

Pots of Knowledge

**A One Round LIVING GREYHAWK Adventure Set In
Perrenland In 591 CY
Suitable For APL 2 Adventurers Only**

by Geoff Skellams

In the villages around Krestible, there is the oft-told tales of the crazy old wizard who spent his life looking for the Pots of Knowledge. Now, two brothers have gone looking for the wizard's old hiding places and have bitten off more than they can chew. Can you help them out?

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points:

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

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

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

Determining Average Party Level (APL)

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face.

APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or lower adjacent APL.

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

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

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the Living Greyhawk campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not

state the phase of the moon, roll 1d10 before play begins. On a result of, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle in Perrenland

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

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

ACTUAL LIFESTYLE

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

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

Luxury You have luxurious accommodations (twice the cost of good accommodations), and you excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfits, and buy a new set of clothes every week.

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

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

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

Adventure Summary and Background

Despite the name, *Pots of Knowledge* has very little to do with ceramic vessels. It's primarily a rescue mission. The PCs are going to get caught in places they are going to have a little bit of trouble getting out of and it should tax them to the limits.

The game begins with the PCs meeting with Ulfrik Wolfzanger, the deaf wizard who lives near the village of Skillet, about 30 miles north of Krestible. He is quite distraught about his brother, Klaus, who is overdue from an expedition to the nearby Yatil Mountains.

The PCs agree to accompany Ulfrik up to search for his brother and his group in the mountains. The journey up there is uneventful, but when they arrive at the campsite, they find it in a complete shambles and being explored by a pack of wolves.

After getting rid of the wolves (either by killing them, or just by driving them off), the PCs can find one of Klaus' party, a dwarf by the name of Oskar Kopsteen,

who is close to death. The dwarf will tell them that the group had found the cave but there had been an earthquake and Klaus is still trapped in the cave.

The PCs, with Ulfrik in tow, can find the cave without too much trouble. They need to spend a bit of time searching through the caverns, but eventually they will come to the room that holds the collection of pots that they wizards were looking for. But before they can too excited by things, they are attacked by a colony of darkmantles, who cause a bit of chaos.

After the PCs have dealt with that, they will hear the sounds of a man screaming in pain. After a hunt, they will find Klaus, who has fallen down a chasm in the dark and hurt his arm.

As the PCs are rescuing Klaus, the cave is rocked by another strong earthquake. This will bring part of the roof down and will completely rearrange the physical layout of the cave system (some roofs have collapsed completely, and new openings have been created).

While the PCs are dealing with the aftermath of the quake, another disaster befalls them: a flashflood. They have to survive this problem without being swept away and try to find a way out of the cave system.

Once out, the PCs can travel back to civilization for a well-earned break.

Background

For at least two hundred years, rumors and stories have been circulating around Perrenland about the Kóndkannen – the Pots of Knowledge. No one has actually seen a genuine Kóndkan, although many have claimed to have unearthed one in the mountains that surround Perrenland.

The Kóndkannen supposedly date back to the time of the Ur-Flannae, and are told to be powerful magical items. The stories tell of untold knowledge contained in the vessels, knowledge that would make the owner richer and more powerful than they could possibly imagine. Some legends indicate that the pots contain trapped demons that are forced to give aid to the pot's owners. Others say that the Kóndkannen contain the trapped souls of powerful wizards – or worse.

The stories of the Kóndkannen arose over two hundred years ago when an old man, known only as Gektovnar, hunted around the Yatil Mountains to the south of Krestible looking for the pots. Many people were afraid of the old man, thinking that he would place a curse on them if they did not help him in his quest. For many

years, Gektovnar roamed the mountains, occasionally coming into a town or a village for supplies. The only thing that was known was that he seemed to be independently wealthy – he never lacked for money when he came into town. No one knew where he lived, and several groups who set off to rob the old man never returned from the mountains. Even today, stories abound that Gektovnar – or perhaps his ghost – still roam the Yatil Mountains searching for the Kóndkannen.

The Kóndkanyagn – or the Hunt for a Pot of Knowledge – is a quest that drives many in Perrenland to head out to the hills in search of these mythical artifacts. For some, the Kóndkanyagn has become an obsession, driving everything that they do. They are known to pay fortunes for information about the resting-place of these vessels. In extreme cases, robbery and murder are not unheard of. More than a few people embarking on a Kóndkanyagn have been known to disappear, never to be seen again.

Whether the legends are true or not remains to be seen. But the lack of proof of the existence of the Kóndkannen and the apparent danger involved has done nothing to quash the dreams of the many people who long for the fame and fortune that the pots are supposed to bring.

Klaus and Ulfrik Wolfzanger are two of the Kóndkanyagr – the hunters for the Pots of Knowledge. They are both convinced that the pots are real artifacts and have spent a considerable amount of their time searching the mountains near Krestible for them. Recently, they pieced together some of the old stories about Gektovnar and felt that they had discovered the place where the old man had hidden some of the Kóndkannen.

Klaus mounted an expedition to the remote area of the Yatils. Ulfrik wanted to remain in Skillet, just in case anything went wrong. Klaus hired on a couple of adventurers and purchased a cage full of homing pigeons from Willem Roslerar, the chief animal husband in Skillet. Klaus' intention was to send word to Ulfrik every week to let his brother know that everything was all right.

The expedition did not go as well as Klaus had planned. The area of the Yatils they were searching was prone to some severe seismic activity and the face of the landscape had changed radically since Gektovnar had walked the hills. Just as they were on the verge of giving up and returning to Skillet empty handed, they discovered the cave.

Klaus sent a message to Ulfrik to let him know that they had found the cave at last and that they were going to start exploring the cavern the following morning. He released the pigeon and the group prepared themselves for the underground expedition.

The cave proved to be a difficult one to explore. The passages were narrow and rugged. The entrance to the cave was only a small hole in the ground, barely large enough to crawl through. Once inside, the party had to abseil down to the floor of the cave before they could continue.

For over a day the party explored the cave system. Because of the treacherous terrain, the going was slow and all of them were sporting cuts and bruises. But then the worst hit them – an earthquake. Part of the roof of the cave collapsed, killing two of the party. Klaus and the surviving dwarf were both knocked unconscious for several hours, in which time their lights burnt out.

When he awoke, Klaus found himself in pitch-blackness. He fumbled around for a while and found his companion, who was only regaining consciousness himself. The dwarf could see in the darkness, but he was not able to calm Klaus down enough to be able to lead him out of the cave. The dwarf managed to convince Klaus to let him go on ahead and try to get some help. Leaving Klaus alone in the darkness, the dwarf made for the surface.

But the bad luck continued. A strong aftershock hit the mountain, bringing more rock down from the roof of the cave. The dwarf was struck by falling rock, shattering his leg in three places.

Despite the extreme agony from his shattered leg, the dwarf struggled to the surface and crawled back to camp. He had hoped to be able to send a carrier pigeon to get help. But when he arrived back at camp, he discovered that predators had ransacked the campsite, and wolves had eaten all of the carrier pigeons. Devastated, the dwarf collapsed into a feverish delirium, slipping in and out of consciousness.

That was five days ago now. The dwarf is still alive, but only just. His leg has turned gangrenous and there is little that can be done for him. He will die shortly after the PCs arrive at the camp and discover him.

Klaus is still trapped in the cave system and has managed to survive underground in the complete darkness for nearly a week. But the experience has not

helped his mental stability – Klaus is now a raving lunatic.

At this stage, the PCs meet up with Ulfrik and set out to help find the missing wizard...

Before you get started

Make sure that the players have read and understood Player Handout #1. This gives them the information on the Kóndkannen, which is very important later in the module. If they have any questions about the Kóndkanyagn, explain that they have heard the stories of the famous pots, and they have also heard that some people are willing to pay a lot of money for one, or even for solid information leading to the discovery of one.

With luck, this should provide the PCs with a solid motivation to actually go out on the real adventure when it comes their way.

Introduction

The PCs are travelling back to Schwarzenbruin after escorting a trade caravan to Krestible. About a mile from the small town of Skillet, a man struggling with an obviously sick and injured horse hails them. He asks them for some help to get the animal out of a muddy ditch.

You have recently finished escorting a merchant caravan from Schwarzenbruin to Krestible, and were on your way back to the capital.

As you are approaching the small village of Skillet, about thirty miles north of Krestible, you see the smoke rising from the chimneys, perhaps a mile away. Nestled in a small valley, the village has a quiet rustic charm.

Have the PCs make a Listen check at DC10. Those that succeed hear a man call out to them. He is struggling with a sick looking horse, which seems to be stuck in a muddy ditch by the side of the road. The man will ask if the PCs can help him out. He is trying to get the animal out of the mud and back up to the road, but the horse is really too weak to get itself out.

If the PCs seem reluctant to help the man, he offers to shot them a meal at the local inn when they get the animal free and back to the village.

The man is Willem Roslerar, the local animal husband. He heard there was a sick horse stuck in a ditch outside town and had come to help.

Willem Roslerar, male human Exp3/Adept 1 (animal husband): CR 2; Medium humanoid (5'4" tall); HD 4d6; hp 13; Init +1; Spd 30; AC 12 (+2 Dex); Atks +4 (1d4+2/crit 19-20, dagger); SA nil; SQ nil; AL LG; SV Fort +1, Reflex +5, Will +6; Str 14, Dex 14, Con 10; Int 11; Wis 12; Cha 13.

Skills: Animal Empathy +5, Handle Animal +9, Heal +6, Knowledge (Animal Illnesses) +5, Listen +4, Ride +6, Sense Motive +2, Speak Language (Sign), Use Rope +5, Wilderness Lore +4.

Feats: Lightning Reflexes, Mounted Combat, Skill Focus (Handle Animal).

Spells: 0 lvl 3; 1st lvl 1.

Willem is a small, but well built man, probably in his early thirties. His hair is graying slightly at the temples and he sports a straggly looking beard. His face is tanned and creased from a life spent outside. He is dressed in a brown shirt, with leather pants and a leather vest, and he wears a wide brimmed hat with what looks like a rabbit skin band around it.

The horse is in urgent need of some medical attention. It is suffering from several deep gashes on its hindquarters that bite or scratch marks from some predator. The cuts are infected and badly in need of some urgent attention. The horse is slightly delirious and is suffering the effects of exposure as it has been stuck in the mud for nearly a day.

Horse (1): SZ Large Animal; HD 3d8+6; hp 19 (currently 1); Init +1 (Dex); Spd 60ft; AC 13 (-1 size, +1 Dex, +3 Natural); Atk: 2 hooves +2 melee (1d4+1); Face 5ft. by 10ft.; Reach 5ft.; SQ scent; SR nil; SV Fort +5, Ref +4, Will +2; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6; AL N.

Skills: Listen +6, Spot +6.

When Willem found the horse, it was literally dying. He cast cure light wounds on it, but that merely stabilized its condition. The infection on the animal's hindquarter is very deep and it will.

Getting the horse free from the mud is no easy task. In its current condition, it lacks the strength to get free of the mud by itself. The PCs need to use healing magic if they want the horse to get out under its own strength; it is currently still too weak to get free, despite Willem's intervention. Brute strength is another option, requiring Strength check against a DC of 25. One character will need to make the check. Any characters that are helping need to make a Strength check against DC10. Any who succeed provide the leader with a +2 modifier against the main check.

If the PCs can come up with a different way of getting the horse out, then feel free to determine how successful they are based on how complicated the idea is and what they are using in the attempt. Keep in mind that the horse is still in a lot of pain and any attempt to push on the infected areas will cause it to either kick out (if possible), or to try to bite whoever is responsible. It is struggling to get free itself and making things even more difficult for the PCs.

Once the horse is freed, Willem will take the PCs to the village and show them a place where they can clean themselves up. Once he has tended to the animal (applying ointments and other medicines to the wounds) and has cleaned himself up, he will take the PCs to the local inn ("The Spotted Dog") and buy them all a meal.

Encounter One

Meeting Ulfrik

After everyone has cleaned up, Willem meets them at the inn and buys them all a hearty meal.

The Spotted Dog is a fairly typical inn. Two stories tall, it has a lower half made of stone, and the upper story is constructed from timber and daubed thatch.

The upper story consists of rooms where travelers can stay. There are three private rooms, with two beds in each, and one larger bunkhouse, with enough space to sleep twenty.

The lower floor houses the common room, with benches and tables for about thirty people. The kitchen is situated at the back, behind the bar. The ceiling is relatively low, and there are antlers from many years hunting hanging all over the room. A large fire burns in a circular fireplace in the center of the room. The room is relatively dark, even during the day, and the crackling fire casts dancing shadows all over the room.

Once everyone is settled, Willem explains all about the horse.

- I sold that animal to a pair of breeders who live around here. They're both Kóndkanyagr – they've been hunting for those damn pots for years and years now. If you ask me, they're not going to find anything.
- About a month ago, one of the breeders, Klaus, went up into the Yatils with some adventurers looking for the Kóndkannen. They had pieced

together some stories and thought they knew where the pots were hidden.

- Klaus, the stronger of the two was supposed to report back via carrier pigeon every couple of days, but there has been no word for nearly a week now.
- His broeder, Ulfrik, is worried sick and has been asking me a couple of times a day if I had heard anything.
- I trained the pigeons, so they come back to me and I pass the messages on to Ulfrik. But I haven't seen a bird come back for days now.
- The horse seems to have come back of its own volition. It's lucky to be alive – the wounds on its flanks look like its been attacked by a wolf or maybe a bear.
- I'm sure that as soon Ulfrik hears about the horse he will want to go straight up into the mountains to look for him.
- If you're looking for a bit of adventure, I'm sure you'll find it with him.

The PCs are free to ask Willem any questions they like, either about the brothers, the pots or the horse. He's quite an amenable fellow, despite his skepticism about the existence of the Kóndkannen.

While they are chatting, there is a commotion near the door and a man dressed in loose, brown clothing rushes into the inn, knocking over a jug of ale on a table near the door. The people seated at the table swear at him in Stamtal and he gestures wildly with his hands and tries to mop up some of the mess with a cloak laying on the table next to the mess. This only brings more cursing and the man is ushered away. Willem stands and calls the man over to the table where he is sitting with the PCs.

Willem introduces the man as Ulfrik Wolfzanger, the brother of Klaus who is missing up in the mountains. Willem then explains to the PCs that Ulfrik is deaf mute and can only talk using sign language.

Ulfrik Wolfzanger, male human Wiz2: CR 2; Medium humanoid (5'7" tall); HD 2d4+5; hp 12; Init +3; Spd 30; AC 13 (+3 Dex); Atks +2 (1d4+1/crit 19-20, dagger); SA nil; SQ nil; AL LG; SV Fort +2, Reflex +3, Will +5; Str 12, Dex 16, Con 12; Int 17; Wis 14; Cha 10.

Skills: Alchemy +8, Concentration +6, Craft (Pottery) +7, Knowledge (Arcana) +8, Knowledge (Kóndkannen) +8, Spellcraft +8.

Feats: Silent Spell. Toughness.

Spells: 0 lvl 4, 1st Lvl 3.

Ulfrik Wolfzanger is one of the stranger characters in Skillet. The twin brother of Klaus, he has been deaf since birth. Despite this handicap, he is studying hard to become a wizard. While his deafness has hampered his ability, he is showing signs of a strong magical talent. Unable to talk, he communicates using a special sign language, known only to a handful of people.

Despite being very intelligent, he is relatively absent minded and quite often forgets where he is if he is concentrating on something. As a result, he can sometimes be quite clumsy, knocking things over and making a general nuisance of himself. He is also an incessant worrier, who often wrings his hands together when he is concerned about something (which is nearly all the time, apart from when he is signing).

Ulfrik has pale hazel eyes and dark brown hair. He sports a scraggly, unkempt beard, and his hair is rarely done, sticking up at several odd angles. Not a snappy dresser, Ulfrik is normally dressed in baggy woolen clothes, usually either gray or brown in color.

Ulfrik's familiar is a large, black rat, which is constantly scurrying about through his clothes, and up and down his arms. He tends to play with it absentmindedly, but if it does not come out of his clothes every few minutes, he fishes the rat out to pet him.

Ulfrik signs madly, obviously in some sort of distress. Willem translates for the PCs, saying that he has heard about the horse and wanted to know if there was any news about Klaus. When the news isn't good, he becomes visibly upset.

The PCs have a couple of options here. The more altruistic players should probably offer to help Ulfrik search for his brother. If this is the case, then he will graciously accept and tell them to be ready to travel at dawn.

If PCs do *not* offer to help of their own will, Ulfrik realizes that they are probably adventures and will plead (through Willem, of course) for them to help in the search. He simply cannot wait for any more news from his brother and will go to the mountains with or without their help.

If the PCs are completely heartless and mercenary (and let's face it, there are plenty of the bastards out there) and they ask for payment, Ulfrik will "shout" something of the lines of "My broeder is lost in the

almost certain resting place of the Kóndkannen. If they are willing to help find Klaus, they will be included in the fortune the Kóndkannen will bring.

Should the PCs *still* fail to help Ulfrik, then their adventure is over. They have a long trip back to Schwarzenbruin ahead of them.

If the PCs agree to help Ulfrik, they have the rest of the day and all of the evening to organize whatever supplies they will need to go on the journey. Willem can supply them with some horses for the journey, and Ulfrik will pay for whatever the PCs can't, within reason of course.

Should anyone ask Willem if he is able to accompany them on the journey, he will politely decline. There is a caravan due through in three days, and he needs to be on hand to help out with any sick or injured animals. He will wish them all the best though.

Having made plans to meet the PCs in front of the Spotted Dog before dawn in the morning, Ulfrik will rush off and attend to his own preparations.

Encounter Two

The Deserted Campsite

After nearly a week of travel, the PCs and Ulfrik approach Klaus' campsite. The journey has been relatively uneventful, and the absent minded mage has been driving them all insane with his sign language. When roleplaying Ulfrik, make the gestures as wild possible. He also tends to be quite indignant if the PCs can't understand what he is trying to say.

The countryside has been getting progressively more rugged as time has worn on, and the party is now well and truly into the mountains. The trail they are travelling down is barely visible and the hills are covered with dense patches of heather. A light mist hangs over the nearby hilltop, and heavy clouds are rolling in from the north. The sound of distant thunder rolls down from the high peaks, echoing ominously off the surrounding peaks.

As the group gets closer to the camp, Ulfrik constantly checks an old, hand drawn map that he has brought with him. Every few minutes, he asks one of the PCs if they think that the shape of the hill to the west looks the same as the one on the map.

Have the PCs make a Spot skill check against DC 16. Those that succeed see a shirt caught in the upper branches of a bush, about twelve feet from the ground. Should the PCs retrieve it, Ulfrik announces that the shirt is his definitely his brother's, so the camp must be around here somewhere.

Let the PCs scout around for a while, looking for signs. They can use whatever skills they think are appropriate, although Wilderness Lore and Spot are perhaps the two most appropriate.

Before too much longer, one of them can find a small stream, bubbling its way down the side of the hill. The stream contains all sorts of refuse that comes from Klaus' campsite – the paper that cured meat was wrapped in, the rotting remains of vegetables, and a small metal pot that has floated away.

By following the stream up the hill, the PCs can find the abandoned campsite. The journey is not an easy one – the hillside is reasonably steep, and the rocks are covered with moss and are quite slippery. If they are riding Weisspeer hill ponies, it *is* possible to actually ride up the hill (although this requires a Ride skill check with against DC22). If they are using horses bred on the plains around Lake Quag, there is no way that they can traverse such terrain.

If the PCs choose not to climb up beside the stream, or they fail in their riding checks, they can go up the way that Klaus and the rest of the adventurers went up – via a trail about a quarter mile further along. The trail is not especially obvious; to find it requires a Wilderness Lore check against a DC of 15.

Regardless of how the PCs elect to get up to the campsite, as they approach, they are greeted with the sounds of yips and snarls.

Coming into the clearing where the camp stood, the PCs are greeted by a scene of complete chaos. The tents are mostly ripped and pulled down, although the end of one tent still stands, the other end flapping in the breeze. Supplies are scattered across the clearing, along with the remains of a broken cage and hundreds of white and gray feathers (this is all that remains of the rest of Klaus' homing pigeons). Try to give the PCs the sense that the campsite has been well and truly ransacked by wild animals and no one has been living here for some time. Here and there across the clearing are dead predators in various states of decay and dismemberment: 2 wolves, a badger and a young dire wolverine. All of them have crossbow bolts protruding

from vital organs, and the air is heavy with the smell of decaying flesh.

At the other end of camp, the group can hear the sounds of a weak struggle, and the snarls and barks of a pack of wolves. On a successful Listen check at DC15, the PCs can make out some swearing in dwarven, and the wolves yapped each time.

At present, five wolves are trying to attack the dwarf who survived the cave's collapse. He is quite weak from infection, and is doing what he can with a shovel to keep them away.

Unless the PCs are actively trying to sneak up on the wolves, the animals will hear and/or smell them coming, preventing the wolves from being surprised. If the PCs attempt to approach stealthily, allow the wolves a Listen check to determine if the PCs surprise them or not.

Once the wolves are aware of the PCs, they focus their attention on them, their hackles raised and their lips pulled back into vicious snarls. They do their best to defend the dwarf against the intruders – he was their kill and they are not about to give it up easily.

Creatures (EL 4): The pack is made up of five wolves, the oldest of which is a completely white female. The others consist of two young males and two younger females, who are all the usual wolf gray.

Wolf (5): CR 1; SZ Medium Animal; HD 2d8+4; hp 16, 14, 9, 13, 10; Init +2 (Dex); Spd 50ft; AC 14 (+2 Dex, +2 Natural); Atk: bite +3 melee (1d6+1); Face 5ft. by 5ft.; Reach 5ft.; SA trip; SQ scent; SR nil; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; AL N.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+5 when tracking using scent – racial bonus).

Feats: Weapon Finesse (bite).

SA-Trip: A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 of the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Combat Wizard: For quicker combat resolution, the following initiative rolls have been pre-generated:

- White Wolf: 17 (hp 16)
- Grey Wolf 1: 16 (hp 14)
- Grey Wolf 3: 16 (hp 13)
- Grey Wolf 2: 13 (hp 9)

- Grey Wolf 4: 12 (hp 10)

The white wolf will stay back close to the dwarf and the other four will close on the PCs and try to encircle them. Wolf 1 and Wolf 2 will swing wide on either side of the PCs, trying to encircle them. The other two will make darting attacks, trying to keep the PCs attention to enable the flanking attack to succeed.

The PCs do not need to actually kill the wolves; they merely have to prevent the wolves from harming the dwarf any further. If any of the wolves loses more than three-quarters of its hit points, it needs to make a Willpower saving throw against a DC 20 in order to stay and fight. If more than three of the wolves breaks and runs (or are killed), the remaining wolves must make a successful Willpower saving throw (DC20), or they will abandon their prey and retreat into the heather.

If the PCs actually do kill some or all of the wolves, roll percentile dice to determine what sort of condition the pelts are in, especially the all-white one. However, make allowances for how hard the PCs had to work to kill the animal – a wolf killed with a single arrow or crossbow bolt will be in a much better condition than one that has been repeatedly hit with a large, sharp object. The condition of the skin determines how much of the maximum price the pelts will fetch back in Skillet; the skins form part of the potential treasure haul for the adventure. Getting the pelts off the carcasses cleanly required a Profession (Trapper) check at DC 15, or a Wilderness Lore check at DC25. It is possible for the PCs to take 20, but without the Profession (Trapper) skill, they are not assured of success.

Encounter Three The Dying Dwarf

Once the PCs have dealt with the wolf pack (either by killing them or driving them off), they can tend to the dying dwarf. It is already too late for the dwarf. His leg was badly broken in the cave-in, with the shattered end of his femur poking through the skin just above his right knee. The leg has gone gangrenous, leaving a filthy stench in the air. He's also bleeding from numerous wolf bites and scratches, further weakening him.

Oskar Kopsteen, male dwarf War2: CR 1; Medium humanoid (4'4" tall); HD 3d8+4; hp 22 (currently 0); Init +1; Spd 20; AC 11 (+1 Dex); Atks +4 (1d6+2/crit

20, shovel); SA nil; SQ nil; AL NG; SV Fort +5, Reflex +1, Will +1; Str 14, Dex 12, Con 15; Int 12; Wis 13; Cha 10.

Skills: Climb +5, Ride +2, Use Rope +2.

Feats: Toughness.

Lying next to him on the ground is a light crossbow and an empty quiver. He has been using it to fend off predators all week, but has run out of bolts, which is why the wolves were able to get close to him.

Once he is safe, he drops the shovel he was weakly wielding against the wolves and collapses back to the ground. Let the PCs do whatever they can do make him comfortable, but make certain that they understand that the dwarf is dying and there is nothing they can do to save him.

Ulfrik tries to push his way through to Oskar, hoping to find information about his brother and what has happened here. Oskar does not understand the deaf wizard's sign language and ends up becoming frustrated with Ulfrik, telling him in no uncertain terms to clear off.

The PCs can question Oskar, asking him about where Klaus is. The dwarf explains that:

- They had found a cave that Klaus thought was the one that they were looking for.
- They only had a day before they had to return, but Klaus wasn't going back without checking this cave.
- The cave is in a gully about half a mile to the north. They nearly missed it, as the entrance is just a little hole in the ground.
- You'll need some rope to get into the cave – the entrance is about thirty feet up in the air once you're inside.
- The group was on the lower level of the cave. They had gone north from the entrance chamber and gone down a sinkhole.
- They had explored most of the lower level and were a fair way to the south in the lower level.
- It took them several hours, but he thinks that they had explored most of the cave when disaster struck.
- An earthquake rocked the mountain and there was a cave in. The other two guys in the group were killed by falling rock, and both Klaus and the dwarf were knocked out.
- When they came to, the light had gone out and Klaus got hysterical because he could not see anything.
- The dwarf did his best to lead the wizard out, but it was too hard. In the end, he managed to calm down Klaus and led him to a room where there was some

phosphorescent moss and a pool of fresh water. With the small amount of light in the cave, Klaus settled and promised to wait until the dwarf could come back and get him.

- The dwarf returned to the upper level of the cave alone, but a strong aftershock rocked the mountain and part of the roof collapsed.
- Oskar's leg was badly broken, but he struggled back to the cave and through brute determination, managed to climb up the rope and out of the cave.
- Practically overcome with the pain, he crawled back to camp, only to discover that animals have ransacked it.
- Unable to move any further, he grabbed the shovel and the crossbow and tried to stay alive.
- All the time, he prayed constantly to Moradin to send help, and now that his prayers have been answered, he is free to die and move onto the other side.

After gasping all that out, he begs the PCs to go into the cave and find Klaus if he is still alive. He gets them to promise him that if they find the wizard alive, they will ask Klaus to forgive the dwarf for not going back to save him.

When he has gotten the PCs to swear they will do as he asks, he will whisper the name of Moradin once more, and then pass away.

Let the PCs do whatever they like with the body, although burial or cremation would be two appropriate actions. Spit roasting him for dinner, on the other hand, would not. Besides, he's got a gammy leg.

At this point, all that remains for the PCs to do is find the cave so they can rescue Klaus. If the PCs think to look, they can actually recover a lantern, two half-pint flasks of oil and three torches from the ruins of the campsite before they head out again.

Encounter Four

The Cave Entrance

The entrance to the cave is just as the dwarf described it. Nearly half a mile north of the campsite, two hills come together forming a rock-filled gully with steep sides. At the far end of the gully is an irregularly shaped small hole, about two feet in diameter leading horizontally into the side of the hill.

The entrance is basically a stone pipe, going in about six feet before opening out onto a small ledge.

Below the ledge is a drop of just over thirty feet to the floor of the cavern below.

Finding the cave is not an easy task, although the PCs should eventually succeed in finding it. Make the players make Wilderness Lore rolls with against DC 20 in order to find it. Each failed attempt costs to PCs ten minutes. They can take 20, but this will take them nearly three hours to find the cave.

During this time, the wind on the hillside picks up, and the cloud cover gets thicker. The air drops several degrees and the PCs' breaths begin to cloud up when they exhale.

When they do find the right gully, the hole itself can be discovered because the dwarf's rope is still tied around a boulder and it leads into the darkness.

Getting into the cave requires the PCs take off their packs, armor and weapons and crawl into the hole feet first. Any PC with a combined Strength and Constitution stat of more than thirty stands a chance of getting stuck in the hole. Have them make an Escape Artist check against DC12 or a Dex check against DC15. Should they fail, they have become wedged in the hole and getting out requires a successful Reflexes saving throw against DC15. Each attempt to get the stuck PC free chews up approximately five minutes.

It's relatively important to keep track of the time the characters spend underground. This is to make sure they have enough light to last them. Each pint of lamp oil will last six hours, while a torch or a candle will only burn for about one hour each. However, *don't* track time to put pressure on the PCs. The flashflood at the end of the story will happen when the PCs have rescued Klaus, regardless of the amount of time they PCs have spent underground.

Once inside the hole, the PCs find themselves sitting on a ledge over the cavern floor. The wall of the cave slopes away underneath them at a steep angle, and is no help when they are trying to climb down. They need to rappel down the rope to the floor of the cavern. The DC of the climb check depends on the precautions the PCs have taken. If they have knotted their rope before climbing down, then it's DC5. If they didn't knot the rope, it's DC15. Having climbing gear gives a situational bonus of +2. Each PC needs to make three climbing rolls, one for each 10-foot section.

If any of the characters fail their climbing checks, have them immediately make a Reflex saving throw against DC15 for a knotted rope, or DC20 for an

unknotted one, to see if they manage to grab hold before they fall. Should they fail this check, they have fallen and take 1d6 damage for each 10 feet.

Encounter Five

The Cave Interior

The interior cave has a large number of tight squeezes that will make travel difficult for the PCs. At certain choke points, have the PCs make Escape Artist checks against DC10. If one or more of the PCs fail the checks, they have become wedged and will have trouble getting free again. They will need to rely on the rest of their team to get them free. Forcing a character free will result in 1D3 points of damage to the stuck character from scrapes and cuts.

Don't overplay this though. The PCs should not have to make an Escape Artist check every time they enter or leave a room. Just describe the cave as tight and move on.

The following entries describe the major locations in the cave system. Any peculiar features of the location and checks that need to be made are noted for each location.

Interior Locations

1. **Entry Ledge (0ft):** This is the ledge where the PCs first enter the cave. The ledge is 30 ft. above the floor of the chamber below (2). Climb DC's: Down with Rope: DC10, Down without rope DC25. Up with Rope 15. Up without Rope DC18.
2. **Large Chamber (-30ft):** Scattered boulders, sticks and dirt. Bugger all else.
3. **Slippery Chute (From -30ft to -60ft):** This chute is slick with rivulets of water running from the walls. Algae and lichens add to the effect. Going down: Climb DC15. Going up: Climb DC18. Failure results in 1d4 scraping and bruising damage (Fortitude save DC15 for half) plus a slide down, not to mention embarrassment. Anyone in the way must make a Reflex DC12 test to avoid joining the fun.
4. **Eastern Sinkhole Room (-60ft):** The only danger here is that sliders may just end up going down the hole. Reflex Save DC15 to avoid. The fall will result in a 20ft drop. This fall is not dead straight,

so it involves a bit of bouncing – resulting in 1d6 damage.

5. **Northern Sinkhole Tunnels (-30ft to -40ft):** Nothing exciting, unless they fall down one of the holes, which would be bad. At the southern end of the tunnel is a hole in the roof, through which water runs (and will pour later ... hee hee) The two holes here each drop around 50ft and have the same DCs for climbing as the Entry Ledge.
6. **Fissure Tunnel: (-35ft):** Getting into the tunnel is a narrow crawl space, requiring an Escape Artist DC18 for Medium sized and DC12 for Small sized characters. The hole drops only 15ft and is a relatively easy climb – DC10.
7. **Western Sinkhole Tunnel (-30ft to -45ft):** The tunnel itself isn't too dangerous, but there are plenty of low roofs to annoy tall characters. At its narrowest point it is 1½ feet in diameter, enough to warrant an Escape Artist DC12 test for Medium sized characters. The hole here leads to a frightening 100ft drop. This is a DC15 to climb down for Medium size characters and DC20 for small size characters. A rope will reduce these DCs by 5.
8. **Big Cavern (-90ft with ceiling at -70 to -80ft):** This cavern is empty apart from strange rock formations that cast creepy shadows. Initially this will require Will Saves at DC15 to not get spooked. Make the characters think there's something lurking about in here – but there isn't. The fissure from location 6 enters here at point 8a at -50ft. The subsequent tunnel slopes rather steeply and is grooved somewhat like a piece of corrugated iron – the grooves running lengthways parallel to the tunnel walls. If the PCs look around long enough, they can discover a small vein of opal in one of the walls (Search check, DC20).
9. **Gas Tunnel (-70ft):** This tunnel rises up and down again, in a shallow inverted U. At the crest is a gas pocket (how nice) which poses two risks to the characters. Firstly, anyone within the gas takes 1d4 choking damage per round (Fortitude save DC12 for half damage, DC20 for none). Secondly, this gas is flammable. If a bare flame is exposed to the gas it explodes, resulting in a fireball that deals 3d4 damage to anyone within the tunnel itself (Reflex Save DC15 for half damage).

This will, however, clear out the gas for a while. It replenishes after one hour. There is a hint that

something is wrong – there is a dead cave rat at the very edge of the gas pocket. A Wilderness Lore DC15 test will reveal there is something not quite right. A DC20 success will allow the PC to determine that there is a gas pocket.

10. **Warning Tremor Room (-90ft):** Not much unusual about this room except that when they enter it there is a brief earth tremor. This results in rocks tumbling from the roof in a back corner – nowhere near any PCs. The sole purpose of this is to provide a hint for the players to specifically say they are looking out for falling rocks. When the PCs arrive in the room, a swarm of 10 rats is scurrying around a large pile of rocks in the middle of the room. This is where, under a big pile of rocks, the PCs can find the bodies of Klaus' two unfortunate party members.

Creatures (EL 1): A swarm of ten rats is picking at the corpses of the dead adventurers mostly buried under the cave in.

Rat (10): CR 1/8; SZ Tiny Animal; HD 1/4d8; hp 1, 1, 1, 1, 1, 2, 2, 1, 1, 2; Init +2 (Dex); Spd 15ft, climb 15ft; AC 14 (+2 size, +2 Dex); Atk Bite +4 melee (1d3-4); Face 2½ft. by 2½ft.; Reach 0ft.; SA nil; SQ scent; SR nil; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; AL N.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10.

Feats: Weapon Finesse (bite).

Combat Wizard: For quicker combat resolution, have the Rats all attack on the same initiative. They will divide themselves evenly amongst the various PCs present.

If the rats can get a bite in on the PCs first, they will take it. However, the rats will flee at the first sign of aggression by the PCs. They have no interest in fighting and are really only here for color.

11. **Rockfall Room (-110ft):** The roof is unstable as they enter through the narrow tunnel. Unless a player specifically says they are being careful they will likely cause a cave-in. Unwary PCs should make an Escape Artist DC18 test to avoid setting this off. A successful Spot DC20 test will alert the PCs (DC12 if they have specifically said they're on the lookout). The rockfall will deal out 2d4 damage (Reflex Save DC15 for half, DC20 for no damage).

12. **Pot Room (-160ft):** The only way to get into this room is through location 13. The eastern wall has a small gap where characters can look into the room and spy the Kóndkannen lying about. In the southern end of the room is an elevated tunnel which leads through to the room where Klaus is to be found. This tunnel is 3ft wide and 2ft high, and is elevated 5ft from the tunnel floor. See Encounter Five for more details.
13. **Bottom of Western Sinkhole (-145ft):** Not much of interest here, apart from this being the only access to the Kóndkannen room. Oh, and it doubles as a thoroughfare for travelling Darkmantles.
14. **Klaus' Hideyhole (-150ft, with a pit down to -160ft):** See the module body.
15. **Bottom of Eastern Sinkhole (-80ft):** Just another access point, really. But the tunnel out is very steep and has the same rules as the slippery chute in location 3.

Encounter Six

Cavern of the Kóndkannen

In the bowels of the earth is the place the PCs are searching for: Gektovnar's hiding place. It was here that the old wizard hid his collection of pots.

The cavern at location 12 is about fifteen feet wide and nearly twenty-five long. The ceiling is about fifteen to twenty feet above the floor in most places, with many stalactites hanging down. The floor of the cavern is mostly smooth, worn smooth by flowing water in the distant past.

Around the walls of this cavern are a series of natural ledges. On these sit the Kóndkannen – or at least what the PCs will probably assume are the Kóndkannen (whether they are the genuine article or not remains to be seen; this will be explored further in future scenarios).

The Kóndkannen are beautifully made earthenware vessels, which have been painted with a variety of scenes. The pots come in a variety of shapes and sizes, with the smallest looking like it would hold about a pint. The largest stands about four feet tall, is about two feet in diameter and appears as though it would hold several gallons. Each of the pots has been glazed in white, and the scenes are then painted on the top in a bright blue.

In all, there are about thirty pots in the cavern. Around the room, ten pots lie smashed into hundreds of pieces, the artwork on them lost forever. The pictures on the surviving pots have such things as:

- a burial ceremony (showing riches being buried with the body)
- the coronation of a new king
- the newborn baby
- an ogre skiing down a mountain
- a cave on a mountainside (with notable landmarks)
- The assassination of an important looking dignitary
- The casting of a powerful looking spell (bright lights and the like)
- violent battle scene (over ten different designs)
-

Feel free to make up the designs on any of the other pots, should the PCs ask what is on them.

All of the pots are sealed with ceramic stoppers or lids (depending on the design of the pot), and they have wax seals ensuring the pot is firmly closed.

However, before the PCs get too involved with hunting and searching around the place, the room will go completely and utterly black. All of the lights will cease to work at all. The darkmantles hanging from the ceiling have used their darkness ability and will now drop down onto the PCs to attack.

Creatures (EL 3): A clutch of three darkmantles hangs from the ceiling in this room. When the lights of the party awake them, they activate their darkness ability and drop.

Darkmantle (3): CR 1; SZ Small Magical Beast; HD 1D10+1; hp 10, 3, 6; Init +4 (Improved Initiative); Spd 20ft, fly 30ft (poor); AC 17 (+1 size, +6 natural); Atk slam +5 melee (1d4+1); Face 5ft. by 5ft.; Reach 5ft.; SA Darkness, improved grab, constrict 1d4+1; SQ blindsight; SR nil; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10; AL N.

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

Feats: Improved Initiative.

SA-Darkness (Su): once per day, a darkmantle can cause darkness as the spell cast by a 5th-level sorcerer. It most often uses this ability just before attacking.

SA-Improved Grab (Ex): To use this ability, the darkmantle must hit with its slam attack. If it gets a hold, it can constrict.

SA-Constrict (Ex): A darkmantle deals 1D4+1 damage with a successful grapple check.

SQ-Blindsight: A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90ft. A *silence* spell negates this and effectively blinds the darkmantle.

The darkmantle resembles a squid or an octopus, with a tough membrane stretched between its tentacles. It usually hangs from the ceiling using a large sucker foot, and its skin can change color to blend in with the surrounding rock. By stretching its tentacles out tightly beneath it, it looks almost like a stalactite.

Combat Wizard: For quicker combat resolution, the following initiative rolls have been pre-generated:

- Darkmantle 1: 19 (hp 10)
- Darkmantle 3: 19 (hp 6)
- Darkmantle 2: 5 (hp 3)

Use the darkmantle's darkness ability to create as much confusion as possible. The darkmantles will randomly drop onto one of the characters (or Ulrik) and they will thrash about trying to do as much damage as possible. If they miss with their drop attack, they will flap back up the ceiling of the cave and attempt to drop on another character.

If the characters remain inside the 20ft radius of the darkness spell, they suffer severe penalties in combat. Everything has full concealment, there is a 50% chance to miss anything in combat, they lose their positive Dexterity bonus to AC and the enemy get +2 to their attack rolls. They can only move at half speed and they suffer a -4 penalty to all Strength and Dexterity checks.

Because no one can see anything, there is a very real chance that one or more of the pots will be smashed in the melee. Any time anyone takes a hit and misses, there is a 50% chance that they will knock one of the pots with their swinging weapon. If this is the case, roll damage normally – if the pot takes more than 4hp of damage, it shatters.

The wild swinging also has the potential to hit one of the other party members, if they are in range. Should an attack miss the darkmantle, compare the to-hit roll with any party members within range. If the to-hit roll would hit another PC's modified AC, feel free to inflict the damage.

The key to running this fight is to create as much confusion as possible. When a PC hits something, don't tell them what it was that they hit, simply because they cannot see anything. If one PC hits another, don't immediately tell the wounded PC to take damage. Roll a few dice in secret and delay the damage roll slightly if possible to make it sound as though something else has inflicted the damage. Feel free to modify the damage roll up or down one or two hit points to further muddy the waters.

Once the fight is over, the darkness will dissipate and the PCs will once again be able to see. Give them a chance to take stock of what has happened and to survey and damage that might have been caused.

Should any of the PCs attempt to cast detect magic on the pots, they will be very disappointed. Every single one of the pots is completely mundane. They have no magical properties at all, and they are all completely empty as well; the wax seals were merely to make sure that the lids did not come off.

Allow the PCs to choose some of the pots to take with them. Given the size of the them, it is not really possible for each PC to carry more than one pot – if they do decide to try to bring out more, by the time they reach the surface after the events that follow, only one pot per PC will survive. To make this less obvious, some PCs might get two out successfully, while others lose all of theirs. Ask the PCs how they plan to get the fragile pots out of the cave system intact; any reasonable plan will work.

Encounter Seven

A Cry in the Dark

All of the commotion in the pots room has woken Klaus up. Unable to cope with the darkness, he spends much of his time sleeping. He has spent nearly a whole week underground without light. He's tired, ravenous and slowly going mad.

The sound of the commotion rocks him from his dazed stupor and he thinks Gektovnar, the crazy old wizard who collected the pots, has come to protect this horde. In fright, he tries to run away from the noise. Unfortunately, he misplaces his footing and falls into a chasm, breaking his arm on the way down.

Convinced that Gektovnar wants to kill him, he starts trying to remember the power words that power

his spells. Chanting at the top of his voice, he tries to make himself sound more powerful than he really is.

From where the PCs are in the cave, it is very difficult to hear him. When he first started trying to shout out, it requires a Listen check at DC25. For every five minutes that passes, the DC falls by 3, as Klaus gets his voice back and is able to shout louder and louder, to a minimum of DC16.

Should the PCs venture outside the cave, the DC immediately falls by 5, to a minimum of DC11.

It will take the PCs about ten minutes to figure out where in the cave the shouting is coming from, and then to negotiate their way through the squeezes to get to Klaus.

Klaus Wolfzanger, male human Wiz3: CR 3; Medium humanoid (5'7" tall); HD 3d4+8; hp 15; Init +3; Spd 30; AC 13 (+3 Dex); Atks +2 (1d4+1/crit 19-20, dagger); SA nil; SQ nil; AL LG; SV Fort +3, Reflex +4, Will +7; Str 12, Dex 16, Con 14; Int 17; Wis 14; Cha 10.

Skills: Alchemy +6, Concentration +8, Craft (Pottery) +5, Knowledge (Arcana) +9, Knowledge (Kóndkannen) +11, Profession (Kóndkanyagr) +9, Spellcraft +9.

Feats: Iron Will, Skill Focus (Knowledge (Kóndkannen)), Toughness.

Spells: 0 lvl 4, 1st Lvl 2, 2nd Lvl 1. As he has been underground without light for a week, Klaus has not got any spells prepared at all.

Klaus Wolfzanger is the identical twin brother of Ulfrik. While he has identical features to his brother, he is not deaf. Normally clean-shaven, Klaus' time underground has left him with a beard looking much like Ulfrik's.

His clothes are now torn and filthy, and he smells of both urine and feces. His hands are covered with cuts, and most of his body is covered with bruises.

His time underground has not been kind to him. He is currently hallucinating and thinks that the spirit of Gektovnar is coming to get him. He will resist any attempt to help him, although not very strongly, as he is very weak.

Let the PCs find Klaus relatively easily, although getting him out of the hole he has fallen into is going to be somewhat difficult. Klaus shies away from anyone who tries to come close, swinging his good arm wildly while shouting at Gektovnar, telling him to get away

from him. When he realizes that he is backed into a corner and cannot get out, he slumps to the floor and rocks back and forth, asking Gektovnar for forgiveness. His eyes have become accustomed to the dark, so any light the PCs have hurts his eyes, causing him to try and protect them with his hand.

It's up to the PCs to calm him down and try to convince him who they really are. This should take some time, but having Ulfrik gesturing like mad should definitely help. Once they have succeeded in doing this, they can tend to his wounds and prepare to get him out of the cave.

Encounter Eight

Wet Behind The Ears

Once the PCs have calmed Klaus down and have given him first aid, they can begin the journey back to the surface. They can return to the first level of the cave without too many hassles, but after that, all hell breaks loose.

Back on the surface, the storm that was threatening earlier has hit with full fury, dumping several inches of rain on the nearby mountains over the past couple of hours. This has been running down the hill and draining down into the gully. Given the shape of the landscape, it has a natural sinkhole- the cave.

Just as the PCs get back to the first level of the cave system and begin to head for the entrance, a trickle of water will begin to move down the floor of the cave towards them. This is accompanied by a low rumbling sound that gets louder and louder.

Suddenly, a huge wall of water bursts into the chamber where they happen to be and races towards them. At this point, all hell breaks loose for the PCs. Have them roll initiative to see if they can react before the wall of water hits them – the water moves on 5.

It takes ten rounds for the water level to drop. In the meantime, the PCs need to figure out how to stop themselves and the Wolfzanger twins from being swept away in the deluge. If they hang onto the rocks in the cave, they will need to make Strength checks (DC15) to avoid being carried away by the water. If anyone fails, they will need to make Reflex saving throws (DC15) to grab hold of something solid again. Swim skill checks are also appropriate if the characters lose their handholds, or try to rescue friends caught up in the flood.

Should a character be swept away, they will be slammed against the rock walls of the floor of the cave, dealing 1d6 damage each time. They also need to be making Fortitude saving throws to see if they can draw breath before they are swept under again.

When running the scene, try to make the action as chaotic as possible. Rocks, logs and other debris will sweep through the cavern, threatening to dislodge The idea is not to kill the PCs. Instead, it's designed to make their lives as difficult as possible and to (hopefully) provide a chance for some dramatic and heroic rescue attempts. If necessary, lower the saving throw DCs or fudge the outcome so that the whole party can survive, albeit with only a handful of hit points left at the end.

Conclusion

Getting Out Alive

Once the flashflood subsides, the PCs, by now battered, bruised and dripping wet, can make their way back to the cave entrance. The rope they used to climb down here has been lost, ripped away by the floodwaters.

One of the PCs is going to need to climb up the rough rock walls of the cave, requiring a Climb check against DC18. Any PC who succeeds can attach a rope, assuming the PCs still have a rope. If they lost their rope in the flood, each of the PCs will need to make a Climb check to get out of the cave. Again, if they fail, they need to make a Reflex saving throw to avoid taking falling damage.

When everyone is out, they can return to the abandoned campsite and rest up prior to returning to Skillet. Like the journey up, the journey back will be uneventful.

With the PCs return to Skillet, the adventure is over. They can sell the stuff they found and recover.

The End

Experience Point Summary

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

game. You can award different roleplaying amounts to different characters.

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

Introduction

Assisting Willem without being asked	10 xp
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Encounter One

Offer to help Ulfrik without being prompted	10 xp
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Encounter Two

Stop wolves killing Oskar	100 xp
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Encounter Five

"Disarming" the gas trap	20 xp
"Disarming" the rockfall	20 xp
Overcoming the rats	20 xp

Encounter Six

Overcoming the darkmantles	150 xp
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Encounter Seven

Helping Klaus	20 xp
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Encounter Eight

Surviving the flashflood	100 xp
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Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

Treasure Summary

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

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

more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

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

Encounter Two

- Wolf pelts – The gray wolf pelts will fetch between 5 and 10gp each, depend on their condition. The white wolf pelt is worth double that. Each pelt weighs 2lbs.

Encounter Four

- Opal seam – The large cavern on the lower level has a small seam of opal running through the back wall. If the PCs bother to dig it out, they can end up with up to 2lb of low grade opal, worth a maximum of 200gp.

Encounter Six

- The Kóndkannen – each PC can come away with at most one of these each. Certs are provided for these items. Each one weighs somewhere between 3lbs and 6lbs and are worth 100gp each, most because of historical scarcity.

GM's Handout #1

Stamtaal Glossary

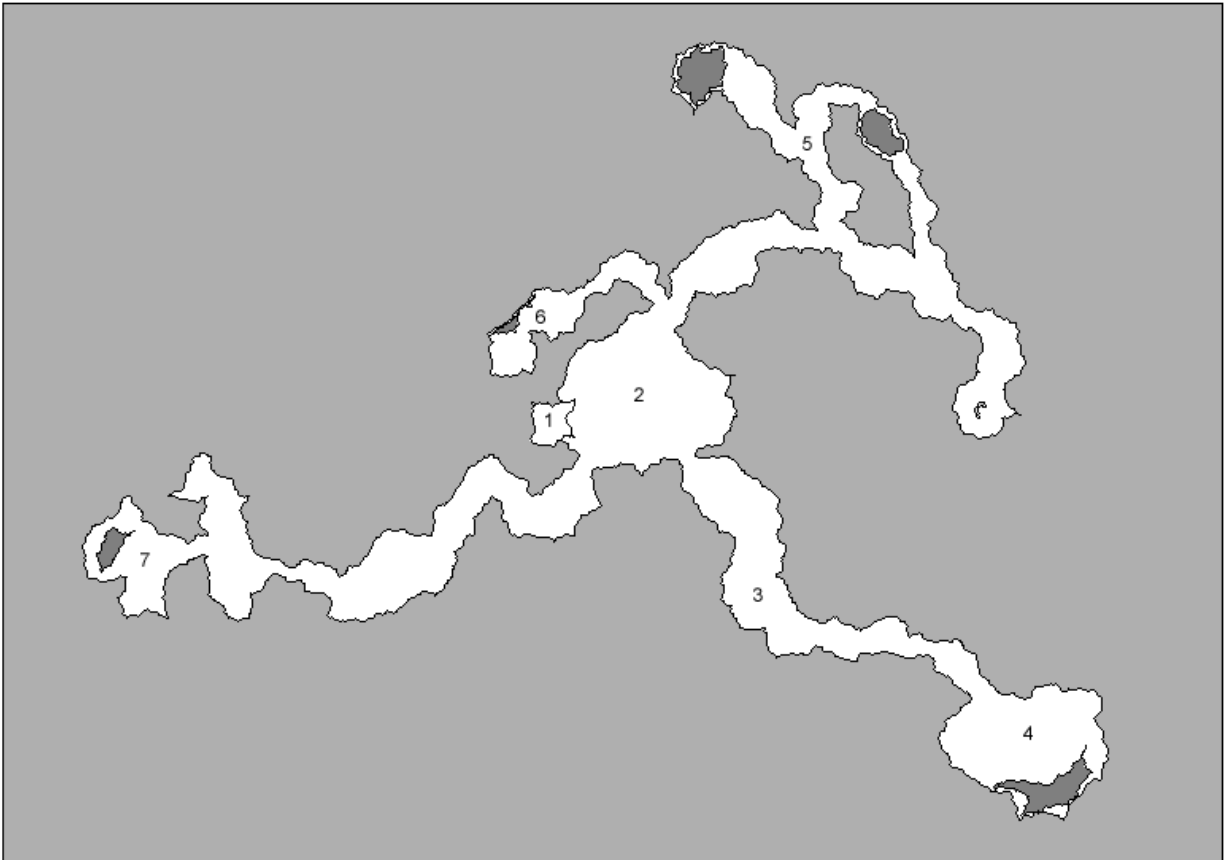
broeder	(n) brother
Kóndkannen	(n) Pots of Knowledge
Kóndkanyagn	(n) The hunt for the Kóndkannen
Kóndkanyagr	(n) A person searching for the Kóndkannen

GM's Handout #2

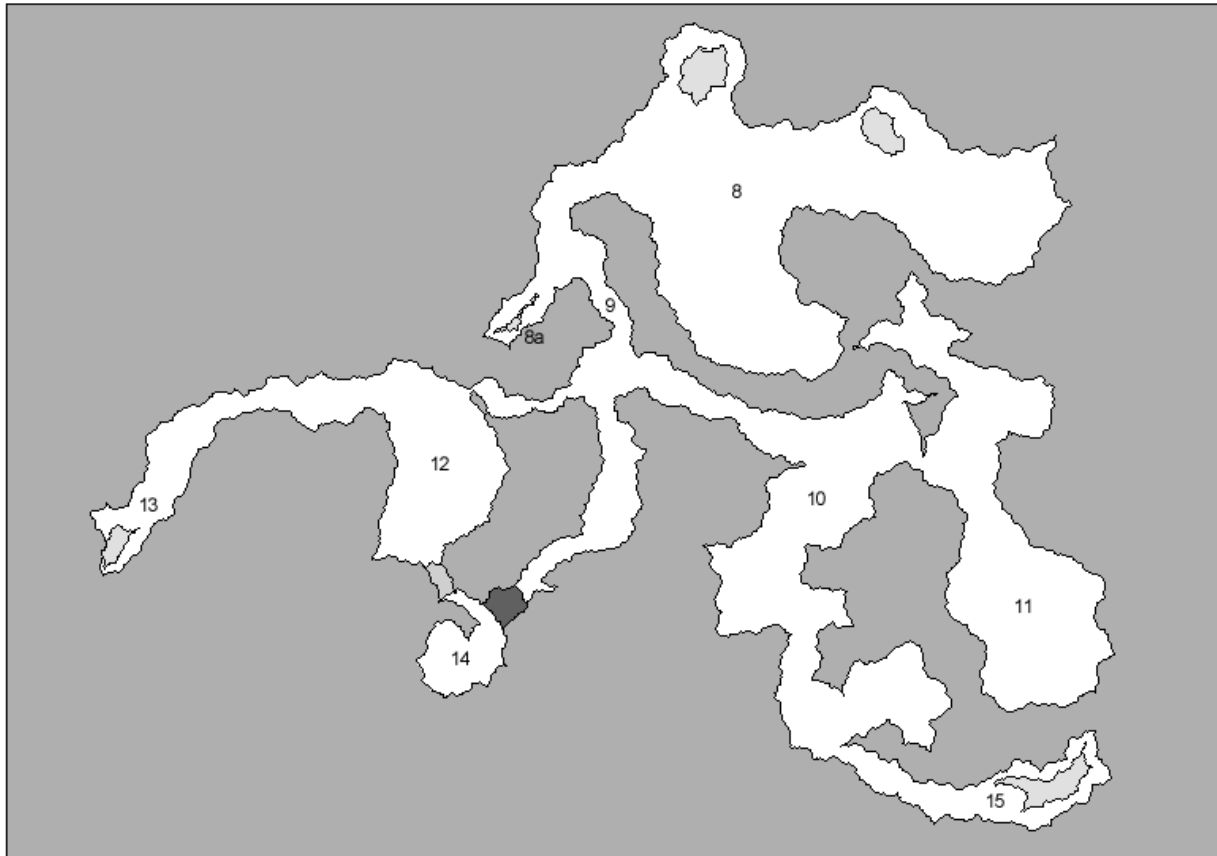
Maps of the Cave System

The following maps show the layout of the cave system. There are two copies of each of the maps. The first maps, the DM's ones, show the numbers of the locations in the cave. The player's maps (in the player's handout section) are marked with red lines. Before the session, cut these maps along these lines and give the players a new piece when they enter a section. It was found that this system saved a lot of game time and yet preserved most of the excitement of exploring the cave system.

Upper Level



Lower Level



Player's Handout 1

The Kóndkanyagn

For at least two hundred years, rumors and stories have been circulating around Perrenland about the *Kóndkannen* – the Pots of Knowledge. No one has actually *seen* a genuine Kóndkan, although many have claimed to unearthed one in the mountains that surround Perrenland. The Kóndkannen supposedly date back to the time of the Ur-Flannae, and are told to be powerful magical items. The stories tell of untold knowledge contained in the vessels, knowledge that would make the owner richer and more powerful than they could possibly imagine. Some legends indicate that the pots contain trapped demons that are forced to give aid to the pot's owners. Others say that the Kóndkannen contain the trapped souls of powerful wizards – or worse.

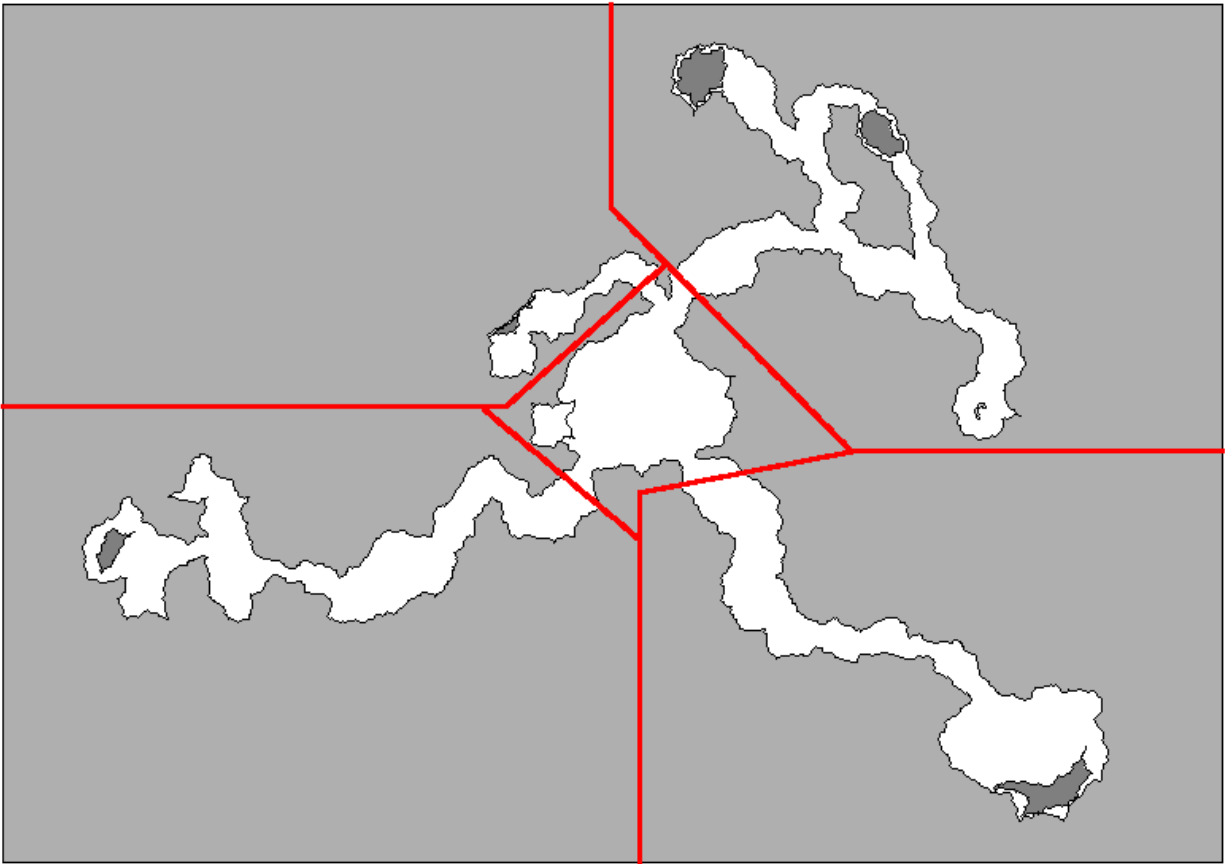
The stories of the Kóndkannen arose over two hundred years ago when an old man, known only as Gektovnar, hunted around the Yatil Mountains to the south of Krestible looking for the pots. Many people were afraid of the old man, thinking that he would place a curse on them if they did not help him in his quest. For many years, Gektovnar roamed the mountains, occasionally coming into a town or a village for supplies. The only thing that was known was that he seemed to be independently wealthy – he never lacked for money when he came into town. No one knew where he lived, and several groups who set off to rob the old man never returned from the mountains. Even today, stories abound that Gektovnar – or perhaps his ghost – still roam the Yatil Mountains searching for the Kóndkannen.

The *Kóndkanyagn* – or the Hunt for a Pot of Knowledge – is a quest that drives many in Perrenland to head for the hills in search of these mythical artifacts. For some, the Kóndkanyagn has become an obsession, driving everything that they do. They are known to pay fortunes for information about the resting-place of these vessels. In extreme cases, robbery and murder are not unheard of. More than a few people embarking on a Kóndkanyagn have been known to disappear, never to be seen again.

Whether the legends are true or not remains to be seen. But the lack of proof of the existence of the Kóndkannen and the apparent danger involved has done nothing to quash the dreams of the many people who long for the fame and fortune that the pots are supposed to bring.

Players' Handouts

Upper Level



Lower Level

