

PER6-02

# Under Naelv's Hill

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure

Version 1.0

by Gary Johnson

with thanks to Bruce Legge (Sepia Uplands Coordinator)

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An elderly gnome needs brave adventurers to go into an ancient gnomish tomb and recover her brother's long-dead body. However, it can be just as dangerous above ground as below when you're in the Sepia Uplands! An adventure best suited to APLs 4-12.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [baparis@ozemail.com.au](mailto:baparis@ozemail.com.au); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto: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 gamemaster. 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 gamemaster. The person who sanctions the event is called the senior gamemaster, 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 gamemaster 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.

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## 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:

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

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of

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

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.

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.

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 1<sup>st</sup>-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:

Enlist a sixth player.

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

Approximately 1,200 years ago in the Sepia Uplands, there was a gnome clan chieftain named Naelv. Naelv was famous for his exceptional height and his ferocity in battle. He was also cruel and ambitious, which proved his undoing when rival clans banded together and defeated his clan in battle. Naelv was killed on the battlefield and his body captured by his enemies.

His enemies buried Naelv in the extensive barrow he had prepared for his (eventual) death. Concerned that Naelv's allies may recover his body and restore him to life, they worked great magics to make it difficult to access the barrow. They hid the door from view with a spell that would reveal the door only once every two hundred years, and then only when the right words were spoken on the one night when the moon and the stars were in alignment. In addition, they set a Guardian at the door to keep the unworthy out and to keep Naelv inside.

The alignment of the moon and the stars that allowed the door to be visible appeared to be a presage of great change in the Flanaess. The first "anniversary" of the alignment, 1000 years ago, was soon followed by the Oeridian invasion from the west. The third "anniversary", 600 years ago, was followed by the founding of the Aerdi empire, the Great Kingdom. The Great Kingdom conquered the clans of what would become Perrenland at the time of the fourth "anniversary".

At the time of the “fifth anniversary” in the mid-390s CY, shortly before the formation of the Concatenated Cantons of Perrenland, a gnome bard named Joris Rhedesteyn found an ancient scroll while visiting Highfolk. The scroll explained the secret of the door to Naelv’s tomb, including the magic words to reveal the door and the timing of the one night in two centuries when the door could be opened.

Full of the confidence of youth, Joris and his regular adventuring party (his sister, Sanne Rhedesteyn, and their friends, Mogin Borkenbroke and Tyrne Vessem) revealed the door to Naelv’s tomb for the first time in a thousand years. The gnomes won their way past the Guardian by winning a riddle contest, and carried out a perfunctory exploration of the outer hall and the inner hall before opening the door to Naelv’s burial chamber.

At that time, Naelv had been entombed for a millennium after rising from the grave as an undead revenant, and was feeling very aggrieved at his situation: trapped inside his barrow behind a locked door, with neither servants nor wives to keep him company and wait on him. Naelv fell on the adventurers in a berserk fury, and they quickly decided that discretion was the better part of valour.

After several panic-stricken moments, Mogin was able to relock the door to the outer hall, again trapping Naelv inside his tomb. Unfortunately, Joris had been left behind in the inner hall in the tumultuous rout, grievously injured. The three survivors left the tomb, narrowly avoiding the Guardian, who chased them through the dark night until the sun rose and the fog lifted. Inside the tomb, Naelv fed on the dying Joris, turning him into an undead monster.

Sanne was distraught at the loss of her brother and pained by the shame of leaving him behind to face certain death alone. She and the two other survivors, Mogin and Tyrne, swore an oath to each other that they would not let Joris remain unburied and unavenged.

Now, two centuries later, Sanne is quite aged (for a gnome), and both Mogin and Tyrne have died. The sixth “anniversary” has almost arrived, and Sanne has been trying to recruit a willing band of adventurers to enter Naelv’s barrow, retrieve Joris’ remains, and perhaps also destroy Naelv.

So far, Sanne has had no luck among the gnomes and dwarves of the Sepia Uplands, who have heard the story of Joris’ ill-fated expedition two hundred years ago and wish to leave well enough alone. For that reason, she has started advertising for adventurers in Traft City. The recent annexation of the Sepia Uplands by Perrenland, and the resulting formation of the Canton of Vesbergen,

makes this course of action unpopular with her neighbours in the village of Gnomiskillin. However, Sanne doesn’t care about what others think of her: all she cares about is redressing wrongs two centuries old.

## Adventure Summary

The characters begin in Traft City, where they learn of Sanne Rhedesteyn, a gnome in the Sepia Uplands who is trying to recruit adventurers for an urgent mission (**Player Handout #1**). If they don’t decide to follow up on this themselves, Haus Karpathian of the 1st Auszug sends them to investigate (in case it’s some gnomish scheme to hire ne’er-do-wells to interfere with the new cantonal administration of Vesbergen).

They travel into the Sepia Uplands to Sanne’s village, Gnomiskillin (**Encounter One**). On the way, they meet an Auszug officer, Kaspar Schleiden, who also suspects the bulletin is a front for something nefarious. At Gnomiskillin, the villagers are unfriendly and suspicious. The head villager, Joop Bredanuckle, meets and questions the characters. If they make a good impression, Joop directs them to Sanne’s house; if they don’t, Sanne eventually hears of the strangers in the village, comes to meet the characters in person, and invites them back to her home.

At her home, Sanne talks to the characters (**Encounter Two**). Sanne is an old woman. She explains how when she was young she, her brother Joris, and two of their adventuring friends (Mogin and Tyrne) decided to explore a magic tomb of an ancient gnome clan chieftain named Naelv. The tomb is accessible once every two hundred years if the right words are spoken at midnight outside an ancient barrow mound. They discovered that Naelv is now an undead revenant, and she had to abandon her grievously wounded brother inside the tomb while she and the other two adventurers escaped.

Sanne explains that the tomb is accessible tomorrow evening. She offers the characters her magic *chain shirt* if they bring back her brother’s belongings and his body (or at least his head, so she knows it is not being kept as a trophy by Naelv), and foregoes any claim to the treasures in the mound. She would be grateful if Naelv was destroyed as well, but recovering Joris’ remains is her priority. If the characters accept, Sanne gives them a page of notes she has prepared on the barrow (**Player Handout #3**).

The characters spend that night and the next day in Gnomiskillin, then leave for Naelv’s Hill after dinner (**Encounter Three**). At the mound, they go to the side

with the standing stone and speak the magic words. A bank of fog rises over the mound and around them, then thins. When the fog dissipates, a giant woman now stands between them and a magic door in the side of the mound.

The Guardian of the door explains that she has two duties: to let in anyone who can best her, and to prevent anyone leaving. The characters can pass the Guardian and enter the tomb by winning a riddle game (or by killing or incapacitating her). Players can either try and solve the riddle in person (**Player Handout #4**) or have their characters solve the riddle by skill checks, but not both. If the characters don't kill or incapacitate the Guardian before entering the tomb, they have to fight her when they try to leave.

Inside the tomb is the outer hall with four side chambers. The outer hall ends with a second door, which is trapped and locked (**Encounter Four**). If the characters can't unlock the door, there is a secret door in one of the side chambers that is trapped but not locked.

The inner hall also has four side chambers and ends with the door leading to the main burial chamber. Joris, now an undead servant of Naelv, comes out of one of the side chambers and attacks the characters. He is accompanied by one or more swarms of rats (**Encounter Five**).

Eight rounds after the battle with Joris begins, Naelv enters the inner hall from his burial chamber (**Encounter Six**). Naelv attempts to kill the intruders who aren't gnomes, then dominate those who are gnomes: he intends to fight his way out of the barrow and reclaim his position as clan chieftain.

After defeating Naelv, Joris, and the rats, the characters can gather up Joris' remains and the ancient treasures in Naelv's burial chamber. If they leave the mound by the main door, they have to defeat or evade the guardian, who hunts them through the mist-filled night until the dawn comes.

After dawn, on the way back to the village, four gnome toughs accost the characters (**Encounter Seven**). They demand a half-share of the treasure as compensation for the shame caused to the village by the desecration of the tomb of one of their clan's past chieftains (though they intend it keep it for themselves). The characters can deal with the toughs in a number of ways: agreeing to return to the village and negotiate with the head villager, Joop; subduing the toughs; or killing the toughs.

At the village, Sanne is both pleased and saddened that they have returned with her brother's remains. In

addition to her magic *chain shirt*, she plans to give them her brother's equipment, as she can't bear to keep it. While the characters are in Sanne's cottage, the other villagers learn about the fate of the toughs and assemble outside, ready to confront the characters when they emerge.

Joop, the head villager, enters Sanne's cottage to negotiate with the characters (**Encounter Eight**). The characters have the option of negotiating a fair distribution of the treasure with the villagers (including paying compensation for shaming the village, plus *kopprijs* for any toughs who were killed or injured), or facing down the villagers (who aren't willing to fight back) and leaving with all the treasure.

## Preparation for Play

You should determine before play if any of the characters belong to Perrenland metaorgs, are gnomes, dwarves or elves, or are infected with lycanthropy.

- Members of any metaorgs associated with official Perrenland institutions, including the Old Kerk, Den Zauber, and the Fighting Forces – they receive a –2 circumstance penalty to Charisma and Diplomacy checks when interacting with the villagers of Gnomiskillin in Encounters One, Two and Eight and the four toughs in Encounter Seven.
- Members of the Rechter metaorg – in addition to the –2 circumstance penalty described above, they receive additional information and have alternate options during the negotiations with Joop the head villager in Encounter Eight.
- Gnomes – they receive a +2 circumstance bonus to Charisma and Diplomacy checks when interacting with the gnomish villagers of Gnomiskillin in Encounters One and Two; they receive a +2 circumstance bonus to the skill check to solve the Guardian's riddle in Encounter Three; they are singled out for special treatment by Joris and Naelv in Encounters Five and Six.
- Dwarves – there is a secret door in the tomb that dwarves may detect by passing within 10 ft.; they are singled out for special treatment by Naelv in Encounter Six.
- Elves – there is a secret door in the tomb that elves may detect by passing within 5 ft.
- Infected with lycanthropy – Encounters Three to Six take place during a night of the full moon.

You should also copy down the following skill modifiers for your reference during play.

- Spot and Listen (for all characters).
- Search (for dwarves, elves, and rogues – remember to check with the player of a dwarf character if they have included the +2 bonus from stonecunning).
- Disable Device and Open Lock (for rogues).

**Encounter Eight** features the concepts of compensation and *kopprijs*. You can access more information about *kopprijs* and Perrenland's laws at <http://perrenland.lythia.com/law.php>; however, you don't need any additional information to run this adventure.

**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 Iuz. See **Judge Aid 7** for details.

When running this adventure, please keep in mind that the adventure's underlying theme is the importance of *obligation, responsibility and duty*. Sanne made a promise to herself two hundred years ago, and must see it through despite the disapproval of her neighbours. The Guardian isn't evil, and may well quite like the characters if they talk to her, but cannot stand aside and allow the characters to leave the tomb. The real villains, Joris and Naelv, want to be free to do what they want, even though their time has passed and they should leave the living to the living.

Ideally, the players should feel that their characters have a responsibility to acknowledge, if not accept, the (financial) consequences of shaming the village and assaulting or killing the toughs. If that happens, congratulations! You've helped immerse your players in my interpretation of the culture of Perrenland.

Good gaming!

## Introduction

Before you begin, encourage the players to introduce and describe their characters to each other. If the characters are adventuring together for the first time, encourage them to establish why their characters are searching for fortune and fame together. When the players have settled, read or paraphrase the following text to them.

***Your travels have brought you to Traft City, second-largest city in Perrenland, capital of Traft canton and***

***gateway to the Sepia Uplands. Having completed, to your satisfaction, whatever matters brought you here, you now find yourself without gainful employment or diversion. It seems, in general, a quiet time in Traft City for adventurers.***

***One morning, you find a new bulletin posted on the public boards. It reads, "Sanne Rhedesteyn of Gnomiskillin village seeks brave adventurers to recover the body of her brother, Joris Rhedesteyn. Substantial reward promised on delivery of remains – URGENT action required!"***

Show the players **Player Handout #1**, and give it to the players if one of the characters takes down the notice.

The characters may want to know more about the people and place named in the bulletin before making any decisions. They can attempt the following skill checks.

### Bardic Knowledge

DC 10: None of the people or the place involved are famous or legendary.

DC 15: Joris Rhedesteyn was a local Gnome bard who died approximately 200 years ago.

DC 20: Joris was best known for singing melancholy, tragic songs. He had real talent.

DC 25: The Bardic College in Traft has a copy of his only written composition, "The Silence of the Night". It's a moving song, and well written.

### Gather Information

DC 10: This is the second bulletin about this matter. The first sentence is the same in both, but in the earlier bulletin the second sentence reads, "Reward promised on delivery of remains." That is, it doesn't say the reward is substantial or that urgent action is required. Gnomiskillin is approximately four days journey east into the Sepia Uplands. It's part of the new canton of Vesbergen.

DC 15: Sanne Rhedesteyn is a gnome from the Sepia Uplands. She's over 250 years old, which is starting to get old for a gnome. She doesn't come to Traft, and must be sending letters to friends in "The Gnome Garden", the Gnome enclave in the Unterstaat district.

DC 20: Joris Rhedesteyn died a long time ago – at least a hundred years ago, probably closer to two hundred. He was a bard with a good singing voice. Sanne corresponds with a number of friends in "the Gnome Garden".

DC 25: Joris Rhedesteyn disappeared while adventuring in a tomb somewhere in the Sepia Uplands almost two

hundred years ago to the day. Sanne always wanted to retrieve his body, and it looks like the situation is urgent now. She isn't well, so maybe she's worried about dying in the near future.

### **Knowledge – Local or Knowledge – Geography**

DC 10: Gnomiskillin is approximately four days journey east into the Sepia Uplands. It's part of the new canton of Vesbergen.

DC 15: Gnomiskillin is on the road connecting the human villages of Kottemorte and Horstham, though unlike those villages almost everyone who lives in Gnomiskillin is a gnome.

In addition, if any character succeeds at either of these DC 10 Knowledge checks, offer the players a copy of Hartmut van Woudenberg's *Overview of the Sepia Uplands* (**Player Handout #2**), which is readily available at all respectable bookstores in Traft for a trivial cost (covered by Standard Upkeep for this adventure).

If the characters decide to leave for Gnomiskillin and talk with Sanne, go to **Encounter One**. If they decide to remain in Traft City, find out what they do for the next two days.

### **Troubleshooting: Need More Motivation?**

On the afternoon of the second day, they are visited by a squad of 3 soldiers from the First Auszugen and invited to accompany them to the First Auszugen Cantonal Headquarters in Traftstaat district for a meeting with Haus Karpathian. If they decline, the soldiers go away, and the adventure ends.

If the characters go with the soldiers, the soldiers take them to the Cantonal Headquarters and inside to a meeting room. Read or paraphrase the following text to the players.

*Your escort knocks on a door, waits for a curt "Enter" from inside, then opens the door and leads you in. They stand to attention and salute a man sitting behind a large wooden desk that is covered with orderly piles of papers. The man behind the desk is solidly built, with close-cropped hair and no neck. He glances up at you and the three soldiers, nods to them, and says, "Thank you. Dismissed."*

*As the three soldiers file out of the room, the man pushes his chair back, stands up, and walks around his desk. He nods again, this time at you, and holds out his hand. "Thank you for coming. Welcome: I'm*

*Haus Karpathian, second in command of the First Auszugen."*

Pause here to give the characters an opportunity to introduce themselves, then resume reading or paraphrasing the following text.

*Haus sits on one of the four padded chairs and gestures for you to sit on the other chairs. "I expect you're wondering why I've asked you here, so I won't waste your time. You're probably aware of this bulletin, which has been posted throughout the city." He holds up a copy of the notice you saw yesterday.*

Pause here to give the characters an opportunity to agree or disagree, then resume reading or paraphrasing the following text.

*"We're concerned that gnomish insurgents in the Sepia – in Vesbergen canton may be trying to recruit adventurers and other swords-for-hire to carry out some illegal action. Something that would disrupt the ongoing establishment of the duly authorised administration throughout the canton. This 'missing brother' story seems unlikely – yes, Sanne Rhedesteyn lives in Gnomiskillin, and had a brother names Joris. But, according to our ... sources, this Joris died over two hundred years ago, so why is it urgent now? We think it's a front. A con." He shifts in his seat, and looks a little uncomfortable.*

Pause here to give the characters an opportunity to ask what he wants them to do, then resume reading or paraphrasing the following text.

*"Now, normally we'd investigate this sort of matter ourselves. However, we're heavily committed to other duties at the moment. We've looked at who's in Traft City right now, and we think you're the best people available to take up this woman's contract and investigate. See if it's on the level, or a cover story for something else. Something illegal."*

*Haus spreads his arms and asks you, "Are you interested?"*

If the characters are interested, Haus arranges "suitable financial compensation" (that's all he'll say at this time) for the characters, to be received on their return from investigating the bulletin. He also arranges for them to borrow Auszug horses, if needed.

If the characters aren't interested or are rude, Haus thanks them for their time and lets them go. If the characters decide to leave for Gnomiskillin and talk with Sanne anyway, go to **Encounter One**. If they decline, the adventure ends.

## Encounter One: Road Trip to Gnomiskillin

Once the characters have worked out where Gnomiskillin is, read or paraphrase the following text to the players.

*It should take you three days to travel eastward from Traft City to Kottemorte along the road leading away from Lake Quag and into the foothills of the Sepia Uplands. The Auszug maintains Gasthausen, “guest houses”, spaced one day’s travel apart on the road, where you could stay for the night for a nominal charge. How do you wish to proceed?*

The Gasthausen are spaced approximately 24 miles apart on the road between Traft City and Kottemorte. Whether the characters walk or ride makes no significant difference to their travelling time unless they (or their mounts, if riding) have a speed of less than 30 feet. If that is the case, they must either hustle or force march (see *Player’s Handbook* page 164 for details) if they want to stay at a Gasthaus each evening.

If the characters decide to stay at the Gasthausen on the journey to Kottemorte, read or paraphrase the following text to the players.

*As the light begins to fail on the first day, you reach the Auszug Gasthaus. The Gasthaus has a common room where you can spend the night, basic facilities for cooking or heating your trail rations, and stabling for horses. When you enter the common room, you notice several public bulletins posted on the walls of the common room, including two versions of the one about Sanne Rhedesteyn. The first is identical to the bulletin you saw in Traft City. The other, which looks older, has a shorter second sentence, namely “Reward promised on delivery of remains.” That is, it doesn’t say the reward is substantial or that urgent action is required.*

If any of the players show interest in or discuss the bulletins, read or paraphrase the following text to them.

*One of the other travellers in the common room, a weather-beaten man wearing a travel-stained Auszugen uniform, speaks to you. “Excuse me – I couldn’t help notice your interest. Are you considering taking up this woman’s offer?”*

The man is Kaspar Schleiden, an Oostmeer Meerrijder and Auchfahnlein (second in command of a Fahnlein, a unit of approximately 100 soldiers) in the 1st Auszugen (Hors). He is returning to Traft from Kottemorte with a small detachment of troops (a Rotte – approximately 10

soldiers) to deliver a report on the activities of alleged insurgents in the canton of Vesbergen. Like Haus Karpathian (who the characters may or may not have met in Traft City), he believes the bulletin may not be genuine.

**Kaspar Schleiden:** Male human Ftr6.

A conversation with Kaspar gives you as DM the opportunity to reinforce or (if the characters didn’t meet Haus Karpathian in Traft City) introduce the possibility that the bulletin may not be what it seems. Kaspar can also pass on background information that the characters may not have learned in Traft City.

Sample responses to some expected questions.

Who are you? *Auchfahnlein Kaspar Schleiden, Hors, 1st Auszugen. Yourself?*

What are you doing here? *Travelling back to Traft from Kottemorte with a Rotte from my Fahnlein.*

Why were you in Vesbergen? *Military duties – we have to report back about insurgent activity in the canton.*

What insurgent activity? Is it dangerous? *Not at the moment, but there’s a lot of ill will out there. We need to keep a close eye on some known troublemakers, that’s for sure.*

Are there any troublemakers in Gnomiskillin? *Not that I know of – but there might be.*

Why are you interested in the bulletin? *Well, I wouldn’t normally be, except I think maybe it’s not on the up-and-up.*

What do you mean? *I think it’s a front for some illegal activity. I saw the first bulletin on the way to Kottemorte, and I thought it was suspect at the time. While I was there, I was talking with some local dwarves, and they told me that Joris Rhedesteyn died two hundred years ago. Seeing that second bulletin about how it’s now “urgent” makes me think maybe something’s going down, and soon. Something they need mercenaries for.*

What if it is? *Get out when you can with as much evidence as you can, and report back to the Auszugen Cantonal Headquarters in Traft.*

### Arriving at Gnomiskillin

When the characters leave the first Gasthaus and continue on their journey, read or paraphrase the following text to the players.

*You make better time on the second day, reaching the next Auszug Gasthaus perhaps half an hour before sunset. On the afternoon of the third day, you enter*



*the recently established canton of Vesbergen and reach Kottemorte, a predominantly human village. The road here splits, with the northern branch leading away to Vostram and the southern branch to Gnomiskillin.*

The characters have no difficulty finding a place to stay for the night. They can attempt to gather information while in Kottemorte.

#### Gather Information

DC 10: Gnomiskillin is one day's travel south from Kottemorte. It's full of gnomes who don't like strangers very much.

DC 15: Sanne Rhedesteyn lives in Gnomiskillin. She's been trying to recruit people to recover her brother's body, but everyone says it's a fool's errand and nobody's agreed to help her. Her dead brother is named Joris. The head villager of Gnomiskillin is a woman named Joop Bredanuckle.

DC 20: Joris was a bard with a good singing voice. He died almost two hundred years ago, and Sanne always wanted to retrieve his body. Nobody knows why it's urgent now, except she isn't well, so maybe she's worried about dying before getting his body back. Apparently Sanne's been sending letters to friends in Traft City asking them to post bulletins on her behalf.

When the characters leave Kottemorte and continue on their journey, read or paraphrase the following text to the players.

*The next day, you leave early for your destination, Gnomiskillin. The hill country of the Sepia Uplands is dotted with the occasional hamlet, farmstead and mine. Most appear to be set into the sides of hills, in the style favoured by gnomes and dwarves. As you follow the roads and paths to your destination, dark clouds begin to cover the sky from the west, coming up from the direction of Lake Quag.*

*You arrive at Gnomiskillin late in the afternoon, before any rain arrives. Like other gnomish villages, most of the houses in Gnomiskillin appear to be burrows set into the side of hills. Beside the doors of many homes you can also see the burrows of badgers – as the old saying goes, “where there's a gnome, look for a badger also”.*

*Gnomiskillin is built around a gentle and shallow river, the two sides of the village facing each other across the river. It has a simple wooden palisade and open gate, but no gatehouse or towers. Presumably the mostly-underground houses are better fortifications than any wall could be.*

Pause here to give the characters an opportunity to decide how to proceed. When they enter the village, read or paraphrase the following text to the players.

*Nobody accosts you when you approach the gate, and nobody comes to meet you and welcome you to the village. The villagers who are about watch you warily as you approach, but nobody leaves the street or hides in their home when they see you.*

*You can see that the heart of the village is a common field that straddles the river and appears to contain a ford. There are a number of gnomes in the common setting up three brightly painted canvas pavilions.*

Gnomiskillin is a small village populated almost entirely by gnomes (detailed village statistics are available in **Judge Aid 2**). The village is preparing for a Naming Party on the common, a village tradition where adolescent gnomes choose their Perrenese name that they use when dealing with outsiders like the characters. At this stage, before the head villager has met the characters, all villagers are initially *unfriendly* towards the characters, as they distrust outsiders in general and Perrenlanders in particular.

The villagers particularly distrust people they associate with the new authority that's been imposed on them through the establishment of the canton of Vesbergen. Thus, any character wearing badges or other markings that identify them as members of any organisations associated with official Perrenland institutions (including but not limited to the Old Kerk, Den Zauber, the Fighting Forces, and the Rechters) receives a –2 circumstance penalty to Charisma and Diplomacy checks when interacting with any villager (except Joop Bredanuckle and Sanne Rhedesteyn) at any point during this adventure.

That said, the gnomish villagers are more likely to trust fellow gnomes. Any gnome character receives a +2 circumstance bonus to Charisma and Diplomacy checks when interacting with any gnomish villager (except Joop Bredanuckle and Sanne Rhedesteyn) at any point during this adventure.

If the characters try to talk with villagers on the street or in their homes, they give little information or assistance unless their attitude is improved to *friendly* or *helpful*. If they are then asked about Sanne Rhedesteyn, the villagers either tell the characters to talk with the head villager, Joop Bredanuckle, currently on the common, or tell them that Sanne Rhedesteyn lives on the far side of the ford, across the common. They won't provide much detail about Sanne, who's generally

regarded as a “scary old woman” and has no friends among the villagers.

### **Meeting Joop Bredanuckle**

The head villager, Joop Bredanuckle, is assisting with the erection of the three pavilions in preparation for the Naming Party, as is Ingiborg Valanthe Schwerin, one of the six non-gnomes who live in Gnomiskillin. If the characters go to the common, read or paraphrase the following text to the players. If the characters don't continue on to the common, Joop eventually hears about their arrival and come to meet them.

*Two of the pavilions are already up, supported by a wooden post in each corner and a number of ropes now pegged to the ground. Setting up the last pavilion are over a dozen gnomes, men and women, and one half-elf, a lean, well-muscled woman with a longsword sheathed in a scabbard by her side. Most of the gnomes are helping the half-elf pull the canvas of the pavilion up off the ground, while five gnomes direct and watch.*

*When the villagers see you, work ceases on the pavilion. Those pulling up the canvas let the ropes loosen in their hands, and the canvas slides back to the ground. The villagers watch you approach with caution, glancing more than once at one of the five gnomes in the group who were directing their labour, a middle-aged woman whose fair hair is showing the first hints of silver. The half-elf watches you stony-faced, one hand resting idly on the hilt of her sword. A badger peers out of its burrow as you pass.*

Pause here to give the characters an opportunity to address the group, then read or paraphrase the following text to the players.

*The fair-haired gnome steps forward, in front of the others, and gives you a smile and a short bow. “Welcome to Gnomiskillin. I am Joop Bredanuckle, the head villager. What journey has brought you here?”*

Unlike other villagers, Joop is initially *indifferent* to the characters. As head villager, Joop is used to dealing with outsiders and compromising with the new cantonal administration. As a result, Joop doesn't favour gnomes or have a bias against Perrenland officials.

The characters' interaction with Joop is very important for how the village as a whole views them during the rest of the adventure, as the attitude of the village is always one step worse than that of Joop. In other words, if Joop's attitude changes to *friendly*, the initial attitude of any other villager the characters interact with becomes *indifferent*; if Joop becomes

*helpful*, the rest of the village becomes *friendly*. Conversely, if Joop becomes *unfriendly* or *hostile*, the rest of the village becomes *hostile*. If that happens, Joop becomes as uncooperative and evasive as the other villagers.

Joop's attitude towards the characters also determines how she interacts with the characters in **Encounter Eight**. In preparation for that encounter, make a note of her attitude towards the characters at the end of the current encounter.

Sample responses to some expected questions.

We're looking for Sanne Rhedesteyn. *On what business?*

We're responding to an advertisement for adventurers. *Oh. That's the matter to do with her dead brother, isn't it?*

What can you tell us about it? *That's best left to Sanne, I think. It's her business, not village business, so it's not my place to talk about it.*

Where can we find Sanne? *Her house is up on the street there, across the river, on the far side of the common. It's the one with the red door with green trim around the edges, and the brass door-knock.*

What's going on here? *Tonight we're holding a Naming Party for the younger gnomes. You're welcome to attend, if you wish to stay in the village. I suppose you'll have to, if you want to sleep on the common, and I'm not sure where else you could sleep.*

Where can we stay in the village? Where's the inn? *We don't have one. Travellers usually stay here, on the common.*

Some characters may want to talk with Ingiborg Valanthe Schwerin. Ingiborg has been outlawed from Perrenland for not paying compensation to the family of a man who died in a tavern brawl that “went wrong”. She says little unless it's clear that the characters haven't come to kill her or claim compensation, in which case she is more communicative but still taciturn and abrupt. Remember that her initial attitude is *unfriendly* until Joop's attitude is established, but she may be much better disposed towards them if the characters finish talking to Joop before talking to her. Regardless of her attitude, Ingiborg won't offer to host any of the characters in her home.

### **Troubleshooting: No Directions to Sanne's Home?**

If the characters do not go to the common (for example, if they ride across the river without using the ford) or if

they worsen Joop's attitude to *unfriendly* or *hostile*, nobody they meet gives them directions to Sanne's house. In this case, Sanne hears about the strangers through local gossip and comes looking for the characters. Read or paraphrase the following text to the players.

*It's been a frustrating experience, trying to get directions to Sanne Rhedesteyn's home: the villagers seem unwilling to give you the time of day, let alone directions, and a light rain has started falling. Eventually, however, an aged gnome woman struggles towards you, leaning heavily on a gnarled walking stick and waving her other hand, trying to attract your attention. "Strangers! Travellers!"*

Pause here to give the characters an opportunity to respond to the woman, then resume reading or paraphrasing the following text.

*The woman slows down as she comes near, trying to catch her breath. "I'm told you're looking for me – Sanne Rhedesteyn." She gives you a hopeful look. "Is that right?"*

Pause here to give the characters an opportunity to agree, then resume reading or paraphrasing the following text.

*"Come to my home, please. The street isn't any place for a civilised discussion."*

## Encounter Two: Meeting Sanne Rhedesteyn

Read or paraphrase the following text to the players once the characters follow Joop's directions and go to Sanne's house.

*Following Joop's directions, you have arrived at the front door to Sanne's home. Just in time, too, as a light rain has started to fall. The round door, painted red with green trim around the edges, is at most four feet high, and has a prominent brass knocker, cast in the shape of a distorted, grinning jester's face. Most of the house must be in the side of the hill, and the two windows you can see have expensive lace curtains blocking your view of the rooms within.*

Pause here to give the characters an opportunity to decide what to do next. When they knock, read or paraphrase the following text.

*In response to your knock, you can hear a faint "Coming!" through the door. After perhaps a minute, an aged gnome woman opens the door. She leans heavily on a gnarled walking stick, and looks at you.*

*"Good day," she says, her face taking on a hopeful expression as she glances over your group.*

Pause here to give the characters an opportunity to introduce themselves and explain their business. As soon as they tell Sanne that they've seen her advertisement or that they're here about business, interrupt the player and read or paraphrase the following text.

*"Come in! Come in, out of the rain. The street isn't any place for a civilised discussion." Sanne shuffles back awkwardly to give you space in the foyer. "Come through here, to the kitchen. The kettle's on."*

*With slow, careful steps, she leads the way further into her burrow-home, which thankfully has what must be high ceilings by gnome standards – over five feet of clearance. "Close the door behind you when you're in, if you please."*

*Sanne bustles about her home as best she can, settling you in her crowded kitchen and the adjacent dining room, fetching towels to dry your faces and heads, setting out a pewter tea service and (with difficulty) putting a full kettle on over the fire. At that point, she settles down on a cushioned chair near the fire and tries to catch her breath, face flushed from her exertions.*

Pause here to give the characters to interact with Sanne. Sanne is initially *friendly* to the characters: she has been waiting with increasing desperation for someone, anyone, to come in time to recover her brother's remains from Naelv's tomb, and the characters have arrived just in time. As a result, Sanne doesn't favour gnomes or have a bias against Perrenland officials.

When the characters ask Sanne to tell them more about her advertisement, read or paraphrase the following to the players. Note that Sanne's story is both detailed and lengthy (more than two pages long), and you should expect and encourage the players to interact with Sanne and interrupt her with questions as she tells her story.

*"I'm glad you've come – it's a real relief to me. If you've time, I'll explain it all to you." She shakes her head, and looks cross with herself. "Foolish woman! Of course they have time – they've come all the way from Traft, haven't they?" She smiles at you in apology, then looks down at her lap. Her fists open, then close again, around her walking stick.*

*"It begins when I was a young woman. My brother, Joris, and I both lived here, in our family's home. We were rascals and troublemakers, as the young often are, and we often adventured with two of our friends, Mogin Borkenbroke and Tyrne Vessem.*

*Mogin was a greater troublemaker than the rest of us put together, but he was a good man in any case."*

*"Joris was a singer – there was magic in his songs. Not the same magic as Tyrne's, which was of the earth and the woods, but magic all the same. We travelled west and we travelled east, once as far as Greyhawk City itself, but usually not so far." The kettle begins to whistle, and Sanne starts to push herself up off the chair.*

Pause here to give the characters an opportunity to volunteer to take care of the kettle themselves. Once the tea is poured and served, resume reading or paraphrasing the following text.

*Sanne sips at her tea, then sets the cup down on the table. "On the way back from one of the Elf-towns in the Vesve, among the Highfolk, Joris was reading a scroll of the history of the old times – before the Oeridians came out of the west, more than a thousand years ago – a scroll that described the death and burial of a clan chieftain, Naelv. Our clan chieftain, you see – that's what made it stand out when Joris started reading."*

*"Anyway, the long and the short of it was that Naelv was betrayed by his Dwarf allies, died in a great battle, and was buried beneath a mound with a hoard of treasure. The mound's nearby, in the forest to the east of the village – only a few hours' walk, we reckoned." Sanne shrugs. "Still, old tombs are common. People had to be buried, then as now. What made Naelv's tomb so interesting to us was the spells they put on the door to the mound to stop people getting in."*

*Sanne takes another sip of tea. "The gnomes who killed Naelv hired an elf wizard, who put some powerful spells on the door. To open the door, you had to say four magic words after the middle of a particular night of the full moon, when the stars were right. Joris learned the meaning of the words – the elf who translated them said they were Old Flan, Ur-Flannae, a language that would have been old when Naelv lived, a thousand years earlier. Joris wrote them down for us, in case there were problems." She swallows, and looks a little distant.*

Pause here to give the characters an opportunity to talk to Sanne and snap out of her reverie, then resume reading or paraphrasing the following text.

*"Well, we talked with an astrologer, and it turned out the stars were going to be right in only a few weeks. One chance in two hundred years – you understand? We had to go."*

*"So, we went, and Joris said the words, and the fog came down and the door opened up. It was guarded by a brute of a woman, ten feet tall, but she agreed to a riddle-contest and Tyrne knew the answer, just like that."*

Snap your fingers for emphasis, then resume reading or paraphrasing the following text.

*"We went inside, and started exploring. There was a door, and Mogin found and took care of some magic trap on it. He also opened the lock – Mogin was good with his hands, nimble-fingered, as they say – and we went through the door and into another room. There were side-chambers, but there wasn't anything inside them. There was another door, so we went up to that as well. Mogin said it weren't trapped nor locked, so we opened it."*

*Sanne half-smiles ruefully. "That was a mistake. There was a gnome behind it, a bigger man than any gnome I've seen, before or since. He was pale too, and wearing old armour." She shudders. "He set about us with a greatsword, and we couldn't stand against him. He was – he was a fury."*

*Her eyes start to water, and she takes a sip of tea. Her hand shakes as she sets the cup down again.*

*"We tried to fight at first, but our weapons wouldn't bite him. Wouldn't break the skin. So we turned and ran. Mogin led the way – he had nimble feet, too – and we made it to the door with the lock. The three of us made it. Not Joris."*

*"I – I wanted to go back to him. The man – Naelv – had cut him down from behind, left him on the ground behind him. We got the door closed, and Mogin locked it. I don't know how. There was a pounding on the door, and we just ran, ran outside before he broke through." Sanne breaks off her story to dab at her eyes with the tablecloth.*

Pause here to give the characters an opportunity to ask what happened next, then resume reading or paraphrasing the following text.

*"When we got outside, the giant woman tried to stop us, but we got past her somehow. I don't remember how – some trick or ruse, I think. She tried to follow us through the forest, but Tyrne's magic hid our footprints. It was strange, though: we ran through what was left of the night, ran for hours, but when dawn came and burned away the fog, we were no more than fifty paces away from the mound." She shakes her head again. "Magic."*

*"Our courage came back with the sunlight. We went back, but the door was gone. Joris was inside the mound."*

*"The three of us swore that we wouldn't leave him there, unburied and unavenged. Maybe we deserved our bad luck – we hadn't gone prepared for such trouble, it was just a lark to us – nothing like this had happened before, in a score of adventures. The three of us swore."*

*Sanne sighs. "But the years passed, and other things came up. Before I knew it, fifty years had passed, Perrenland had formed, and my memory was fading. I wrote down what I thought important, then – but now, I read that note and the details elude me. I'm sorry."*

*Sanne gets up with some difficulty and walks slowly through the dining room. "Mogin died young, in the end, more than a hundred years ago. He had a wife and a son by then – Kleefen, the boy, lives in Traft City now. And Tyrne died three winters ago. They buried her in the secret place, up on Ehlonna's Mount, where only the druids can go."*

*Sanne stops in the living room and opens a drawer in a writing desk. She looks up at nothing in particular. "I've never seen her grave. They say it's covered with wildflowers in the spring. She liked flowers." Sanne looks out at the rain through the lace curtains and seems lost in reverie.*

Pause here to give the characters an opportunity to talk to Sanne and snap out of her reverie, then resume reading or paraphrasing the following text.

*Sanne shakes her head, then holds up an envelope. "Here's a copy of my notes – directions to the door, the magic words, what I remember we found inside." She offers you the envelope.*

Hold out **Players Handout #3** (preferably in a sealed envelope).

*Sanne starts walking back towards the kitchen. "I know my brother is dead. Don't think me a fool, hoping for what can't be. He's been dead two hundred years." She walks as quickly as she can, face drawn and tense as she struggles along.*

*"But I made a promise – to myself, to my friends, to Joris. Look at me now – I'm old, old and tired, and I don't have another two hundred years left in me. The other villagers don't care, won't help – but that didn't stop me. I knew I would find someone to help me in Traft City. I knew it!"*

*Sanne sits back down in her chair, trying hard to conceal her sigh of relief as she leans back into the cushion. "Here's my offer to you. Go into the tomb, under Naelv's Hill, tomorrow night – the night when the stars are right – and bring back my brother's body and his belongings. If not all his body, at least his head. If nothing else, don't leave my brother's head there as a trophy for that ... monster: there were many skulls there, on the walls. If you kill Naelv, all the better – a death for a death would help balance my loss."*

*"You can have anything you find in the tomb that isn't my brother's – what would I do with a treasure hoard now? I've no family, no friends here in the village. Take it all for yourselves. I'll give you my magic chain shirt as well – better that someone willing to do me a favour should have it than my ungrateful neighbours. All I want is to bury my brother. Will you do that? Will you go under Naelv's Hill?"*

Sanne waits for the characters to respond. If they insist on seeing the *chain shirt*, Sanne fetches it from one of her rooms. She won't give it to them now unless they insist on it and threaten to leave: if this happens, her attitude shifts to *indifferent*. If the characters insist on a greater reward, Sanne tells them truthfully that she has nothing else of great value to offer them, just clothes, furniture, and crockery.

Sample responses to some expected questions.

Why didn't your weapons "bite" on Naelv? *I don't know. They were magic swords made from ordinary steel.*

How do we get to Naelv's Hill? *My notes include detailed directions to Naelv's Hill. I can talk you through them, if you like.*

Can you give us a more detailed description of a room inside Naelv's Hill? We can go directly there using the *greater teleport* spell. *Umm ... there were two rows of pillars, and niches in the walls with skulls in them. And side passages. I – I'm sorry, it was so long ago. I remember what happened there quite clearly, but I don't remember much about what the rooms looked like. I'm sorry.*

Where can we stay tonight? *I have two bedrooms where you can stay, though there's only a gnome-sized bed in each. Most larger travellers stay on the common: maybe they'll leave the pavilions up for you if you ask. There's no inn you can stay at, or tavern where you can eat: some of the houses that front onto the common are alehouses, but they'll be busy serving those at the Naming Party tonight.*

What's happening on the common? What's a Naming Party? *The Naming Party is when the younger gnomes choose their Perrenland name. There's dancing, and eating, and drinking – maybe half the village will attend, even in weather like this. As visitors, you'd be welcome enough there, I'm sure.*

Sanne doesn't know much more about Naelv or the tomb than what she recounted in her story. However, the information she has provided is sufficient to give the characters a significant advantage when they go to Naelv's Hill. Note that the Challenge Ratings for **Encounters Three, Five and Six** take into account this – 1 adjustment to the Encounter Level: expect and (if necessary) encourage the players to prepare for those encounters.

Sanne cooks a hearty dinner of potato and leek soup for any characters who don't go to the *Naming Party* on the common that evening.

The players may want to check if their characters know anything about Naelv. The characters can attempt the following skill checks.

#### **Bardic Knowledge**

DC 10: Naelv was a famous gnome clan chieftain long ago. He was a cruel and brutal war leader, and died in battle.

DC 15: Naelv lived over a thousand years ago. He was very big and strong for a gnome – some people say he was as tall as a human.

DC 20: His dwarf allies in his final battle betrayed Naelv, and his gnome enemies buried him in his burial mound.

DC 25: His enemies feared that Naelv would be restored to life, so they had a wizard seal him in his tomb with magic.

DC 30: It is rumoured that Naelv will rise up and leave his tomb if the gnomes of the Sepia Uplands are invaded and conquered by non-gnomes.

#### **Knowledge – History**

DC 20: Naelv was a gnome clan chieftain who lived at Gnomiskillin 1200 years ago. He is named in some Ur-Flannae trading lists.

DC 30: Naelv forced a substantial minority of the gnome and dwarf clans of the Sepia Uplands to acknowledge his suzerainty, but was killed in battle after only a few years as clan chieftain.

## **Troubleshooting: But We Want to Teleport to the Last Encounter!**

The characters can't *scry* inside Naelv's Hill because of Iuz's ongoing interference with Divination spells (see **Judge Aid 7** for details), so they can't use the *teleport* spell. If they attempt to use the *greater teleport* spell after receiving a description from Sanne of one of the rooms inside Naelv's Hill, they disappear and reappear in their original location because her description is not sufficiently detailed for the spell to succeed.

If some of the players are upset that the scenario is "rail-roading" them by not letting them use their high-level spells, point out that they are asking Sanne for a description of a room she saw once, 200 years ago. Hopefully they will agree it's reasonable she wouldn't remember well enough to provide a detailed and reliable description after so much time had passed.

## **The Naming Party**

The Naming Party gives the characters an opportunity to interact with other villagers in Gnomiskillin. Note that this means the characters may look for clues regarding conspiracies among the villagers, attempt to interact with multiple non-player characters simultaneously, and do other potentially time-intensive role-playing that's fun but not directly relevant to Sanne's mission. For that reason, it's recommended that you don't let the Naming Party take up more than 15 to 20 minutes of play time if you have an inflexible 4 hour time limit on playing time.

If any characters go to the Party, read or paraphrase the following text to the players.

*There are fifty or more gnomes and at least a dozen badgers, all clustered under the three pavilions to avoid the rain. The weather doesn't seem to be dampening their enthusiasm, however. From what you can see, the Naming Party seems to involve adolescent gnomes standing in the middle of a pavilion surrounding by a circle of adults shouting out Perrenese names until the adolescent shouts back in response. As you watch, a boy called Trippletoe chooses Seifert as a second name, to general applause.*

*Looking about, you can see the half-elven woman who was helping set up the pavilions when you arrived. She's talking with two humans, a man and a woman, both plainly dressed and carrying no weapons. Aside from the half-elf, who still has her longsword, none of the villagers are carrying anything larger than a dagger.*

The characters may want to interact with the villagers in a number of ways. Remember that the initial attitude of the villagers at the party is one step worse than that of Joop Bredanuckle.

**Join in the naming:** if the character participates in naming the young gnomes and doesn't suggest silly names, the villagers become more inclined to like and cooperate with them. Such characters gain a +2 circumstance bonus to Charisma and Diplomacy checks when interacting with villagers who were at the party (absent villagers include the gnome toughs in **Encounter Seven** and Fonkin Schleppen, leader of the local ne'er-do-wells) and to Gather Information checks at the party.

**Talk to the non-gnomes:** of the non-gnomes in Gnomiskillin, Ingiborg Valanthe Schwerin (the half-elf) and Kol & Helga Herzberg (the humans) are attending the Naming Party. Unlike Ingiborg, Kol and Helga let up to two medium-sized characters sleep on the floor of their hut if their attitude becomes *friendly* or *helpful*. Unfortunately, the other non-gnomes (Ormr & Sjolf Eyvindkell the dwarves and Rudi Vossler the trapper) aren't at the Party, and in any case aren't the sort of people who would take on boarders.

**Gather Information about Gnomiskillin:** characters who spend at least 1d4+1 hours at the Party can attempt a Gather Information skill check to learn the following.

DC 10: Nobody likes being taxed by Perrenland. None of the villagers want to be part of this new Canton – why can't things be like they were before? Joop Bredanuckle is popular, but some villagers feel she's too accommodating of the new regime. If there is a vote about who should be head villager, Fonkin Schleppen is most likely to stand against Joop. Sanne Rhedesteyn is a strange old woman, and nobody likes her.

DC 15: Sanne's brother, Joris, died a long time ago – close to two hundred years now. He was a bard with a good singing voice. They went under Naelv's Hill, and he didn't come back.

DC 20: Naelv was clan chieftain long, long ago. He was very big and strong for a gnome – some people say he was taller than a human, as tall as an ogre! He's buried under the mound named after him.

If asked, the villagers can't or won't provide more detail about what happened to Sanne and Joris under Naelv's Hill.

The Naming Party ends at around midnight, and characters that are sleeping on the common can finally get some rest. The villagers leave the pavilions up for the characters even if nobody asks them to do so.

### A Day In Gnomiskillin

The characters can spend the following day in Gnomiskillin before setting out for Naelv's Hill in the evening.

It continues to rain throughout the morning, but starts to clear in the afternoon as the clouds move on. By evening, the sky is clear and the full moon and stars visible.

The houses that front onto the common sell ale and food, and may have mundane equipment for sale as well (100 gp limit). As almost all the villagers are small size, it's very unlikely (5% chance) the characters can find any particular item of medium-sized equipment. Characters who spend 1d4+1 hours walking around the village and talking with villagers can attempt a Gather Information skill check (DCs and information as described above for the Naming Party).

Sanne willingly spends the day acting as host for the characters. She feeds them simple, hearty meals (bread, cheese, fresh fruit and vegetable stews), and insists that the characters eat dinner with her before setting off that evening.

## Encounter Three: The Guardian of the Door

When the characters are ready to leave Gnomiskillin to go to Naelv's Hill, read or paraphrase the following text to the players.

*After an early dinner, you leave Gnomiskillin and set out for Naelv's Hill. Sanne's directions are straightforward enough, and the light of the full moon illuminates your way. At first your journey takes you along simple paths and through lightly wooded hills, where you are watched every so often by a badger or an owl.*

*After perhaps two hours of travel, the land flattens out, the woods become a forest, and the path becomes less clear. However, Sanne's directions stand you in good stead, and you have little difficulty finding the natural landmarks she described to you. No animals trouble you during the latter half of the journey, though at one point you do hear the distant howls of a pack of wolves.*

*In due course you reach your destination, Naelv's Hill. It is perhaps some four hours after you departed Gnomiskillin, and must be close to midnight. The moon hangs, full and bright, in the cloudless sky. From where you are, on a forested rise overlooking*

***Naelv's Hill, you can see that the forest thins out as it approaches the mound, which seems bare of everything save low grass and the occasional boulder. Naelv's Hill must be several hundred feet long from east to west, and at least two hundred feet wide at the mid-point: the mound rises some forty feet over its immediate surrounds.***

At this point, the characters probably want to proceed directly to the eastern side of the barrow mound. However, some groups may want to take some time to circumnavigate or climb over the mound. Let them: the characters have until dawn to use the command words to open the magic door.

Anyone can climb the sides of the mound (though it is considered a steep slope, so they must spend 2 squares of movement to enter each square of steep slope, and the slope is 40 ft. long). If they walk over the eastern half of the mound, they may notice (DC 18 Spot) a relatively large number of tiny-size burrows. If they actively search a significant part of the surface of the eastern half of the mound (at least ten 5-ft. squares – if you want, give them a 10% chance of choosing a square with a burrow in it), they are much more likely to find the burrows (DC 8 Search). Characters may recognise signs that these are rat burrows (DC 10 Knowledge – Nature or Survival).

The rat burrows lead down into the tomb itself: Joris and Naelv call swarms of rats through these burrows in **Encounters Five and Six**. Clever characters may use *gaseous form*, *polymorph*, *wild shape* or the like to enter the tomb through the rat burrows and bypass the front door.

It's also possible some of the divine spellcasters must spend an hour in prayer at midnight to prepare spells. That's fine, too: as noted above, the characters have until dawn to use the command words to open the magic door.

When the characters finish exploring and go to the eastern side of the mound, read or paraphrase the following text to the players.

***You make your way around the mound to the eastern side, looking for the standing stone that Sanne told you marked the location of the magic door. As you travel around the mound, there is a consistent gap of between 30 and 40 feet between the side of the mound and the tree line. Thus, you have no difficulty spotting the standing stone.***

At this point, map the layout of the side of the mound with the door (**Judge Aid 3**).

The characters may explore the area around the standing stone in several ways.

*Searching for tracks* (DC 12 Survival): There are some badger and wolf tracks in the area, but close to the tree line, not near the standing stone or the mound. The tracks are two days old.

*Searching for secret doors*: The hidden door cannot be detected by mundane means.

*Detect magic*: The standing stone and the hidden door both have a strong aura of transmutation magic.

*Detect secret doors*: The hidden door can be detected with this spell, but the spell cannot detect the mechanism or trigger to open the door (that's the command words Sanne has already given them).

Eventually, the characters should use the command words to the door. After one player has spoken the words aloud "in character", read or paraphrase the following text to the players.

***Having said the four words, the air grows still. Heavy fog rises around you, reducing visibility to only a few feet at best.***

Pause here to see if the characters do anything, such as draw their weapons or cast a spell. If a character casts *gust of wind* or a similar spell, let their spell be the reason the fog dissipates around the characters; otherwise, continue to read or paraphrase the following text.

***After a few seconds, the fog around you thins and rolls back, improving visibility. Where the standing stone stood now stands a large woman, solid and heavy-set, wearing a breastplate and holding a greatclub whose head rests on the ground at her feet. Behind her, in the side of the mound, has appeared a partially embedded stone lintel, and beneath that the earth is overlaid with a glowing pattern of red swirling energy. No doubt this is the Guardian and the Door. The woman watches you impassively.***

At this point, update the existing layout of the side of the mound with the door (**Judge Aid 3**).

Characters may identify the Door as a variant on the *passwall* spell (DC 25 Spellcraft).

## **The Guardian of the Door**

The Guardian of the Door is an exceptional ogre, more intelligent and less bestial than most of her kind. Despite her atypical appearance, characters may identify her as an ogre (DC 13 Knowledge – Nature). The magic that binds her to her duty also teaches her the principal language of the person who speaks the command words, which is why she can speak Gnome and Common. (If the character who speaks the words uses a language other



than Common as their principal language, change the Guardian's third language from Common to that language.)

The Guardian was given two orders when Naelv's tomb was first sealed: one, that only those able to best her should enter the tomb; and two, that she must stop anyone leaving the tomb. The intention behind these orders wasn't explained to the Guardian, so she has interpreted her instructions as best she can.

As a result, the Guardian lets anyone enter the mound if they can outdo her at something she believes she's good at, and won't let anyone leave the mound through the door. If she learns that someone has left the mound through another means, she attempts to force them to re-enter the mound. She feels morally obliged by her oath to follow these orders at all costs, and attempts to carry them out even if she likes or wants to help the characters.

Sample responses to some expected questions.

Who are you? Are you the Guardian? ***I am the Guardian of the Door. Only the worthy may enter; none may leave.***

What do you mean, only the worthy may enter? ***Any who can best me in a fair contest may enter. You may propose a contest and I will consider it: if it seems to me a fitting contest I will accept your challenge.***

What sort of contest would you consider? ***A test of arms, or of wit. If you want, I will battle you all, and should you win you may enter. If you don't want to fight, I will give you a riddle, and should you solve it you may enter.***

What sort of contest wouldn't you consider? ***I will not agree to a contest where I have no skill, such as a test of who is the better singer. If I cannot present a challenge to you, it is not a fair contest and I will not take part in it.***

What if you win the contest? ***You may propose another contest, if you are not shamed by your failure and give up your desire to enter the Door.***

Do we all have to participate in the contest? ***If you wish, you may designate one of your number as your champion. If you champion bests me in a contest, you may all enter.***

What do you mean, none may leave? ***I can let no-one leave through the door – anyone who tries must face me in battle.***

Can't you make an exception for us? ***I gave my word, and I remain bound by my word until released from this duty.***

Who made you the Guardian? Who can release you from your duty? ***An elf wizard – I don't know his name, and I expect he died long ago.***

More than a thousand years have passed. Surely you want to stop? ***It may have been twelve hundred years for the rest of the Oerth, but for me this is only the sixth night. I would be faithless and fickle indeed if I abandoned my duty after so little time.***

The Guardian of the Door is initially *indifferent* to the characters. If the characters talk to her, they can change her attitude with a Diplomacy or Intimidate check. If she becomes *friendly* or *helpful*, she warns the characters that the tomb is a dangerous place: the last time people entered the tomb, four went in and only three came out. If they ask, the Guardian can tell them some of the information in the adventure background and can give her version of meeting Sanne's group of adventurers. Regardless of her attitude, she insists that the characters win a contest to enter the tomb.

The characters may suggest alternate contests, but the Guardian takes part only if she believes she is good enough at the challenge to win and has the necessary items to compete. For example, she won't agree to wrestle or box, because she isn't proficient at those styles of fighting. She would agree to a contest of target archery, but doesn't have a bow and won't take part unless the characters (a) lend her a large bow or (b) lend her a medium bow and the other competitor uses an inappropriately sized bow.

Regardless of the challenge, the Guardian is willing to take on the characters' designated champion in any contest, and allows all characters to enter if she loses to the champion.

### Answering The Riddle

If the characters ask to try and solve the Guardian's riddle, let the players know they have the option to solve it as players or as characters, but not both. Let them decide by majority vote how they want to proceed. If the group is evenly split, break the tie as you see fit.

**Solving as players:** read (do *not* paraphrase) the following text to the players.

***I give you one minute to answer my riddle, and you may have three guesses. Listen well, for I will not repeat the riddle.***

Pause to ensure that all the players are paying attention, then give them **Players Handout #4** and read (do *not* paraphrase) the following text to them.

***A creature came floating over the waves,  
She cried her beauty from ship to shore,***

*Calling loudly; her laughter was terrible  
And fearsome to hear; her edges were sharp.  
She was so fierce – slow to engage,  
Savage in the fight; she stove in ships' sides.  
She bound them with a baleful charm,  
And spoke: "My mother is also my daughter,  
Known by all people as she falls on the Oerth,  
Loved in every land. What am I?"*

The correct answer is "sea ice" or "an iceberg".

Wait one minute for their three guesses. Tell the players if their first guess is right or wrong before demanding their second guess: it's likely the players will be distracted by the last three lines and their first answer will be "rain" or "water".

If the players can't give the correct answer after three guesses, the Guardian declares herself the winner and explains the answer to them. The creature's calls are the sounds of sea ice grinding together and breaking apart; the baleful charm is the sea freezing around the ship; her mother and daughter is water, which freezes to become ice and melts to become water.

**Solving as characters:** each character can attempt an Intelligence or a Bardic Knowledge or a Perform – oratory check (all DC 15) to solve the riddle. They can only make only one check, not three, and must have at least one rank in Perform – oratory to attempt that check.

If the players ask, Perform – comedy isn't an appropriate skill because the riddle isn't a joke: however, characters who regularly hear or tell stories may know a story that contains the riddle, which is why Bardic Knowledge and Perform – oratory are appropriate.

All gnomes receive a +2 circumstance bonus to the check because it's an ancient gnomish riddle. Any feat that gives a bonus to all knowledge skills (for example, Elflore and Gnomelore) also applies to the Intelligence check, but not to the Bardic Knowledge or the Perform – oratory check.

### **Fighting the Guardian**

The Guardian is willing to fight the characters' designated champion or all the characters at once. If her attitude has changed to *friendly* or *helpful*, she begins the combat trying to cause nonlethal damage. She starts trying to cause lethal damage if she takes any lethal damage.

**Tactics:** The Guardian remains within 10 ft. of the door if possible, so that she can threaten anyone who tries to run past her into the Door. Note that she has the Diehard feat at APL 6 and up, and always chooses to remain conscious when on negative hit points.

She concedes that she is beaten if she is reduced to 10 hit points or less, unable to stop the characters entering the door (trapped in a *web*, for example), or was at a character's mercy but not killed (for example, rendered helpless by *hold monster*).

At APL 8 and up, the Guardian has an animal companion. It does not take part in the battle, but remains in hiding nearby throughout the encounter.

**Treasure:** the Guardian has a greatclub, a breastplate, a *ring of protection* (at APL 10 and 12) and an *amulet of health* (at APL 12). She does not give them up while she lives, even if she is bested in combat.

APL 4: L: 59 gp (large masterwork greatclub, large breastplate); C: 0 gp; M: 0 gp

APL 6: L: 25 gp (large masterwork greatclub); C: 0 gp; M: 129 gp (*large +1 breastplate*)

APL 8: L: 0 gp; C: 0 gp; M: 321 gp (*large +1 breastplate, large +1 greatclub*)

APL 10: L: 0 gp; C: 0 gp; M: 488 gp (*large +1 breastplate, large +1 greatclub, +1 ring of protection*)

APL 12: L: 0 gp; C: 0 gp; M: 820 gp (*large +1 breastplate, large +1 greatclub, +1 ring of protection, +2 amulet of health*)

**Development:** If the Guardian is alive when the characters enter the Door, she waits to fight them when they emerge later. At APL 8 and up, her animal companion joins her.

If the Guardian is dead when the characters enter the Door, her animal companion comes and guards her body at APL 8 and up.

### **APL 4 (EL 3)**

**The Guardian of the Door:** Female ogre Rgr1; hp 45; see *Appendix One*.

### **APL 6 (EL 5)**

**The Guardian of the Door:** Female ogre Rgr3; hp 63; see *Appendix Two*.

### **APL 8 (EL 7)**

**The Guardian of the Door:** Female ogre Rgr5; hp 81; see *Appendix Three*.

**The Guardian's Badger animal companion:** hp 7; see *Appendix Three*.

### **APL 10 (EL 9)**

**The Guardian of the Door:** Female ogre Rgr7; hp 99; see *Appendix Four*.

**The Guardian's Badger animal companion:** hp 21;  
see *Appendix Four*.

**APL 12 (EL 11)**

**The Guardian of the Door:** Female ogre Rgr9; hp 130;  
see *Appendix Five*.

**The Guardian's Badger animal companion:** hp 21;  
see *Appendix Five*.

## Encounter Four: The Outer Hall

When the characters step into Door, read or paraphrase the following text to the players.

*You step into the glowing pattern of red swirling energy and into Naelv's tomb. It takes three steps to pass through the Door, and you emerge in an unlit room. The only light here is the dim red glow of the Door, which is scarcely brighter than a candle.*

The light of the door provides shadowy illumination for 5 ft. (10 ft. for characters with low-light vision). This is the only source of light within the tomb. When the characters have their own source of light (or darkvision), map the Outer Hall (**Judge Aid 4**), then read or paraphrase the following description to the players.

*The walls, floor and ceiling of this hall are hard dirt buttressed with worked stone. The high ceiling is 15 feet above the floor, and supported by solid pillars. The walls and pillars are covered with niches, most of which contain humanoid skulls. They range in size from small to large. There is a pair of corridors leading off from each side wall: the ceiling of each corridor is set lower than that of the hall, only 10 feet high. At the end of the hall is a solid stone door with a keyhole in its centre: the door Sanne said was locked and had a magic trap.*

Characters can identify the types of humanoids whose skulls line the niches with a Heal check (DC 13): from most to least common, they are gnomes, dwarves, humans, elves, and ogres.

Anyone looking at skulls in the niches may notice (DC 18 Spot) that about half of the niches have one or more Tiny size burrows leading from the niche into the mound. If they actively search the niches, they are almost certain to find the burrows (DC 8 Search). Characters may recognise signs that these are rat burrows (DC 10 Knowledge – Nature or Survival).

### The Locked Door

Although the characters know the door was trapped, they must still succeed on a Search check to find the trap before they can disarm it. The door has a good lock (DC 30 Open Lock) and its hinges are not accessible from the outer hall.

If the characters have disarmed or set off the magic trap on the secret door, the locked door is no longer trapped.

**Strong stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 25.

**APL 4 to 6 (EL 4)**

**Lightning Bolt Trap:** CR 4; magic device; touch trigger (*alarm*); automatic reset (24 hours); spell effect (*lightning bolt*, 6th-level sorcerer, 6d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28; Market Value 9,000 gp.

**APL 8 to 12 (EL 5)**

**Heightened Lightning Bolt Trap:** CR 5; magic device; touch trigger (*alarm*); automatic reset (24 hours); spell effect (heightened *lightning bolt*, 8th-level sorcerer, 8d6 electricity, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29; Market Value 16,000 gp.

### The Side Chambers

Each of the side chambers has a 10 ft. high roof and contains a 3 ft. high stone bier, but is otherwise empty. One of the side chambers (number 3 on the map) contains a secret door (DC 20 Search). The door has no lock, but if the characters have not disarmed or set off the magic trap on the locked door in the outer hall, the secret door is trapped.

**Good stone secret door:** 2 in. thick; hardness 8; hp 30; AC 5; Break DC 20.

The corridor behind the secret door is narrow, and has only 5 ft. of clearance between ceiling and floor. Small size creatures move along the corridor without impediment, but Medium size creatures must squeeze (moving into or through each square counts as 2 squares of movement, and while in the corridor they take a –4 penalty on attack rolls and on AC), and creatures of Large size or greater must use the Escape Artist skill (DC 30).

**Development:** The amount of noise the characters make in the outer hall or narrow corridor determines how prepared Joris is when they enter the inner hall. Joris is sitting on the bier in his chamber (number 5 on the map), takes 10 on his Listen check and is not distracted. Thus, he gets the following results.

APL 4 – total Listen check 14

APL 6 – total Listen check 24

APL 8 – total Listen check 30

APL 10 – total Listen check 32

APL 12 – total Listen check 34

Listen check DCs take into account that either door increases the DC by 15 and the distance from his bier increases the DC by 6 (to the locked door) or by 9 (to the secret door in room 7). Sample Listen DCs include:

- The *lightning bolt* trap being set off at the locked door (DC 21)
- Characters talking in the outer hall behind the locked door (DC 21)
- Characters whispering in the outer hall behind the locked door (DC 36)
- Character opening the locked door (DC equals character's Move Silently check with –2 circumstance penalty for rusted hinges and +6 bonus for distance)
- The *lightning bolt* trap being set off at the secret door in room 3 (DC 26 – the sound travels through the outer hall)
- Characters talking in the narrow corridor behind the secret door in room 7 (DC 24)
- Characters whispering in the narrow corridor behind the secret door in room 7 (DC 39)
- Character opening the secret door in room 7 (DC equals character's Move Silently check with +9 bonus for distance)

Joris always hears if the characters try to burst open or break apart the locked door.

## Encounter Five: The Inner Hall

The inner hall is slightly larger than the outer hall, but is otherwise similar: the ceiling is 15 ft. high, there are niches on the walls and pillars containing skulls, about half the niches have rat burrows leading into the mound. The door at the far end of the inner hall doesn't have a lock or a magic trap, but is otherwise similar to the door between the outer and inner halls.

The side chambers of the inner hall are likewise similar to those of the outer hall: the ceiling of the corridors and the chambers is 10 ft. high, and each contains a 3 ft. high stone bier. The only exception is the

side chamber (number 5 on the map) Joris "lives" in, which has some rat carcasses that he has fed on scattered on the floor.

### Joris, Sanne's Brother

Joris is likely to be aware of the characters by the time they enter the inner hall, if not before, so what he is doing when they become aware of him determines how the next encounter begins.

Joris is initially *hostile* to the characters, and attacks them on sight. If the characters talk to him (he speaks Common and Gnome), they can change his attitude with a hasty Diplomacy check (–10 penalty). If he becomes *indifferent*, he leaves the character who made the check to last, and does not chase that character if they leave the inner hall. If he becomes *friendly* or *helpful*, he does not attack the character who made the check unless they attack him, and tells that character:

***Leave, or else you will have to stay here in servitude for all eternity. Leave now! Leave me to my doom!***

In general, characters are most likely to hear the rat swarm approaching (Move Silently +2). When they do, you can read or paraphrase the following text to the players.

***You can hear a lot of scuttling noises, as if there were many little creatures moving towards you.***

Whenever Joris sings, he sings sad, melancholy songs of despair and unavoidable tragedy.

Here's a breakdown of Joris' level of preparation (and tactics) at each APL.

### APL 4 (EL 3)

**Joris, Sanne's brother:** Male gnome ghoul; hp 13; see *Appendix One*.

**2 Rat Swarms:** hp 13; see *Monster Manual* pages 237 & 239.

**Preparation:** Joris does no preparation.

**Tactics:** Joris is driven by hunger for something more substantial than rats. He and the swarms of rats enter the main hall from his chamber (number 5 on the map) and approach the locked door or the side chamber with the secret door (number 7 on the map), depending on where the noise is coming from.

When battle begins, Joris lets the swarms go ahead of him, then attacks characters who aren't engulfed by the swarms (he doesn't want to be savaged by the rats). He targets gnomes whenever possible (he irrationally believes that if he eats living humanoids he will become a

living humanoid like them, and he wants to stay a gnome).

**Description:** Read or paraphrase the following text to the players when visual contact is made.

*Hundreds of rats swarm across the floor towards you, a wave of vermin that threatens to engulf you. Behind them, you can see a male gnome walking towards you with a loping stride. He is wearing a tattered suit of leather armour, and his mottled, decaying flesh is drawn tight across his bones. He calls out: "Flesh! Blood! Life!"*

#### APL 6 (EL 5)

**Joris, Sanne's brother:** Male gnome vampire spawn; hp 29; see *Appendix Two*.

**2 Rat Swarms:** hp 13; see *Monster Manual*/pages 237 & 239.

**Preparation:** Joris does no preparation.

**Tactics:** Joris is driven by loneliness. He and the swarms of rats enter the main hall from his chamber (number 5 on the map) and approach the locked door or the side chamber with the secret door (number 7 on the map), depending on where the noise is coming from.

When battle begins, Joris lets the swarms go ahead of him, then attempts to *dominate* characters who aren't engulfed by the swarm. He targets gnomes whenever possible (he wants someone to stay with him so he has company in the tomb, and prefers gnomes). Once he has two *dominated* allies or is engaged in melee combat by someone he can't *dominate*, he uses his slam attacks on any remaining targets.

**Prohibited Tactics:** Joris does not know he can change to gaseous form.

**Description:** Read or paraphrase the following text to the players when visual contact is made.

*Hundreds of rats swarm across the floor towards you, a wave of vermin that threatens to engulf you. Behind them, you can see a male gnome walking towards you with a loping stride. He is wearing a tattered suit of leather armour, and his pale white flesh and predatory eyes give him a hardened, feral look. He calls out: "Stay! You must stay with me – forever!"*

#### APL 8 (EL 8)

**Joris, Sanne's brother:** Male gnome vampire Brd7; hp 48; see *Appendix Three*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

**Preparation:** As soon as Joris hears the characters, he does the following:

1st round – summon 1d6+1 rat swarms using his children of the night supernatural ability. They arrive in the room where Joris is after Joris' action in the 4th round and have a move action remaining.

2nd round – cast *eagle's splendour* (+4 Charisma)

3rd round – cast *expeditious retreat* (+30 Speed)

4th round – move into the inner hall

After the swarms have arrived or when the characters are about to enter the inner hall or when he sees the characters – cast *inspirational boost* as a swift action and use bardic music to *inspire courage* (+2 attack and +2 weapon damage) in himself and the rats.

**Tactics:** Joris is driven by loneliness. He (joined by rat swarms in the 4th round) enters the main hall from his chamber (number 5 on the map) and approaches the locked door or the side chamber with the secret door (number 7 on the map), depending on where the noise is coming from.

When battle begins, Joris attempts to catch as many characters as possible in the area of *fear*, *waves of grief* or *dirge of discord* (maybe using his *spider climb* ability to do so), then lets the swarms go ahead of him. He attempts to protect himself from spellcasters by using *distort speech* and from archers by using *tasha's hideous laughter* and *hold person*.

Joris tries to *dominate* characters who aren't engulfed by the swarms. He targets gnomes whenever possible (he wants someone to stay with him so he has company in the tomb, and prefers gnomes). If someone he can't dominate engages him in melee combat, Joris casts spells on the defensive. He uses slam attacks as a last resort.

**Prohibited Tactics:** Joris does not know he can summon bats or wolves, take on alternate forms, or change to gaseous form.

**Description:** Read or paraphrase the following text to the players when visual contact is made.

*Hundreds of rats swarm across the floor towards you, a wave of vermin that threatens to engulf you. Behind them, you can see a male gnome walking towards you with a loping stride. He is wearing a tattered suit of leather armour, and his pale white flesh and predatory eyes give him a hardened, feral look. He calls out: "Stay! You must stay with me – forever!"*

## APL 10 (EL 10)

**Joris, Sanne's brother:** Male gnome vampire Brd9; hp 61; see *Appendix Four*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

**Preparation:** As soon as Joris hears the characters, he does the following.

1st round – summon 1d6+1 rat swarms using his children of the night supernatural ability. They arrive in the room where Joris is after Joris' action in the 4th round and have a move action remaining.

2nd round – cast *eagle's splendour* (+4 Charisma)

3rd round – cast *haste* (+30 Speed, +1 attack, AC and Reflex saves)

4th round – move into the inner hall

After the swarms have arrived or when the characters are about to enter the inner hall or when he sees the characters – cast *inspirational boost* as a swift action and use bardic music to *inspire courage* (+3 attack and +3 weapon damage) in himself and the rats.

**Tactics:** Joris is driven by loneliness. He (joined by rat swarms in the 4th round) enters the main hall from his chamber (number 5 on the map) and approaches the locked door or the side chamber with the secret door (number 7 on the map), depending on where the noise is coming from.

When battle begins, Joris attempts to catch as many characters as possible in the area of *fear*, *waves of grief* or *dirge of discord* (maybe using his *spider climb* ability to do so), then lets the swarms go ahead of him. He attempts to protect himself from spellcasters by using *distort speech* and *blindness/deafness* and from archers by using *tasha's hideous laughter* and *hold person*.

Joris tries to *dominate* characters who aren't engulfed by the swarms. He targets gnomes whenever possible (he wants someone to stay with him so he has company in the tomb, and prefers gnomes). If someone he can't dominate engages him in melee combat, Joris casts spells on the defensive. He uses slam attacks as a last resort.

**Prohibited Tactics:** Joris does not know he can summon bats or wolves, take on alternate forms, or change to gaseous form.

**Description:** Read or paraphrase the following text to the players when visual contact is made.

*Hundreds of rats swarm across the floor towards you, a wave of vermin that threatens to engulf you. Behind them, you can see a male gnome walking towards you*

*with a loping stride. He is wearing a tattered suit of leather armour, and his pale white flesh and predatory eyes give him a hardened, feral look. He calls out: "Stay! You must stay with me – forever!"*

## APL 12 (EL 12)

**Joris, Sanne's brother:** Male gnome vampire Brd11; hp 74; see *Appendix Five*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

**Preparation:** As soon as Joris hears the characters, he does the following.

1st round – summon 1d6+1 rat swarms using his children of the night supernatural ability. They arrive in the room where Joris is after Joris' action in the 4th round and have a move action remaining.

2nd round – cast *eagle's splendour* (+4 Charisma)

3rd round – cast *haste* (+30 Speed, +1 attack, AC and Reflex saves)

4th round – cast *greater invisibility* and move into the inner hall

After the swarms have arrived or when the characters are about to enter the inner hall or when he sees the characters – cast *inspirational boost* as a swift action and use bardic music to *inspire courage* (+3 attack and +3 weapon damage) in himself and the rats.

**Tactics:** Joris is driven by loneliness. He (joined by rat swarms in the 4th round) enters the main hall from his chamber (number 5 on the map) and approaches the locked door or the side chamber with the secret door (number 7 on the map), depending on where the noise is coming from.

When battle begins, Joris attempts to catch as many characters as possible in the area of *fear*, *waves of grief* or *dirge of discord* (maybe using his *spider climb* ability to do so), then lets the swarms go ahead of him. He attempts to protect himself from spellcasters by using *distort speech* and *blindness/deafness* and from archers by using *tasha's hideous laughter*, *hold monster* and *hold person*.

Once the greater invisibility expires or is dispelled, Joris tries to *dominate* characters who aren't engulfed by the swarms. He targets gnomes whenever possible (he wants someone to stay with him so he has company in the tomb, and prefers gnomes). If someone he can't dominate engages him in melee combat, Joris casts spells on the defensive. He uses slam attacks as a last resort.

**Prohibited Tactics:** Joris does not know he can summon bats or wolves, take on alternate forms, or change to gaseous form.

**Description:** Read or paraphrase the following text to the players when contact is made. Remember that Joris is probably invisible, and modify your description accordingly.

*Hundreds of rats swarm across the floor towards you, a wave of vermin that threatens to engulf you. Behind them, you can see a male gnome walking towards you with a loping stride. He is wearing a tattered suit of leather armour, and his pale white flesh and predatory eyes give him a hardened, feral look. He calls out: "Stay! You must stay with me – forever!"*

**Treasure:** Joris has a suit of leather armour, a spell component pouch, a *vest of resistance*, a *ring of protection*, and a *cloak of charisma* (only at APL 12). His other belongings (including his *cloak of charisma* at APL 4 to 10) have been eaten long ago by rats.

APL 4: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 250 gp (+1 *vest of resistance*, +1 *ring of protection*)

APL 6: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 250 gp (+1 *vest of resistance*, +1 *ring of protection*)

APL 8: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 500 gp (+2 *vest of resistance*, +1 *ring of protection*)

APL 10: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 1000 gp (+2 *vest of resistance*, +2 *ring of protection*)

APL 12: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 1750 gp (+3 *vest of resistance*, +2 *ring of protection*, +2 *cloak of charisma*)

**Development:** At APL 4, Joris dies at 0 hit points, and his body falls where he stood. At APL 6 and up, Joris automatically changes to his gaseous form when reduced to 0 hit points, and then flies back to the bier in his chamber (number 5 on the map) with a fly speed of 20 ft. Once there, his body reforms on the bier, and he lies there helpless for 1 hour. If any character enters the chamber during that time, read or paraphrase the following text to the players.

*Joris lies on his back on the stone bier in this chamber, neck stretched out, hands resting by his sides. If you hadn't seen him before, you would believe him to be the corpse of a recently deceased*

*gnome – but you know better. He lies there, eyes open but unfocussed, body unmoving and inert.*

The characters can now deal with him as they wish, and most probably stake, decapitate, or incinerate him (possibly all three, if they want to be thorough).

After Joris and his rats are defeated, continue to keep track of the passage of combat time, as Naelv enters the inner hall 8 rounds after Joris started to sing or a battle started anywhere in the inner hall.

At APL 4, roll for Naelv's initiative at the start of the 7th round after the trigger event occurs. The rat swarm enters the inner hall immediately after Naelv's initiative result and has a move action remaining. Naelv uses a move action to open the door between the burial chamber and the inner hall on his initiative result in the 8th round.

At APL 6 and up, Naelv summons 1d6+1 rat swarms using his children of the night supernatural ability on the 1st round after the trigger event occurs, delays for 6 rounds until the rat swarms arrive on the 7th round, then sends the rat swarms into the inner hall through the burrows in the connecting wall. Roll for Naelv's initiative at the start of the 7th round: the rat swarms enter the inner hall immediately after Naelv's initiative result and have a move action remaining. Naelv uses a move action to open the door between the burial chamber and the inner hall on his initiative result in the 8th round.

**Exception:** If the characters are struggling to defeat Joris and his rats after 6 rounds of combat time, you may use your discretion as DM and not have Naelv enter the inner hall. If Naelv joins the encounter, the encounter level (EL) increases by 2 or 3 depending on APL, and that should shift the encounter from being challenging to being very difficult. If the characters are already struggling with a challenging encounter, a very difficult encounter will probably result in a total party kill (TPK): go easy on them and let them regroup before entering the burial chamber and facing off against Naelv.

Likewise, if the characters are struggling to deal with the rat swarms, Naelv doesn't have to summon them before he fights the characters. This is also a place where you can cut out part of the scenario if you're running behind schedule: the rat swarms don't significantly contribute to the EL of the encounter with Naelv, but they do force the characters to deal with multiple opponents, which lengthens that encounter.

## Encounter Six: The Burial Chamber

The main burial chamber is generally similar to the outer hall and inner hall: the ceiling is 15 ft. high, there are niches on the walls and pillars containing skulls, about half the niches have rat burrows leading into the mound. Where it is different is that there aren't any pillars, there are only two side chambers, there's a 5 ft. high and 10 ft. long stone bier in the centre of the chamber, and the end of the chamber contains a small treasure hoard (detailed in the Treasure section below).

The characters probably first see Naelv when he or they open the door. Paraphrase the following text to the players: it almost certainly needs to be modified to take into account what has already happened.

*Suddenly, the door at the far end of the inner hall swings back. Striding into the inner hall through the rats is a tall gnome, larger than any you've seen before. He holds a greatsword in both hands and wears an archaic chain shirt with links so large it could almost be called ring mail. His skin is strikingly pale, as if he hasn't seen sunlight for a long time, and he glares at you with a fierce and unflinching gaze. He roars at you in Gnomish, "Out!! Out!!"*

Naelv is *very* tall for a gnome. At APL 4 and 6, he is 3 ft. 11 in. tall. At APL 8 and up, he is *permanently enlarged* and towers over other gnomes (not to mention many others) at 5 ft. 10 in. tall.

Naelv doesn't want to be trapped a second time behind the locked door to the outer hall, and is determined to leave the tomb and reclaim his position of authority. Unfortunately for him, he's prone to forgetting about this plan once he gets angry, and the sight of "tomb robbers" makes him angry. He'll get particularly angry if he sees a dwarf, as he still remembers how his dwarf allies on the left flank in his final battle betrayed him and stood aside from the fight.

Naelv is initially *indifferent* to gnomes, *hostile* to dwarves, and *unfriendly* to characters of other races. He attacks the characters on sight unless they are all gnomes, in which case he tries to *dominate* them one by one, then intimidate anyone he can't *dominate*. If the characters talk to him, they can change his attitude with a hasty Diplomacy check (-10 penalty). However, Naelv only speaks Dwarven, Flan and Gnome: he doesn't speak Common.

If it is a mixed group, he attacks the characters he dislikes the most first (dwarves before other races before

gnomes). While fighting dwarves, he calls them *Traitors*, *Betrayers*, and *Dirt-Eating Cowards* in Dwarven. While fighting other races, he calls them *Dwarf-Friends*, *Robbers*, and (if there are any elves present) *Tree-Lovers* in Flan or Gnome.

If he becomes *indifferent*, *friendly* or *helpful* to a non-gnome, he does not attack the character unless they attack him, and attempts to *dominate* them instead of killing them.

If he becomes *friendly* or *helpful* and there is no combat, he explains how the characters will be his favoured servants when he leaves and takes up his position as clan chieftain once more. He tries to *dominate* them one by one, then intimidate anyone he can't *dominate*.

### APL 4 (EL 4)

**Naelv, the revenant:** Male gnome vampire spawn; hp 26; see *Appendix One*.

**Rat Swarm:** hp 13; see *Monster Manual* pages 237 & 239.

### APL 6 (EL 8)

**Naelv, the revenant:** Male gnome vampire Ari4/Ftr4; hp 60; see *Appendix Two*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

### APL 8 (EL 10)

**Naelv, the revenant:** Male gnome vampire Ari5/Ftr5; hp 75; see *Appendix Three*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

### APL 10 (EL 12)

**Naelv, the revenant:** Male gnome vampire Ari6Ftr6; hp 90; see *Appendix Four*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

### APL 12 (EL 14)

**Naelv, the revenant:** Male gnome vampire Ari7/Ftr7; hp 105; see *Appendix Five*.

**Rat Swarms (1d6+1):** hp 13; see *Monster Manual* pages 237 & 239.

**Tactics:** Naelv isn't a subtle fighter, but he isn't a foolish one either. As previously mentioned, he targets dwarves before other races before gnomes: if there's a choice, he targets the character with the heaviest armour, as he considers them the most worthy opponent.



If he has the opportunity, Naelv will charge in the first round of combat. After assessing the chosen target's defences in the first round, Naelv uses his power attack feat to boost his damage, but only if it seems likely he still has a reasonable chance (approximately 50%) of hitting with his secondary attack. Once the first target drops, Naelv moves on to the next best-armoured opponent. Naelv won't use slam attacks if he can use his greatsword.

If the characters flee, Naelv remembers that he doesn't want to be locked in a second time. He tries to get through the door before it is closed and locked, and risks Attacks of Opportunity to do so. If the characters lock the door on him, Naelv tries five times to burst it open (DC 25) before giving up in frustration. He doesn't try to break down the door with his greatsword because he doesn't want to damage his weapon.

**Prohibited Tactics:** Naelv does not know he can summon bats or wolves, take on alternate forms, or change to gaseous form.

**Treasure:** Naelv has a greatsword, a chain shirt, *gauntlets of ogre power* (at APL 8 and up), *boots of striding and springing* (at APL 10 and up), and a *ring of protection* (at APL 12). He also has a small treasure hoard at the far end of the main burial chamber that consists of:

- A ceremonial silver tower shield with gold inlay (weight 40 lbs, value 300 gp)
- A lap harp decorated with ivory and mother of pearl (weight 3 lbs, value 650 gp)
- A small resin-stained chest of intricately carved wood (weight 12.5 lbs, value 50 gp)
- At APL 6 and up, a well-polished tin bugle (*horn of fog*, weight 1 lb)
- At APL 10 and up, an Ur-Flannae pot that depicts hunters chasing (or being chased) by a boar and comes with a ceramic lid (*marvelous pigments*, weight 1 lb)

The pot contains:

- Several emulsions, each in a small ceramic pot

The chest contains:

- 500 gold pieces (weight 10 lbs, value 500 gp)
- 50 platinum pieces (weight 1 lb, value 500 gp)
- At APL 12, a heavy chain with a platinum medallion (*necklace of adaptation*)
- A black cloth pouch

The pouch contains:

- 4 pieces of amber (total value 400 gp)
- A gold ring set with a golden yellow topaz (value 600 gp)
- At APL 8 and up, a pearl (*pearl of power – 1st level spell*)
- At APL 12, a reddish orange gem (*fire elemental gem*)

The ceremonial shield is too large to put inside a backpack or sack (including a *handy haversack* or *bag of holding*).

APL 4: L: 50 gp (small masterwork greatsword, small masterwork chain shirt); C: 500 gp (Naelv's treasure hoard); M: 0 gp

APL 6: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 466 gp (*small +1 greatsword, small +1 chain shirt, horn of fog*)

APL 8: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 887 gp (*+1 greatsword, +1 chain shirt, gauntlets of ogre power, horn of fog, pearl of power – 1st level spell*)

APL 10: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 1679 gp (*+1 greatsword, +1 chain shirt, gauntlets of ogre power, boots of striding and springing, horn of fog, pearl of power – 1st level spell, marvelous pigments*)

APL 12: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 3116 gp (*+1 thundering greatsword, +1 chain shirt, gauntlets of ogre power, boots of striding and springing, +1 ring of protection, horn of fog, pearl of power – 1st level spell, marvelous pigments, necklace of adaptation, fire elemental gem*)

**Development:** When reduced to 0 hit points, Naelv automatically changes to his gaseous form and flies back to the bier in his chamber (number 8 on the map) with a fly speed of 20 ft. Once there, his body reforms on the bier, and he lies there helpless for 1 hour. If any character enters the chamber during that time, read or paraphrase the following text to the players.

*Naelv lies on his back on the stone bier in this chamber, hands resting on the hilt of his sword as it sits on his chest, point at his feet. He looks like the well-preserved corpse of a long-dead gnome, and lies there, eyes closed, body unmoving and inert. Beyond his head you can see a small treasure hoard against the far wall: it includes a large ceremonial shield and a small wooden chest.*

The characters can now deal with him as they wish, and most probably stake, decapitate, or incinerate him (possibly all three, if they want to be thorough).

## Leaving the Tomb – Alternate Outcomes

There are a lot of variables to take into account when determining what happens after the characters encounter Naelv. Here are some of the most important variables, and the possible outcomes:

**The Guardian is dead:** If the Guardian is dead, her body is guarded by her badger animal companion at APL 8 and up. The characters can leave the tomb without impediment, and receive full XP for encounter three. If they have not looted her body, they must deal with the badger.

**The Guardian is alive:** If the Guardian is alive, she (and her badger animal companion at APL 8 and up) tries to stop the characters leaving through the door.

If her attitude is *indifferent*, *friendly* or *helpful*, she lets all the characters come out and asks them to return inside before attacking. If *friendly* or *helpful* she begins the combat trying to cause nonlethal damage (she starts trying to cause lethal damage if she takes any lethal damage).

If her attitude is *unfriendly* or *hostile* she immediately attacks as soon as one character has exited the mound through the door. Note that she does not surprise the first character to exit the mound, and if she rolls poorly on her initiative check most or all characters may get to exit the mound before she can attack.

The characters may kill her, subdue her, or run past her into the forest.

If the PCs make it past her into the fog-covered forest, the Guardian attempts to track them throughout the night. At APL 10 and 12, she pauses to cast her magic spell(s) before setting off. The magic that opens the door makes the forest seem endless, featureless and covered in fog: characters cannot find Sanne's landmarks, for example, or reach Gnomiskillin even if they travel for four hours. If they evade the Guardian until morning, she and the fog disappear at sunrise, and the characters find themselves only a short distance from the mound. They receive full XP for evading the Guardian.

**The characters do not leave by the Door:** If the characters teleport away or leave through the rat burrows, you must determine if the Guardian could reasonably know that they have left the tomb. If she does, she attempts to follow and track them so that she can force them to re-enter the mound. If not, they can leave safely, and receive full XP for bypassing the Guardian.

**Naelv was defeated but not killed:** The worst outcome for the village of Gnomiskillin, and possibly the characters as well. If Naelv was reduced to 0 hit points

but not then killed, he is now aware that he can change to gaseous form. (This also applies to Joris at APL 6 and up, but it is very unlikely that the characters defeat Joris without also killing him, as they need to return his body to Sanne.) Naelv uses his newfound ability to leave the mound through the rat burrows one hour after he was defeated, but returns to the mound when he realises he won't reach Gnomiskillin before dawn. He leaves the mound again the following night, and arrives at Gnomiskillin around midnight: if the characters are still there, he attacks any who are not gnomes and attempts to dominate those who are gnomes.

**The characters flee Naelv but do not lock the door (or flee through the secret door):** If Naelv gets into the outer hall, he spends 4 rounds checking each of the side chambers to see if there are any guards there waiting to serve him. In the 5th round, he leaves the tomb through the main door.

If the characters are still fighting the Guardian, she breaks off to fight Naelv. If Naelv and the Guardian fight off-screen, Naelv wins and kills her. If they fight on-screen, play it out until all the characters have fled into the forest or Naelv and the Guardian are both defeated.

After killing the Guardian, Naelv returns to the mound when he realises he won't reach Gnomiskillin before dawn. He doesn't realise that the Door closes at dawn, and is very, very angry when he goes to leave the next night and finds he is trapped once again.

**The characters return on a following night:** If the characters leave the mound without accomplishing everything they want to do, they have the option of returning to complete the adventure. **Do not** ask the players if they are returning to the mound until after they leave the mound, complete **Encounter 7**, and complete **Encounter 8**. If the characters return on the following two nights of the full moon, they may do so as part of this adventure. If they plan to return after more than two nights (for example, after riding back to Traft City for vampire-fighting supplies), tell the players it is outside the scope of this adventure and requires a special mission.

If they return to the mound, the characters must find a way back into the tomb. There are several possibilities:

*Opening the Door* – it is practically impossible to open the Door using the command words on a night of the full moon that isn't the one night in two hundred years (DC 40 Use Magic Device), and an epic accomplishment to open the Door at any other time (DC 60 Use Magic Device). If the character fails by 10 or more, they suffer a mishap and take 2d6 damage as the potent magics of the mound wrack their body, but can try again if they wish. If

the Door is opened and the Guardian is still alive, she has regained hit points as if she had been resting.

*Rat burrows* – they may use *gaseous form*, *polymorph*, *wild shape* or the like to enter the tomb through the rat burrows.

*Teleportation* – they may use *dimension door* or *teleport* to enter the tomb.

*Excavation* – they may use *move earth*, *passwall*, dire badgers, or picks and shovels to make their own way into the tomb. If they open up enough of the tomb during daylight, they may find it very easy to defeat Naelv and/or Joris. There is 10 ft. of dirt and rock between the Door on the outside of the mound and the Door in the outer hall (number 1 on the map, 15-20 ft. to the side chambers of the outer hall (numbers 2 and 3 on the map), and 25-30 ft. from the top of the mound down to the ceilings of any part of the tomb.

## Encounter Seven: Isn't It Over Now?

When the characters have gone back out through the Door and dealt with the Guardian, point out to them that the fog is still very heavy and they may easily become lost in the forest.

If the PCs teleport back to Gnomiskillin, let them. They should teleport to a public place, such as the street outside Sanne's house or the village common, as Sanne's house isn't large enough for them to teleport into safely. They can encounter the toughs as the toughs prepare to leave the village and go to the ambush point.

If the PCs do leave immediately, they wander through an endless, featureless, fog-laden forest until the dawn, when the fog dissipates and they find themselves very close to Naelv's Hill.

If the PCs stay at the Door until sunrise, they see the fog dissipate, the Guardian's body and the Door disappear and the standing stone reappear.

It's possible some of the divine spellcasters must spend an hour in prayer at dawn to prepare spells. That would probably be to the characters' advantage, as it gives them the option of healing before setting out on the journey back to Gnomiskillin.

When the characters eventually depart, read or paraphrase the following text to the players.

***You leave Naelv's Hill and return through the forest along the path you took. In the morning light, it is easy to find the way back towards Gnomiskillin. After***

***an hour and a half, you leave the heavy forest, and would reckon yourselves no more than an hour at most from the village.***

***As you round a bend in a path that winds around a steep hill, you come upon four gnomes: two men, two women. They are all wearing studded leather armour and each holds a sturdy wooden club. The man standing at the front of the group points his club at you. "So, you've finished robbing OUR clan chieftain's tomb and desecrating OUR clan chieftain's remains, hey?"***

Perben Schleppen (male, Trudel's brother), Trudel Scheppen (female, Perben's sister), Kort Murnig (male, Perben's friend), and Brandi Bumpnottin (female, Kort's cousin) are all initially *unfriendly* to the characters. Fonkin Schleppen, Perben and Trudel's ne'er-do-well father, has put them and their friends up to the task of shaking down the characters. That's a task that they were happy to take on before but are now starting to feel reservations about going through with: after all, they have clubs and the characters have swords. Characters can tell that they're edgy and nervous with a Sense Motive check (DC 15).

Perben is the spokesperson for the group. He tries to trick the characters into handing over 50% of what they took from Naelv's hill as compensation for the shame the characters have caused to the village. The characters probably see through this ruse without having to make a Sense Motive check, but they can check if they want (DC 10).

If the characters talk to the toughs, they can change their attitude with a Diplomacy check. If they become *indifferent*, *friendly* or *helpful*, they are willing to negotiate their share down to 20%, but won't back down from their demand for immediate payment. However, if the characters offer to return to the village and negotiate with the head villager, Joop, the toughs grudgingly agree and return to Gnomiskillin with the characters.

The characters can also change their attitude with an Intimidate check (DC 11). If it succeeds, the toughs back down and let the characters through, then take their own way back to Gnomiskillin. By the time the characters arrive at the village, the effect of the Intimidate check has lapsed.

If after negotiations the toughs remain *unfriendly*, become *hostile*, or if the characters decide to attack, the fight is on. A map of the ambush site is available (**Judge Aid 5**). Note if any of the toughs are killed or take lethal or nonlethal damage. If two of the toughs are killed or knocked unconscious, the other two flee or surrender.

#### APL 4 (EL 4)

**Gnome toughs (4):** gnome War2; hp 15; see *Appendix One*.

#### APL 6 (EL 4)

**Gnome toughs (4):** gnome War2; hp 15; see *Appendix Two*.

#### APL 8 (EL 4)

**Gnome toughs (4):** gnome War2; hp 15; see *Appendix Three*.

#### APL 10 (EL 4)

**Gnome toughs (4):** gnome War2; hp 15; see *Appendix Four*.

#### APL 12 (EL 4)

**Gnome toughs (4):** gnome War2; hp 15; see *Appendix Five*.

**Treasure:** Each tough has a club and a suit of studded leather.

**Development:** What happens to the toughs affects the negotiations with Joop in the following encounter.

## Encounter Eight: Let's Settle This Matter

After they return to Gnomiskillin, ask the players what they want to do next. Some may want to find and talk with Joop, the head villager: if they do, take into account her previously established attitude towards them, listen to what they have to say, and talk with them. After about two or three minutes, have the other villagers raise the hue and cry, gather outside Joop's home, and move the characters into the negotiation phase.

In all probability, most characters probably want to talk with Sanne immediately (possibly in preparation for getting out of town quickly). If so, read or paraphrase the following text to the players.

*Sanne is quick to open her door when you knock. She looks tired, as if she slept poorly or not at all. "Come in, come in," she says with a hurried gesture, standing to one side so you can enter. "There's water in the kettle – I was about to have a cup of tea. Close the door behind you when you're all in." She takes her walking stick and makes her way towards the kitchen, hands trembling. As you make your way in, she glances back over her shoulder and asks in a soft voice, "What news?"*

Sanne listens to their account of the night's adventure. If she is shown her brother's corpse, head, or belongings, she starts to cry quietly but does not break down. If she is told that Naelv has been killed, she looks happier.

After about two or three minutes, a hue and cry is raised in the village, either by the surviving toughs or by Fonkin Schleppen, who receives news about the fate of the toughs from Stumpy, a badger who's a friend of the Schleppen family.

Read or paraphrase the following text to the players.

*You hear shouts and calls from outside. All are in Gnomish, and seem to contain a mix of anger and panic. Sanne listens intently, then frowns. "Sounds like trouble outside," she says tersely. "Stay in here – it should be safe enough."*

Most of the villagers (and some badgers) have gathered in the street outside Sanne's house. Depending on what happened to the toughs, the shouts range from "Trouble!" to "Robbery!" to "Murder!". Characters who look out the window can identify a middle-aged male gnome (Fonkin Schleppen) as one of the principal instigators of the mob, along with any surviving toughs.

The tone of the mob varies according to the previously established attitude of the villagers towards the characters. If the villagers are *hostile* or *unfriendly*, it is an angry crowd brandishing pitchforks, hoes and clubs. If the villagers are *indifferent* or *friendly*, it is a mostly uncommitted and unarmed crowd with a minority of angry and agitated members wielding farming implements. In either case, if the characters attack the mob, the villagers scatter rather than fight.

Joop Bredanuckle, the head villager, arrives after a few more minutes, talks briefly to Fonkin Schleppen, then comes and knocks on Sanne's door. If the characters don't answer the door, Sanne does. Read or paraphrase the following text to the players.

*Joop, the head villager, takes off her hat and walks cautiously in. She is clearly unarmed, not even carrying a walking stick or a dagger. Sanne closes the front door behind her and takes Joop's hat. Joop swallows once, then smiles. "We need to talk."*

#### Negotiating with Joop

Joop is in a difficult situation. She isn't personally interested in obtaining compensation from the characters for shaming the village, but Fonkin Schleppen is insisting on it and Joop doesn't want to risk losing her position as head villager by refusing to address the matter. She also isn't particularly fond of Fonkin's

relatives, but feels compelled to perform her duty and represent all villagers, not just those she likes.

Thus, Joop has come to talk with the characters in order to negotiate a compromise that everyone can walk away from. No matter what Joop's attitude is towards the characters, she is committed to achieving a negotiated solution to the current problem(s).

There are at least one, and probably two, matters that need to be resolved.

**Compensation for shaming the village:** The characters have shamed Gnomiskillin by desecrating the tomb of a past clan chieftain, Naelv.

**Kopprijs for the four toughs:** If the characters injured (lethal or nonlethal damage) or killed any of the toughs, they owe the toughs (or their families) kopprijs for the injury or killing.

Sample responses to some expected questions.

Why wasn't compensation for robbing the tomb mentioned before? *I'm sorry, but we really didn't expect you'd ... go through with it.*

A Sense Motive check (DC 18) tells the characters that Joop is lying. As mentioned above, the real reason is that Fonkin Schleppen has made compensation an issue that Joop has to address or risk losing the confidence of the village and the position of head villager.

Naelv was a undead monster! We've done you a favour going into that tomb and killing him! *It's certainly true that, if Naelv was indeed an undead monster, you've done a good deed. However, that's neither here nor there. The issue to hand is that you have shamed our village by looting the tomb of one of our clan chieftains, and compensation is required.*

Those four toughs were asking for it! It's their fault they got hurt/killed! *I'm sorry, but the law is the law.*

What you're asking for isn't legal. We don't have to pay that much compensation. *Maybe so under Perrenland law, but that isn't the only law that applies here. Gnomiskillin has long-standing traditional laws as well.*

The amount of kopprijs and compensation Joop negotiates for depends on her attitude towards the characters.

If she is *friendly* or *helpful*, Joop asks for 550 gp kopprijs for each tough killed, 55 gp for each tough knocked out, a proportion of 55 gp equal to the proportion of hit points lost for each tough assaulted, and 10% of the goods from Naelv's treasure hoard (but not his

armour, sword, *gauntlets*, *boots* or *ring*, all of which were won fairly in battle).

If she is *indifferent*, she asks for 825 gp kopprijs for each tough killed, 82.5 gp for each tough knocked out, a proportion of 82.5 gp equal to the proportion of hit points lost for each tough assaulted, and 15% of the goods from Naelv's treasure hoard (but not his armour, sword, *gauntlets*, *boots* or *ring*, all of which were won fairly in battle).

If she is *unfriendly* or *hostile*, she asks for 1100 gp kopprijs for each tough killed, 110 gp for each tough knocked out, a proportion of 110 gp equal to the proportion of hit points lost for each tough assaulted, and 20% of the goods from Naelv's treasure hoard (but not his armour, sword, *gauntlets*, *boots* or *ring*, all of which were won fairly in battle).

Assuming the characters took all of Naelv's treasure, the total value of the treasure hoard (not including Naelv's armour, sword, *gauntlets*, *boots* or *ring*) is as follows.

APL 4: 3000 gp

APL 6: 4000 gp (includes 50% resale value of *horn of fog*)

APL 8: 4500 gp (includes 50% resale value of *horn of fog*, *pearl of power* – 1st level spell)

APL 10: 6500 gp (includes 50% resale value of *horn of fog*, *marvelous pigments*, *pearl of power* – 1st level spell)

APL 12: 12125 gp (includes 50% resale value of *horn of fog*, *marvelous pigments*, *necklace of adaptation*, *pearl of power* – 1st level spell, *fire elemental gem*)

Once you have calculated the gp value of the share claimed by the village, divide by 6 to determine how much each character must give up out of their total possible treasure for the adventure.

The characters may counter-sue for injuries they received from the toughs. If they do, Joop responds as follows.

If she is *unfriendly* or *hostile*, Joop refuses to consider their counter-claim. She explains that the evidence against them is "so strong" that "any reasonable person" would dismiss the counter-claim as spurious and vexatious.

If she is *indifferent*, Joop considers their counter-claim if the characters still have obvious injuries (that is, are down hit points). However, she insists that as the characters can't prove their injuries were caused by the four toughs, the claim has to be dismissed. She explains that the characters have fewer compurgators who will give oaths that attest to their honesty than the toughs,

and that on the balance of evidence she would therefore have to dismiss their counter-claim, so there's no benefit to them in making the counter-claim in the first place.

If she is *friendly*, Joop considers their counter-claim. If the characters still have obvious injuries (that is, are down hit points), she agrees that they can counter-claim for any damage caused by bludgeoning weapons (as the toughs were using clubs). If the characters do not have obvious injuries (that is, they healed themselves using magic after fighting the toughs), she insists that as the characters can't prove their injuries were caused by the four toughs, the claim has to be dismissed.

Joop considers the characters respectable when setting their *kopprijs*, which equals 1000 gp plus 100 gp per character level above 1st. Note that the *kopprijs* for an important person (such as a *skamtegar*) is 1.5 times this base value, while the value for a *rechter* is 5 times this base value. The characters receive full value for any character killed, 10% of full value for each character knocked out, and a proportion of 10% of full value equal to the proportion of hit points lost for each character assaulted.

If she is *helpful*, Joop considers their counter-claim. If the characters still have obvious injuries (that is, are down hit points), she agrees that they can counter-claim for any damage caused by any weapon (Joop wants to favour the characters over Fonkin's relatives). If the characters do not have obvious injuries (that is, they healed themselves using magic after fighting the toughs), she agrees that they can counter-claim for any damage caused by the toughs during the fight (that is, she will accept their oath that they were injured by the toughs).

Joop considers the characters important when setting their *kopprijs*, which equals 1.5 times their base value of 1000 gp plus 100 gp per character level above 1st. Note that the value for a *rechter* is 5 times the base value, not 5 times 1.5 times the base value. The characters receive full value for any character killed, 10% of full value for each character knocked out, and a proportion of 10% of full value equal to the proportion of hit points lost for each character assaulted.

Characters cannot attempt to change Joop's attitude with a Diplomacy check, but can attempt to Intimidate Joop (DC 15). If Joop is intimidated, she is treated as *friendly* for the duration of the negotiations and for one hour afterwards. The characters receive the "Notoriety" penalty on their Adventure Record.

Characters who make a Knowledge – Local or Profession – Lawyer check (DC 13) know that the toughs are considered people of little worth, and that the characters are legally required to pay 550 gp *kopprijs* for

each tough killed, 55 gp for each tough knocked out or assaulted, and are not legally required to compensate the village for robbing the tomb. However, telling Joop this isn't enough to change what she negotiates for unless the character is also a *rechter*.

A *rechter* can use their authority to compel Joop to comply with the legal requirements of the situation. If they do, Joop complies: she has no wish to see the *Auszug* come and make an example of her village. The characters receive the "Notoriety" penalty on their Adventure Record.

If the characters agree to pay the compensation asked for by Joop, read or paraphrase the following to the players.

*When the negotiations are over, Joop returns outside. From the step outside Sanne's front door, she tells the assembled villagers that you have agreed to pay compensation, and how much. There is some dissention at first – a male voice shouts out, "That's not enough! Not for what they're done!" – but Joop quashes any talk of dissent. "We've negotiated in good faith, Fonkin Schleppen, and what's agreed is agreed. Do you want them to call the Auszug down on us, or have our taxes increased? Everyone, go back to your daily business." Joop's words prove sufficient to disperse the mob, which seems in general satisfied with the outcome.*

If the characters refuse to pay the compensation asked for by Joop, read or paraphrase the following to the players.

*When the negotiations are over, Joop returns outside. From the step outside Sanne's front door, she tells the assembled villagers of the outcome of your negotiations. There is some dissention at first – a male voice shouts out, "That's not right! Look at what they're done!" – but Joop quashes any talk of further action. "What's done is done, Fonkin Schleppen, and what's said is said. I did my best: could any of you do better? Everyone, go back to your daily business. Do you want them to call the Auszug down on us, and have our fields salted and our homes destroyed? It's not worth dying for, Fonkin. Let it go." Joop's words prove sufficient to disperse the mob, though they are clearly unhappy with your decision.*

## Conclusion

If the characters agreed to pay any compensation, check if they actually do so. This may reduce the amount of gold earned, but only if they do not take all the loot available in Naelv's Hill. In the majority of cases, *paying compensation reduces the amount of gold over the cap*. If

the characters match or exceed the amount originally sought by Joop, they receive the “Recognition” benefit on their Adventure record.

The villagers don’t attempt to cheat the characters when assessing the value of the goods from Naelv’s tomb. If the characters attempt to cheat the village out of some or all of the agreed compensation and are found out, the characters receive the “Notoriety” penalty on their Adventure Record.

Regardless of how they treat the village, the characters receive “Sanne’s Favour” and the “Letter of Introduction” benefits on their Adventure Record unless they (a) fail to bring back proof that they have killed Joris or (b) refuse to give Sanne back her brother’s belongings.

Sanne gives the characters her magic *chain shirt* if they went under Naelv’s Hill, regardless of how successful they were. In addition, if she’s given them, Sanne returns to the adventurers her brother’s belongings: the leather armour, spell component pouch, *vest of resistance*, *ring of protection* and *cloak of charisma*. She explains, *I have no need for them, and you took a great risk to bring them back to me.*

Read or paraphrase the following text to the players when you are ready to end the adventure.

*You leave the village of Gnomiskillin, and make your way out of the Sepia Uplands and back towards Traft City. Perhaps you will talk there about your adventure, perhaps not. Either way, you have gone under Naelv’s Hill and survived, and few living or dead can make that claim.*

If the characters were sent to investigate by Haus Karpathian and the players want to report back to him in character, let them do so if there is time remaining. Read or paraphrase the following text to the players.

*Haus is interested in what you have to say, particularly if you talk about the attitudes of the villagers, but as the advertisement wasn’t a front for recruiting mercenaries he doesn’t see the need to take any further action at this time. Each of you receives a 25 gp payment from the Auszug for services rendered.*

*The End*

## Experience Point Summary

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

### Encounter Three

Leaving the tomb by killing, defeating, evading or bypassing the Guardian of the Door.

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 270 xp

APL12 330 xp

### Encounter Four

Disarming, bypassing, or setting off the trap.

APL4 120 xp

APL6 120 xp

APL8 150 xp

APL10 150 xp

APL12 150 xp

### Encounter Five

Killing Joris and killing or defeating the rats.

APL4 90 xp

APL6 150 xp

APL8 240 xp

APL10 300 xp

APL12 360 xp

### Encounter Six

Killing or defeating Naelv and the rats.

APL4 120 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

### Encounter Seven

Killing, defeating, evading or bypassing the four toughs.

APL4 120 xp

APL6 60 xp (a limited challenge)

APL8 0 xp (no longer a challenge)

APL10 0 xp (no longer a challenge)

APL12 0 xp (no longer a challenge)

## Discretionary roleplaying award

Many different things could merit this reward, including (but not limited to) in-character interaction between players, participating in the Naming Party, interacting with NPCs (particularly in **Encounters Three to Seven**), choosing not to kill the Guardian, and choosing to report back to Haus Karpathian.

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

### Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 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*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

### Encounter Three

APL 4: L: 59 gp (large masterwork greatclub, large breastplate); C: 0 gp; M: 0 gp

APL 6: L: 25 gp (large masterwork greatclub); C: 0 gp; M: 129 gp (*large +1 breastplate*)

APL 8: L: 0 gp; C: 0 gp; M: 321 gp (*large +1 breastplate, large +1 greatclub*)

APL 10: L: 0 gp; C: 0 gp; M: 488 gp (*large +1 breastplate, large +1 greatclub, +1 ring of protection*)

APL 12: L: 0 gp; C: 0 gp; M: 820 gp (*large +1 breastplate, large +1 greatclub, +1 ring of protection, +2 amulet of health*)

### Encounter Five

APL 4: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 250 gp (*+1 vest of resistance, +1 ring of protection*)

APL 6: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 250 gp (*+1 vest of resistance, +1 ring of protection*)

APL 8: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 500 gp (*+2 vest of resistance, +1 ring of protection*)

APL 10: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 1000 gp (*+2 vest of resistance, +2 ring of protection*)



APL 12: L: 2 gp (small leather armour, spell component pouch); C: 0 gp; M: 1750 gp (+3 vest of resistance, +2 ring of protection, +2 cloak of charisma)

### Encounter Six

APL 4: L: 50 gp (small masterwork greatsword, small masterwork chain shirt); C: 500 gp (Naelv's treasure hoard); M: 0 gp

APL 6: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 466 gp (small +1 greatsword, small +1 chain shirt, horn of fog)

APL 8: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 887 gp (+1 greatsword, +1 chain shirt, gauntlets of ogre power, horn of fog, pearl of power – 1st level spell)

APL 10: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 1679 gp (+1 greatsword, +1 chain shirt, gauntlets of ogre power, boots of striding and springing, horn of fog, pearl of power – 1st level spell, marvelous pigments)

APL 12: L: 0 gp; C: 500 gp (Naelv's treasure hoard); M: 3116 gp (+1 thundering greatsword, +1 chain shirt, gauntlets of ogre power, boots of striding and springing, +1 ring of protection, horn of fog, pearl of power – 1st level spell, marvelous pigments, necklace of adaptation, fire elemental gem)

### Encounter Seven

All APLs: L: 8 gp (studded leather x4); C: 0 gp; M: 0 gp

### Conclusion

APL 4: L: 0 gp; C: 25 gp (Auszug payment); M: 416 gp (+1 chain shirt of silent moves)

APL 6: L: 0 gp; C: 25 gp (Auszug payment); M: 416 gp (+1 chain shirt of silent moves)

APL 8: L: 0 gp; C: 25 gp (Auszug payment); M: 416 gp (+1 chain shirt of silent moves)

APL 10: L: 0 gp; C: 25 gp (Auszug payment); M: 666 gp (+2 chain shirt of silent moves)

APL 12: L: 0 gp; C: 25 gp (Auszug payment); M: 666 gp (+2 chain shirt of silent moves)

### Total Possible Treasure

APL 4: L: 119 gp; C: 525 gp; M: 666 gp - Total: 1310 gp

APL 6: L: 35 gp; C: 525 gp; M: 1261 gp - Total: 1821 gp

APL 8: L: 10 gp; C: 525 gp; M: 2124 gp - Total: 2659 gp

APL 10: L: 10 gp; C: 525 gp; M: 3833 gp - Total: 4368 gp

APL 12: L: 10 gp; C: 525 gp; M: 6352 gp - Total: 6887 gp

## Special

**Favor of Sanne Rhedesteyn [non-gnomes only]:** Sanne is grateful to you for your help, and you are always welcome in her home. In addition, if you spend 2 TU at any time to stay with her in Gnomiskillin and listen to her entertaining stories and anecdotes, you gain access to the Gnomelore and Rustic Charm feats as if you had gained access to the regional feats for Rock Gnomes.

**Favor of Sanne Rhedesteyn [gnomes only]:** Sanne is grateful to you for your help, and you are always welcome in her home. In addition, she gives you letters of introduction to several of her gnome friends in the Sepia Uplands and Traft City. If you spend 2 TU at any time to make connections with this network of active and retired adventurers, you gain access to the Spymaster prestige class.

**Letter of Introduction to Kleefen Borkenbroke:** Sanne gives you a letter of introduction to Kleefen Borkenbroke, the son of her adventuring comrade Mogin Borkenbroke. Kleefen is a smith in Traft City, and is grateful to you for attempting to fulfill his deceased father's oath. You gain regional access (at the standard price) to purchase the gnome battle cloak (*Races of Stone*), gnome quickrazor (*Races of Stone*), gnome swordcatcher (*Races of Stone*), gnome tortoise blade (*Complete Warrior/Races of Stone*), and gnome twist cloth (*Races of Stone*). These items can be bought following any Regional scenario set in Perrenland.

**Notoriety among the Gnomes of Perrenland:** Word of your unwillingness to deal fairly with the village of Gnomiskillin has spread among the gnomes of Perrenland. You receive a –2 penalty to all Charisma and Diplomacy checks made to influence the attitudes of gnome NPCs in Perrenland and the Sepia Uplands.

**Recognition among the Gnomes of Perrenland:** Word of your willingness to deal fairly with the village of Gnomiskillin has spread among the gnomes of Perrenland. You receive a +2 bonus to all Charisma and Diplomacy checks made to influence the attitudes of gnome NPCs in Perrenland and the Sepia Uplands.

## Items for the Adventure Record

### Item Access

APL 4:

- *Sanne's +1 Chain Shirt of Silent Moves* (Regional; DMG; 5,000 gp)

- *+1 Vest of Resistance* (Adventure; Complete Arcane; 1,000 gp)
- Large Masterwork Greatclub (Adventure; PHB; 310 gp)

APL 6 (all of APL 4 plus the following):

- *Large +1 Breastplate* (Adventure; PHB; 1,550 gp)
- *Horn of Fog* (Adventure; DMG; 2,000 gp)

APL 8 (all of APLs 4-6 plus the following):

- *Large +1 Greatclub* (Adventure; DMG; 2,310 gp)
- *+2 Vest of Resistance* (Adventure; Complete Arcane; 4,000 gp)
- *Pearl of Power – 1st level spell* (Adventure; DMG; 1,000 gp)

APL 10 (all of APLs 4-8 plus the following):

- *Sanne's +2 Chain Shirt of Silent Moves* (Regional; DMG; 8,000 gp)
- *+2 Ring of Protection* (Adventure; DMG; 8,000 gp)
- *Boots of Striding and Springing* (Adventure; DMG; 5,500 gp)
- *Marvelous Pigments* (Adventure; DMG; 4,000 gp)

APL 12 (all of APLs 4-10 plus the following):

- *+1 Thundering Greatsword* (Adventure; DMG; 8,350 gp)
- *+3 Vest of Resistance* (Adventure; Complete Arcane; 9,000 gp)
- *Necklace of Adaptation* (Adventure; DMG; 9,000 gp)
- *Fire Elemental Gem* (Adventure; DMG; 2,250 gp)

## Appendix One – APL 4

### Encounter Three

**The Guardian of the Door:** Female Ogre Rgr1; CR 4; Large giant; HD 4d8+16 (Ogre) plus 1d8+4 (Rgr); hp 45; Init -1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; BAB/Grp: +4/+15; Atk: +12 melee (2d8+10, masterwork greatclub); Full Atk: +12 melee (2d8+10, masterwork greatclub); Space/Reach 10 ft./10 ft.; SA favoured enemy (gnomes); SQ Darkvision 60 ft., low-light vision, wild empathy; AL LN; SV Fort +9, Ref +2, Will +1; Str 24, Dex 8, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Intimidate +0 (+4 versus Medium creatures, +8 versus Small creatures), Listen +6, Speak Language (Common, Giant, Gnome), Spot +6, Survival +6; Improved Toughness, Weapon Focus (greatclub), Track.

**Favored Enemy (Ex):** Due to her extensive study of and training in the proper techniques for fighting them, the Guardian gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against gnomes. She also gains a +2 bonus on weapon damage rolls against gnomes.

**Wild Empathy (Ex):** The Guardian can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. The Guardian has a total bonus of +1 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

*Possessions:* large masterwork breastplate, large masterwork greatclub.

### Encounter Five

**Joris, Sanne's brother:** Male Gnome Ghoul; CR 1; Small undead; HD 2d12; hp 13; Init +2; Spd 20 ft.; AC 18, touch 14, flat-footed 16; Base Atk/Grp: +1/-3; Atk +2 melee (1d4 plus paralysis, bite); Full Atk +2 melee (1d4 plus paralysis, bite) and +0 melee (1d2 plus paralysis, 2 claws); Space/Reach: 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +6; Str 11, Dex 15, Con —, Int 13, Wis 14, Cha 12.

*Skills and Feats:* Balance +6, Climb +4, Hide +10, Jump -2, Listen +4, Move Silently +6, Speak Language (Common, Gnome), Spot +7; Multiattack.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3

Dex. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life, and it hungers for the flesh of the living. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

*Possessions:* small leather armour, spell component pouch, +1 vest of resistance, +1 ring of protection.

### Encounter Six

**Naelv, the revenant:** Male Gnome Vampire Spawn; CR 4; Small undead; HD 4d12; hp 26; Init +6; Spd 20 ft.; AC 21, touch 14, flat-footed 19; Base Atk/Grp: +2/+0; Atk +7 melee (1d10+3, masterwork small greatsword) or +5 melee (1d4+3 plus energy drain, slam); Full Atk +7 melee (1d10+3, masterwork small greatsword) or +5 melee (1d4+3 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, domination, energy drain, spell-like abilities; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +1, Ref +5, Will +5; Str 14, Dex 14, Con —, Int 13, Wis 13, Cha 14.

*Skills and Feats:* Bluff +6, Climb +6, Diplomacy +4, Hide +9, Intimidate +7 (+3 versus Medium creatures), Jump +0, Listen +11, Move Silently +10, Search +5, Sense Motive +10, Speak Language (Dwarven, Flan, Gnome), Spot +9, Swim +7; Alertness, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Greatsword).

**Blood Drain (Ex):** Naelv can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Naelv gains 5 temporary hit points for each such successful drain attack.

**Domination (Su):** Naelv can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Naelv must take a standard action: those who merely look at Naelv are not affected. Anyone Naelv targets must succeed on

a DC 14 Will save or fall instantly under Naelv's influence as though by a *dominate person* spell from a 5th level caster.

**Energy Drain (Su):** Living creatures hit by a Naelv's slam attack gain one negative level (Fort DC 14 to remove a negative level). Naelv gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Naelv heals 2 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Naelv returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su):** As a standard action, Naelv can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Naelv can climb sheer surfaces as though with a *spider climb* spell.

*Possessions:* small masterwork chain shirt, small masterwork greatsword.

## Encounter Seven

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**Gnome Toughs (4):** Gnome War2; CR 1; Small humanoid; HD 2d8+5; hp 15; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; BAB/Grp: +2/-1; Atk: +4 melee (1d4+1, club); Full Atk: +4 melee (1d4+1, club); Space/Reach 5 ft./5 ft.; SQ Spell-like abilities; AL CN; SV Fort +4, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

*Skills and Feats:* Intimidate +5 (+1 versus Medium creatures), Listen +1, Speak Language (Common, Gnome); Toughness.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 10.

*Possessions:* small studded leather armour, small club.

## Appendix Two – APL 6

### Encounter Three

**The Guardian of the Door:** Female Ogre Rgr3; CR 6; Large giant; HD 4d8+16 (Ogre) plus 3d8+12 (Rgr); hp 63; Init -1; Spd 30 ft.; AC 19, touch 8, flat-footed 19; BAB/Grp: +6/+17; Atk: +14 melee (2d8+10, masterwork greatclub); Full Atk: +14/+9 melee (2d8+10, masterwork greatclub); Space/Reach 10 ft./10 ft.; SA favoured enemy (gnomes); SQ Darkvision 60 ft., low-light vision, wild empathy, combat style (archery); AL LN; SV Fort +10, Ref +3, Will +2; Str 24, Dex 8, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Intimidate +0 (+4 versus Medium creatures, +8 versus Small creatures), Listen +10, Speak Language (Common, Giant, Gnome), Spot +10, Survival +10; Diehard, Endurance, Improved Toughness, Weapon Focus (greatclub), Track.

**Favored Enemy (Ex):** Due to her extensive study of and training in the proper techniques for fighting them, the Guardian gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against gnomes. She also gains a +2 bonus on weapon damage rolls against gnomes.

**Wild Empathy (Ex):** The Guardian can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. The Guardian has a total bonus of +3 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

*Possessions:* large +1 breastplate, large masterwork greatclub.

### Encounter Five

**Joris, Sanne's brother:** Male Gnome Vampire Spawn; CR 4; Small undead; HD 4d12+3; hp 29; Init +6; Spd 20 ft.; AC 19, touch 14, flat-footed 17; Base Atk/Grp: +2/+0; Atk +5 melee (1d4+3 plus energy drain, slam); Full Atk +5 melee (1d4+3 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, domination, energy drain, spell-like abilities; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +2, Ref +6, Will +6; Str 14, Dex 14, Con —, Int 13, Wis 13, Cha 14.

*Skills and Feats:* Bluff +6, Climb +5, Diplomacy +4, Hide +15, Jump +0, Listen +14, Move Silently +11, Perform (sing) +5, Search +8, Sense Motive +10, Speak Language (Common, Gnome), Spot +12; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Perform), Toughness.

**Blood Drain (Ex):** Joris can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Joris gains 5 temporary hit points for each such successful drain attack.

**Domination (Su):** Joris can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Joris must take a standard action: those who merely look at Joris are not affected. Anyone Joris targets must succeed on a DC 14 Will save or fall instantly under Joris' influence as though by a *dominate person* spell from a 5th level caster.

**Energy Drain (Su):** Living creatures hit by a Joris' slam attack gain one negative level (Fort DC 14 to remove a negative level). Joris gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Joris heals 2 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Joris returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su):** As a standard action, Joris can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Joris can climb sheer surfaces as though with a *spider climb* spell.

*Possessions:* small leather armour, spell component pouch, +1 vest of resistance, +1 ring of protection.

## Encounter Six

**Naelv, the revenant:** Male Gnome Vampire Ari4/Ftr4; CR 9; Small undead; HD 8d12+8; hp 60; Init +7; Spd 20 ft.; AC 26, touch 15, flat-footed 22; Base Atk/Grp: +7/+8; Atk +15 melee (1d10+10, +1 *greatsword*) or +13 melee (1d4+7 plus energy drain, slam); Full Atk +15/+10 melee (1d10+10, +1 *greatsword*) or +13/+8 melee (1d4+7 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, spell-like abilities; SQ +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +5, Ref +8, Will +6; Str 20, Dex 18, Con —, Int 13, Wis 13, Cha 14.

**Skills and Feats:** Bluff +10, Climb +10, Diplomacy +4, Hide +15, Intimidate +8 (+4 versus Medium creatures), Jump +6, Listen +15, Move Silently +11, Search +9, Sense Motive +14, Speak Language (Dwarven, Flan, Gnome), Spot +13, Swim +11; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (Greatsword), Weapon Specialisation (Greatsword).

**Blood Drain (Ex):** Naelv can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Naelv gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Naelv can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Naelv for 1 hour.

**Domination (Su):** Naelv can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Naelv must take a standard action: those who merely look at Naelv are not affected. Anyone Naelv targets must succeed on a DC 16 Will save or fall instantly under Naelv's influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Naelv's slam attack gain two negative levels (Fort DC 16 to remove a negative level). Naelv gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Naelv heals 5 points of damage each round so long as he has at least 1 hit point. If

reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Naelv returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Naelv can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Naelv can climb sheer surfaces as though with a *spider climb* spell.

**Possessions:** small +1 chain shirt, small +1 *greatsword*.

## Encounter Seven

**Gnome Toughs (4):** Gnome War2; CR 1; Small humanoid; HD 2d8+5; hp 15; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; BAB/Grp: +2/-1; Atk: +4 melee (1d4+1, club); Full Atk: +4 melee (1d4+1, club); Space/Reach 5 ft./5 ft.; SQ Spell-like abilities; AL CN; SV Fort +4, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

**Skills and Feats:** Intimidate +5 (+1 versus Medium creatures), Listen +1, Speak Language (Common, Gnome); Toughness.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 10.

**Possessions:** small studded leather armour, small club.

## Appendix Three – APL 8

### Encounter Three

**The Guardian of the Door:** Female Ogre Rgr5; CR 8; Large giant; HD 4d8+16 (Ogre) plus 5d8+20 (Rgr); hp 81; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; BAB/Grp: +8/+19; Atk: +16 melee (2d8+11, +1 *greatclub*); Full Atk: +16/+11 melee (2d8+11, +1 *greatclub*); Space/Reach 10 ft./10 ft.; SA favoured enemy (gnomes, dwarves); SQ Darkvision 60 ft., low-light vision, wild empathy, combat style (archery), animal companion; AL LN; SV Fort +11, Ref +4, Will +2; Str 24, Dex 8, Con 16, Int 10, Wis 11, Cha 10.

**Skills and Feats:** Intimidate +0 (+4 versus Medium creatures, +8 versus Small creatures), Handle Animal +6, Listen +12, Speak Language (Common, Giant, Gnome), Spot +12, Survival +12; Diehard, Endurance, Improved Natural Armour, Improved Toughness, Weapon Focus (*greatclub*), Track.

**Favored Enemy (Ex):** Due to her extensive study of and training in the proper techniques for fighting them, the Guardian gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against gnomes and a +2 bonus when using these skills against dwarves. She also gains a +4 bonus on weapon damage rolls against gnomes and a +2 bonus on weapon damage rolls against dwarves.

**Wild Empathy (Ex):** The Guardian can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. The Guardian has a total bonus of +7 on this check.

**Animal Companion (Ex):** The Guardian has a badger animal companion.

**Possessions:** *large +1 breastplate, large +1 greatclub.*

**Badger, animal companion:** CR —; Small animal; HD 1d8+2; hp 7; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk/Grp: +0/-5; Atk +4 melee (1d2-1, claw); Full Atk +4 melee (1d2-1, 2 claws) and -1 melee (1d3-1, bite); Space/Reach: 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent, link, share spells; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse.

**Rage (Ex):** A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

**Link (Ex):** The Guardian can handle her badger animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

**Tricks (Ex):** The badger has been taught the following tricks: attack any creature, come, down, guard, heel, track. See PHB pp.74-75 for details.

### Encounter Five

**Joris, Sanne's brother:** Male Gnome Vampire Brd7; CR 9; Small undead; HD 7d12+3; hp 48; Init +8; Spd 20 ft.; AC 24, touch 16, flat-footed 20; Base Atk/Grp: +5/+3; Atk +8 melee (1d4+3 plus energy drain, slam); Full Atk +8 melee (1d4+3 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, bardic music (countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*), spells; SQ +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +4, Ref +13, Will +9; Str 14, Dex 18, Con —, Int 14, Wis 15, Cha 20.

**Skills and Feats:** Bluff +23, Climb +5, Concentration +15, Craft (Alchemy) +7, Diplomacy +9, Hide +17, Jump +0, Listen +20, Move Silently +13, Perform (sing) +18, Search +13, Sense Motive +15, Speak Language (Common, Gnome), Spellcraft +12, Spot +16; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Requiem, Skill Focus (Perform), Toughness.

**Blood Drain (Ex):** Joris can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Joris gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Joris

can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Joris for 1 hour.

**Domination (Su):** Joris can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Joris must take a standard action: those who merely look at Joris are not affected. Anyone Joris targets must succeed on a DC 18 Will save or fall instantly under Joris' influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Joris' slam attack gain two negative levels (Fort DC 18 to remove a negative level). Joris gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Joris heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Joris returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Joris can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights, ghost sound, prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 15.

**Spider Climb (Ex):** Joris can climb sheer surfaces as though with a *spider climb* spell.

**Possessions:** small leather armour, spell component pouch, +2 *vest of resistance*, +1 *ring of protection*.

**Spells Known** (3/5/3/1; base DC = 15 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic*; 1st—*distort speech, expeditious retreat, inspirational boost, tasha's hideous laughter*; 2nd—*blindness/deafness, eagle's splendour, hold person, waves of grief*; 3rd—*dirge of discord, fear*.

## Encounter Six

**Naelv, the revenant:** Male Gnome Vampire Ari5/Ftr5; CR 11; Medium undead; HD 10d12+10; hp 75; Init +7; Spd 25 ft.; AC 24, touch 13, flat-footed 21; Base Atk/Grp: +8/+15; Atk +17 melee (2d6+13, +1

*greatsword*) or +15 melee (1d6+10 plus energy drain, slam); Full Atk +17/+12 melee (2d6+13, +1 *greatsword*) or +15/+10 melee (1d6+10 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, spell-like abilities; SQ *permanently enlarged*, +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +5, Ref +7, Will +6; Str 24, Dex 16, Con —, Int 13, Wis 13, Cha 14.

**Skills and Feats:** Bluff +10, Climb +12, Diplomacy +4, Hide +9, Intimidate +9, Jump +16, Listen +16, Move Silently +9, Search +9, Sense Motive +15, Speak Language (Dwarven, Flan, Gnome), Spot +14, Swim +13; Alertness, Cleave, Combat Reflexes, Dash, Dodge, Great Cleave, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (Greatsword), Weapon Specialisation (Greatsword).

**Permanently Enlarged (Sp):** Naelv has had an *enlarge person* spell made permanent on him using the *permanency* spell. As a result, he is of Medium size, has a +2 size bonus to Strength and a -2 size penalty to Dexterity (both already factored into the stat block above), and has a moderate aura of transmutation magic.

If the *enlarge person* spell (caster level 9th) is dispelled, the following parts of the stat block change:

Small size; AC 26, touch 15, flat-footed 22; Base Atk/Grp: +8/+10; Atk +17 melee (1d10+12, +1 *greatsword*) or +15 melee (1d4+9 plus energy drain, slam); Full Atk +17/+12 melee (1d10+12, +1 *greatsword*) or +15/+10 melee (1d4+9 plus energy drain, slam); Ref +8; Str 22, Dex 18.

**Skills and Feats:** Climb +11, Hide +14, Intimidate +9 (+5 versus Medium creatures), Jump +14, Move Silently +10, Swim +12.

**Blood Drain (Ex):** Naelv can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Naelv gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Naelv can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Naelv for 1 hour.



**Domination (Su):** Naelv can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Naelv must take a standard action: those who merely look at Naelv are not affected. Anyone Naelv targets must succeed on a DC 17 Will save or fall instantly under Naelv's influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Naelv's slam attack gain two negative levels (Fort DC 17 to remove a negative level). Naelv gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Naelv heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Naelv returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Naelv can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Naelv can climb sheer surfaces as though with a *spider climb* spell.

*Possessions:* +1 chain shirt, +1 greatsword, gauntlets of ogre power.

## Encounter Seven

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**Gnome Toughs (4):** Gnome War2; CR 1; Small humanoid; HD 2d8+5; hp 15; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; BAB/Grp: +2/-1; Atk: +4 melee (1d4+1, club); Full Atk: +4 melee (1d4+1, club); Space/Reach 5 ft./5 ft.; SQ Spell-like abilities; AL CN; SV Fort +4, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

*Skills and Feats:* Intimidate +5 (+1 versus Medium creatures), Listen +1, Speak Language (Common, Gnome); Toughness.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 10.

*Possessions:* small studded leather armour, small club.

## Appendix Four – APL 10

### Encounter Three

**The Guardian of the Door:** Female Ogre Rgr7; CR 10; Large giant; HD 4d8+16 (Ogre) plus 7d8+28 (Rgr); hp 99; Init -1; Spd 30 ft.; AC 21, touch 9, flat-footed 21; BAB/Grp: +10/+21; Atk: +18 melee (2d8+11, *+1 greatclub*); Full Atk: +18/+13 melee (2d8+11, *+1 greatclub*); Space/Reach 10 ft./10 ft.; SA favoured enemy (gnomes, dwarves), spells; SQ Darkvision 60 ft., low-light vision, wild empathy, combat style (archery), animal companion, woodland stride; AL LN; SV Fort +12, Ref +5, Will +3; Str 24, Dex 8, Con 16, Int 10, Wis 11, Cha 10.

**Skills and Feats:** Intimidate +0 (+4 versus Medium creatures, +8 versus Small creatures), Handle Animal +6, Knowledge (Nature) +6, Listen +14, Speak Language (Common, Giant, Gnome), Spot +14, Survival +16; Diehard, Endurance, Improved Natural Armour, Improved Toughness, Weapon Focus (*greatclub*), Track.

**Favored Enemy (Ex):** Due to her extensive study of and training in the proper techniques for fighting them, the Guardian gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against gnomes and a +2 bonus when using these skills against dwarves. She also gains a +4 bonus on weapon damage rolls against gnomes and a +2 bonus on weapon damage rolls against dwarves.

**Wild Empathy (Ex):** The Guardian can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. The Guardian has a total bonus of +9 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Animal Companion (Ex):** The Guardian has a badger animal companion.

**Woodland Stride (Ex):** The Guardian may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

**Possessions:** *large +1 breastplate, large +1 greatclub, +1 ring of protection.*

**Spells Prepared** (1; base DC = 10 + spell level): 1—*bloodhound*.

**Badger, animal companion:** CR —; Small animal; HD 3d8+6; hp 21; Init +4; Spd 30 ft., burrow 10 ft.; AC 18, touch 15, flat-footed 14; Base Atk/Grp: +2/-3; Atk +7 melee (1d2-1, claw); Full Atk +7 melee (1d2-1, 2 claws) and +5 melee (1d3-1, bite); Space/Reach: 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +7, Will +2; Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Escape Artist +8, Listen +3, Spot +3; Multiattack, Track, Weapon Finesse.

**Rage (Ex):** A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

**Link (Ex):** The Guardian can handle her badger animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

**Evasion (Ex):** If the badger is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

**Tricks (Ex):** The badger has been taught the following tricks: attack any creature, come, defend, down, guard, heel, track. See PHB pp.74-75 for details.

### Encounter Five

**Joris, Sanne's brother:** Male Gnome Vampire Brd9; CR 11; Small undead; HD 9d12+3; hp 61; Init +8; Spd 20 ft.; AC 25, touch 17, flat-footed 21; Base Atk/Grp: +6/+4; Atk +9 melee (1d4+3 plus energy drain, slam); Full Atk +9/+4 melee (1d4+3 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, inspire greatness), spells; SQ +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +5, Ref +14, Will +10; Str 14, Dex 18, Con —, Int 14, Wis 15, Cha 21.

**Skills and Feats:** Bluff +25, Climb +5, Concentration +17, Craft (Alchemy) +7, Diplomacy +9,

Hide +19, Jump +0, Listen +22, Move Silently +15, Perform (sing) +20, Search +13, Sense Motive +15, Speak Language (Common, Gnome), Spellcraft +14, Spot +16; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Lingering Song, Requiem, Skill Focus (Perform), Toughness.

**Blood Drain (Ex):** Joris can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Joris gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Joris can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Joris for 1 hour.

**Domination (Su):** Joris can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Joris must take a standard action: those who merely look at Joris are not affected. Anyone Joris targets must succeed on a DC 19 Will save or fall instantly under Joris' influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Joris' slam attack gain two negative levels (Fort DC 19 to remove a negative level). Joris gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Joris heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Joris returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Joris can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 15.

**Spider Climb (Ex):** Joris can climb sheer surfaces as though with a *spider climb* spell.

**Possessions:** small leather armour, spell component pouch, +2 *vest of resistance*, +2 *ring of protection*.

**Spells Known** (3/5/4/3; base DC = 15 + spell level):  
0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, 1st—*distort speech*, *expeditious retreat*, *inspirational boost*, *tasha's hideous laughter*, 2nd—*blindness/deafness*, *eagle's splendour*, *hold person*, *waves of grief*, 3rd—*dirge of discord*, *fear*, *haste*.

## Encounter Six

**Naelv, the revenant:** Male Gnome Vampire Ari6/Ftr6; CR 13; Medium undead; HD 12d12+12; hp 90; Init +7; Spd 35 ft.; AC 24, touch 13, flat-footed 21; Base Atk/Grp: +10/+17; Atk +19 melee (2d6+13, +1 *greatsword*) or +17 melee (1d6+10 plus energy drain, slam); Full Atk +19/+14 melee (2d6+13, +1 *greatsword*) or +17/+12 melee (1d6+10 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, spell-like abilities; SQ *permanently enlarged*, +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +7, Ref +9, Will +8; Str 25, Dex 16, Con —, Int 13, Wis 13, Cha 14.

**Skills and Feats:** Bluff +10, Climb +13, Diplomacy +4, Hide +9, Intimidate +9, Jump +21, Listen +16, Move Silently +9, Search +9, Sense Motive +15, Speak Language (Dwarven, Flan, Gnome), Spot +14, Swim +13; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dash, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (Greatsword), Weapon Specialisation (Greatsword).

**Permanently Enlarged (Sp):** Naelv has had an *enlarge person* spell made permanent on him using the *permanency* spell. As a result, he is of Medium size, has a +2 size bonus to Strength and a -2 size penalty to Dexterity (both already factored into the stat block above), and has a moderate aura of transmutation magic.

If the *enlarge person* spell (caster level 11th) is dispelled, the following parts of the stat block change:

Small size; AC 26, touch 15, flat-footed 22; Base Atk/Grp: +10/+12; Atk +19 melee (1d10+12, +1 *greatsword*) or +17 melee (1d4+9 plus energy drain, slam); Full Atk +19/+14 melee (1d10+12, +1

*greatsword*) or +17/+12 melee (1d4+9 plus energy drain, slam); Ref +10; Str 23, Dex 18.

**Skills and Feats:** Climb +12, Hide +14, Intimidate +9 (+5 versus Medium creatures), Jump +20, Move Silently +10, Swim +12.

**Blood Drain (Ex):** Naelv can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Naelv gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Naelv can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Naelv for 1 hour.

**Domination (Su):** Naelv can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Naelv must take a standard action: those who merely look at Naelv are not affected. Anyone Naelv targets must succeed on a DC 18 Will save or fall instantly under Naelv's influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Naelv's slam attack gain two negative levels (Fort DC 18 to remove a negative level). Naelv gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Naelv heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Naelv returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Naelv can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Naelv can climb sheer surfaces as though with a *spider climb* spell.

**Possessions:** +1 chain shirt, +1 greatsword, gauntlets of ogre power, boots of striding and springing.

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## Encounter Seven

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**Gnome Toughs (4):** Gnome War2; CR 1; Small humanoid; HD 2d8+5; hp 15; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; BAB/Grp: +2/-1; Atk: +4 melee (1d4+1, club); Full Atk: +4 melee (1d4+1, club); Space/Reach 5 ft./5 ft.; SQ Spell-like abilities; AL CN; SV Fort +4, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

**Skills and Feats:** Intimidate +5 (+1 versus Medium creatures), Listen +1, Speak Language (Common, Gnome); Toughness.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 10.

**Possessions:** small studded leather armour, small club.

## Appendix Five – APL 12

### Encounter Three

**The Guardian of the Door:** Female Ogre Rgr9; CR 12; Large giant; HD 4d8+20 (Ogre) plus 9d8+45 (Rgr); hp 130; Init -1; Spd 30 ft.; AC 22, touch 9, flat-footed 22; BAB/Grp: +12/+23; Atk: +20 melee (2d8+11, +1 greatclub); Full Atk: +20/+15/+10 melee (2d8+11, +1 greatclub); Space/Reach 10 ft./10 ft.; SA favoured enemy (gnomes, dwarves), spells; SQ Darkvision 60 ft., low-light vision, wild empathy, improved combat style (archery), animal companion, woodland stride, swift tracker, evasion; AL LN; SV Fort +14, Ref +6, Will +4; Str 24, Dex 8, Con 18, Int 10, Wis 12, Cha 10.

**Skills and Feats:** Intimidate +0 (+4 versus Medium creatures, +8 versus Small creatures), Handle Animal +6, Knowledge (Nature) +12, Listen +17, Speak Language (Common, Giant, Gnome), Spot +17, Survival +19; Diehard, Endurance, Improved Natural Armour (x2), Improved Toughness, Weapon Focus (greatclub), Track.

**Favored Enemy (Ex):** Due to her extensive study of and training in the proper techniques for fighting them, the Guardian gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against gnomes and a +2 bonus when using these skills against dwarves. She also gains a +4 bonus on weapon damage rolls against gnomes and a +2 bonus on weapon damage rolls against dwarves.

**Wild Empathy (Ex):** The Guardian can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. The Guardian has a total bonus of +11 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Animal Companion (Ex):** The Guardian has a badger animal companion.

**Woodland Stride (Ex):** The Guardian may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

**Swift Tracker (Ex):** The Guardian can move at her normal speed while following tracks without taking the normal -5 penalty, and she only takes a -10 penalty (instead of the usual -20 penalty) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** If the Guardian is subjected to an attack that normally allows a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

**Possessions:** *large +1 breastplate, large +1 greatclub, +1 ring of protection, +2 amulet of health.*

**Spells Prepared** (2; base DC = 11 + spell level): 1—*bloodhound, longstrider.*

**Badger, animal companion:** CR —; Small animal; HD 3d8+6; hp 21; Init +4; Spd 30 ft., burrow 10 ft.; AC 18, touch 15, flat-footed 14; Base Atk/Grp: +2/-3; Atk +7 melee (1d2-1, claw); Full Atk +7 melee (1d2-1, 2 claws) and +5 melee (1d3-1, bite); Space/Reach: 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +7, Will +2; Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Escape Artist +8, Listen +3, Spot +3; Multiattack, Track, Weapon Finesse.

**Rage (Ex):** A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

**Link (Ex):** The Guardian can handle her badger animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

**Evasion (Ex):** If the badger is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

**Tricks (Ex):** The badger has been taught the following tricks: attack any creature, come, defend, down, guard, heel, track. See PHB pp.74-75 for details.

### Encounter Five

**Joris, Sanne's brother:** Male Gnome Vampire Brd11; CR 13; Small undead; HD 11d12+3; hp 74; Init +8; Spd 20 ft.; AC 25, touch 17, flat-footed 21; Base Atk/Grp: +8/+6; Atk +11 melee (1d4+3 plus energy drain, slam); Full Atk +11/+6 melee (1d4+3 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, bardic music (countersong, *fascinate*, inspire courage +2,

inspire competence, *suggestion*, inspire greatness), spells; SQ +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +5, Ref +15, Will +11; Str 14, Dex 18, Con —, Int 14, Wis 15, Cha 23.

**Skills and Feats:** Bluff +27, Climb +5, Concentration +18, Craft (Alchemy) +7, Diplomacy +10, Hide +20, Jump +0, Listen +23, Move Silently +16, Perform (sing) +22, Search +13, Sense Motive +15, Speak Language (Common, Gnome), Spellcraft +15, Spot +16; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Lingering Song, Requiem, Skill Focus (Perform), Toughness.

**Blood Drain (Ex):** Joris can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Joris gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Joris can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Joris for 1 hour.

**Domination (Su):** Joris can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Joris must take a standard action: those who merely look at Joris are not affected. Anyone Joris targets must succeed on a DC 21 Will save or fall instantly under Joris' influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Joris' slam attack gain two negative levels (Fort DC 21 to remove a negative level). Joris gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Joris heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Joris returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Joris can assume *gaseous form* at will as the spell (caster level 5th), except that he can remain gaseous

indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 16.

**Spider Climb (Ex):** Joris can climb sheer surfaces as though with a *spider climb* spell.

**Possessions:** small leather armour, spell component pouch, +3 *vest of resistance*, +2 *ring of protection*, +2 *cloak of charisma*.

**Spells Known** (3/5/5/4/2; base DC = 15 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, 1st—*distort speech*, *expeditious retreat*, *inspirational boost*, *tasha's hideous laughter*, 2nd—*blindness/deafness*, *eagle's splendour*, *hold person*, *waves of grief*, 3rd—*dirge of discord*, *dispel magic*, *fear*, *haste*, 4th—*greater invisibility*, *hold monster*, *shout*.

## Encounter Six

**Naelv, the revenant:** Male Gnome Vampire Ari7/Ftr7; CR 15; Medium undead; HD 14d12+14; hp 105; Init +7; Spd 35 ft.; AC 25, touch 14, flat-footed 22; Base Atk/Grp: +12/+19; Atk +21 melee (2d6+13, +1 *thundering greatsword*) or +19 melee (1d6+10 plus energy drain, slam); Full Atk +21/+16/+11 melee (2d6+13, +1 *thundering greatsword*) or +19/+14/+9 melee (1d6+10 plus energy drain, slam); Space/Reach: 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, domination, energy drain, spell-like abilities; SQ *permanently enlarged*, +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +7, Ref +9, Will +8; Str 25, Dex 16, Con —, Int 13, Wis 13, Cha 14.

**Skills and Feats:** Bluff +10, Climb +13, Diplomacy +5, Hide +9, Intimidate +12, Jump +24, Listen +18, Move Silently +9, Search +9, Sense Motive +17, Speak Language (Dwarven, Flan, Gnome), Spot +16, Swim +13; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dash, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (Greatsword), Weapon Specialisation (Greatsword).

**Permanently Enlarged (Sp):** Naelv has had an *enlarge person* spell made permanent on him using the *permanency* spell. As a result, he is of Medium size, has

a +2 size bonus to Strength and a -2 size penalty to Dexterity (both already factored into the stat block above), and has a moderate aura of transmutation magic.

If the *enlarge person* spell (caster level 13th) is dispelled, the following parts of the stat block change:

Small size; AC 27, touch 16, flat-footed 23; Base Atk/Grp: +12/+14; Atk +21 melee (1d10+12, +1 *thundering greatsword*) or +19 melee (1d4+9 plus energy drain, slam); Full Atk +21/+16/+11 melee (1d10+12, +1 *thundering greatsword*) or +19/+14/+9 melee (1d4+9 plus energy drain, slam); Ref +10; Str 23, Dex 18.

*Skills and Feats:* Climb +12, Hide +14, Intimidate +12 (+8 versus Medium creatures), Jump +23, Move Silently +10, Swim +12.

**Blood Drain (Ex):** Naelv can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood and deals 1d4 points of Constitution drain that round. Naelv gains 5 temporary hit points for each such successful drain attack.

**Children of the Night (Su):** Vampires command the lesser creatures of the world, and once per day Naelv can call forth 1d6+1 rat swarms as a standard action. These creatures arrive in 2d6 rounds and serve Naelv for 1 hour.

**Domination (Su):** Naelv can crush an opponent's will by looking into their eyes. This is similar to a gaze attack with a range of 30 feet, except that Naelv must take a standard action: those who merely look at Naelv are not affected. Anyone Naelv targets must succeed on a DC 19 Will save or fall instantly under Naelv's influence as though by a *dominate person* spell from a 12th level caster.

**Energy Drain (Su):** Living creatures hit by a Naelv's slam attack gain two negative levels (Fort DC 19 to remove a negative level). Naelv gains 5 temporary hit points for each such negative level bestowed.

**Fast Healing (Ex):** Naelv heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and returns to his bier. Once at rest on his bier, Naelv returns to physical form and is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, Naelv can assume *gaseous form* at will as the spell (caster

level 5th), except that he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 12.

**Spider Climb (Ex):** Naelv can climb sheer surfaces as though with a *spider climb* spell.

*Possessions:* +1 chain shirt, +1 *thundering greatsword*, *gauntlets of ogre power*, *boots of striding and springing*, +1 *ring of protection*.

## Encounter Seven

**Gnome Toughs (4):** Gnome War2; CR 1; Small humanoid; HD 2d8+5; hp 15; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; BAB/Grp: +2/-1; Atk: +4 melee (1d4+1, club); Full Atk: +4 melee (1d4+1, club); Space/Reach 5 ft./5 ft.; SQ Spell-like abilities; AL CN; SV Fort +4, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

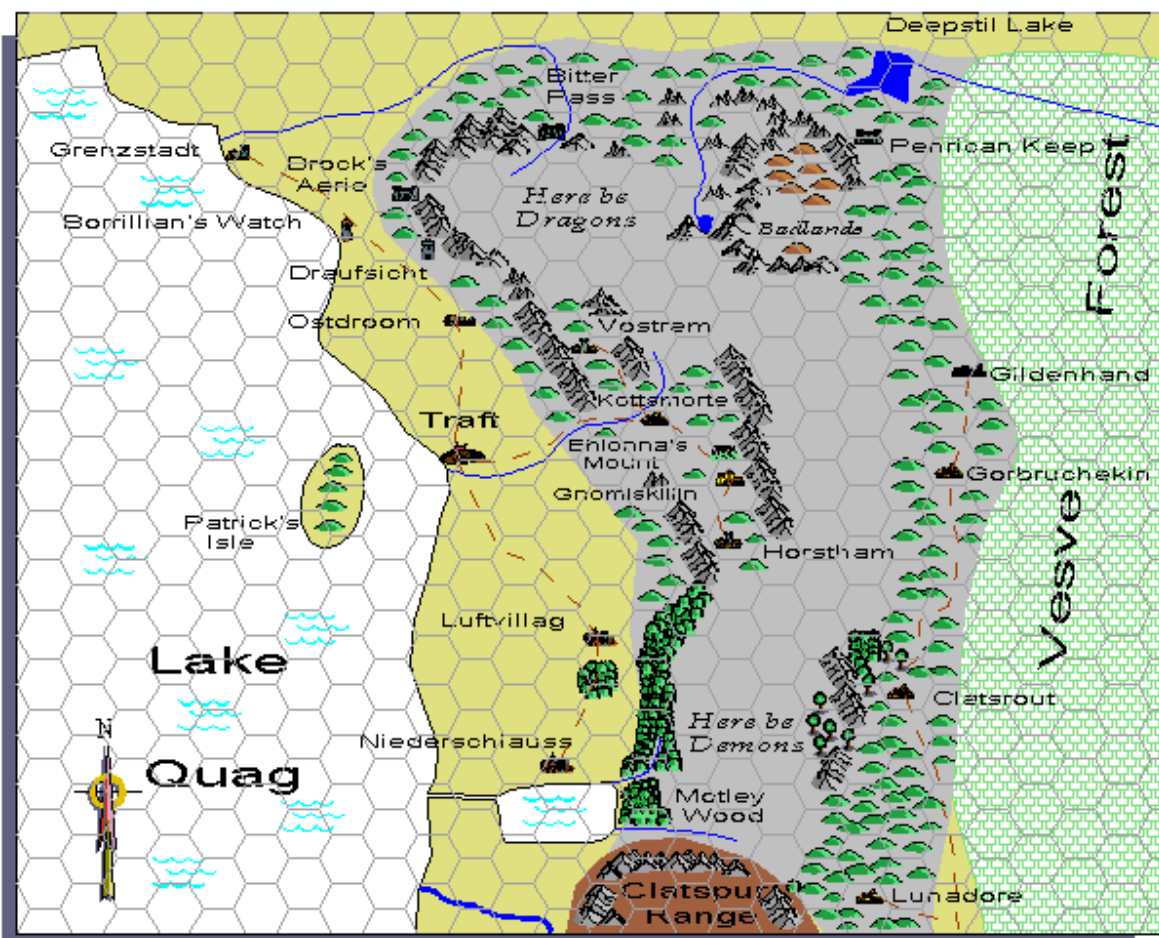
*Skills and Feats:* Intimidate +5 (+1 versus Medium creatures), Listen +1, Speak Language (Common, Gnome); Toughness.

**Spell-Like Abilities (Sp):** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute); caster level 1st; save DC 10.

*Possessions:* small studded leather armour, small club.

## Judge Aid One – Map of the Sepia Uplands

Scale: 20 mile hexagons



*Reproduced from PER 2-02 ("Under the Hills") with permission of Bruce Legge*



## Judge Aid Two – the Village of Gnomiskillin

**Gnomiskillin (hamlet):** conventional power centre; AL NG; 100 gp limit; Assets 750 gp; Population 150 adults, 50 children; isolated (96% gnome, 2% human, 1 % dwarf, 1% other).

### Authority Figures:

- Joop Bredanuckle (middle-aged female gnome Exp4, head villager);
- Ollwinn Veenendoorn (adult female gnome Ftr2, sheriff, Gerrit's daughter);
- Gerrit Veenendoorn (old male gnome Ftr4, retired sheriff, Ollwinn's father).

### Important Characters:

- Sanne Rhedesteyn (venerable female gnome Rog10);
- Fonkin Schleppen (middle-aged male gnome War4, de facto leader of local ne'er-do-wells);
- Jurri Tecklenberger (adult male gnome Brd4);
- Kessel Beverwikk (old female gnome Clr3, priest of Garl Glittergold).

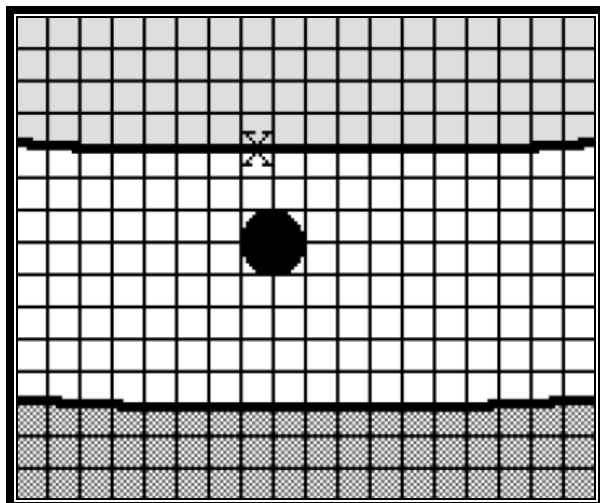
### Non-Gnome Residents:

- Ormr & Sjolf Eyvindkell (adult male dwarves Rog2, miners);
- Ingiborg Valanthe Schwerin (adult female half-elf Ftr2, outlawed in Perrenland for unlawful killing);
- Rudi Vossler (middle-aged male human Exp2, trapper);
- Kol & Helga Herzberg (middle-aged male and female humans Com3, gem-finders) and their two children, Tarrant (male) & Pella (female).

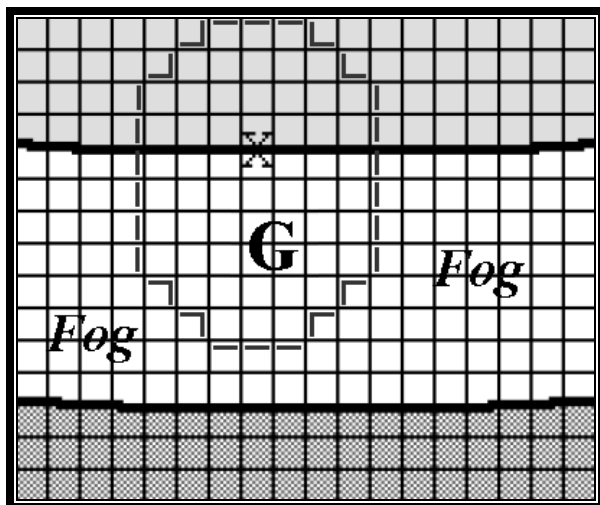
### Names for Other Gnomes:

- Barrett Schwalmsalza;
- Dedrick Durbuy;
- Fritz Huckelhoven;
- Selig Bussum;
- Stoffel Norgermeer;
- Wouter Amwohr.

## Judge Aid Three – Map of the Side of the Mound with the Door



*Before the command words are spoken*



*After the command words are spoken*

### Legend

Scale: 1 square = 5 ft.

◆ standing stone (10 ft. high, hardness 8, 540 hit points, strong transmutation aura)

X site of magic Door (strong transmutation aura, once the command words have been spoken characters can identify the Door as a variant on the *passwall* spell with a DC 25 Spellcraft check)

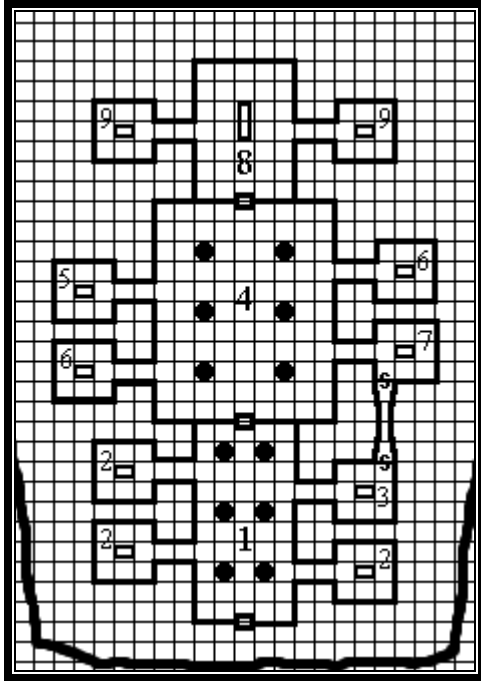
▤ steep slope (considered higher ground, must spend 2 squares to move one square uphill, characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square or stumble, characters who fail this check stumble and must end their movement 1d2×5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement, DC of all Tumble checks increases by 2)

▨ forest, light undergrowth (must spend 2 squares of movement to move one square, provides concealment, DC of all Tumble and Move Silently checks increases by 2, running and charging are impossible)

G the Guardian of the Door

┌ boundary of area without fog (fog obscures all sight, including darkvision, beyond 5 ft., creatures 5 ft. away have concealment, creatures more than 5 ft. away have total concealment)

## Judge Aid Four – Map of Naelv's Tomb



### Legend

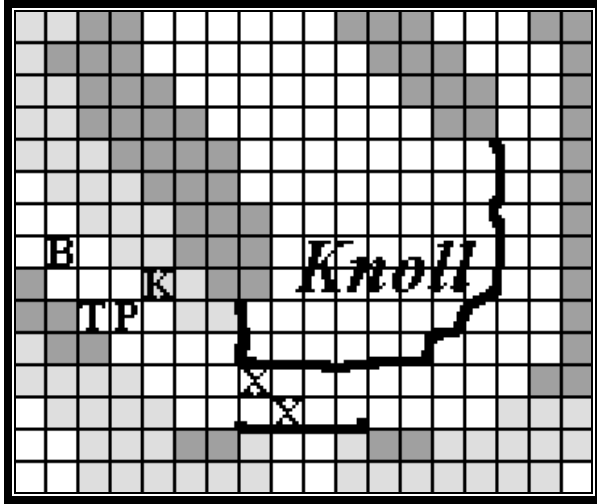
Scale: 1 square = 5 ft.

- ◆ stone pillar (hardness 8, 540 hit points)
- ▣ stone bier (3 ft. high, considered higher ground)
- ▤ large stone bier (5 ft. high, considered higher ground)
- ⬜ stone door (hardness 8, 60 hit points)
- ⚡ stone secret door (hardness 8, 30 hit points, Search DC 20 to find)
- narrow corridor (Small size creatures are unaffected, Medium size creatures must squeeze, creatures of Large size or greater must use Escape Artist skill)
- side of the mound

### Key


- 1 – Outer hall (Encounter 4 – trapped door)
- 2 – Guard's burial chamber
- 3 – Guard's burial chamber with secret door
- 4 – Inner hall (Encounter 5 – Joris and rats)
- 5 – Servant's burial chamber occupied by Joris
- 6 – Servant's burial chamber
- 7 – Servant's burial chamber with secret door
- 8 – Burial chamber (Encounter 6 – Naelv and rats)
- 9 – Wife's burial chamber


## Judge Aid Five – Map of Ambush Site



### Legend

Scale: 1 square = 5 ft.

 cliff (20 ft. drop, Climb DC 15 required)

 steep slope (considered higher ground, must spend 2 squares to move one square uphill, characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square or stumble, characters who fail this check stumble and must end their movement 1d2x5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement, DC of all Tumble checks increases by 2)

 gentle slope (considered higher ground)

### Key

**Knoll** – highest point on map (all cliff and slope hexes descend from this area)

**P** – Perben Schleppen (the leader, male)

**T** – Trudel Schleppen (female)

**K** – Kort Murnig (male)

**B** – Brandi Bumpnottin (female)

**X** – where the leading characters first see the four gnomes

# Judge Aid Six – Summary of Non-PHB Feats, Items & Spells

## Feats

**Dash (CW page 97):** Speed increases by 5 ft. when wearing no armour or light armour and when carrying no more than a light load.

**Improved Toughness (CW page 101):** Gain 1 hit point for each hit dice.

**Lingering Song (CV page 111):** The effects of inspire courage and inspire greatness last for 1 minute after you stop singing instead of lasting for 5 rounds.

**Requiem (LM page 29):** Your mind-affecting bardic music abilities can influence undead creatures, though the bardic music effects have only half the duration they normally would against the living.

## Items

**Gnome Battlecloak (RoS page 155), exotic shield:** A battlecloak can be used to foil an opponent's attacks and grants a +1 shield bonus to Armour Class for proficient users. Since the cloak is not really a shield, it confers no shield bonus to wearers who are not proficient. You cannot use a battlecloak to make a shield bash attack, but a proficient user can use it to make a disarm attempt. When using a battlecloak, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attempt fails). When in combat, a battlecloak occupies a hand just as a light shield does, allowing you to carry other items in that hand but not wield a weapon with it. Battlecloaks are retrieved and readied just like other shields.

**Gnome Quickrazor (RoS page 154), exotic light melee weapon:** This fast, flashy weapon allows you to attack and still keep one hand free for spellcasting. The quickrazor is a light, wide knife blade with a very small hilt that is tied to your wrist in a special sheath. When you attack with a quickrazor, you flick it out in a quick, slashing circle, catching the hilt in your hand at the end of the arc and then snapping it back into its sheath. Because of this flicking technique, drawing a quickrazor is always a free action, but at the end of your action you must stow the quickrazor as a free action in order to use it properly on your next turn. If you stow the quickrazor, you are treated as unarmed during other creatures' actions. If you draw and wield the quickrazor instead of using it as intended, it counts as an improvised weapon (-2 penalty to attack rolls even if you are a proficient user). Quickrazors are easy to

conceal (+4 bonus on Sleight of Hand checks) and grant a +2 bonus on Bluff checks to feint in combat. Attaching a quickrazor and sheath to your wrist is a full-round action that provokes attacks of opportunity. You can attach one quickrazor to each wrist.

**Gnome Swordcatcher (RoS page 155), exotic one-handed melee weapon:** This short, heavy sword resembles a broad-bladed short sword with two heavy prongs extending up from the hilt. When using a gnome swordcatcher, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attempt fails).

**Gnome Tortoise Blade (RoS page 155, CW page 158), exotic light melee weapon:** This weapon is designed to be used in your off hand, and is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible. It looks like a turtle shell strapped to the wielder's wrist, with a daggerlike blade jutting out where the wielder's fingers should be. A tortoise blade grants a +1 shield bonus to Armour Class when you do not attack with it, and also provides a -1 armour check penalty and a 5% arcane spell failure chance. Like a spiked shield, a tortoise blade can be enhanced both as a weapon and a shield, but enhancements must be paid for and applied separately.

**Gnome Twist Cloth (RoS page 159), exotic light armour:** This armour is made of loose, flowing cloth strips tied and hung on the wearer. Proficient users twist and sway within the armour, causing their opponents to strike empty air rather than armour whenever they miss with an attack. Twist cloth grants a +1 armour bonus to Armour Class, and if you are a proficient user the armour bonus (including any enhancement bonus) protects against touch attacks.

## Spells

### Bloodhound (SC page 34)

Divination

**Level:** Ranger 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 24 hours (D)

*A white film slips over your vision. Strangely, your eyes seem more focussed and you note barely perceptible traces of passage that you had missed before.*

If you fail a survival check to track a creature while this spell functions, you can immediately attempt another roll against the same DC to reestablish the trail. If the reroll fails, you must search for the trail for 30 minutes (if outdoors) or 5 minutes (if indoors) before trying again.

### Dirge of Discord (SC page 66)

Enchantment (Compulsion) [Evil, Mind-Affecting]

**Level:** Bard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 20-ft.-radius spread

**Duration:** Concentration + 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You create an unholy, cacophonous dirge that fills the targets' minds with the screams of the dying, the wailing of the damned, and the howling of the mad.*

Creatures affected by this spell take a –4 penalty on attack rolls and Dexterity, a 50% reduction in their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equal to this spell's DC + the level of the spell being cast).

### Distort Speech (SC page 69)

Transmutation [Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*By pointing and making a number of loud, nonsensical sounds you release the power of the spell. The target attempts to speak, but spews forth only gibberish instead.*

For the duration of this spell, the subject has a 50% chance to miscast spells that have verbal components, and any time the subject speaks (including the use of magic items activated by command words), there is a 50% chance that the utterance is completely incomprehensible and therefore ineffective.

### Inspirational Boost (SC pages 124)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round or special; see text

*You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.*

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

### Waves of Grief (SC page 236)

Enchantment [Evil, Mind-Affecting]

**Level:** Bard 2, blackguard 2, cleric 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness.*

All within the cone when the spell is cast take a –3 penalty on attack rolls, saving throws, ability checks, and skill checks.

## Judge Aid Seven – 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 Tiellmannschlauss) 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 Will 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 9<sup>th</sup> 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 Iuz, 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<sup>B</sup>). \* 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.

*Sanne Rhedesteyn of Gnomiskillin  
village seeks brave adventurers to  
recover the body of her brother,  
Joris Rhedesteyn.*

*Substantial reward promised on  
delivery of remains – URGENT  
action required!*

## Player Handout #2 – “An Overview of the Sepia Uplands”

By Hartmut van Woudenberg, Cleric of Delleb, 591 CY (*Reproduced with permission of Bruce Legge*)

North of the Clatspur mountains, between the shores of Lake Quag and the Vesve Forest, lies an area of high hills known as the Sepia Uplands. This is currently a no-mans land, inhabited by a diverse group of peoples, with many different backgrounds and agendas of their own. The region also hosts a wide array of hazards, both natural and un-natural, with swamps, badlands and valleys that are maze-like in their complexity.

The history of the region goes back into the mists of time, when the Ur-Flannae inhabited the area. The best known example of Ur-Flannae influence is Penrican Keep, a fortress in the north-eastern corner of the Uplands that dates back to those times. Little remains from so long ago, with the fortress having been over-run or abandoned, demolished and rebuilt on numerous occasions. Rumours abound that deep within the mesa on which the fortress is built, the magic of the Ur-Flannae still lingers.

Penrican Keep is now occupied by the Auszug (Perrenland army). It keeps a watch on the Vesve and the nomads to the north. The usual route from Traft to Penrican Keep is around the north-eastern shore of Lake Quag then along the northern edge of the Uplands – a journey of some 200 miles.

Dwarfs inhabit the north-western portion of the Uplands. Their twin fortresses of Brock's Aerie and Bitter Pass guard passes into the Uplands, and have good views out over Lake Quag and the lands of the Wolf Nomads to the north. The inhabitants of this area are somewhat xenophobic, and Perreners are not allowed past the forts. The Dwarfs suffered greatly at the hands of the Relentless Horde, but held their own. Some dwarfs that fought in those wars are still alive today, and are wary of all humans.

Gnomes inhabit various areas within the Uplands, but are more concentrated in the eastern half, where there are rich mineral deposits. These Gnomes have more of an affiliation with the elves of the Vesve than with the people of Perrenland, although they do trade with Penrican Keep and the humans in the western parts of the Sepia. A trade route runs from the Gnomish village of Gildenhand, along the eastern edge of the Uplands, north to Penrican Keep and south through Gorbruchekin, Glatsrout, Lunadore, and on to Highfolk.

In the wooded valleys of the southern Sepia live several groups of Halflings. These people are quite isolated and have a primitive culture. They are nomads who wander from valley to valley. To the west of their lands the forest is dark and menacing, with many hazards for the unwary.

Elves of various sub-races live in the Uplands. High elves, Grey elves and Wild elves (or Grugach) have all been seen, although where exactly they live is unknown. It is known that several groups of elves abandoned their lands in the Clatspurs when the Aerdi invaded that area around 100 CY,

and they are thought to have re-established themselves in the Sepia. The elves of this region are all elusive and reclusive and little is known about them. Some travellers tell tales of Dark elves (or Drow) being seen in the region, but these reports are unconfirmed and probably false – travellers that see true Dark elves generally do not live to tell the tale.

The towns of Kottsmort, Horstham and Vostrem are the main human habitations, along with a Druid enclave near Ehlonna's Mount. The towns serve the miners, hunters and trappers that live in the central-western Sepia. The people are generally an independent lot, with most of them having moved here from Traft canton or the Clatspurs. Various groups of outlaws and brigands also live in the Uplands, along with others that have 'gone native'.

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

This increase in population has put pressure on the more traditional habitable areas of Perrenland, and many people are now looking north to the Sepia, as a possible place of settlement. The Sepia has 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 Dwarfs of the region were more successful in combating the nomad incursions, and now the Sepia mostly belongs to them.

## Player Handout #3 – Sanne’s Note

[The first half of the note is a series of directions through the countryside to Naelv’s Hill. The second half reads as follows.]

*East end of the barrow-mound – the standing stone marks the entrance to the doorway.*

*Wait until midnight has passed. Say words.*

*WREGA! ONWEO! ONHLIDA! THRINGA!*

*(Ur-Flannae – Old Flan. Translates as “I wake! I uncover! I reveal! I force open!”)*

*Fog comes down, clears away – guardian (giant woman) before the door. Riddle-game.*

*Go through the door – remember to take torches! Dark inside.*

*First door locked, trapped with magic. Mogin broke the spell? Joris behind locked door.*

*Second door not locked – NAELV behind door. Burial chamber, treasure hoard through door?*

*Fog goes at dawn – door disappears. Don’t stay inside too long!*

## Player Handout #4 – The Guardian's Riddle

*A creature came floating over the waves,  
She cried her beauty from ship to shore,  
Calling loudly; her laughter was terrible  
And fearsome to hear; her edges were sharp.  
She was so fierce – slow to engage,  
Savage in the fight; she stove in ships' sides.  
She bound them with a baleful charm,  
And spoke: "My mother is also my daughter,  
Known by all people as she falls on the Oerth,  
Loved in every land. What am I?"*

## Feedback on Game Play Events during *Under Naelv's Hill*

As an author, I like to receive feedback on how players responded to the situations presented in this scenario so that I can take general trends among the players into account when writing future scenarios. Please answer the following questions after every game table of "Under Naelv's Hill", and forward the results to Gary Johnson at [garyjohnson@uq.net.au](mailto:garyjohnson@uq.net.au).

1. Did the characters meet Haus Karpathian at Traft City? Yes or No?
2. Did the characters interact with villagers at the Naming Party? Yes or No?
3. Did the characters attempt to solve the Guardian's riddle? Yes or No?
  - a. If Yes, did they attempt to solve the riddle as players or as characters?
4. How did the characters deal with Naelv? Did they kill him, defeat him, or run away from him?
  - a. If they did not kill Naelv, what happened?
  - b. Did the characters return to Naelv's Hill at a later date? Yes or No?
5. How did the characters get out past the Guardian? Did they kill her, subdue her, evade her or bypass her?
6. How did the characters deal with the four toughs? Did they kill them, subdue them, evade them or negotiate with them?
7. How did the characters negotiate with Joop? Did they meet her demands, force her to meet their demands, or refuse to meet her demands?
8. Are there any comments you would like to make about this scenario?

Thanks in advance for your responses and your feedback. I hope that you and your players had an enjoyable game session.