, leading into the depths of the earth.

This encounter is broken up into locations, each representing a room of the sepulchre. Refer to DM's Maps #1 for the precise location of each.

LOCATION A

It seems no expense was spared in the burial of this person. The four walls of this fifteen foot wide and twenty foot deep room are covered with elaborate carvings depicting death, slavery and suffering. Along the floor, carved in giant letters, is some form of writing.

The writing is written in Stamtaal (Perrenland common). All PC's who have Perrenland as their home region may read Stamtaal, all others must make a DC 10 Intelligence check to understand the writing. It reads:

The bones of Klaus Dieter-Hartmut rest here for now until eternity, by order of the Witch-Queen Igglwilv. Ware to those who seek to disturb the sepulcher of he so honoured.

LOCATION B

This thirty foot by ten foot room is somewhat plainer than the previous room. The walls here are lined with two busts of human women, one man and two male orcs. The bust of the human man possesses elongated fangs and pupil-less eyes, while one of the orcs is shown with scales and slit pupils. The floor of this room is covered in more writing repeated over and over.

The writing is written in Stamtaal. If any PC can read it, it reads as follows:

The Arch-witch Igglwilv, Over-lady of Perrenland, ordained that Klaus Dieter-Hartmut shall serve Her for six years and a day; in doing so he won great favour but was slain before his time by foul Halflings, one of the slave races. In retribution, every halfling caravan for a legion of miles was torched and their players put to the flame. Such was the will of Igglwilv.

LOCATION C

The hallway turns a sharp corner and opens into a large ten foot wide and twenty-five foot deep room. Apparently a food storage area with some religious significance, embossed skull motifs dot the floor here although they are mostly obscured by large rounds of red-tinged Perrenland cheese hanging from the roof. Long spoiled and plagued by rats the cheese is rotten, except for one single piece laid out on a small altar at the rear of the room. The lone cheese piece is in perfect condition despite being covered in dust.

The following rolls may be made about this room:

- Knowledge (Religion) DC 6:

The skull motifs represent the holy symbol of luz, the Old One.

- Knowledge (Religion) DC 15 or Knowledge (History) DC 15 or Bardic Knowledge DC 17:

During the time of the Perrenland occupation, the clerics of luz had been known to cook food with the blood of their slaves as an ingredient. This food was then used as a part of their rituals, to summon demons, grant power to an individual or to reward a loyal servant in death. The food was typically prepared in the traditional style of those they had occupied and eating it was supposed to bring a burst of temporary power.

The rotten cheese is poisoned by the decay of time. Any PC eating it must make a DC 12 fortitude save or become sickened for 1d4 hours.

The altar is inscribed with a skull motif and divine runes of power. The following rolls may be made about the altar:

- Knowledge (Religion) DC 6:

The skull motifs represent the holy symbol of luz, the Old One.

- Knowledge (Religion) DC 15 or Knowledge (arcana) DC 15

The runes of power upon the altar are consistent with those used to create potions or other one-use magical consumables.

The altar radiates moderate abjuration magic. The unspoiled cheese slice radiates faint transformation magic. An identify spell (or similar) reveals that eating the unspoiled cheese piece

functions exactly like quaffing a potion of *bull's strength*. The cheese is not part of the treasure for this module so it may be consumed for free (if the PC's choose).

LOCATION D

Before entering this area for the first time, the lead PC should make a DC 15 Listen check. If they succeed, then they are made aware they can hear the faint sound of someone breathing heavily in the next room.

This forty foot long and fifteen feet wide room stretches out to the west. The walls of this room are covered in thick tapestries, each depicting the forces of luz crushing one of their various enemies; a group of flan soldiers, a phalanx of Khund warriors, several caravans of halflings.

If the PC's have thus far been fairly quiet then the orcs are unprepared for their arrival and are surprised. If the lead PC made the listen mentioned at the beginning of this location, then the PC's are aware of the orcs; the first round is not a surprise round for the PC's.

Creatures:

APL 2 (EL 3)

Orc Warrior (4): See *Monster Manual* page 203.

Tactics: The orcs are none too bright, but they know how to work in a team and to use their strength against their foes. They charge if they win initiative and fight ferociously until defeated. If they are below half strength and they are offered the chance to surrender they do so, otherwise they fight first out of overconfidence and then fear.

Note

As this combat is one in a series of 'running' combats, the EL for this combat has been increased by one.

Treasure:

APL 2: Loot – 120 gp, Coin – 19 gp, Magic – 0 gp.
Silver Key (See Location F)
80ft of Silk Rope
Grappling Hook (attached to rope)
15ft of iron chain.

LOCATION E

This twenty foot by twenty foot room contains five sarcophagi, each crowned with a copy of one of the five busts seen at the entrance to the tomb. Each has been smashed open as though with a large blunt instrument. Any valuable contents are probably long looted, however the modus operandi of the looters seems to suggest that their search might not have been as complete as a young, coin-thirsty adventurer's might be.

There's little else to do in this room aside from give it a complete search.

- Search DC 15

After a long and exhaustive search you uncover a single gold coin which was apparently overlooked by the looters. It's not much, but it's a start.

Treasure:

APL 2: Loot – 0 gp, Coin – 1 gp, Magic – 0 gp.

LOCATION F

A long corridor with a kink in the middle leads directly into this twenty by fifteen room. Directly opposite from the tunnel which leads you here is a large, rusted wrought iron gate, similar to the one observed at the entrance to the sepulchre.

This gate is unlocked with the silver key held by one of the orcs at Location D. This key also unlocks the door at **Encounter One: The Sepulchre**.

Rusted Wrought Iron Gate: 2 in. thick; hardness 6; hp 40; break DC 20; Open Lock DC 20 (lock [simple]: hardness 15; hp 30).

This gate leads to **Encounter Three: Water and Stone**.

ENCOUNTER THREE: WATER AND STONE

This encounter is broken up into locations, each representing a room of the sepulchre. Refer to DM's Maps, The Tomb of Klaus Deiter-Hartmut Level II for the precise location of each.

The tunnel leads to a spiral staircase which descends down counter-clockwise into the

cold earth. The stair descends almost twenty feet before levelling out.

LOCATION A

The passage makes a turn before opening up into a fifteen by twenty five foot room. The ceiling here bows slightly as though under some great pressure. This room is somewhat bare compared to the elaborate decoration observed in the upper level.

This room is trapped. Refer to DM's Maps #2 for the location of the water trap. Each marked square on the map represents a pressure plate. When two pressure plates are triggered simultaneously, the entire shaded area gives way and drops the PC's into a pit the size of the shaded area which is sixty feet deep. The pit is filled with twenty feet of water, meaning that any PC which falls into the pit falls forty feet into water.

Any PC who falls into the pit accidentally takes 1d6 non-lethal damage.

If a falling PC makes a DC 15 tumble or jump check (or deliberately jump into the pit) they take no damage.

If a PC is rendered unconscious by falling, that PC sinks to the bottom and is assumed to be holding her breath. Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

At the bottom of the pit is an elven skeleton. A quick search reveals a modest amount of gold coins. Although dressed like an adventurer, the remainder of his or her equipment has rotted away and is worthless.

Treasure:

APL 2: Loot – 0 gp, Coin – 160 gp, Magic – 0 gp.

Trap:

Water Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 17 Reflex save avoids; 40 ft. deep (1d6 non-lethal, fall); Search DC 17; Disable Device DC 15.

LOCATION B

This large subterranean room is almost fifty foot square and ten feet high. The centrepieces of this open space are two lines of statues standing fifteen feet apart. The contrast between the two groups is stark. The statues on the west represent each of the races of the Cantons; a human, a gnome, a halfling, a dwarf, an elf and a hobgoblin. The statues on the east represent each of the races in the army of Old Wicked; a horrid and rotting humanoid, a vicious orc, a snarling, fanged humanoid, a towering demon, a goblin and a kobold. A passage at the south of the room is blocked by a large statue of a humanoid figure in a hooded robe.

The PC's may make the following rolls to learn more about this room.

- Knowledge (Religion) DC 12

The horrid, rotting humanoid creature is a human re-animated as a zombie. The snarling, fanged humanoid is a human infected with vampirism.

- Knowledge (The Planes) DC 12

The large demonic figure is a vrock.

If any PC made the above roll, and relay this information to their fellows, any PC may make the following roll.

- Knowledge (History) DC 15 or Bardic Knowledge DC 15

The armies of the Witch Queen animated many dead to bolster their ranks, using them in naval assaults or as disposable shock troops. Vampires were generally employed as field commanders although they occasionally occupied combat positions as well. Vrocks were a feared addition to the Witch Queen's arsenal and provided the hard hitting power behind many of the evil horde's advances. Orcs formed a large part of the rank and file troops in Igglwilv's army, while goblins and kobolds generally served as fodder.

The statue at the south of the room is actually an animated construct. It attacks the PC's if they venture within five feet or damage it in any way. If the PC's wish to observe the statue from afar, read the following text.

This well made statue is in the image of an elderly woman with a hideous scowl stamped

on her face. Cloaked in a billowing robe, she stares menacingly out at the room with her arms folded across her chest.

If the PC's trigger the statue's attack you may read or paraphrase the following text at your option.

The statue suddenly jerks to life. Hands extended, the woman mouths a silent, furious scream as she advances menacingly towards you.

Note

The statue is crafted from a mix of limestone and chalk and thus has a hardness of 0.

Treasure:

A blue potion of *cure light wounds*.

Creatures:

APL 2 (EL 2)

Animated Object, Medium (1): 30ft legs, hardness 0, see *Monster Manual* page 13.

Note that the potion of *cure light wounds* is not considered part of the treasure for this module so may be consumed freely.

Once the PC's defeat the animated object and proceed down the corridor, go to **Encounter Four: Of Maus and Ogres**.

ENCOUNTER FOUR: OF MAUS AND OGRES

This encounter is broken up into locations, each representing a room of the sepulchre. Refer to DM's Maps, The Tomb of Klaus Deiter-Hartmut Level II for the precise location of each.

LOCATION C

This large and stately room is twenty feet wide and over fifty feet deep. A large group of orc warriors stand in organized ranks, armed and prepared for battle. Behind them a large humanoid creature lounges on a makeshift throne. The throne is almost laughably crude, clearly the metal lid of a sarcophagus clumsily beaten into shape by some blunt instrument. By the feet of the creature lies the bloody and bound form of Maus; badly beaten, terrified, but clearly relieved to see you. As you enter

the room, the large ogre seems elated- then snarls angrily once he sees who you are.

Pop Kol is not interested in banter- once e is reasonably sure that Janni is not with the PC's, Pop Kol ordering his minions to attack. Once all his orc minions are defeated, Pop Kol throws up his arms and surrenders. If questioned about his motives, he babbles on about how he just wanted to be a 'good Pop Kol' and raise Janni as a real ogre should be. As for Maus, Pop Kol explains that his orc guards found the youth sneaking into his dungeon and that he decided to use the youth as bait to lure Janni to him. However, he didn't expect him to send adventurers, nor did he expect them to be so capable.

Although Pop Kol is pretty strong, a heavy length of chain (such as that found in *Encounter One, Location B*) should be enough to keep him restrained. His desire to fight is significantly sapped after seeing the PC's take out his 'army'.

Maus is grateful for his rescue and thanks the PC's profusely for their aid. He begs them for any adventuring tips or advice they might offer, particularly from the character who displayed the most prowess during the fight with the orcs. The boy also expresses his desire to become an adventurer, 'just like you guys'.

Tactics: The orcs attack the PC's as soon as Janni's father orders them to do so, charging if possible. Unlike the undisciplined mob encountered earlier, these orcs fight as a team; they flank when they can and advance as a group. They tend to gang up against those who present the most challenge. Janni's father hides behind his 'throne', avoiding combat and instead just ranting about his son and encouraging his minions. Some sample dialog is given below.

“Me wanted to show me son Janni real ogre life- he bring lot of shame to his daddy by living with shorties. Why Janni not come himself? Shows much weakness! Kill dem, orcsies!”

“Janni me smallest son, me left him to die because he weakest of lot. But he alive! Pop Kol here to teach him real ogre life!”

“Orcsies! You no die! You not allowed dying! Get up and keep smashing dems! We gots to bring me son Janni here, so me can teach him real ogre life!”

“Uh oh- running out of orcsies. You not allowed to die anymore! Keep smashing!”

Creatures:

APL 2 (EL 4)

Orc Warrior (6): See *Monster Manual* page 203.

Pop Kol: Male ogre War1.

Treasure:

APL 2: Loot – 60 gp, Coin – 40 gp, Magic – 0 gp.

Note

Due to this combat being one in a series of 'running' combats, the EL for this combat has been increased by one.

CONCLUSION

If Maus is with the PC's, read the following. Otherwise, go to **After the Adventure**.

You arrive back in Rikkendál expecting to be welcomed home like the heroes you are- but as you approach the town centre it seems as though something else has drawn the town's attention. Almost half the town crowds around the front of the Werner residence, with several large men holding down Maus' father, Ulrich. As your group approaches the Oeridian man flashes a wicked grin, his hands and clothes soaked in blood.

Concerned, Maus breaks away from your group and pushes his way through the crowd. Then he gives a strangled cry, followed by sorrowful wailing. As the throng of people parts it reveals the immediate aftermath of a tragic crime. Hysterical with grief, Maus cradles the head of a female orc in his hands, a bloody knife handle protruding from her chest. “You murdered her!” he roars, his face streaked with tears. “You murdered Kuzia, you bastard, all because you had an axe to grind against anyone non-Oeridian! You'll burn for this, I swear it!!” Someone in the crowd calls, “Fetch the Rechter!”, a call which is quickly carried throughout the town.

The PC's may have some questions for the crowd. If they chose to ask anyone why Kuzia was in the town, they explain that the orc woman wanted to visit Maus and was tired of their secrecy. If they ask how the fight started, they are told that Ulrich

simply attacked the unarmed orc without warning, stabbing her several times.

The PC's (especially any half-orc and to a lesser extent half-elven) PC's may feel that Ulrich deserves to be punished immediately. However, under Perrenland law, a Rechter has been called and he should deal with the situation. Still, this does not forbid any PC from dealing with Ulrich in a more expeditious manner; but the PC should note that executing an unarmed man, no matter how vile he or she may be, is an evil act and if they choose to proceed then record that act on their Adventure Record.

Creatures:

Kuzia Clawfist: Female orc Drd1.

Ulrich Werner: Male human Com1.

Go to **After the Adventure**.

AFTER THE ADVENTURE

The PC's may now attend to any further business they have before the module is complete. In terms of both Pop Kol and Maus, however, the PC's have two main choices- assuming they turn them over to the authorities. They can either have each of the individuals punished to the letter of the law (the most harsh punishment), or they can mitigate their sentences as they see fit.

GM's Note

Although two distinct choices are presented to the PC's in this module, you (and your players) should not feel completely limited to them. Although the Rechter (being very lawfully aligned) would rather the PC's take one of the two options presented to them, the PC's should also be free to choose their own punishment (if desired). If the PC's are adamant that a different punishment befits either Pop Kol or Maus Werner, then the Rechter will (grudgingly) follow their advice. There are no provided texts for any custom outcomes, but as a GM feel free to improvise something suitable. In other words, do not feel you must 'railroad' the PC's into a choice at this point.

With that in mind, if Pop Kol is with the PC's, read or paraphrase the following.

You collect your payment from the mayor. Pop Kol is turned over to the Rechter in chains and lead away to the town gaol. The Rechter promises to give him a trial at dawn, but seeks your advice. The typical sentence for banditry

is death by immolation (burning at the stake). But in this case, due to the ogre's association with a local hero, the Rechter is willing to mitigate the sentence and allow Pop Kol to work off his debt to society in a mine in the Yatils. He assures the PC's that the work will be difficult and that he will be under constant guard. What do you council the Rechter to do?

Note the PC's response. If they choose not to offer their advice at all, the Rechter has Pop Kol executed.

If Maus is with the PC's, read or paraphrase the following.

Ulrich Werner is turned over to the Rechter and taken away to the town gaol. The Rechter promises to give him a trial at midday the following day, but seeks your advice. The typical sentence for murder is a payment of Kopsis (money), or if that is declined, death in a manner chosen by the family of the victim. The Rechter informs the PC's that Maus has declined a Kopsis payment and <possibly inspired by Pop Kol's fate> demanded death by immolation. But is it actually murder? In this case, as Kuzia is an orc and not actually a resident of the town, there are some grounds to mitigate Ulrich's crime and having him spend the rest of his days working a mine in the Yatils, musing about his bigotry and hate mongering while enduring backbreaking labour. What do you council the Rechter to do?

Note the PC's response. If they choose not to offer their advice at all, the Rechter has Ulrich executed.

If Pop Kol is to be executed, read the following.

Midnight, the hour of execution, approaches. Pop Kol is chained to a metal stake the size of a tree, with kindling and logs stacked around his sizable legs. A masked man places a burning torch at the base of the pyre, which quickly catches. As the flames leap up towards the night sky, they illuminate the shadowy face of Little Janni, who watches the execution with a stony, emotionless gaze. After the flames have consumed the body and there is naught but ashes, Janni turns and leaves.

If Pop Kol is to be put to work in the mine, read the following.

Pop Kol is chained to the back of a heavy oaken carriage and lead away towards a life of

servitude. Several weeks later, you receive word that Pop Kol has escaped; but there was no clichéd change of heart for the ogre. He attempts to reform his bandit group, but meets his end shortly afterwards at the business end of a paladin's greatsword. Word is that it wasn't Janni's, but nobody is brave enough to ask him directly.

If Ulrich Werner is to be executed, read the following.

Midnight, the hour of execution, approaches. Ulrich Werner is lashed to a metal stake in the ground, with kindling and smaller logs stacked around his feet. A masked man places a burning torch at the base of the pyre, which quickly catches. Maus cheers gleefully at every cry of agony his foster-father gives, taking great pleasure in watching his suffering. A change comes over Maus that night; no more the innocent youth, he becomes bitter and twisted. Blaming the Oeridian race for all that happened to him, he becomes the very racist and bigot he hates. His father's execution gives him no closure and his hate for the Oeridian race quickly boils over into a murderous rage. Only weeks after the execution Maus stabs a homeless Oeridian woman to death in a drunken fury... then, overcome with remorse, hangs himself.

If Ulrich Werner is to be put to work in the mine, read the following.

Ulrich Werner is placed inside a guarded carriage and taken away to a life of servitude. The effect this has on Maus is dramatic; the young flan man becomes obsessed with revenge, his father's servitude seeming a hollow punishment in comparison to his crime. In the weeks after Ulrich's incarceration, Maus' mental state deteriorates rapidly. Grief stricken and depressed, he travels to Greyhawk city looking for work, but instead finds the bottle. He spends his days and nights stumbling from bar to bar, drinking until half blind, until one night he picks a fight with a local cutpurse. The next morning his body is collected by the city watch and laid to rest in an unmarked grave.

The End

Experience Point Summary

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

Encounter One

Enter the sepulchre.

APL2 100 xp

Encounter Two

Explore the sepulchre.

APL2 100 xp

Encounter Three

Survive the trap and animated statue.

APL2 100 xp

Encounter Four

Defeat Pop Kol's minions.

APL2 100 xp

Story Award

Objective(s) met: Pop Kol survived until **After the Adventure**.

APL2 10 xp

Objective(s) met: Maus Werner survived until **After the Adventure**.

APL2 10 xp

Discretionary role-playing award

APL2 30 xp

Total possible experience:

APL2 450 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 (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Introduction

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

Encounter One:

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

Encounter Two:

APL 2: L: 120 gp; C: 20 gp; M: 0 gp

Encounter Three:

APL 2: L: 0 gp; C: 160 gp; M: 0 gp

Encounter Four:

APL 2: L: 60 gp; C: 40 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 180 gp; C: 270 gp; M: 0 gp - Total: 450 gp

Special

As this is an introductory scenario, there are no special items in this scenario.

Items for the Adventure Record

As this is an introductory scenario, there are no special items for the Adventure Record.

Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tiemannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.
-

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following **"Your doom is at hand mortal!"** and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an

overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the

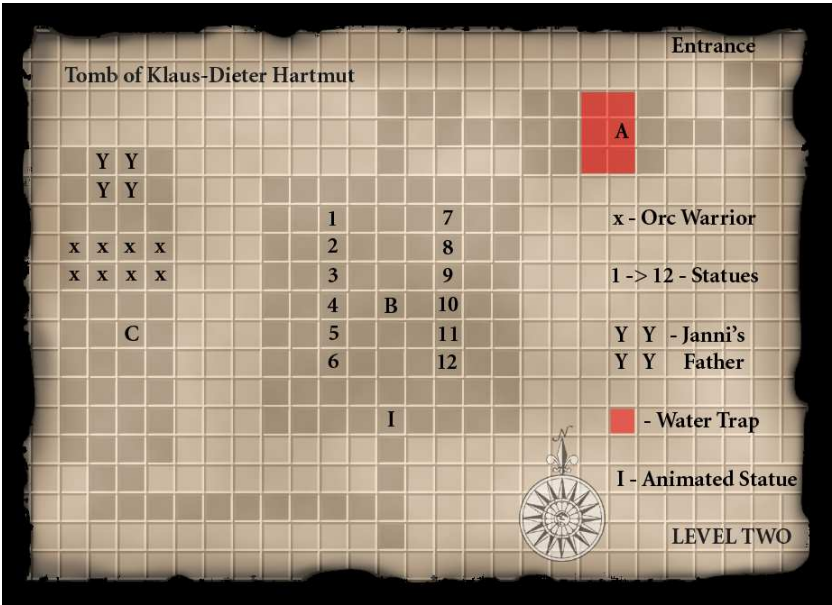
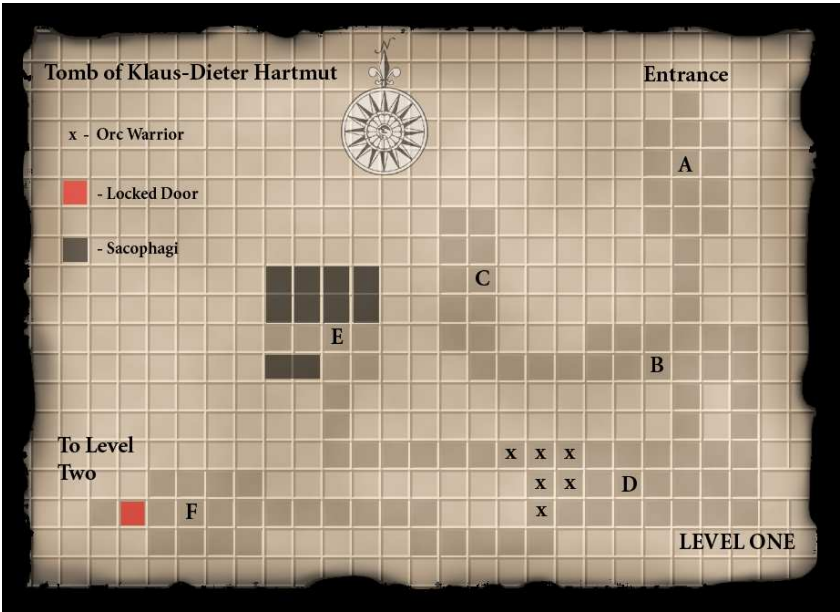
air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.



PLAYER HANDOUT #1

My "parents",

I'm leaving you forever! You arn't my real parents and I hate you. Because you think I can't do anything right I've gone off to prove myself... I'm going to head out to that abandoned sepulcher the dwarves found and claim it for the Voorman! I know there are lots of orcs, but my experience with Kuzia shows that I can reason with them just fine. With my share of the treasure my true love and I will retire wealthy and happy, far away from you pair of bigots. Oh yes, I almost forgot- after I'm through with my heroic adventure, Kuzia Clawfist will become Kuzia Werner. Yes, that's right, father... I have asked her to marry me! I know you will never approve, but this is why I must leave you.

Rot in hell!

Wrathfully yours,

Maus Werner.