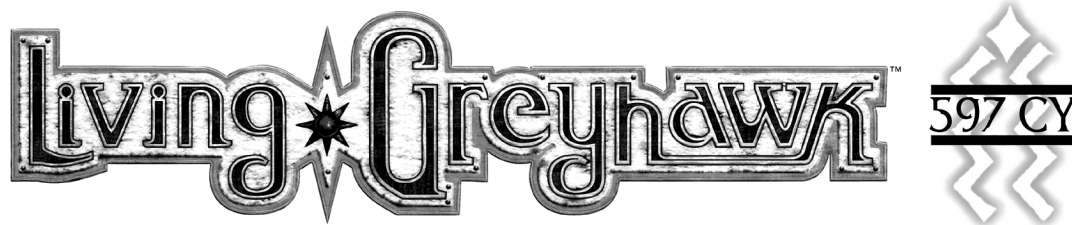


COR7-18



Into the Mist

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Sampo Haarlaa

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A call for help sends a group of strangers into a trackless swamp to look for a captured child with a familiar name. This adventure is recommended for groups with at least some outdoors experience. A one-round Core adventure set in Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Brendingund series* (COR1-02 *Reckoning*, COR1-05 *Brendingund's Bride*, COR1-07 *Brendingund's Blood*, COR2-02 *Brendingund's Brood*, COR2-09 *Final Reckoning*) [John Richardson & Sean Flaherty], COR5-12 *Return to the Undercity* [Christian Alipounarian], COR6-19 *Heir Aberrant* [Andrew Lloyd & Andrew Nuxoll], *From the Ashes* [Carl Sargent], *Lords of Madness* [Richard Baker, Steve Winter, James Jacobs], *Monster Manual III* [Rich Burlew et al], *Player's Handbook II* [David Noonan], and *Races of Faerun* [Eric Boyd, James Jacobs & Matt Forbeck].

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

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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.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL) follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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

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

These APL calculation rules reference version 7.0 of the LGCS. If you are playing this adventure in 2008, check

the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round Core adventure, set in the Domain of Greyhawk. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *Living Greyhawk Campaign Sourcebook* present more information on lifestyle and upkeep.

ADVENTURE BACKGROUND

This adventure relates to the following early Living Greyhawk adventures: COR1-02 *Reckoning*, COR1-05 *Brendingund's Bride*, COR1-07 *Brendingund's Blood*, COR2-02 *Brendingund's Brood* & COR2-09 *Final Reckoning*. In 591CY, the merchant Auldon Brendingund acquired the *Necklace of the Forlorn Cairn*. This magical artifact of great value could return to its owner on command and Auldon used it to save him from his debtors and establish himself in Greyhawk City.

He hired an assistant named Bwirse (who was in service to the Greyhawk's Thieves' Guild) to oversee his affairs. On Bwirse's urging, Auldon married a woman from Hardby named Adra. Unnaturally soon (in a single month) Adra had two children. Unfortunately, the power of the *Necklace* corrupted them; they were born as half-fiends and grew at an alarming rate.

In his desperation, Brendingund turned to adventurers for help, who managed to learn the source of the curse and capture the children while foiling Bwirse's plans to kidnap them for his own ends. At the temple of Pelor the curse on the children was removed, and Brendingund atoned his ways, eventually moving to Hardby after settling all his debts.

As a final act, adventurers returned the necklace to the Forlorn Cairn where a servant of Vecna named Pacanan tried to take it. However, a *forbiddance* spell that activated on the necklace prevented him from achieving his goals. An *earthquake* spell supplied by the temple of

Pelor collapsed the cairn and the issue with the necklace was resolved for good. Or so it seemed...

Pacanan did not perish as expected. For a long time he prayed for Vecna, his master, to save him and whether by Vecna's grace or by a stroke of luck, a delver passed through the Forlorn Cairn, enabling Pacanan to escape and opening the cairn up to further exploration..

Followers of Iuz the Old had also heard of the necklace, which had a side effect that caused followers of the Old One to avoid its wearer. When the half-fiend children of Auldon used the necklace, it granted both of them superior powers. The followers of the Old One consider the *necklace* a clear threat to themselves but also a possible tool to turn to their advantage.

Therefore, they need one of the children and with the help of divination spells have settled on Vertislar Brendingund. If they can somehow return Vertislar to his fiendish form when he wears the *necklace*, this might awaken its powers again. This would make him a valuable ally to their cause and as an added benefit they would get rid of a potentially dangerous item.

It took much work but finally the cultists of Iuz breached the *forbiddance* spell protecting the *Necklace of the Forlorn Cairn*.

Iuzians soon found out that Vertislar would travel to Hardby from Greyhawk city with members of the church of Pelor. Several cultists gathered near Mistmarsh. Gerlan, the leader of the Iuzians, even visited Mistmarsh to gather some bodies to animate as zombies. He came across a site where lizardfolk of the Red Fang tribe had preserved a few of their honored leaders. This naturally enraged the lizardfolk. For the ambush, the Iuzians use a bar-lgura demon to capture Vertislar while other Iuzians deal with the Pelorites. The attack, however, does not go quite according to plan.

A warmage traveling with the Pelorites manages to kill Gerlan (and destroy his scrolls of *teleport*), along with several cultists. Amidst the confusion, several Pelorites escape (but return by the time the PCs get to the site). A young cleric named Therlor ends up being pursued by (now out of control) zombies, accidentally leading them towards the Iron Wheel waystation.

The remaining servants of Iuz decide to try to go through Mistmarsh to avoid possible pursuit by Greyhawk's patrols and steal boats from the thorp of Filton, trying to reach their hideout in Harrgrek Kukulend.

HARRGREK KUKULEND

Harrgrek Kukulend is a fortification of orcs in the Abbor-Alz. Relatively organized for an orcish settlement, it has approximately five hundred orcs. The local dwarves, and other races, have been hunted them down over the years. They live by eating fishes and fungi collected deep underground. Many of the younger orcs within Harrgrek Kukulend would like to commit an all-out attack against nearby dwarven/gnome settlements and capture them (or die trying as is likely).

It is here that the Iuzians have found refuge by allying with Gorbor, one of the younger leaders of the orcs. The Iuzians have promised to aid the orcs in their attacks in return for sanctuary. Its isolated location also makes sure that any unforeseen effects will not hurt too many Iuzian troops (as might happen if the ritual took place in Dorakaa)

The warchief of Harrgrek is an orog named Korgan, who is willing to go to extreme lengths to maintain his position. He is the highest-ranking orc opposing the Iuzians in Harrgrek. All his other companions have died over the years and the last thing he wants is the younglings foolishly going along with Iuz. Not that Korgan is a bastion of virtue himself, he merely wants to keep Harrgrek alive somehow.

Right now, the orcs have divided into three factions: one supports Iuz and Borgor, one supporting Korgan while the rest of the orcs stay neutral for now. The Iuzians outnumber Korgan's faction, and he needs some help to tip the balance in his favor.

RITUAL

The Iuzians are conducting a ritual that they hope will return Vertislar to his half-fiend status. Its successful completion takes 21 days. If done faster, it will have catastrophic results (see the Conclusion). An Iuzian wizard Malminkolli (CE male human wizard 10) is working on the ritual. He does not take part in any combat and *teleports* away if PCs get too close. However, he does keep Vertislar under a *nondetection* (CL 10) all the time as well as using an *anticipate teleport* to alert him of any teleporting intruders.

ADVENTURE SUMMARY

Introduction: The adventure starts in the Iron Wheel, a caravan waystation near Mistmarsh where all the PCs have gathered.

Encounter 1: Therlor runs inside, pursued by zombies. The PCs must fight the zombies and protect the people inside.

Encounter 2: When the PCs follow Therlor's lead they come to the ambush site where they can learn that Iuzians are headed towards the nearby thorp of Filton. They can also find some loot that might help them later.

Encounter 3: When the PCs arrive in Filton, they face angry residents looking for revenge as the Iuzians have sunk most of the thorp's fishing boats. The PCs need to calm them down or intimidate them before they can continue.

Encounter 4: Navigating through Mistmarsh is difficult and unless the PCs are experienced with outdoorsmen, they meet various hazards in the swamp.

Encounter 5: While the PCs are in the swamp, a pack of ghouls or a bar-lgura demon in service of Iuz, attacks.

Encounter 6: If the PCs are fast enough, they can catch the two remaining Iuzians and learn about Harrgrek Kukulend and their plans.

Encounter 7: When the PCs get near Harrgrek Kukulend, they meet Korgan, an orog warchief of Harrgrek Kukulend and his troops who are fighting against forces of Iuz. The PCs can easily strike up a temporary alliance with them.

Encounter 8: The PCs get to the temple of Iuz beneath Harrgrek and must storm it, hoping to rescue Vertislar in time.

Encounter 9: As long as the PCs are fast enough, they can stop the ritual and rescue Vertislar. If the PCs are not fast enough, the transformation ritual fails and Vertislar disappears to the lower planes.

Conclusion: The PCs return Vertislar to the Pelorites, along with the *Necklace of the Forlorn Cairn*. If they were not in time, either Iuz has a dangerous new ally or Vertislar has disappeared.

PREPARATION FOR PLAY

The defense of the inn and meeting with Therlor is supposed to act as the main motivation for PCs to start their journey in this adventure. Do not allow the PCs to introduce themselves to each other before the adventure unless the PCs have previously adventured together.

You should also note the PCs' Listen, Search, Spot and Survival bonuses before the game starts.

TRAVELING DISTANCES

The distance to Harggrekk from the Iron Wheel is approximately 150 miles, with 100 of that in the Mistmarsh, taking 10-15 days for an average group of PCs. See DM aid 1 & 2 for a distance tracker as well as food tracker.

HOME REGION

PCs whose home regions are Bright Lands, the Domain of Greyhawk, or Hardby gain +2 competence bonuses to all knowledge skills during this adventure, in addition to other possible modifiers listed in the adventure text.

ANIMAL COMPANIONS AND WEAPONS

The owners of Iron Wheel do not mind their customers carrying weapons within their establishment but as a sign of politeness, they do wish that customers put ranged weapons and two-handed weapons either under the stairs or behind the bar counter. Medium animal companions are fine, as long as they do not cause trouble. Large animal companions can be kept in location D (a shed). Huge animal companions are not let inside the bar and have to be kept outside, well away (at least 400 ft.) from the caravans and customers.

EMNITY OF THE SLAVE LORDS

In COR5-12 *Return to the Undercity*, PCs could earn a disfavor where they start the adventure on less than maximum hit points. If a PC loses hit points because of this disfavor, he does not start out in the Iron Wheel.

Rather, he is outside after losing his pursuers. In the distance he can see the lights of a caravan waystop and hears strange sounds (whether this is zombies bashing in doors, teamsters running away, or something else depends on how combat progresses). In practice, this means that the PC(s) enter combat on the third round of combat, from a random side of the tavern.

INTRODUCTION

The Iron Wheel is one of the many caravan waystations in the Domain of Greyhawk. It is located just south of the Mistmarsh, by the road that leads to the dwarven hold of Greysmere before continuing on to Eastvale and Hardby.

The atmosphere is relaxed and a large number of teamsters are inside, avoiding the summer rain that soaked the area a few hours ago. Others are staying with their wagons and caravan guards some distance away from the Iron Wheel. One of the waystation owners is playing a Fharlanghni tune with a lute while the other serves drinks over the bar.

Near the stairs, sits a member of the Greyhawk Militia and few other seasoned travelers are also enjoying the quiet evening.

Creatures: Several NPCs are present and the PCs can interact with them. Appendix 1 has all the details needed to run these NPCs.

◆ **Filmon:** hp 12; Appendix 1.

◆ **Tacari & Verlan:** hp 4; Appendix 1.

◆ **Teamster (6):** hp 3; Appendix 1.

Development: Once the PCs have had a chance to talk to NPCs and each other, move to encounter one.

1: ZOMBIES IN THE NIGHT

This encounter uses DM Map 1. Therlor runs to the caravan stop. PCs make Listen checks opposed by Therlor's Move Silently check. Therlor has a total modifier of +8 to this check due to the interposing walls and distraction provided by other people in the tavern. Those PCs who hear him may enter initiative at this stage. Therlor himself moves inside on the next round. He has gone through an ordeal and his clothes are covered in mud so he is not immediately identifiable as a priest of Pelor, so he might end up dead if PCs decide to attack first and ask questions later.

Once inside Therlor loudly warn about approaching undead, which sends some of the customers into panic. Refer to Appendix 1 for more information about the NPCs' subsequent actions.

◆ **Therlor:** hp 6 (currently 2); Appendix 1.

The tavern has the following generic features and locations. None of the doors are locked at the beginning of combat.

◆ **Front Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

◆ **Back/Side/Bedroom Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

◆ **Window shutters:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10.

◆ **Masonry walls:** 1 1/2 ft. thick; hardness 8; hp 135; AC 5; Break DC 35, climb DC 20.

◆ **Roof:** 4 in. thick; hardness 5; hp 30; AC 5; Break DC 26.

◆ **Table:** 1 1/2 in. thick; hardness 5; hp 8; AC 5; Break DC 12

Tables can be turned over to provide cover and doors can be barred as full round actions, which increases their break DC by 2 and hit points by 5.

Location A: Tap room. This room is dominated by the bar and a large fireplace. Stairs lead up to the bedrooms. Double doors lead outside. A curtain separates the kitchen (location B) from the tap room.

Location B: Kitchen. Numerous barrels and other items contain foodstuff. The kitchen has many knives and cooking implements (that can be used as improvised slashing weapons that deal 1d4 points of damage) as well as a large meat cleaver (improvised weapon dealing 1d6 points of slashing damage).

Location C: Storage room. Tools, preserved food and various other items fill this room.

Location D: Shed. This open area has a few chicken coops. It also has enough space for a horse but none is currently present.

Location E: Bedrooms. These simple rooms function as accommodations. Those who cannot afford rooms can sleep in benches in tap room.

Creatures: A group of zombies, who became uncontrolled when Gerlan died, chase Therlor. A wyvern, which served as Gerlan's mount, is also hunting Therlor at APL 8. Due to the favorable circumstances of this combat is has a -2 modifier to its EL.

APL 2 (EL 1)

◆ **Lizardfolk Zombie (3):** hp 35; Appendix 1.

APL 4 (EL 3)

◆ **Lizardfolk Zombie (6):** hp 35; Appendix 1.

APL 6 (EL 5)

◆ **Lizardfolk Zombie (5):** hp 35; Appendix 1.

◆ **Grey Render Zombie:** hp 133; MM 267.

APL 8 (EL 7)

◆ **Lizardfolk Zombie (8):** hp 35; Appendix 1.

◆ **Grey Render Zombie:** hp 133; MM 267.

◆ **Wyvern (Gerlan's Mount):** hp 59; Appendix 1.

Tactics: The zombies start spread out due to Therlor's last successful turning undead. Two (four at APL 8) lizardfolk

zombies start 60 ft. away from back and side door and try to force their way in.

The remaining lizardfolk zombies start 150 ft. away from the front door. At APL 6, the grey render zombie is 180 ft. away and arrives one round after the lizardfolk zombies, while at APL 8 the wyvern arrives two rounds after the last lizardfolk zombies.

Zombies move to attack the first target they can see and keep attacking until destroyed.

If the doors are barred, the zombies attempt to destroy them. The wyvern is more cunning, and smashes a 5 ft. by 5 ft. section of the roof open and then uses its Lunging Strike feat to attack people inside with its stinger. The zombies fight to the death but the wyvern flee when reduced to 15 hit points.

Development: Once the combat ends, Therlor asks people to help him to see if any of his comrades survived the attack. He answers any questions the PCs have about his journey first (see Appendix 1). After this, move to encounter three. Filmon can accompany the PCs to the ambush site and if the PCs lack a tracker, he joins them. The PCs may also learn additional information about Brendingund family with a bardic knowledge, Knowledge (history) or Knowledge (local: Core) check:

- **DC 5:** The merchant Aldon Brendingund used an artifact called the *Necklace of the Forlorn Cairn* to earn himself immense wealth between 590-591 CY.
- **DC 10:** The necklace had unforeseen magical effects on Brendingund's wife, and turned their children into half-fiend monsters.
- **DC 15:** A group of adventurers managed to capture the children. They returned them to the temple of Pelor and reversed their transformation.
- **DC 20:** The necklace also had the power to make fiends stronger than normal. Adventurers took it back to its original location, and buried under a rockfall to prevent evil beings from using it.
- **DC 25:** Brendingund got into trouble in Hardby and did a couple of bad business ventures. He is now a beggar in the streets of Greyhawk, her wife left with an Ahlissan merchant while the church of Pelor took custody of the children.

Troubleshooting: The PCs might want to see if the authorities can help them. They can go to Marsh Keep (some five miles east from Iron Wheel) for help. While a contingent of 20 soldiers led by an officer named Gavril (LN human male marshal 4) is more than willing to accompany the PCs to the ambush site and Filmon with the PCs, they do not enter the Mistmarsh itself, saying that lizardfolk and other things will deal with the Iuzians. They do increase patrolling on the road leading to Greysmere in case the Iuzians try to get away from the swamp.

If any PC with the rank of sergeant in the Nightwatch is present, two regular guards volunteer to come along nonetheless. Use the statistics for watchmen presented in the *Greyhawk Ruins Sourcebook*.

Due to bad luck, Therlor might die in this combat. As long as the PCs have someone who can track, or Filmon survives this does not mean that adventure ends, as they can still find the ambush site.

2: AMBUSH SITE

The ambush site is easy to find despite the darkness, as the flames from five burning wagons are visible from some distance. Several dead and wounded humans and horses lie around the wagons, along with a large amount of discarded equipment and other debris of battle.

Few survivors are present. Those in negative hit points have stabilized. There are 15 dead Pelorites here, most of them acolytes with piercing and bludgeoning wounds. In addition, there are six Iuzians (dressed in grey robes) and the remains of four lizardfolk zombies here. At APL 2-6, a dead wyvern is also present. All these have numerous wounds caused by bludgeoning weapons and fire.

☠ **Teamster (7):** hp 3, 2, 0, -2, -3, -5, 9; Appendix 1.

☠ **Acolyte (5):** male human adept 1; hp 2, 3, 5, -3, -8.

These NPCs can tell the PCs the following:

- The attackers had well prepared positions near the road and sent their undead to attack first.
- The attackers numbered at least 20 humans. At least one humanoid, possibly an orc or a hobgoblin was also present.
- The caravan had a passenger named Vertislar Brendingund. He disappeared during the attack and is unaccounted for as is their warmage, Kaudotus. If Therlor died in the inn, he is unaccounted for as well.
- The attackers went after Kaudotus first but apparently were not successful in finishing him off. After the Pelorites were defeated, two fireballs in quick succession hit the attackers which killed several of them including the apparent leader of the attack (at APLs 2-6, the wyvern also died).
- After making sure the Kaudotus was dead, the attackers took as much loot as they could, along with a few bodies, and escaped towards the west.

If the PCs look for Vertislar near the attack site, they cannot find him. On a successful DC 5 Gather Information check, one of the teamsters tells them that he saw some kind of monster, roughly human-shaped but much more muscular, leaping onto the wagon where Vertislar was. There are numerous tracks around and a DC 10 Survival check allows PCs to follow the tracks of several humans leading to west.

A DC 15 Survival check reveals that the group has at least dozen individuals. A DC 18 check allows PC to identify separate tracks, made by something with six toes. The tracks do not lead anywhere, though, as the bar-lgura teleported to the scene. A DC 15 Knowledge (nature)

allows the PCs to determine that some kind of simian creature made the tracks. A DC 21 Knowledge (the planes) afterwards allows PCs to identify the tracks as those of a bar-Igura.

The PCs can search the remains of the caravan for loot, each check taking 10 minutes. A DC 10 Search check finds one of the following items (rolled randomly). For every 5 points by which the PC beats the check, one more item is recovered. Each item can be found only once. If a roll indicates an item already found, the PC only finds a single travel ration, rope, heavy mace or other such knick-knack. Using *detect magic* spell during search grants +2 circumstance bonus to the Search roll.

- **01-10:** A saddlebag containing six travel rations.
- **11-20:** The badly burned remains of a magical scroll. There is no residual aura but *read magic* or a successful DC 25 Decipher Script skill check followed by successful DC 20 Spellcraft check identifies that this scroll contained a *teleport* spell.
- **21-30:** Two full wineskins.
- **31-40:** A divine scroll of *remove disease*.
- **41-50:** A high-quality map showing nearby areas, which grants +2 circumstance bonus to Knowledge (geography) checks in the Domain of Greyhawk, Hardby, and the Wild Coast. This item appears in AR.
- **51-60:** Four bodies in grey robes that were dragged some distance away into a ditch and covered by leaves and branches. Each carries a holy symbol of Iuz and a total of 30 gp.
- **61-70:** A belt pouch containing two potions of *cure light wounds*.
- **71-80:** A scroll case containing divine scroll of *lesser restoration*.
- **81-90:** A headless body wearing a damaged chain shirt. Therlor can identify this as Kaudotus.
- **91-100:** A pouch containing 60 gp.

Treasure: Refer to the Treasure Summary for more information.

Speaking with the dead and high level spellcasting: It is possible that PCs will use *speak with dead*. This is possible but the dead attacker resists the spell (Will save +4). If made to talk, the dead attacker can tell the following things:

- He is a worshipper of Iuz
- He was to meet with the raid leader, Gerlan, here for a special operation to kidnap someone of importance from the Pelorites.
- He lived undercover in Greyhawk City. The plan was for him to participate in the attack and then hide away and return home or in case of trouble, Gerlan would *teleport* them all to safety.
- Gerlan mentioned a "safe haven" located somewhere in Abbor-Alz.

- They had a "monkey demon" with them whose task was to do the actual kidnapping.

The Iuzians carried Gerlan's body away and buried it in the Mistmarsh, so the PCs cannot question him. *Divination* points to Hargrekk but this means the PCs avoid the encounters in the Mistmarsh. Those *screaming* must succeed on a DC 21 caster level check and Vertislar's must fail his Will save (+3 bonus). (If the PC has not played COR2-02 *Breedingund's Brood*, Vertislar gets +5 bonus to his Will save) but this merely allows *teleportation* into the room where Vertislar is, triggering Malminkolli's *anticipate teleport*.

Development: Assuming the PCs follow the tracks to the west, move to encounter 3. Note that it is possible they might want to rest for the night and follow tracks in the morning. This is possible, but the encounter in Filton should be slightly different and Andigar/Slerba starts five miles further away from PCs.

3: FILTON

Filton (thorp): Conventional; AL N; 40 gp limit; Assets 100 gp; Population 50; Isolated (humans O/S/F (47), halfling (3)).

Authority figures: Vildunas, constable (male human warrior 4, visiting Marsh Keep).

Important characters: Rennel, local priestess (female human adept 2), Declen, village elder (male human commoner 5).

The Iuzians fled to the small thorp of Filton, which stands on the edge of Neen River, and stole some boats, figuring they would help them navigate through Mistmarsh more easily and that it would make it harder for anyone to track them. The villagers did not realize what happened until the Iuzians had sunk all the boats they did not need and rowed away into the darkness. The villagers think they stole at least seven boats. Now a dozen villagers and a few dogs are milling about angrily, looking for someone to blame.

These men are wearing grey robes (sturdy peasant clothing) which look a bit similar to ones PCs might have found previously. Succeeding on a DC 10 Wisdom check enables PCs to tell a difference. If they wish to attack these people, use the statistics for teamsters.

ALL APLs

🐟 **Fishermen** (11): hp 3; Appendix 1.

🐕 **Guard Dog** (4): hp 13; MM 272.

👤 **Juhanko**: hp 3; Appendix 1. Intimidate +4

Juhanko is an Oeridian man in his forties with unkempt hair and beard; he walks with a limp due to a snakebite he once received in the Mistmarsh

Tactics: The fishermen keep their distance and use improvised ranged weapons in an attempt to drive the

PCs away. If one of them falls, the others flee. Dogs stay adjacent to the fishermen, defending their masters. Any NPCs that the PCs have with them do not participate in the fight and leave to report the PCs to authorities if they kill any commoner. This gives the Arrested! entry on the PC's AR unless all witnesses are eliminated. Arrest takes place after the adventure is completed.

Development: The fishermen's initial attitude to the PCs is unfriendly and they demand an explanation for their presence. If no reasonable explanation is given, they become hostile and try to chase the PCs away. If their attitude becomes indifferent, they impolitely tell PCs that the others went north towards Mistmarsh. If they become friendly or helpful, the fishermen tell what happened and if asked, supply PCs with boats, located in a locked barn some distance away. Each boat can carry two Medium creatures or one Large creature. Up to four are available. The boats allow easier progress through the Mistmarsh. If the fishermen become hostile through a failed Diplomacy check, they attempt to drive away the PCs as outlined in the tactics section.

If the fishermen are successfully intimidated, they back down, keeping their distance from the PCs. Juhanko tells the PCs where the Iuzians headed, hoping that the PCs leave Filton.

If PCs follow the Iuzians to Mistmarsh, move to encounter four. At APLs 4-8, a bar-lgura demon visits the village sometime after PCs leave and captures Juhanko, torturing the information about PCs from him. This enables it to track PCs.

The following modifiers apply to Diplomacy and Intimidate checks in the thorp:

- Half-orc or centaur: -2
- Kobold: -4
- Member of the Nightwatch or a non-chaotic religious organization: +2
- Elf or half-elf +2

If the PCs come here with troops from Marsh Keep, the villagers are automatically helpful.

Buying Supplies from Filton: It is possible for the PCs to buy supplies from Filton if the locals are friendly or helpful. However, the thorp is extremely limited in what is available. The villagers have not yet started to store food for the winter, so only 1d6+5 days of rations worth of food (salted fish and potatoes mainly) are available for purchase. The PCs can also make one collective Diplomacy or Intimidate check. For each 5 points they score, one more food unit is available. For example, a check of 23 means four new food units are available. In addition to this, traveler's outfits are available. Padded or leather armor, crossbows, bolts, daggers, sickles, and all types of spear are also available, up to the thorp's gp value. If the PCs decide to loot the place, the available food units are doubled, though this requires that the PCs to defeat the fishermen in combat or drive them away. Getting supplies from the Iron Wheel is possible and the

owners give each PC two days worth of rations free, as a reward for helping them.

4: MISTMARSH

The Iuzians are traveling up the Neen River and towards the Mist Lake on the other side of the Mistmarsh, where they will continue to Harrgrek Kukulend (see map). If the PCs followed the Iuzians without delay, they are 11 miles behind them when pursuit starts. See DM Aid 3 for travel aids that make it easier to track the pursuit.

In total, the journey through Mistmarsh is approximately 100 miles. With rowboats the Iuzians move 11 miles per day though this is not all water travel as the boats need to be lifted over natural obstacles, some tributaries are dead ends and so on, which allows PCs to find enough signs of their passing to enable tracking.

In the swamp, it only requires a DC 10 Survival check to follow Andigar and Slerba (base DC 5 for very soft ground, +3 due to fog and a +2 circumstance penalty due to the boats). Unless the PCs try to track them at normal speed (Survival DC 15 and Track required), the Iuzians exit Mistmarsh sooner than the PCs and after that the Track DC becomes 25 + 1 for every 24 hours the Iuzians are ahead of PCs. If PCs do not figure it out by themselves, trackers should realize after a couple of days in the swamp that a forced march is required to catch up with Iuzians.

Survival DC only takes into account the presence of Andigar and Slerba. All the other Iuzians die in the swamp and while PCs may identify more than two pair of tracks with their checks, the only Iuzians they ever meet are Andigar and Slerba.

It is possible that the PCs have spells and abilities that enable faster travel. In this case, the DM needs to calculate how quickly PCs catch up with Iuzians.

Allow the PCs a Knowledge (nature) or Knowledge (local: Core) check to learn the following information about Mistmarsh.

- **DC 5:** The Mistmarsh is a dangerous place. The swamp is full of fearsome creatures and fell hazards. It would be foolish to travel the swamp without a skilled outdoorsman.
- **DC 10:** The creatures commonly encountered in the swamp include crocodiles, leeches, snakes, and hordes of insects. Several tribes of kobolds and lizardfolk inhabit the swamp as well.
- **DC 15:** The environment in the marsh is harsh. The heat and high humidity can be overwhelming in the summer months. Quicksand and sinkholes have been known to catch the unwary. Drinking the water is a sure way to contract disease.

Now would also be a good time to check the character sheets and identify how much food the PCs are carrying as they could run out of food and suffer effects of starvation (DMG 304) if they do not have enough. Survival checks enable gathering of food and water as normal, reducing overall land speed further.

While local denizens can drink the water, having long since become immune to the diseases carried in the water, the PCs are not so lucky. Unless *purify food and drink* is used, the PCs need to make DC 16 Fortitude save or contact blinding sickness when drinking the water (DMG 292).

In addition to tracking checks, ask the players to set a marching order and select one “guide” PC (or NPC) to make a general Survival check every day. The guide may take 10 if desired but may not take 20 as it would consume so much time that catching the Iuzians would be impossible. Only PCs with ranks in Survival may attempt the aid another action to help as this simulates efforts during the whole day. If more than one PC insists on being the guide allow them to make separate Survival checks but use the *lowest* result to simulate the inevitable bickering and confusion that results.

The following circumstance modifiers also apply:

- **+1:** For every two levels of druid, ranger, or scout in the party. Count all of these together. Thus, a group with 4th-level druid and 2nd level ranger would receive a +3 circumstance bonus.
- **+2:** If all PCs in the party have an *endure elements* spell cast upon them.
- **+3:** If the PCs use the spell *commune with nature* to find out about the terrain.
- **+2:** DM’s discretion for any reasonable traveling preparations.
- **+1:** If all PCs are equipped with traveler’s outfits.
- **-2:** For each PC who travels in heavy armor.

Once the total bonus is calculated, have the guide make one Survival check. A score over 25 means a good encounter (see below) while a score lower than 25 results in a bad encounter in the swamp. Events marked with * can only happen once. If rolled twice, treat it as a result of four.

BAD ENCOUNTER (1D6)

1. **Quicksand:** A randomly chosen PCs must make a DC 11 Survival check (base DC 8, +3 for misty conditions) or accidentally wades 5 ft. into quicksand (DMG 88).
2. **Swarm of mosquitoes:** The party happens upon part of a swamp that is a breeding ground of particularly vicious strain of Mistmarsh mosquito and cause them to swarm everywhere and sting PCs, requiring them to make DC 16 fortitude save or contact blinding sickness. PCs with damage reduction are immune to this.
3. **Lizardfolk Trap*:** PCs see a human body hanging from a tree, with a holy symbol of Iuz around its neck. This is a decoy left by lizardfolk to lure more Iuzians to their traps. If the body is touched, a clay container drops out, shatters and spreads non-lethal fungus spores to immediate surroundings. Touching the body from a distance also triggers the trap. If *Speak with the dead* is used, the body can answer questions

like in Encounter 2. If successfully disarmed, the PCs can take the container to use as a weapon.

Trapped Body: CR 0; mechanical; touch trigger; manual reset; 10-ft. cloud of spores (DC 10 Fortitude or sleep 1d3 hours, sickened for 24 hours); Search DC 19; Disable Device DC 12.

4. **Caltrops:** A randomly determined PCs steps on caltrops dropped by Slerba to discourage lizardfolk from pursuing the Iuzians. It functions as detailed in page 126 of PHB, and anyone wounded by it must make a DC 16 Fortitude save or contact blinding sickness.
5. **Sinkhole:** The guide must succeed on a DC 12 Spot check or walk into a concealed sinkhole (DC 15 Reflex save avoids; 10 ft. deep [1d6, fall]).
6. **Slow progress:** The progress of PCs is particularly slow today. The distance traveled today is 1 mile less than normal.

GOOD ENCOUNTER (1D6)

1. **Lizardfolk:** The PCs come across a hunting party of four lizardfolk (MM 169) from the Twisted Branch tribe. If the PCs interact with them in a friendly manner with a DC 15 Diplomacy check or offering a metal weapon as gift, the lizardfolk offer some guidance about the way ahead. For the next day, PCs receive a +2 bonus to Survival checks. In addition, the lizardfolk try to barter their catch (young crocodile, fish, and so on) for a metal weapon or non-heavy armor costing at least 5 gp. Their catch feeds the PCs for a day. A successful DC 15 Survival or DC 10 Profession (cook) check allows PCs to avoid discarding potential edible parts and feeds the entire party for two days. These lizardfolk only speak Draconic.
2. **Good progress:** The PCs find a clear path through the swamp. Increase the distance traveled today by 1 mile.
3. **Useful herbs:** As the PCs travel, they come across swamp plants with curative properties. Anyone who makes DC 15 Knowledge (nature) or Profession (herbalist) check can turn them into a healing elixir that functions as antitoxin (PHB 128) or that removes the blinding sickness from one PC. The elixir stays potent until the end of this adventure.
4. ***Unlooted body:** The PCs spot the body of a Iuzian lying by the river. Among his possession is a full wineskin, 6 trail rations, and a vial of antitoxin.
5. **Clear tracks:** PCs find particularly good tracks left by Andigar and Slerba. During the next day, they receive a +2 bonus to Survival checks to follow them. If they have already been captured, the guide receives a +2 to the next Survival check made to avoid hazards.
6. ***Safe place to rest:** A strange clearing has the partly shattered statue of a man in wizardly vestments. It is also happens to be very dry spot in otherwise soaking Mistmarsh. During this night, natural rate for healing is doubled and if the ghouls or the bar-Igura attacks, they receive a -2 penalty to Hide and Move Silently

checks. For the next day, all the PCs receive benefit from an *endure elements*.

THE FIRST DAY

In addition to the above random encounters, read the following one day after PCs have entered Mistmarsh:

Ahead, the remains of a battle are evident. Several bodies, wearing tattered grey robes lie scattered around. Javelins and arrows float in the river or are stuck in nearby trees. Remains of broken boats are slowly floating down the river.

Members of the Red Fang lizardfolk tribe ambushed the Iuzians as they returned to the swamp, killing six and capturing two for sacrifice while the rest fled. A DC 10 Survival check discovers that after battle, the two sides departed in different directions.

The lizardfolk headed to the north while the remaining Iuzians escaped east. Tracks leading to the north are identifiable as reptilian and a DC 12 Knowledge (nature) check identifies them as lizardfolk. The lizardfolk have looted everything of value from the battle site. PCs can find remains of four boats.

Development: Assuming the PCs continue after the Iuzians, resolve their pursuit as detailed above.

However, during their second night in the swamp, the ghouls or the bar-Igura (depending on APL [encounter five]) attack. If the PCs catch the Iuzians, move to encounter six. Once the PCs are close to Harrgrek Kukulend, move to encounter seven.

Troubleshooting: If PCs continue after lizardfolk, they meet a patrol of six lizardfolk from the Red Fang tribe who are indifferent (friendly if PCs have their recognition from COR6-19 *Heir Aberrant*) toward them and explain that they took some prisoners that they are about to sacrifice as punishment for their aggression. They say that they did not see any young human, or take one prisoner. They suggest that the PCs leave this area in peace.

It is also possible that high-level druids could transform into eagles and cover dozens of miles in day to hunt for Iuzians. A mist that blocks any long distance visibility continuously surrounds the Mistmarsh, making this plan less useful.

5: ATTACK IN THE SWAMP

Aside from natural hazards, PCs must also deal with monsters lurking in the swamp. An example map, showing a tributary of the Neen River and adjacent swamp terrain (DMG 86) is included, but as there might be several combats with pursuing monsters, the DM most likely has to prepare additional combat maps. Monsters have to stick to solid ground while PCs are probably in boats.

APL 2 (EL 3)

👁️ **Ghoul (3):** hp 13; MM 119.

These ghouls have 10 javelins each (+3 ranged, 1d6+1 damage). They have coated the weapons in their ichor so they can transmit ghoul fever.

APL 4-8 (EL 5)

👁️ **Tarm-O Erkale, bar-Igura hunter:** Appendix 1.

Tactics: At APL 2, at some point of their travel, the PCs pass a group of hiding ghouls 2d8 x 10 ft. away. The ghouls take 10 on their Hide check for a total score of 16 + 1/10 ft. If the PCs do not spot them, these ghouls start to follow them at some distance, making hit-and-run attacks during night (remember that they can aim at PCs if they have light sources, even beyond their darkvision).

Once any symptoms show themselves, the ghouls make a final attack. They can avoid the PCs' attacks by diving into the water and swimming away. As they are undead, they suffer no risk of drowning and use this to lose any pursuing PCs (visibility in murky water is 1d8 x 10 ft.) The ghouls try to stay out of sight and track the PCs at normal speed. Tracking the PCs is a DC 10 Survival check with additional -1 for each three party members. This includes -5 for full speed tracking.

If PCs leave no tracks (such as all having *pass without trace* cast or the trackless step ability) or obscure their tracks the ghouls abandon pursuit and the PCs earn full experience. Note that if the PCs try to run away, the ghouls can do a forced march for a whole day as they are immune to nonlethal damage.

Bar-Iguta: At APLs 4-8, a bar-Igura demon pursues the PCs, using his Track feat. The demon abandons its pursuit if the PCs can increase the difficulty of tracking checks to 16 or higher, in which case it *teleports* to Harrgrek Kukulend. If the bar-Igura successfully tracks the PCs, it can hinder their progress with *telekinesis* and other abilities. It starts with *major image* and illusionary monsters to test the PCs' tactics.

Afterwards it use hit and run attacks. Its *telekinesis* has a total range of 620 ft. (though maximum combat range in swamp is still 2d8 x 10 ft.) and deals 6d6 damage. It can split this amount of damage by choosing separate targets so, for example, it could target two enemies, dealing 2d6 to one and 4d6 to other target (both with +7 to hit). If the PCs at APL 4 appear slightly weak, the demon does not use 6d6 attack on targets that are not in heavy armor.

If opportunity presents itself, it also steals weapons and supplies from PCs. Its primary targets are the guide and spellcasters. As a demon, Tarm-O requires no sleep so he can attack numerous times per night and potentially make it impossible for PCs to get enough rest for memorizing spells.

The bar-Igura will not try *abduction* on PCs in the swamp, as there would always be an element of risk to Harrgrek in case the abductee is too strong.

If the bar-Igura loses 25 or more hit points during its attacks, it *teleports* away to Harrgrek, where the PCs face it

in final combat (the orc cleric heals it before this). At APL 4 it also stops the attacks after three nights. If it has any of the PCs' supplies with him, it takes them along and gives them to the orcs. If the PCs capture Andigar or Slerba, the bar-lgura tries to rescue them with *teleport*.

Note that in case with either monster, PCs can try to set up an ambush for them. Details on how to run this is left up to the DM.

Development: While PCs are dealing with possible attackers, they must still deal with the hazards of Mistmarsh in encounter four.

6: CATCHING THE FUGITIVES

No matter when the PCs catch up with the Iuzians, only the tiefling Andigar and his hired orc guide Slerba remain. All the other Iuzians have fallen to the hazards of Mistmarsh. Unless Andigar and Slerba can avoid pursuit (DMG 20) or hide, this encounter leads to combat.

While Andigar is an Iuzian fanatic, Slerba is just a hired fist without any sense of loyalty and he has grown tired of the annoying tiefling who told him to enter the swamp in the first place and who now constantly complains about insects and weather while the orc tries to keep him alive.

In fact, if alerted to PCs' presence before caught, Slerba drops a note on the PCs' path (DC 20 to Spot) in which he offers Andigar's head for a safe passage.

If the PCs agree, they should give a clear signal the next night (building a fire, shooting flaming arrows, and so on) and Slerba comes to them with Andigar's head in a sack.

APL 2-8 (EL 2)

🔪 **Andigar:** hp 10; Appendix 1.

🔪 **Slerba:** hp 8; Appendix 1.

🔪 **Snake Familiar:** hp 5; MM 280.

Tactics: Slerba activates his scroll of *entangle* and then throws javelins before resorting to his greataxe.

Andigar starts by using *darkness*, followed by *bless* and *sleep*, and then alchemist's fire against nearby opponents.

Both also have smokesticks, which they use to obstruct lines of sight. Andigar's familiar hides in the swamp and move to coup de grace any opponent who falls asleep or unconscious.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: If the PCs capture Andigar alive after combat, he has to be successfully intimidated or *charmed* to reveal that Vertislar is at the temple of Iuz below Harrgrek Kukulend. If any PC is a member of the Nightwatch or good-aligned religious organization, Andigar gets a +2 circumstance bonus when resisting intimidate. Andigar knows the location of the temple but can only describe locations A and D as only the Iuzian

leaders enter deeper into the temple. He knows about the secret door in location D but tries to avoid telling about it.

Slerba on the other hand has no qualms about betraying Andigar and if captured alive, he gladly guides PCs to Harrgrek if the PCs allow him to retain his items and let him go afterwards. He can also tell that there is a war going on between the worshippers of Iuz and Gruumsh though he does not really care about it, being happy to work for whoever pays more. He can also tell general things about the ambush, Gerlan, "monkey-demon" and other such things to fill in those parts of the plot that might still be unclear to PCs.

However, if any dwarves are present, a successful DC 15 Diplomacy check by a non-dwarf is required to make Slerba talk (dwarves who try to aid this check automatically give a -2 penalty to whoever they try to aid). If the PCs killed both fugitives, they might be stuck without a clue as neither of them has any obvious clues that point to Harrgrek Kukulend. The only options are *speak with dead* (both attempt to resist it) or identifying certain ritual scars and tattoos on Slerba as those belonging to Harrgrek Kukulend with successful DC 20 Knowledge (local: Core) skill check.

After identifying Harrgrek, it also requires a DC 20 Knowledge (geography) check to determine its exact whereabouts in the Abbor-Alz.

Dwarf, gnome, and half-orc PCs from Greyhawk, Hardby or the Bright Lands regions receive a further +2 bonus to these checks. If the PCs find the information regarding Harrgrek, they may continue towards it through the Mistmarsh (going back to encounter four) or with suitable high-level spells if they have any.

If PCs do not know where to go, they most likely fail in the adventure unless they manage to capture the barlgura at APLs 4-8.

7: MEETING KORGAN

Once the PCs get to Harrgrek Kukulend, they can strike an alliance with an unlikely individual. Korgan is an orog and a warchief of Harrgrek, who has been losing his supporters to the Iuzians. He is now engaged in a religious war with the Iuzians who wish only to rampage through the Abbor-Alz (or die in the process), while Korgan would prefer to keep Harrgrek going on like it has been for years; living off UnderOerth creatures and ignoring the surrounding world. Korgan and his troops have camped outside Harrgrek to avoid battle spilling into the areas of neutral orcs. Read the following:

Scattered among the hills, are several tents, palisades and lean-tos. Dozens of orcs are visible, some forming a picket line around the camp. Several banners showing bloodied longsword and empty eyesocket are around the camp.

DC 11 Knowledge (religion) identifies the longsword as the symbol of Ilneval (NE orc god of war and leadership),

and the eye socket as that of Gruumsh (CE orc god of Orcs, War & Territory), identifying them as those orcs fighting against Iuz. If the PCs approach the orcs, they spread out but take no aggressive actions unless PCs do so first. Even if dwarves and elves are present, the orcs have orders from Korgan to save their forces for use against the Iuzians. If the PCs express a desire to talk, one of the orcs fetches Korgan.

ALL APLs

🐉 **Korgan:** hp 88; Appendix 1.

🐉 **Orc (40):** Hp 5; MM 203.

Appearance: Korgan is one of the few orcs dwelling in Harrgrek Kukulend. He is nearly seven feet tall orc with grey skin and long pointed ears (much like an elf). He wears spiked full plate and carries a greatsword.

Personality: A pragmatic leader, Korgan would still be content to keep Harrgrek Kukulend as it was, living off the bounty of UnderOerth and keeping various underground aberrations away from his territory. If the PCs say they are against Iuzians as well, he is more than willing to enter into a temporary alliance with them, though that does not mean he considers PCs as his friends.

History: Korgan is currently fighting the charismatic young leader Borgor for the rulership of Harrgrek. Borgor has allied with the Iuzians and is feeding the near suicidal frenzy of some of the younger orcs to go after a nearby dwarf settlement in an attempt to conquer it (or die trying).

Use the following bullet points to detail the conversation between Korgan and the PCs.

- He is Korgan, warchief of Harrgrek Kukulend.
- He wants to know why the PCs have come to the battleground between the servants of War-Maker (Ilneval) and the Northern God (Iuz).
- Young orcs have rallied behind Borgor who wishes to attack nearby dwarf and gnome settlements. This is folly; Korgan does not believe Harrgrek is strong enough for it
- The young orcs think servants of the northern god will help them. They have taken over the lower levels of Harrgrek and a temple that was once holy for Gruumsh.
- A human wizard is residing in the temple but Korgan does not know what he is doing. Korgan suspects him to be quite powerful.

If PCs say they wish to rescue a captive or destroy the Iuzians, Korgan agrees and even allows the PCs to take everything they find in the temple. However, he makes it clear that once they destroy the Iuzians, he expects PCs to leave immediately. He can reveal the following things about the tunnels beneath Harrgrek.

- Two entrances lead to temple. One is nearby while the other passage is accessible through the UnderOerth.

- The orcs of Harrgrek hunt for food in the UnderOerth extensively and sometimes use monsters as guardian beasts. The Iuzians might do the same but Korgan has no specific information about what to expect but gricks, chokers, and worse could be encountered
- The Iuzians brought lots of equipment with them. All of orcs encountered in the temple are probably well equipped.
- Korgan can coordinate an attack with the PCs. This cuts off any reinforcements arriving from UnderOerth while the PCs destroy the temple.
- The orcs of Harrgrek frequently use traps for defense, and the temple will not be an exception.
- The Iuzians have some of Korgan's orcs as prisoners. If PCs are able to save them, it might get them some extra muscle for the fight.

If the PCs have an obvious wizard, sorcerer, or warmage with them, Korgan gives him a *scroll of fireball* (included in treasure summary for the temple), saying that he has no-one who could use it but if the wizard could get to stairs leading and cast it in the rear of the Iuzians, it would help Korgan immensely. If no wizard is present, a rogue with ranks in Use Magic Device would do as well.

Treasure: Refer to the Treasure Summary to determine what the PCs find here

Development: Provided PCs know where the temple is by getting the information from Korgan, Slerba or Andigar or by following tracks if Slerba and Andigar evaded capture, they may proceed to encounter eight but if no deal has been struck, reinforcements are available for the Iuzians.

Troubleshooting: If PCs initiate combat here, Korgan uses his *cape of mountebank* to escape while 20 orcs fight the PCs (the others escape). PCs can loot the camp afterwards.

8: HARRGREK KUKULEND

When PCs finally get to the temple of Iuz, they must assault and destroy the individuals within before the ritual is completed.

Reinforcements: If PCs did not coordinate the attack with Korgan, the Iuzians might receive reinforcements. At the start of each round, there is a 20% chance that a Harrgrek orc appears in location J. Once all of the other encounters in the temple are defeated, the reinforcements stop. They also stop after a number of orcs equal to the APL (4 at APL 4 for example) have arrived.

Disguise: If the PCs have taken any robes from dead Iuzians, they can attempt to disguise themselves and enter the temple. All Iuzian cultists are human males.

Orcs in the temple recognize the cultists on sight, receiving a +4 bonus to their Spot checks to see through the disguises. Cultists reside in location C and if the orcs see anyone straying too far from it, they become suspicious. If Andigar is still alive, he has +10 bonus to see through disguise as he witnessed his associates die in the swamp.

Dungeon features: Harrgrek Kukulend has the following features.

🔨 **Hewn Stone Walls:** hardness 8; hp 540; Break DC 50, Climb DC 25.

🚪 **Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23. Open Lock DC 25.

🔒 **Secret Door:** 3 in. thick; hardness 8; hp 90; AC 5; Break DC 25, Search DC 20

🔒 **Portuculis/Prison cage:** 1 in. thick; hardness 10; hp 30; AC 5; Break DC 24. Open Lock DC 25 (prison only)

Unless otherwise mentioned, all floors in Harrgrek Kukulend are hewn stone floors (DC 10 Balance check required to charge or run across such floor).

The ceiling is 10 ft high unless otherwise noted.

Location descriptions assume that the PCs carry a light source equivalent to a torch. If PCs have no light source or a light source that extends further, adjust the boxed text. The temple itself has no light sources except torches in location A & D.

LOCATION A: OUTSIDE

A ten-foot-wide corridor leads to a locked door that offers access to the temple. The door has a spyhole for the guards to see who is coming into the temple.

Trap: Borgor's orcs recently built a trap in front of the door to prevent Korgan's orcs from entering this way. Anyone stepping in front of the door triggers it unless disabled by hidden switch or by a rogue. It continues to attack until dealt with. The sound of the trap may alert the orc guards within.

APL 2-8 (EL 1)

🔪 **Wall Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. The swinging blades can also be attacked when they trigger if action is prepared (AC 11, hardness 8, hp 15)

LOCATION B: GUARD ROOM

Beyond the door is a 35-foot wide room. Two pedestals stand in the southern corners. On top of them are crude statues of orcs, wielding spears. Opposite the door is another pedestal where a propped-up human skeleton stands, wearing rusty chainmail and carrying a shield and shortspear. Two corridors lead east and west from this chamber.

The items on the skeleton are rusty but usable.

As shown on map, the north wall has an *illusionary wall* spell cast on it. Anyone searching the north wall finds the illusion. The door leading to location C is locked, while the door leading to location D is open.

Trap: A trap is in front of location C at APLs 6-8 to protect the priest's quarters. Anyone stepping in front of the door triggers it. Orcs know of it and communicate with the priests by going through secret doors.

APL 6-8 (EL2)

🔪 **Fusillade of Darts with Black Adder Venom:** CR 2; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 14; Disable Device DC 20.

LOCATION C: CLERIC'S QUARTERS

This 15 ft. by 15 ft. room is barren except for a rough table, chair, and an uncomfortable looking bed. Various items such as rocks, bones, and sticks litter the floor.

This is where the cleric spends most of his time. The trinkets on the floor are items that cleric uses for casting of bones. There is a secret door in the north wall.

LOCATION D: IUZIAN QUARTERS

Six bunk beds covered with mundane items such as trail rations and gray robes sit in the corners of this chamber.

This is the room that the Iuzian cultists use for sleeping and living. While there is a lot of mundane equipment in here, all valuable gear was with the cultists who attacked the Pelorites. A secret door is on the north wall. The door to this room is open unless closed by orcs (see tactics).

LOCATION E: PRISON CELLS

This crude corridor has two metal cages lining the walls. The stench here is almost unbearable and the floor here has dried blood and worse covering it.

One of the cages currently has orc prisoners in them. The other cage is empty as the prisoners were hauled away as sacrifices to Iuz. These orcs are loyal to Korgan. The PCs can recruit them to help in combat if they give them weapons.

👤 **Orc (4):** hp 5; MM 203, except they have no equipment.

LOCATION F: THE LAIR OF THE BEAST

This large chamber, the floor covered by dried grass, functions as some kind of lair. Several metal rings are bolted to the floor, perhaps to secure chains around whatever creature is kept here.

At APLs 6-8, read the following unless the skeleton has already been animated.

Against the far wall, a large skeleton of a two-headed humanoid lies still. Two large morningstars are still clutched in its hands.

At APLs 6-8, the cleric tries to cast *animate dead* on this corpse and use to aid in defense of the temple.

LOCATION G: CENTRAL CORRIDOR

This description assumes PCs come through *illusionary wall*.

This 10-foot wide corridor continues north. After 15 feet, it turns left while also continuing 20 feet onwards and ending at a double door. The door bears symbols of Gruumsh, that have been defaced.

If the orcs are on alert, the two traps in this corridor are active. The secret door on the east wall is unlocked.

APL 2-8 (EL 1)

Trap: There is a portcullis trap at the western entrance of the cavern. It comes down four rounds after the door is opened (even by orcs), as its purpose is to prevent enemies from escaping. It attacks anyone standing in the indicated squares. A DC 25 Spot check is enough to notice the holes where the portcullis comes down.

🔪 **Portcullis Trap:** CR 1; mechanical; location trigger; manual reset; onset delay 4 rounds; Atk +15 melee (3d6); Search DC 20; Disable Device DC 20.

Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

APL 8 (EL 2)

Trap: A *burning hands* spell trap is on the door set to attack anyone coming through who does not say the password ("Northern God" in Orc)

🔪 **Burning Hands Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26

LOCATION H: TEMPLE OF IUZ

This large chamber is barren, aside from a few mattresses on the floor. A 10-foot wide pedestal stands opposite the door. On top of it are stony orc legs, the only thing remaining from a statue that stood here. On the side of this chamber are raised walkways, 12 feet above the main floor. Four large pillars hold the roof up.

The floors here are smooth, imposing no penalty on movement. The ceiling here is 25 ft. high. The pedestal is 5 ft. high. PCs can get on top with a DC 10 Climb check or DC 20 Jump check (assuming running jump). Its top

counts as difficult terrain that grants cover (due to the legs). To get to raised walkways from the statue requires another DC 10 Climb or DC 20 Jump check. Getting to main walkways from the floor level requires a DC 25 Climb Check or a DC 48 Jump check. The pillars provide cover by orcs and PCs alike.

LOCATION I: ORC BARRACKS

These crude barracks have six bunk beds and several weapons scattered about.

PCs can locate 10 javelins, 3 clubs, 2 longswords and one spiked chain shirt in this location (included in the Treasure Summary). In addition, one of the bedrolls is actually a *magic sleeping bag* (included in the Treasure Summary)

LOCATION J: STAIRS TO UNDEROERTH

A set of stairs have been carved into the rock and lead downwards and deeper into Hargrekk Kukulend.

If PCs have made a deal with Korgan, read:

Faint sounds of combat echo up the stairs. It is obvious Korgans orcs are engaged in combat with other orcs in Hargrekk.

If PCs go down with the intent to use the *scroll of fireball*, read:

The stairs lead down and end above a large chamber. Rough, circular stairs lead down. Torchlight illuminates the floor where twenty orcs are preparing for battle. Sounds of combat are near.

👤 **Orc (20):** hp 5; MM 203.

If PCs use the scroll here (or cast their own spells), the orcs die. Moments later, some of Korgans orcs run in, greet the PCs, and continue onwards. This should not distract PCs further but it gives them a way to affect the battle raging in lower levels. It also earns them the "Decisive Blow" entry on their AR.

LOCATION K: RITUAL CHAMBER

This 20-ft.-by-20-ft. chamber has some kind of a torture rack in it, with a young boy chained to it. Holy symbols, strange alchemical liquids and other such items are on the two tables around the rack.

This is where PCs find Vertislar, if they find him at all (see the Conclusion).

Creatures: There are many monsters present in Harrgrek Kukulend. At the first sign of trouble they react to danger in unison. See below for their placement and tactics.

APL 2 (EL 4)

☛ **Harrgrek Orc** (7): male orc warrior 1; hp 6; Appendix 1.

☛ **Harrgrek cleric of Iuz**: male orc cleric 1; hp 8; Appendix 1.

APL 4 (EL 6)

☛ **Harrgrek Orc** (7): male orc warrior 1; hp 6; Appendix 1.

☛ **Harrgrek cleric of Iuz**: male orc cleric 1; hp 16; Appendix 1.

☛ **Carrion Crawler**: hp 19; MM 31 (with leather barding, AC 19, touch 11, flat-footed 17).

APL 6 (EL 8)

☛ **Harrgrek Orc** (7): male orc fighter 1; hp 10; Appendix 1.

☛ **Harrgrek cleric of Iuz**: male orc cleric 4; hp 32; Appendix 1.

☛ **Carrion Crawler** (2): hp 19; MM 31 (with leather barding, AC 19, touch 11, flat-footed 17).

APL 8 (EL 10)

☛ **Harrgrek Orc** (8): male orc fighter 2; hp 20; Appendix 1.

☛ **Harrgrek cleric of Iuz**: male orc cleric 5; hp 40; Appendix 1.

☛ **Gauth** (2): hp 45; MM 31 (except alignment NE).

Tactics

Orcs: Two orcs always guard the entrance to Harrgrekk at location B. If these two guards hear someone attempting to break down the door, they flee through the *illusionary wall*. If someone breaks in right away, they move to location D, close the door, and escape through the secret door. One orc stays with the cleric. If they detect enemies approaching, they try to alert main group of orcs in location I, and hope to lure enemies to location H. The orcs stay on raised walkways and combat the PCs from there with javelins and longswords. They coup de grace anyone incapacitated by the carrion crawlers or gauths.

Cleric of Iuz: Starts in location C. The cleric concentrates on buffing his allies and hindering enemy spellcasters (such as with *silence*). At APL 4, he gives *shield of faith* to the carrion crawler. At APLs 6-8, he casts *aid* on the carrion crawlers/gauths and uses *animate dead* to create an ettin skeleton (MM 227), which then attacks PCs without any sophisticated tactics.

Carrion Crawler: Starts in location F (At APL 6, one crawler is in location H.: They are trained enough to avoid attacking orcs but happily attack PCs. They do not attack half-orcs if other targets are available. If they paralyze or drop anyone, they coup de grace that person, then move away with the body to eat it. They fight if stopped from leaving. The carrion crawlers do not pursue anyone into 5-foot wide corridors.

Gauth: Starts in location H. Gauths stay out of reach and use their incapacitating eyes rays to fighter types. They also ready their stunning gaze against spellcasters.

Tarm-O: If Tarm-O is still alive, he stays in area I. In combat, he becomes *invisible* and tries to abduct a spellcaster to area E, trapping him in a place where the enemy cannot take 5-foot steps. Tarm-O then attempts to kill the spellcaster before returning to hunt another creature. If any orcs are in prison, they do not reach out to help, as they are afraid of the demon.

Andigar & Slerba: If Andigar managed to get this far, he joins the cleric in location C. Slerba on the other hand decides to skip out and leaves Harrgrek before PCs arrive.

Treasure: Refer to the Treasure Summary of this adventure to determine what the PCs find here

Development: The adventure moves to encounter 10, but choose the appropriate part depending on how successful PCs were. Once the orcs raise an alarm, see if PCs defeat the orcs or get to location K in less than 30 rounds of combat. If they do, move to "Ritual Stopped." If PCs take more than 30 rounds, move to "Ritual Failed."

9: THE RITUAL

Refer to the relevant section below.

Ritual Completed: If Malminkolli completes the ritual successfully without PCs getting to Harrgrek in 21 days, Vertislar is transformed into half-fiend form with *Necklace of the Forlorn Cairn* embedded in his flesh. This new creature is loyal to Iuz and Malminkolli immediately *teleports* to Dorakaa with Vertislar. PCs may still destroy the temple with Korgan, and they get the Valiant Effort AR entry.

Ritual Stopped: Provided the PCs deal with the orcs quickly enough (within 30 rounds of the battle beginning), Malminkolli *teleports* away, leaving Vertislar behind in location K as he refuses to come along on the *teleport*. Vertislar is otherwise fine and the PCs can take him away. He has the *Necklace of the Forlorn Cairn* and it can be removed. If the PCs attempt to use the necklace, they are teleported to Forlorn Cairn while the necklace stays in Harrgrekk Kukulend. This does not hinder them in any way, but means they have to make their way to Greyhawk themselves.

☛ **Vertislar Brendingund**: N male human expert 3.

Ritual Failed: If the PCs cause the ritual to fail because Malminkolli tries to hurry up the ritual and the PCs take longer than 30 rounds to deal with the orcs, a large wailing sound emanates from location K and Malminkolli *teleports* away. A group of four erinyes arrive on the scene two rounds later and *teleport* away with Vertislar and the *necklace*. (When Vertislar was born, an erinyes named Ullena attempted to steal both of Brendingund's children and the *necklace*. While Ullena was destroyed on the Prime Material Plane and still

awaits her eventual reformation in the Nine Hells, her lieutenants seize the moment to steal Vertislar and the *necklace* for their own ends. They do not attack anyone unless prevented from teleporting.

APL 2-8 (EL 12)

☛ **Erinyes (4):** hp 85; MM 54.

Development: Move to the Conclusion

CONCLUSION

If PCs manage to rescue Vertislar, the church of Pelor is grateful and PCs receive the Favor of the Church of Pelor on their AR. If PCs attempt to rescue Vertislar but fail, church of Pelor still looks at them favorably and they get Valiant Effort to their AR. In either case, the church of Pelor heals any ability damage or blindness that PCs have received during the adventure. If the PCs attempt to retain the *Necklace of the Forlorn Cairn*, the church of Pelor and the Nightwatch eventually finds out about it and retrieves it from the PCs.

If the PCs used the *fireball* scroll, or otherwise killed the orcs at location J, they receive the Decisive Blow AR item.

CAMPAIGN CONSEQUENCES

Email the answers to the below questions to creighton@greyworks.co.uk.

1. Was the ritual completed?
2. If PCs had NPCs with them, what happened to them?

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.

1: Zombies in the night

Destroying the zombies.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

5: Attack in the swamp

Defeating ghouls or Bar-Lgura

APL 2	90 XP
APL 4	150 XP
APL 6	150 XP
APL 8	150 XP

6: Catching the fugitives

Defeating cultists

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

9: Harrgrek Kukulend

Defeating the defenders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encountering traps.

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

Story Award

Capturing Andigar & Slerba alive.

APL 2	30 XP
APL 4	40 XP
APL 6	50 XP
APL 8	65 XP

Discretionary Roleplaying Award

APL 2	60 XP
APL 4	95 XP
APL 6	130 XP
APL 8	160 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP

APL 6
APL 8

900 XP
1,125 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.

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

2: Ambush Site

APL 2-8: Loot 4 gp; Coin 15 gp; Magic 51 gp *scroll of remove disease* (31 gp); *scroll of lesser restoration* (12 gp); *potion of cure light wounds* (4 gp each); Total 70 gp.

6: Catching the Fugitives

APL 2-8: Loot 67 gp; Coin 10 gp; Magic 12 gp *potion of cure light wounds* (4 gp each), *scroll of entangle* (2 gp); Total 87 gp.

8: Meeting Korgan

APL 2-8: Loot 450 gp; Coin 0 gp; Magic 0 gp; Total 450 gp.

8: Harrgrek Kukulend

APL 2: Loot 380 gp; Coin 20 gp; Magic 45 gp *magic sleeping bag* (41 gp); *potion of cure light wounds* (4 gp); *scroll of fireball* (31 gp); Total 476 gp.

APL 4: Loot 391 gp; Coin 28 gp; Magic 381 gp *dust of appearance* (150 gp); *magic sleeping bag* (41 gp); *potion of cure light wounds* (4 gp); *quaal's feather token (whip)* (41 gp), *vest of resistance +1* (83 gp); *wand of cure light wounds* (62 gp); *scroll of fireball* (31 gp); Total 831 gp.

APL 6: Loot 391 gp; Coin 35 gp; Magic 734 gp; *+1 banded mail* (116 gp); *boots of the mountain king* (125 gp), *dust of appearance* (150 gp), *magic sleeping bag* (41 gp); 8 *potion of cure light wounds* (4 gp each); 8 *potion of shield of faith* (4 gp each); *Quaal's feather token (whip)* (41 gp), *scroll of animate dead* (52 gp), *scroll of fireball* (31 gp), *vest of resistance +1* (83 gp); *wand of cure light wounds* (62 gp) Total 1191 gp.

APL 8: Loot 391 gp; Coin 40 gp; Magic 983 gp; *+1 light fortification banded mail* (366 gp); *boots of the mountain king* (125gp), *dust of appearance* (150 gp), *magic sleeping bag* (41 gp); 8 *potion of cure light wounds* (4 gp each); 8 *potion of shield of faith* (4 gp each); *quaal's feather token (whip)* (41 gp), *scroll of animate dead* (52 gp), *scroll of fireball* (31 gp), *vest of resistance +1* (83 gp); *wand of cure light wounds* (62 gp) Total 1411 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

Total Possible Treasure

APL 2: 1083 gp

APL 4: 1438 gp

APL 6: 1798 gp

APL 8: 2018gp

ADVENTURE RECORD ITEMS

☛ **Favor of Church of Pelor:** For rescuing Verstlar Brendingund, the church of Pelor owes you a favor. Once in the future when you are at Greyhawk City, they will cast any 4th-level or lower cleric spell from the PH for free, aside from material component cost. Alternatively, you may also use this favor to gain Open access to one of the following spells: *divine protection*, *snake's swiftness*, *clear mind*, *living prints*, or *guiding light*. The church also retains some items from the Brendingund family that they are willing to sell. This gives Core access to all items marked by a * below.

🗺️ **Old Map:** You discovered an old map that has accurate information about the Domain of Greyhawk. This counts as a masterwork tool for Knowledge (geography) check

made while in the Domain of Greyhawk. Members of Cartographers Guild affiliation receive this item for free and gain a +1 point increase to their affiliation score as a result of finding it.

☛ **Valiant Effort:** Despite your best efforts, you did not save Vertislar Brendingund. However, the church of Pelor still thanks you. Once in the future, when you are in Greyhawk City, the church of Pelor will cast any 1st- or 2nd-level cleric spell from the PH for free. Cross off this favor when used.

☛ **Decisive blow:** Your actions turned the tide of battle. From now on, orcs of Harrgrek Kukulend are always friendly towards you. You may also use this favor to purchase one weapon with the *vicious* weapon upgrade.

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

ITEM ACCESS

APL 2:

- *Magic sleeping bag* (Adventure; 500 gp; *Miniatures Handbook*)
- *Masterwork map* (Adventure; 50 gp)
- *Silent Shoes** (Any; 10 gp; *Arms and Equipment Guide*)
- *Earthsilk Jersey** (150 gp; *Races of Stone*)
- *Lenses of bright vision** (Adventure; 600 gp; *Magic Item Compendium*)

APL 4 (all of APL 2 plus the following):

- *Dust of appearance* (Adventure; DMG)
- *Ring of swimming** (Core; DMG)
- *Lenses of bright vision** (Core; 600 gp; *Magic Item Compendium*)
- *Boots of the mountain king* (Adventure; 1,500 gp; *Magic Item Compendium*)
- *Quaal's feather token (whip)* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Rod of the python** (Core; DMG)
- *Ring of feather falling** (Core; DMG)

APL 8 (all of APLs 2-4 plus the following):

- *+1 light fortification banded mail* (Adventure; 4,400 gp; DMG)

APPENDIX 1: ALL APLS

THERLOR

CR 1

Male human cleric 1

NG medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Flan

AC 13, touch 9, flat-footed 13

(-1 Dex, +4 armor)

hp 2 (6) (1 HD)

Fort +2, **Ref** -1, **Will** +4

Speed 20 ft. in chain shirt (4 squares due to encumbrance and poison), base speed 30 ft.

Melee light mace +1 (now at -3) (1d6+1)

Base Atk +0; **Grp** +1 (now at -3)

Special Actions turn undead (+2, 2d6+1, 1st)

Cleric Spells Prepared (CL 1st):

1st—*endure elements*^D, *protection from evil*[†],
sanctuary[†] (DC 13)

0—*cure minor wounds*, *detect magic*[†], *resistance*[†]

D: Domain Spell. Deity: Pelor. Domains: Good, Sun

[†] Already cast

Abilities Str (12) 4, Dex 8, Con 10, Int 14, Wis 15, Cha 13

Feats Alertness, Iron Will

Skills Concentration +4, Diplomacy +5, Heal +6,
Knowledge (religion) +6, Spellcraft +6

Possessions chain shirt, light mace

Appearance: Flan man in his twenties with black hair and amber eyes. His skin is paler than usual (result of being poisoned). Wears badly damaged and mud stained priestly vestments with a chain shirt underneath.

Knows: He was among a group of Pelorites traveling to Greysmere. The caravan was also supposed to leave a replacement cleric at Marsh Keep. After crossing the Neen River they were attacked by group of humans and undead bearing holy symbols of Iuz. The Pelorites had a wizard named Kaudotus with them who killed some of the Iuzian, but ultimately the Pelorites were defeated and Therlor fled, wounded by a poisoned arrow.

Some zombies came after him but he managed to stay ahead of them by using his turn undead ability but he could not hope to outrun them in armor, which he could also not stop to remove as he would have been caught. More importantly, the Pelorites had with them a young boy named Verstilar Brendingurund and it appeared that Iuzians were especially keen to get him. Therlor is aware that Verstilar was once a half-fiend and that the Pelorites somehow cured him from this. He has also heard that some kind of magical item in possession of Verstilar's father, Auldon Brendingund, was the reason for his transformation and that Auldon also used said item to amass a great wealth to himself. If asked, Therlor can say that in recent years, Brendingund got into trouble in Hardby and did a couple of bad business ventures. He is now a beggar in the streets of Greyhawk.

If PCs ask about a reward, Therlor cannot promise anything since he is just a junior cleric but if PCs help him, he can surely talk to his masters in Greyhawk city.

In Combat: Since he is badly poisoned and exhausted, he stays out of the way but tries to stabilize anyone who is reduced to negative hit points or uses magical items or scrolls if asked.

After Combat: He can take PCs to the ambush site but is hesitant to join them as he needs to get word to church of Pelor. Succeeding on a DC 20 diplomacy check (turning him helpful) causes him to join the party. Clerics of Pelor gain +2 circumstance bonus to this check. High ranking members in religious organization can automatically order him along.

FILMON

CR 1

Male human aristocrat 1/ranger 1

NG Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 8 (2 HD)

Fort +2, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)

Melee mwk scimitar +5 (1d6+3/18-20)

Ranged light crossbow +3 (1d8/19-20)

Base Atk +1; **Grp** +3

Combat Gear alchemical fire, tanglefoot bag

Abilities Str 14, Dex 15, Con 8, Int 12, Wis 10, Cha 13

SQ favored enemy (orc) +2

Feats Alertness, Track, Weapon Focus (scimitar)

Skills Diplomacy +3, Gather information +3, Hide +5,
Knowledge (geography) +3, Knowledge (nature) +3,
Listen +7, Move silently +5, Spot +7, Survival +5,
Swim +3

Possessions combat gear plus masterwork studded leather, masterwork scimitar, kukri, light crossbow, 10 bolts, flint & steel, backpack, tent, 3 torches, 5 rations, waterskin

Appearance: Oeridian man in his thirties, with brown hair and hazel eyes. Wears well-made traveling clothes, with a black coat showing the coat of arms of Greyhawk, which Filmon belonged to until three months ago. (DC 10 Knowledge [local – Core] check identifies). He wears a chain shirt for protection. On his belt is a scabbard for his scimitar and a pouch for crossbow bolts. He also has a backpack with camping gear, crossbow, and club as his secondary weapon.

Can tell: Is a member of an old noble family from Elredd (Wild Coast) that lost everything when Turrosh Mak conquered it. As such he was forced to join Greyhawk Militia where he worked for several years as a tracker.

In Combat: He lacks experience in fighting against undead and as such stays back and initially uses his

crossbow, switching to scimitar if told so by PCs. He also attempt to stabilise anyone who drops, if he can safely do so. If he loses half of his hit points, he withdraws and drinks his healing potion.

After Combat: He joins the PCs if Therlor mentions Iuz, or if the PCs lack a tracker, as it is his duty to protect the Domain of Greyhawk.

TEAMSTERS

CR 1/2

Male human commoner 1

N medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Languages Common

AC 10, touch 10, flat-footed 10

hp 3 (1 HD)

Fort +0, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee club +0 (1d6)

Ranged improvised weapon -4 (1d3)

Base Atk +0; **Grp** +0

Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

Feats Alertness, Skill Focus (Profession [driver])

Skills Handle animal +2, Listen +3, Profession (driver) +7, Ride +4, Spot +3

Possessions club, simple clothing, assorted tools

Appearance: Mixture of Flan, Oeridian and Suel humans, dressed in simple clothing.

Knows: They are part of a regular caravan delivering foodstuff to the dwarves of Greysmere and Karakast.

In Combat: Once warned of undead, they flee to their caravans which probably causes a few of them to die as they run into the zombies (their hesitation and confusion means they only move 30 ft. in the first round). It requires a DC 5 Intimidate check to stop one from fleeing. Spells such as *remove fear* or *calm emotions* automatically stop all fleeing drivers who are affected. In combat they hang back use the aid another action, granting a PC a +2 to their attack roll.

After Combat: Do not join PCs in their quest.

TACARI & VELRAL

CR 1/2

Male human expert 1

N medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common

AC 12, touch 10, flat-footed 12

(+1 armor, +1 shield)

hp 4 (1 HD)

Fort +0, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee shortspear +1 (1d6+1)

Base Atk +0; **Grp** +1

Abilities Str 12, Dex 10, Con 11, Int 13, Wis 9, Cha 8

Feats Alertness, Skill Focus (Profession [innkeeper])

Skills Climb +3, Handle animal +3, Listen +4, Knowledge (local: core) +5, Knowledge (nature) +5, Perform (wind instruments) +3, Profession (innkeeper) +6, Ride +4, Spot +4

Possessions shortspear, leather armor, light wooden shield

Appearance: Flan/Oeridian male humans, in their forties.

Knows: These two have owned this caravan stop for five years. They have an adopted son, Ralita, but he is visiting nearby Marsh Keep to catch up on local news.

They know how to keep their guests entertained and know several traveling songs, taught to them by servants of Fharlanghn, such as "Keep one eye on the road" that visitors like to hear.

In Combat: Once warned of undead, they go to kitchen, fetch weapons and try to support PCs in combat like the caravan drivers. Tacari attempts to secure the back doors, requiring the zombies to break through them.

After Combat: Does not join PCs in their quest.

KORGAN

CR 11

Male orog* fighter 8/ranger 1

**Races of Faerun* 71

NE Medium humanoid (orc)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Old Oeridian, Orc, Undercommon

AC 22, touch 11, flat-footed 21

(+9 armor, +1 deflection, +2 natural)

hp 88 (9 HD)

Resist cold 5, fire 5

Fort +10, **Ref** +3, **Will** +6

Weakness light blindness

Speed 20 ft. in +1 *full plate* (4 squares), base speed 30 ft.

Melee +1 *frost greatsword* +17/+12 (2d6+12/19-20 plus 1d6 cold)

Ranged mwk throwing axe +10/+5 (1d6+6/x3)

Base Atk +9; **Grp** +16

Atk Options favored enemy +2 (orc)

Combat Gear *cape of mountebank*, *potion of cure serious wounds*

Abilities Str 22, Dex 10, Con 14, Int 12, Wis 12, Cha 10

Feats Improved Initiative, Improved Toughness, Leadership, Mounted Combat, Iron Will, Quickdraw, Ride-By-Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +3, Craft (amorsmithing) +3, Craft (weaponsmithing) +3, Diplomacy +1, Handle Animal +5, Jump +3, Intimidate +5, Listen +3, Ride +12, Spot +3, Survival +7, Swim +0

Possessions combat gear plus +1 *full plate*, +1 *frost greatsword*, masterwork throwing axe, *gauntlets of dexterity* +2, 4 masterwork throwing axes, club, flint & steel, backpack, 3 torches, 6 rations, waterskin.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Korgan for 1 round. In addition, he suffers a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

1: ZOMBIES IN THE NIGHT**LIZARDFOLK ZOMBIE****CR 1**

NE undead

Init -1; **Senses** darkvision 60 ft; Listen +0, Spot +0**AC** 16, touch 9, flat-footed 16

(-1 Dex, +7 natural)

hp 35 (4 HD); DR 5/slashing**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares)**Melee** greatclub +4 (1d10+3) or**Melee** claw +4(1d4+2) or**Melee** slam +4 (1d6+2)**Base Atk** +2; **Grp** +4**Special Actions** single actions only**Abilities** Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Toughness**Single Actions Only (Ex)** Zombies have poor reflexes and can only take a single move action or attack action each round. A zombie can, however, move up to its speed and attack in the same round if it charges.**6: CATHING THE FUGITIVES****ANDIGAR****CR 1**

Male tiefling adept 2

CE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1**Languages** Common, Infernal**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 10 (2 HD)**Resist** cold 5, electricity 5, fire 5**Fort** +1, **Ref** +1, **Will** +4**Speed** 30 ft. (6 squares)**Melee** longsword +1 (1d8) or**Melee** spiked gauntlet +1 (1d4)**Ranged** light crossbow +2 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longsword)**Base Atk** +1; **Grp** +1**Combat Gear** *potion of cure light wounds*, alchemist fire (3), smokestick.**Adept Spells Prepared** (CL 2th):1st— *bleed*, *sleep* (DC 13)0— *cure minor wounds*, *light*, *purify food & drink***Spell-Like Abilities** (CL 2nd)1/day—*darkness***Abilities** Str 11, Dex 10, Con 13, Int 11, Wis 12, Cha 6**SQ** summon familiar**Feats** Improved initiative**Skills** Bluff +0, Concentration +5, Hide +3, Knowledge (religion) +4, Spellcraft +4**Possessions** combat gear plus masterwork studded leather armor, longsword, spiked gauntlet, light crossbow with 10 bolts, backpack, 1 week worth of rations, waterskin full of wine, caltrops, 30 gp.**SLERBA****CR 1**

Male orc ranger 1

NE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +2, Spot +2**Languages** Common, Orc**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 8 (1 HD)**Fort** +4, **Ref** +4, **Will** +0**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk greataxe +5 (1d12+4/x3) or**Melee** spiked gauntlet +4 (1d4+3)**Ranged** javelin +3 (1d6+3)**Base Atk** +1; **Grp** +4**Atk Options** favored enemy (dwarf) +2**Combat Gear** *potion of cure light wounds*, *scroll of entangle*, tanglefoot bag, alchemist fire, smokestick.**Abilities** Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6**Feats** Self-Sufficient, Track^B**Skills** Climb +3, Hide +4, Knowledge (geography) +1, Knowledge (nature) +1, Listen +2, Spot +2, Survival +6, Swim +1**Possessions** combat gear plus chain shirt, masterwork greataxe, spiked gauntlet, javelin, 14 arrows, backpack, 4 days worth of rations, waterskin, caltrops, 30 gp**Light Sensitivity (Ex)** Slerba is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**8: HARRGREK KUKULEND****HARGREK CLERIC****CR 1**

Male orc cleric 1

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1**Languages** Common, Orc**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

hp 8 (1 HD)**Fort** +4, **Ref** +1, **Will** +3**Weakness** light sensitivity**Speed** 20 ft. in mwk banded mail (4 squares), base speed 30 ft.**Melee** mwk morningstar +3 (1d8+2) or**Melee** spiked gauntlet +2 (1d4+2)**Ranged** javelin +1 (1d6+1)**Base Atk** +0; **Grp** +2**Special Actions** rebuke undead (1/day, 1d20-2, 2d6-1)

Combat Gear *potion of cure light wounds*, alchemist fire (2)

Cleric Spells Prepared (CL 1st):

1st— *bane* (DC 12), *bless*, *protection from good*^D (CL 2)

0— *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: luz. Domains: Chaos, Evil

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 13, Cha 6

Feats Improved Initiative

Skills Concentration +6, Spellcraft +4

Possessions combat gear plus masterwork banded mail, masterwork morningstar, spiked gauntlet, 3 javelins, banded mail, buckler, holy symbol of luz.

Light Sensitivity (Ex) Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

HARGREK ORC

CR 1/2

Male orc warrior 1

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft, Listen +0, Spot +0

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 6 (1 HD)

Fort +2, **Ref** +1, **Will** -2

Weakness light sensitivity

Speed 30 ft (6 squares)

Melee mwk longspear +5 (1d8+4/x3) or

Melee club +4(1d6+4) or

Melee armor spikes +4 (1d6+3)

Ranged javelin +2 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +1; **Grp** +4

Combat Gear tanglefoot bag

Abilities Str 17, Dex 12, Con 11, Int 8, Wis 7, Cha 6

Feats Alertness

Skills Balance +0, Climb +2, Listen +0, Spot +0, Swim +0

Possessions combat gear plus longspear, club, 3 javelins, chain shirt with armor spikes

Light Sensitivity (Ex) Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

1: ZOMBIES IN THE NIGHT**LIZARDFOLK ZOMBIE****CR 1**

NE undead

Init -1; **Senses** darkvision 60 ft; Listen +0, Spot +0**AC** 16, touch 9, flat-footed 16

(-1 Dex, +7 natural)

hp 35 (4 HD); DR 5/slashing**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares)**Melee** greatclub +4 (1d10+3) or**Melee** claw +4(1d4+2) or**Melee** slam +4 (1d6+2)**Base Atk** +2; **Grp** +4**Special Actions** single actions only**Abilities** Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Toughness**Single Actions Only (Ex)** Zombies have poor reflexes and can only take a single move action or attack action each round. A zombie can, however, move up to its speed and attack in the same round if it charges.**5: ATTACK IN THE SWAMP****TARM-O ERKALE CR 5**

Male bar-Igura*

*Fiendish Codex 29

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft; Listen +11, Spot +11**Languages** Abyssal, Celestial, Common, Draconic, telepathy 100 ft**AC** 22, touch 14, flat-footed 18 Dodge, Mobility

(+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10 cold 10 fire 10; **SR** 16**Fort** +9, **Ref** +9, **Will** +7**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** 2 claws +12 (1d6+6) and bite +7 (1d6+3)**Base Atk** +6; **Grp** +12**Atk Options** pounce**Special Actions** abduction, summon tanar'ri**Spell-Like Abilities** (CL 6th):At will—*cause fear* (DC 12), *darkness*, *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12**Feats** Dodge, Mobility, Track**Skills** Balance +15, Climb +18, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Survival +5, Tumble +15**Abduction (Su)** Tarm-O Ercale can use *greater teleport* to transport other creatures. It can bring up to one large or two medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported. This save is charisma based.**Pounce (Ex)** If Tarm-O Ercale charges a foe, it can make a full-attack.**Summon Tanar'ri (Sp)** Once per day, Tarm-O Ercale can attempt to summon another Bar-Luga with 35% chance of success. This is equivalent to a 2nd level spell.**6: CATHING THE FUGITIVES****ANDIGAR****CR 1**

Male tiefling adept 2

CE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1**Languages** Common, Infernal**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 10 (2 HD)**Resist** cold 5, electricity 5, fire 5**Fort** +1, **Ref** +1, **Will** +4**Speed** 30 ft. (6 squares)**Melee** longspear +1 (1d8) or**Melee** spiked gauntlet +1 (1d4)**Ranged** light crossbow +2 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Base Atk** +1; **Grp** +1**Combat Gear** *potion of cure light wounds*, alchemist fire (3), smokestick.**Adept Spells Prepared** (CL 2th):1st— *bles*, *sleep* (DC 13)0— *cure minor wounds*, *light*, *purify food & drink***Spell-Like Abilities** (CL 2nd)1/day—*darkness***Abilities** Str 11, Dex 10, Con 13, Int 11, Wis 12, Cha 6**SQ** summon familiar**Feats** Improved Initiative**Skills** Bluff +0, Concentration +5, Hide +3, Knowledge (religion) +4, Spellcraft +4**Possessions** combat gear plus masterwork studded leather armor, longspear, spiked gauntlet, light crossbow with 10 bolts, backpack, 1 week worth of rations, waterskin full of wine, caltrops, 30 gp.

SLERBA**CR 1**

Male orc ranger 1

NE medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft; Listen +2, Spot +2**Languages** Common, Orc**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 8 (1 HD)**Fort** +4, **Ref** +4, **Will** +0**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk greataxe +5 (1d12+4/x3) or**Melee** spiked gauntlet +4 (1d4+3)**Ranged** javelin +3 (1d6+3)**Base Atk** +1; **Grp** +4**Atk Options** favoured enemy (dwarf) +2**Combat Gear** *potion of cure light wounds*, *scroll of entangle*, tanglefoot bag, alchemist fire, smokestick**Abilities** Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6**Feats** Self-Sufficient, Track^B**Skills** Climb +3, Hide +4, Knowledge (geography) +1, Knowledge (nature) +1, Listen +2, Spot +2, Survival +6, Swim +1**Possessions** combat gear plus chain shirt, masterwork greataxe, spiked gauntlet, javelin, 14 arrows, backpack, 4 days worth of rations, waterskin caltrops, 30 gp.**Light Sensitivity (Ex)** Slerba is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**8: HARGREK KUKULEND****HARGREK CLERIC****CR 2**

Male orc cleric 2

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1**Languages** Common, Orc**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

hp 16 (2 HD)**Fort** +5, **Ref** +1, **Will** +4**Weakness** light sensitivity**Speed** 20 ft. in mwk banded mail (6 squares), base speed 30 ft.**Melee** mwk morningstar +4 (1d8+2) or**Melee** spiked gauntlet +3 (1d4+2)**Ranged** javelin +2 (1d6+2)**Base Atk** +1; **Grp** +3**Special Actions** rebuke undead (1/day, 1d20-2, 2d6)**Combat Gear** *potion of cure light wounds*, alchemist fire (2), *Quaal's feather token (whip)*, *wand of cure light wounds (50 charges)*.**Cleric Spells Prepared** (CL 2nd):1st—*bane* (DC 12), *bless*, *protection from good*^P (CL 2), *shield of faith*0—*guidance*, *resistance* (2), *virtue***D:** Domain spell. Deity: luz. Domains: Chaos, Evil**Abilities** Str 14, Dex 13, Con 14, Int 10, Wis 13, Cha 6**Feats** Improved Initiative**Skills** Concentration +7, Spellcraft +5**Possessions** combat gear plus masterwork banded mail, masterwork morningstar, spiked gauntlet, 3 javelins, banded mail, buckler, holy symbol of luz, *vest of resistance* +1**Light Sensitivity (Ex)** Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**HARGREK ORC****CR 1/2**

Male orc warrior 1

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +0, Spot +0**Languages** Common, Orc**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 6 (1 HD)**Fort** +2, **Ref** +1, **Will** -2**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk longspear +5 (1d8+4/x3) or**Melee** club +4 (1d6+4) or**Melee** armor spikes +4 (1d6+3)**Ranged** javelin +2 (1d6+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Base Atk** +1; **Grp** +4**Combat Gear** tanglefoot bag**Abilities** Str 17, Dex 12, Con 11, Int 8, Wis 7, Cha 6**Feats** Alertness**Skills** Balance +0, Climb +2, Listen +0, Spot +0, Swim +0**Possessions** combat gear plus chain shirt with armor spikes, longspear, club, 3 javelins**Light Sensitivity (Ex)** Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

1: ZOMBIES IN THE NIGHT**LIZARDFOLK ZOMBIE****CR 1**

NE undead

Init -1; **Senses** darkvision 60 ft; Listen +0, Spot +0**AC** 16, touch 9, flat-footed 16

(-1 Dex, +7 natural)

hp 35 (4 HD); DR 5/slashing**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares)**Melee** greatclub +4 (1d10+3) or**Melee** claw +4(1d4+2) or**Melee** slam +4 (1d6+2)**Base Atk** +2; **Grp** +4**Special Actions** single actions only**Abilities** Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Toughness**Single Actions Only (Ex)** Zombies have poor reflexes and can only take a single move action or attack action each round. A zombie can, however, move up to its speed and attack in the same round if it charges.**5: ATTACK IN THE SWAMP****TARM-O ERKALE****CR 5**

Male bar-Igura*

*Fiendish Codex 29

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft; Listen +11, Spot +11**Languages** Abyssal, Celestial, Common, Draconic, telepathy 100 ft**AC** 22, touch 14, flat-footed 18 Dodge, Mobility

(+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10 cold 10 fire 10; **SR** 16**Fort** +9, **Ref** +9, **Will** +7**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** 2 claws +12 (1d6+6) and bite +7 (1d6+3)**Base Atk** +6; **Grp** +12**Atk Options** pounce**Special Actions** abduction, summon tanar'ri**Spell-Like Abilities** (CL 6th):At will—*cause fear* (DC 12), *darkness*, *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12**Feats** Dodge, Mobility, Track**Skills** Balance +15, Climb +18, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Survival +5, Tumble +15**Abduction (Su)** Tarm-O Erkale can use *greater teleport* to transport other creatures. It can bring up to one large or two medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported. This save is charisma based.**Pounce (Ex)** If Tarm-O Erkale charges a foe, it can make a full-attack.**Summon Tanar'ri (Sp)** Once per day, Tarm-O Erkale can attempt to summon another Bar-Igura with 35% chance of success. This is equivalent to a 2nd level spell.**6: CATHING THE FUGITIVES****ANDIGAR****CR 1**

Male tiefling adept 2

CE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1**Languages** Common, Infernal**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 10 (2 HD)**Resist** cold 5, electricity 5, fire 5**Fort** +1, **Ref** +1, **Will** +4**Speed** 30 ft. (6 squares)**Melee** longspear +1 (1d8) or**Melee** spiked gauntlet +1 (1d4)**Ranged** light crossbow +2 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Base Atk** +1; **Grp** +1**Combat Gear** *potion of cure light wounds*, alchemist fire (3), smokestick.**Adept Spells Prepared** (CL 2th):1st— *bless*, *sleep* (DC 13)0— *cure minor wounds*, *light*, *purify food & drink***Spell-Like Abilities** (CL 2nd)1/day—*darkness***Abilities** Str 11, Dex 10, Con 13, Int 11, Wis 12, Cha 6**SQ** summon familiar**Feats** Improved Initiative**Skills** Bluff +0, Concentration +5, Hide +3, Knowledge (religion) +4, Spellcraft +4**Possessions** combat gear plus masterwork studded leather, longspear, spiked gauntlet, light crossbow with 10 bolts, backpack, 1 week worth of rations, waterskin full of wine, caltrops, 30 gp.

SLERBA**CR 1**

Male orc ranger 1

NE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +2, Spot +2**Languages** Common, Orc**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 8 (1 HD)**Fort** +4, **Ref** +4, **Will** +0**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk greataxe +5 (1d12+4/x3) or**Melee** spiked gauntlet +4 (1d4+3)**Ranged** javelin +3 (1d6+3)**Base Atk** +1; **Grp** +4**Atk Options** favoured enemy (dwarf) +2**Combat Gear** *potion of cure light wounds*, *scroll of entangle*, tanglefoot bag, alchemist fire, smokestick.**Abilities** Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6**Feats** Self-Sufficient, Track**Skills** Climb +3, Hide +4, Knowledge (geography) +1, Knowledge (nature) +1, Listen +2, Spot +2, Survival +6, Swim +1**Possessions** combat gear plus masterwork chain shirt, masterwork greataxe, spiked gauntlet, javelin, 14 arrows, backpack, 4 days worth of rations, waterskin caltrops, 30 gp.**Light Sensitivity (Ex)** Slerba is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**8: HARGREK KUKULEND****HARGREK CLERIC****CR 4**

Male orc cleric 4

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft; Listen +2, Spot +2**Languages** Common, Orc**AC** 19, touch 11, flat-footed 18

(+1 Dex, +7 armor, +1 shield)

hp 32 (4 HD)**Fort** +6, **Ref** +2, **Will** +6**Weakness** light sensitivity**Speed** 20 ft. in +1 *banded mail* (4 squares), base speed 30 ft.**Melee** mwk morningstar +6 (1d8+2) or**Melee** spiked gauntlet +2 (1d4+2)**Ranged** javelin +4 (1d6+2)**Base Atk** +3; **Grp** +5**Special Actions** rebuke undead (1/day, 1d20-2, 2d6+2)**Combat Gear** *potion of cure light wounds*, 2 alchemist fires, *Quaal's feather token (whip)*, *wand of cure light wounds (50 charges)*, *scroll of animate dead*.**Cleric Spells Prepared** (CL 4th):2nd—*aid* (2), *shatter*^D (DC 14), *silence* (DC 14)1st—*bane* (DC 13), *bles*, *protection from good*^D (CL 2nd), *shield of faith*0—*guidance* (2), *resistance* (2), *virtue***D**: Domain spell. Deity: luz. Domains: Chaos, Evil**Abilities** Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6**Feats** Improved Initiative, Weapon Focus (shortspear)**Skills** Concentration +9, Spellcraft +7**Possessions** combat gear plus +1 *banded mail*, masterwork morningstar, spiked gauntlet, 3 javelins, banded mail, buckler, holy symbol of luz, *vest of resistance +1*, *boots of the mountain king***Light Sensitivity (Ex)** Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**HARGREK ORC****CR 1**

Male orc fighter 1

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +2, Spot +2**Languages** Common, Orc**AC** 15, touch 11, flat-footed 14

(+2 Dex, +4 armor)

hp 12 (1 HD)**Fort** +4, **Ref** +1, **Will** +0**Weakness** light sensitivity**Speed** 30 ft (6 squares)**Melee** mwk longspear +7 (1d8+6/x3) or

club +5 (1d6+6) or

armor spikes +5 (1d6+4)

Ranged javelin +2 (1d6+4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Base Atk** +1; **Grp** +5**Combat Gear** tanglefoot bag, *potion of cure light wounds*, *potion of shield of faith* (+2)**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**Feats** Alertness, Weapon Focus (longspear)**Skills** Balance +0, Climb +3, Listen +2, Spot +2, Swim +1**Possessions** combat gear plus chain shirt with armor spikes, masterwork longspear, club, 3 javelins**Light Sensitivity (Ex)** Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

1: ZOMBIES IN THE NIGHT**LIZARDFOLK ZOMBIE CR 1**

NE undead

Init -1; **Senses** darkvision 60 ft; Listen +0, Spot +0**AC** 16, touch 9, flat-footed 16

(-1 Dex, +7 natural)

hp 35 (4 HD); DR 5/slashing**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Fort** +1, **Ref** +0, **Will** +4**Speed** 30 ft. (6 squares)**Melee** greatclub +4 (1d10+3) or**Melee** claw +4 (1d4+2) or**Melee** slam +4 (1d6+2)**Base Atk** +2; **Grp** +4**Special Actions** single actions only**Abilities** Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1**SQ** undead traits**Feats** Toughness**Single Actions Only (Ex)** Zombies have poor reflexes and can only take a single move action or attack action each round. A zombie can, however, move up to its speed and attack in the same round if it charges.**WYVERN (GERLAN'S MOUNT) CR 6**

N Medium outsider (native)

Init +1; **Senses** Listen +11, Spot +14, darkvision 60 ft., low-light vision, scent**Languages** Draconic**AC** 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +2 armor, +8 natural)

hp 59 (7 HD)**Immune** sleep, paralysis**Fort** +7, **Ref** +6, **Will** +6**Speed** 20 ft. (4 squares), fly 60 ft. (poor); Flyby Attack**Melee** sting +10 (1d6+4 plus poison) and

bite +8 (2d8+4) and

2 wings +8 (1d8+2) and

2 talons +8 (2d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. lunging strike)**Base Atk** +7; **Grp** +15**Atk Options** Lunging Strike**Special Actions** improved grab, poison**Abilities** Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9**SQ** undead traits**Feats** Ability Focus (poison), Flyby Attack, Lunging Strike, Multiattack**Skills** Hide +7, Listen +11, Move silently +11, Spot +14**Possessions** leather barding**5: ATTACK IN THE SWAMP****TARM-O ERKALE CR 5**

Male bar-Igura

**Fiendish Codex 29*

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft; Listen +11, Spot +11**Languages** Abyssal, Celestial, Common, Draconic, telepathy 100 ft**AC** 22, touch 14, flat-footed 18; Dodge, Mobility

(+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10 cold 10 fire 10; **SR** 16**Fort** +9, **Ref** +9, **Will** +7**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** 2 claws +12 (1d6+6) and

bite +7 (1d6+3)

Base Atk +6; **Grp** +12**Atk Options** pounce**Special Actions** abduction, summon tanar'ri**Spell-Like Abilities** (CL 6th):At will—*cause fear* (DC 12), *darkness*, *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12**Feats** Dodge, Mobility, Track**Skills** Balance +15, Climb +18, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Survival +5, Tumble +15**Abduction (Su)** Tarm-O Erkale can use *greater teleport* to transport other creatures. It can bring up to one large or two medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported. This save is charisma based.**Pounce (Ex)** If Tarm-O Erkale charges a foe, it can make a full-attack.**Summon Tanar'ri (Sp)** Once per day, Tarm-O Erkale can attempt to summon another Bar-Igura with 35% chance of success. This is equivalent to a 2nd level spell.

6: CATHING THE FUGITIVES

ANDIGAR

CR 1

Male tiefling adept 2

CE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft; Listen +1, Spot +1

Languages Common, Infernal

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 10 (2 HD)

Resist cold 5, electricity 5, fire 5

Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)

Melee longspear +1 (1d8) or

Melee spiked gauntlet +1 (1d4)

Ranged light crossbow +2 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft. (10ft with longspear)

Base Atk +1; **Grp** +1

Combat Gear *potion of cure light wounds*, alchemist fire (3), smokestick.

Adept Sells Prepared (CL 2th):

1st—*bless*, *sleep* (DC 13)

0—*cure minor wounds*, *light*, *purify food & drink*

Spell-Like Abilities (CL 2nd)

1/day—*darkness*

Abilities Str 11, Dex 10, Con 13, Int 11, Wis 12, Cha 6

SQ summon familiar

Feats Improved Initiative

Skills Bluff +0, Concentration +5, Hide +3, Knowledge (religion) +4, Spellcraft +4

Possessions combat gear plus masterwork studded leather, longspear, spiked gauntlet, light crossbow with 10 bolts, backpack, 1 week worth of rations, waterskin full of wine, caltrops, 30 gp.

SLERBA

CR 1

Male orc ranger 1

NE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +2, Spot +2

Languages Common, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 8 (1 HD)

Fort +4, **Ref** +4, **Will** +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk greataxe +5 (1d12+4/x3) or

Melee spiked gauntlet +4 (1d4+3)

Ranged javelin +3 (1d6+3)

Base Atk +1; **Grp** +4

Atk Options favored enemy (dwarf) +2

Combat Gear *potion of cure light wounds*, *scroll of entangle*, tanglefoot bag, alchemist fire, smokestick.

Abilities Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6

Feats Self-Sufficient, Track

Skills Climb +3, Hide +4, Knowledge (geography) +1, Knowledge (nature) +1, Listen +2, Spot +2, Survival +6, Swim +1

Possessions combat gear plus masterwork chain shirt, masterwork greataxe, spiked gauntlet, javelin, 14

arrows, backpack, 4 days worth of rations, waterskin caltrops, 30 gp.

Light Sensitivity (Ex) Slerba is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

8: HARGREK KUKULEND

HARGREK CLERIC

CR 5

Male orc cleric 5

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft; Listen +2, Spot +2

Languages Common, Orc

AC 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

hp 40 (5 HD)

Fort +6, **Ref** +2, **Will** +6

Weakness light sensitivity

Speed 20 ft. in +1 *light fortification banded mail* (4 squares), base movement 30 ft.

Melee mwk morningstar +6 (1d8+2) or

Melee spiked gauntlet +2 (1d4+2)

Ranged javelin +4 (1d6+2)

Base Atk +3; **Grp** +5

Special Actions rebuke undead (1/day, 1d20-2, 2d6+3)

Combat Gear *potion of cure light wounds*, alchemist fire (2), *Quaal's feather token (whip)*, *wand of cure light wounds (50 charges)*, *scroll of animate dead*.

Cleric Spells Prepared (CL 5th):

3rd—*magic circle against good*^D (CL 6th), *prayer*.

2nd—*aid* (2), *shatter*^P (DC 14), *silence* (DC 14)

1st—*bane* (DC 13), *bless*, *protection from good*^D (CL 5th), *shield of faith*

0—*light*, *guidance*, *resistance* (2), *virtue*

D: Domain spell. **Deity:** luz. **Domains:** Chaos, Evil

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6

Feats Improved Initiative, Weapon Focus (shortspear)

Skills Concentration +10, Spellcraft +8

Possessions combat gear plus +1 *light fortification banded mail*, masterwork morningstar, spiked gauntlet, 3 javelins, banded mail, buckler, holy symbol of luz, *vest of resistance* +1, *boots of the mountain king*

Light Sensitivity (Ex) Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

HARGREK ORC

CR 2

Male orc fighter 2

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +2, Spot +2

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 23 (2 HD)

Fort +5, **Ref** +1, **Will** +0

Weakness light sensitivity

Speed 30 ft (6 squares)

Melee mwk longspear +8 (1d8+6/x3) or

Melee club +6 (1d6+6) or

Melee armor spikes +6 (1d6+4)

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +2; **Grp** +6

Combat Gear tanglefoot bag, *potion of cure light wounds*, *potion of shield of faith* (+2)

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Alertness, Toughness, Weapon Focus (longspear)

Skills Balance +1, Climb +5, Listen +2, Spot +2, Swim +3

Possessions combat gear plus longspear, club, 3 javelins, masterwork chain shirt with armor spikes

Light Sensitivity (Ex) Orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

APPENDIX 2: NEW RULES ITEMS

FEATS

Lunging Strike

You make a single attack against a foe who stands just beyond your reach.

Prerequisites: Base attack bonus +6.

Benefit: As full-round action, you can make a single strike with 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

Benefit: A fighter can select lunging strike as one of his bonus feats.

Source: *Players Handbook II* 80

MAGIC ITEMS

BOOTS OF THE MOUNTAIN KING

Price (item level): 1,500gp (5th)

Body slot: Feet

Caster Level: 7th

Aura: Moderate (DC 18) abjuration

Activation: -

Weight: 1lb

These iron-shod red leather boots appear rugged and worn

While wearing boots of the mountain king, you can move more easily than usual over rough and difficult terrain.

These boots allow you to ignore increased movement costs and skill check DC increases for light and dense rubble. In addition, you can move up stairs and slopes at normal speed and run or charge downhill without making a Balance check (DMG 89). These boots require no activation.

Prerequisite: Craft Wondrous Item, freedom of movement.

Cost to create: 750gp, 60 xp, 2 days.

SPELLS

Anticipate Teleportation

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5ft./level emanation from touched creature

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

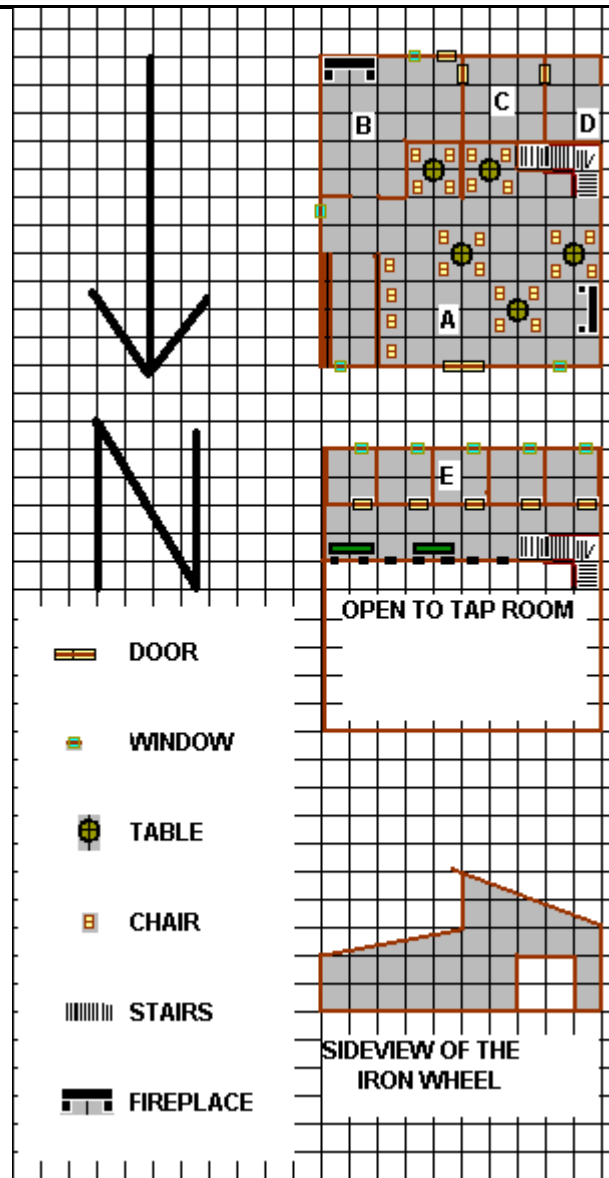
The subject of the spell is surrounded with an invisible aura that anticipates and delays teleportation of any

creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creatures size and how many other creatures (and their sizes) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on it's own initiative count immediately before it's next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature do not perceive this delay. Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of it's imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

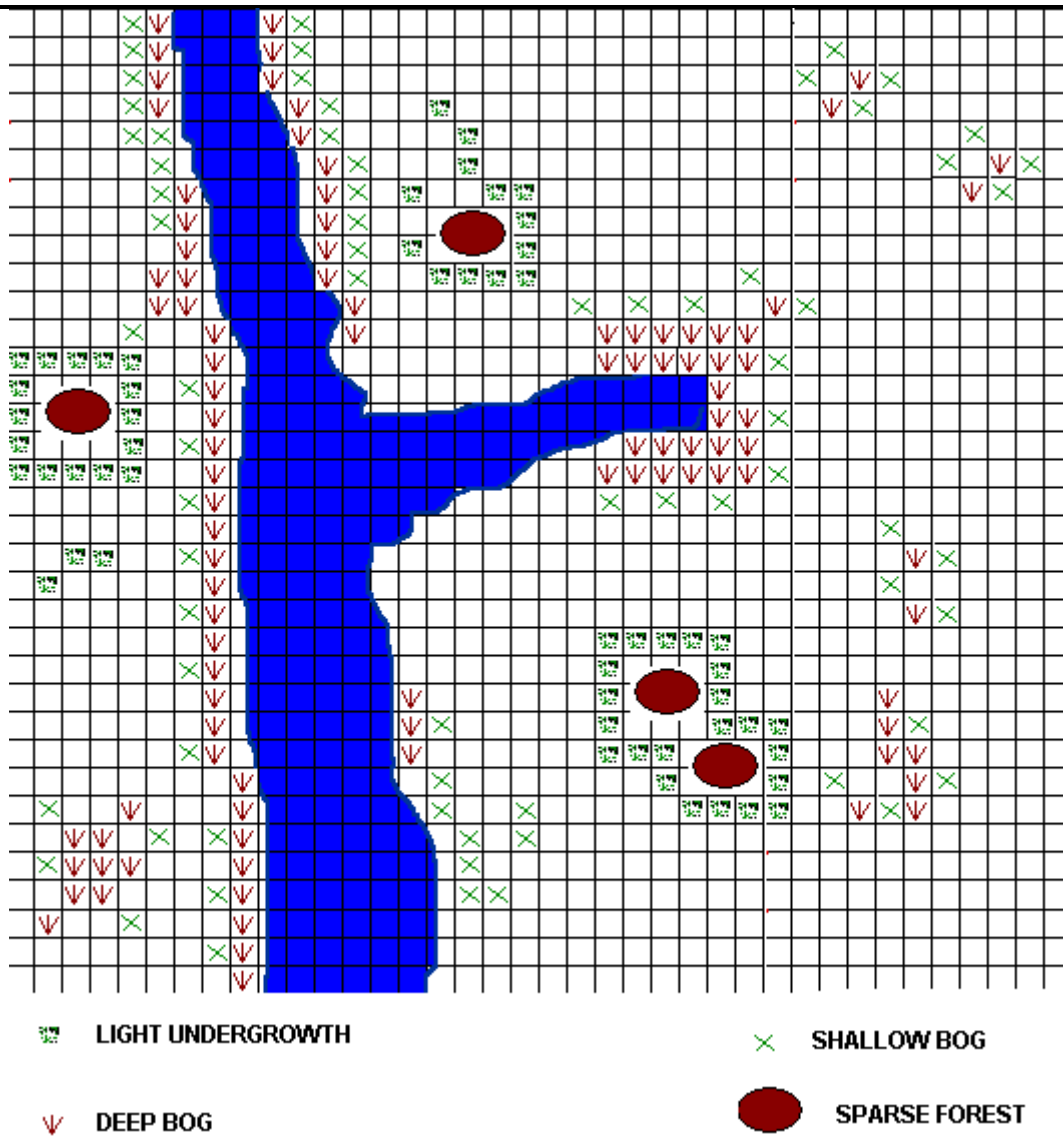
Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Source: *Spell Compendium* – page 13

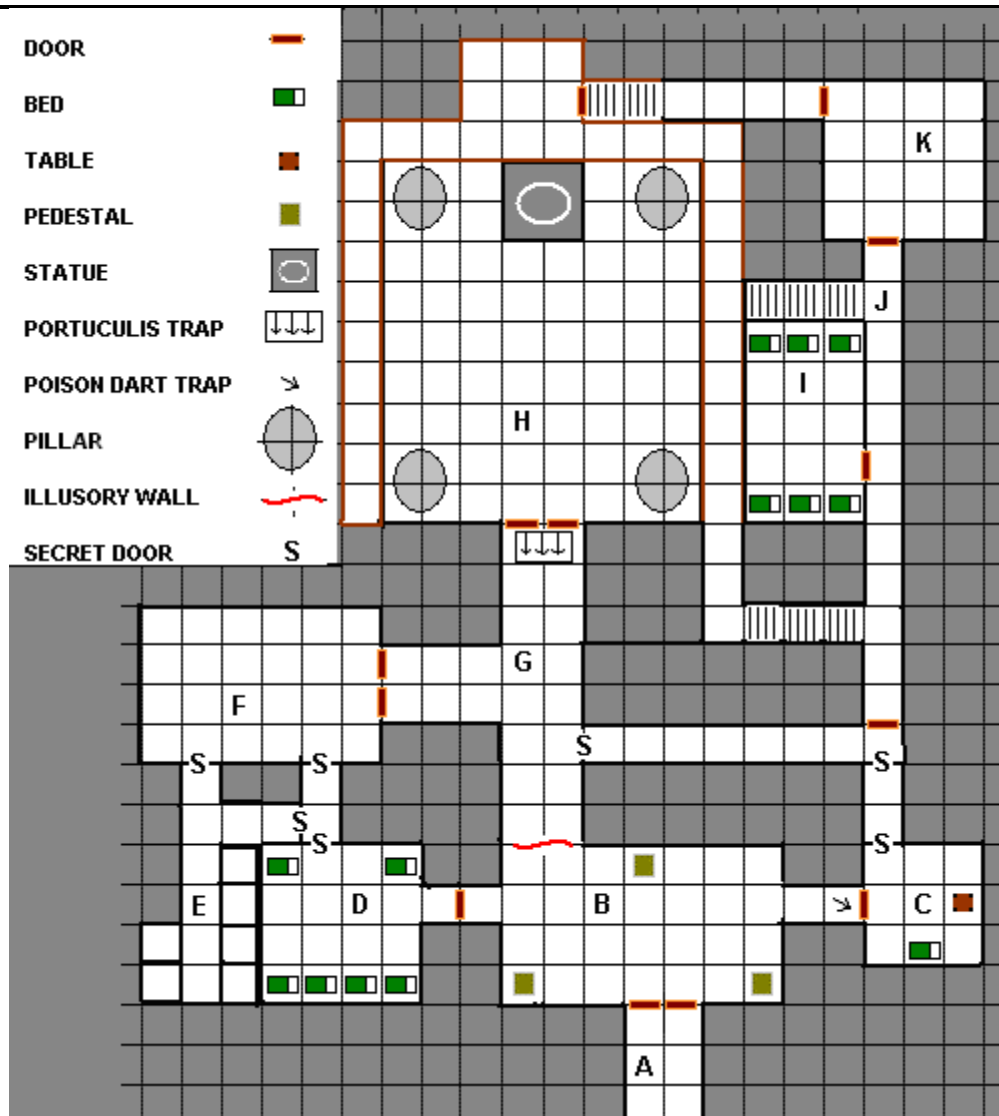
ENCOUNTER 1: IRON WHEEL



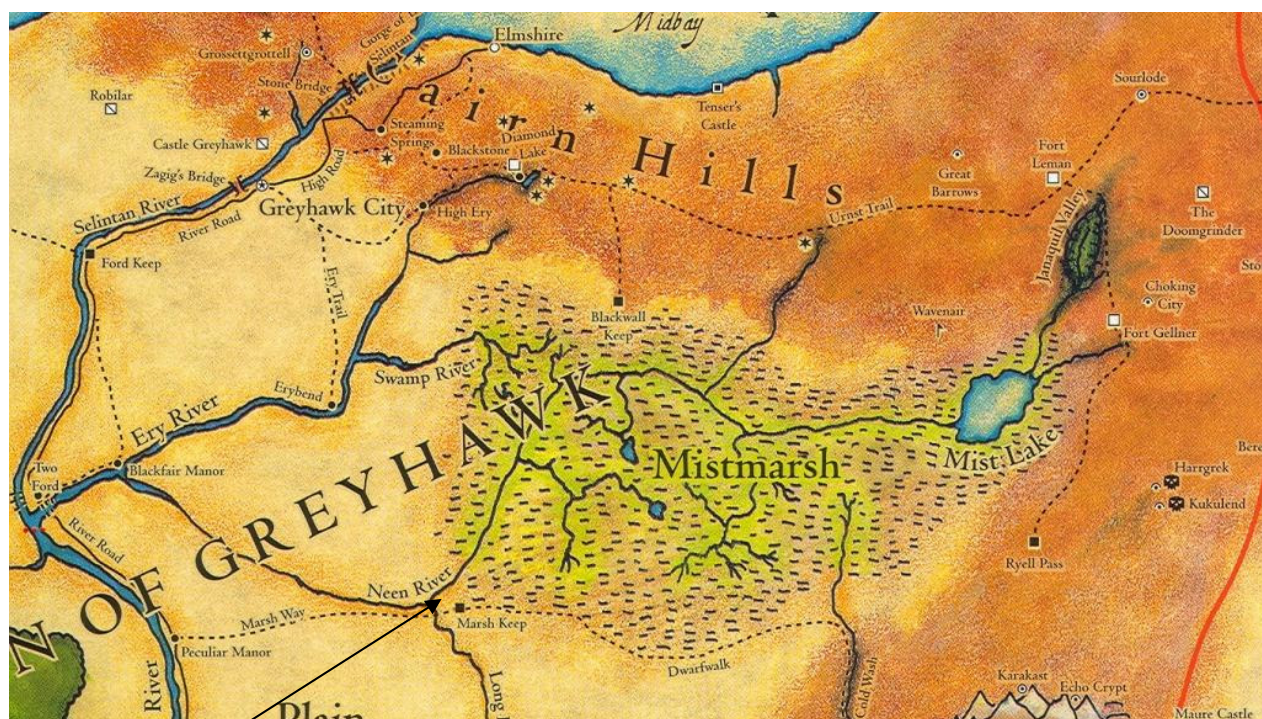
ENCOUNTER 4: MISTMARSH



ENCOUNTER 9: HARRGREKK KUKULEND



AREA MAP



Filton

DM AID 1: FOOD, WATER, DISEASES & BOATS

	Food (days)	Water (Days)	Disease incubation period	
Player character				
Boat	Boat 1	Boat 2	Boat 3	Boat 4
hardness 5, hp 20				

DM AID 2: DISTANCE TRACKER

	PCs	Andigar/Slerba	Terrain Traveled
Day 1		22 Miles	Marsh
Day 2		33 Miles	Marsh
Day 3		44 Miles	Marsh
Day 4		55 Miles	Marsh
Day 5		66 Miles	Marsh
Day 6		77 Miles	Marsh
Day 7		88 Miles	Marsh
Day 8		99 Miles	Marsh
Day 9		117 Miles	Hills (road)
Day 10		135 Miles	Hills (trackless)
Day 11		147 miles	Hills (trackless)
Day 12		Arrives to Hargrekk	(Hills (trackless)
Day 13			
Day 14			
Day 15			
Day 16			
Day 17			
Day 18			
Day 19			
Day 20			
Day 21	Ritual complete		
Distance to Hargrekk	150 miles		

Speed: Andigar and Slerba move with a rowboat which enables them to move 15 miles a day. As long as they use the boat, Mistmarsh counts as Marsh terrain with trail which reduces their movement to 3/4 of normal, meaning 11 miles per day. On day 10, they exit Mistmarsh and briefly use roads before heading over the hills towards Hargrekk Kukulend.

If the PCs use rowboats, their speed is also 11 miles per day unless they do a forced march. This assumes they take a -5 penalty to Survival checks for tracking at full speed. If they don't, their speed drops to 5.5 miles a day. If the PCs are forced to track on foot, Mistmarsh counts as trackless swamp which halves the normal movement rate.

For a group moving 30 ft. a round, this enables movement of 12 miles per day assuming they take -5 penalty to Survival checks. If not, their speed is reduced to 6 miles, provided that the PCs do no forced marching (PH 164) Groups moving 20 ft. a round only progress 8 or 4 miles through the swamp per day. In addition, tracking on foot is more difficult, which imposes a further -2 penalty to Survival checks.

Diseases: The following diseases can be encountered in this adventure:

Disease	Infection	DC	Incubation Period	Effect
Blinking sickness	Ingested	DC 16	1d3 days	1d4 Str ¹
Ghoul Fever	Injury	DC 12	1 day	1d3 Con/Dex

¹ Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.