

# The Seven Tests of Irinna Qu'lla

A One-Round Dungeons & Dragons® Living Greyhawk™  
Iuz's Border States Metaregional Adventure  
Version 1.0

by Patrick Williamson  
Thanks to: Mark Somers

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**Blurb.** In 596 adventurers discovered what is best described as a living Ur-Flan culture, the Hursik within Burneal forest. Now interested parties are funding a new expedition to better explore these archaic folk. This adventure continues the "Dragon Scales" adventure path (IUZ6-01, IUZ6-02, IUZ6-04, IUZ6-06, IUZ6-07 and IUZ6-08) and for best enjoyment these adventures should have been played in order before this adventure is played. This adventure is the second installment of the Great Northern Expedition IUZ6-01. A one-round Iuz's Border States Metaregional adventure set in the Burneal Forest for APLs 8-14.

Resources for this adventure include *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton]

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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.

## AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

## TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

This adventure is the second installment of The Great Northern Expedition (IUZ6-01). In IUZ6-01 adventurers were commissioned by the Drinkers to travel to the Burneal Forest to try and find and if necessary rescue the famous explorer and member of the Drinkers of the Cup of Midnight, Uust Van Ingermann.

Van Ingermann's trail took these adventurers deep into the Burneal forest along a tributary of the mighty Fler River. In a secluded valley they discovered what they later described as a possible living Ur-Flan culture, the Hursik.

After making peaceful contact with the Hursik the adventurers negotiated an exchange of Van Ingermann by performing a task for the Hursik, this being the capture of one of their most dreaded enemies a Marzanna (winter hag).

In the celebrations that followed the capture of the Hag the adventurers were invited to witness the ritual sacrifice of the Hag by some strange Hursik priests. They were allowed to enter into the outer ceremonial buildings of a much larger Ur-Flan temple complex to witness a necromantic ritual.

During this ritual (and by talking to the elders and priests after the ritual) these adventurers discovered that the Hursik are expert demon fighters and possess powerful necromantic magic, which affected some of the adventurers. These priests seem to worship a spirit of the Ur-Flan temple complex, whom they call the "Unseen

One". Furthermore the Hursik priests guard the entry to this complex against the return of the Baba Yaga (Famine Queen) and her minions. The adventurers further learned that Baba Yaga is a traditional title of Iggwilv's mother (Igg-Vuurz) and thus now Iggwilv herself.

The adventurers then returned Van Ingermann to their sponsors and reported what they had found thus allowing this discovery to become public knowledge.

This adventure builds upon the discovery of the Hursik Flan and the Ur-Flan temple complex they guard. It links this with the uncovering of a number of active evil dragon cults in and around a number of other previously unknown Ur-Flan ruins within the Iuz border-states by adventuring parties in IUZ6-04, IUZ6-06, IUZ6-07 and IUZ6-08. It also builds upon the patronage being extended to the PCs by Gildor Arcanix (IUZ6-04) and his organization the Oathsworn Hunters (IUZ6-06). It may also feature "Lucky" Gorn Silverbeard (IUZ6-08) as a special cohort for some parties.

This adventure also makes a connection between the Red Dragon Morginstaler (IUZ6-02) and these other events if there is a consort of Morginstaler or someone with the Enmity of Morginstaler in the adventuring party. Finally it will awaken the previously semi-dormant "Druids of the North" meta-organization, who may pose a serious threat to the power of Iuz drawing his attention to these recent events.

## ADVENTURE SUMMARY

Gildor Arcanix the human posing Gold Dragon and primus scion of the Oathsworn Slayers is troubled by recent events that he has been privy to. In particular he is troubled by the discovery of numerous evil dragon cults across the northern Flanaess. These cultists all seem to have an interest in the Ur-Flan ruins known to litter this region. Also puzzling Gildor is a number of magical dragon scale items that have been recovered by those under his patronage, from these evil cultists, each a different color chromatic scale with different powers.

Gildor is beginning to suspect that these dragon cults, the magical scales and Ur-Flan ruins are linked in some way nefarious way. He fears that perhaps the cult of Tiamat is seeking the ancient magic of the mighty necromancers of the Ur-Flan who once dominated much of the northern area of the Flanaess, particularly in the Quaglands. As the sworn enemy of Tiamat's cult he is determined to find out and thwart their ambitions, whatever they may be.

Recently a secure source, who has links within the Drinkers of the Cup of Midnight, revealed to Gildor that the Drinkers had discovered an ancient Ur-Flan temple complex in the Burneal Forest that was protected from intrusion by what appears to be an remnant Ur-Flan population, the Hursik.

Putting two and two together Gildor has surmised that perhaps this Ur-Flan temple complex may have escaped the notice of any dragon cults so far, or that they

may have not been able to gain access to it due to the somewhat fierce nature of the Hursik guardians.

Desperate to get some sort of information advantage over the evil dragon cults he recruits the PCs to head back into the Burneal forest to make peaceful contact with the Hursik and to get a list of questions answered. In some cases he sends along his new disciple "Lucky" Gorn Silverbeard (IUZ6-08).

**Introduction:** The PCs are gathered into a meeting with Gildor Arcanix in Ungra Balan. If the PCs are trusted by him (i.e. have his favor or are members of the Oathsworn Slayers) he openly reveals his suspicions to them. Otherwise he is more circumspect depending on how much he trusts the PCs.

Gildor wants the PCs to head to the Burneal Forest to make peaceful contact with the archaic Hursik tribe of Flan to get some questions answered and to seek permission to explore the Ur-Flan temple complex they guard. He will provide the PCs with supplies, a wayfarers guild *teleport* contract, the method of making peaceful contact with the Hursik and a list of questions.

PCs that have the Favor of "Lucky" Gorn Silverbeard from IUZ6-08 are offered "Lucky" as a special cohort for this adventure only.

After being given time to seek additional supplies in Ungra Balan, the PCs are teleported to Encounter One at the Hursik village deep within the frosty Burneal Forest.

**Encounter One:** Arriving at the Hursik village the party can use the ritual greeting (either provided by Gildor or from IUZ6-01) to make friendly contact with the Hursik. Those who possess the greeting from IUZ6-01 are welcomed with joy as returning members of the clan, those that don't are treated with cordiality. This will affect the parties chances of getting Gildor's requests fulfilled.

Gaining access to the Hursik elders will be the first task presented to the PCs. Once they have obtained access they are given an audience so that they can present their requests. Any PC who is the consort of Morginstaler (IUZ6-02) will be treated with great suspicion by the Hursik elders who will wave a strange silver dragon scale at the PC as if it can ward them off. PCs that have the Enmity of Morginstaler or the favor of Gildor are treated in the opposite manner, as the silver scale reveals they can be trusted. A PC that radiates both confuses the signals. Trusted PCs can find out the nature of this scale. If there is no consort of Morginstaler the scale and its nature is revealed when the Hursik elders tell the party about the evil dragon cultists.

From the Hursik elders the party can learn that less than a moon ago a band of four evil dragon cultists attempted to gain covert access to the Ur-Flan temple site. The Hursik caught them handed them over the Hursik priests who duly sacrificed them to the "Unseen One" of the temple. They take great delight in showing the PCs the newly mummified heads they have used to decorate their Stadt. They tell the PCs that the Dragon Cultists loot was given as tribute to the Unseen One.

If the PCs can ask to be allowed to see the Hursik priests or to explore the Ur-Flan ruins the Hursik elders will grow very excited and rush the party to encounter two.

**Encounter Two:** The party learns that their request to see the Hursik priests/explore the temple has been misinterpreted by the Hursik (deliberately in case you were wondering) into a request to become servants of the “Unseen One” and to walk the path of the seven tests of initiation. The party can back out at this stage but only by deeply offending the Hursik.

If the party agrees they are given a great send off feast admitted to the tribe and possibly married. At the height of the feast the party is escorted, by the whole tribe to meet the priests/servants of the “Unseen One” at the fringes of the Ur-Flan temple complex. The priests fill the PCs in on some information and then escort them to (**Test No 1**) a bridge that crosses a gorge to the gate (**Test No 2**) of the temple and then to encounter three.

If the party refuses to walk the path at any stage, they are led from the village and asked never to return. Their only options now are to return to Gildor with the mission only partly done or to covertly gain entry into the Ur-Flan temple site which they do without incident thus arriving at the bridge (**Test No 1**), but this will have consequences for them.

**Encounter Three:** In this encounter the PCs find a temple with lots of human remains cluttered around the following shrines (Knowledge religion) Allitur, Berei, Vathris, Zodal and one entirely defaced undecipherable shrine. They also find the dragon cultists loot, including a strange red dragon scale. A riddle will reveal that the PCs need to make an appropriate offering (**Test No 3**) to each of the shrines in order for the path ahead to be revealed. The problem is that the PCs have no way of knowing what to offer at the defaced shrine other than to guess. Failure at any of the shrines results in the triggering of a *summon monster* trap. Success leads them to Encounter Four.

**Encounter Four:** In this encounter the PCs arrive in another temple this one is dedicated to the three brothers Nerull, Pelor and Rao. The PCs must choose to face a challenge from one of the three shrines (**Test No 4**). Success here will get them to Encounter Five.

**Encounter Five:** In this encounter the PCs must face the test of Beory, to save the life of a critically ill unicorn, (**Test No 5**). Success here will get them to Encounter Six.

**Encounter Six:** In this encounter the PCs need to answer a simple riddle (**Test No 6**) from a servant of Obad-Hai in order to gain entrance to the Irinna Qu'lla. Success will get them to Encounter Seven.

**Encounter Seven:** In this encounter the PCs must defeat the guardians of the Irinna Qu'lla in combat in order to gain access to him (**Test No 7**). Any PCs who failed their Will save in encounter 3 are dominated and told not to attack the good/lawful creatures. Success, however, does not please the Irinna Qu'lla who is angered that the PCs have now reactivated the temple complex as it may allow Iuz and his mother Iggwilv to

use the gate ways that exist between the Ur-Flan sites to move forces. The PCs must convince the Irinna Qu'lla that they can be trusted or they will not learn anything of further significance.

**Conclusion:** The PCs return to Gildor in Ungra Balan to report what they have learned, depending on the number of answers they have to Gildor's questions they will receive varying degrees of his favor. If they gained audience with the Irinna Qu'lla they are returned near to Ungra Balan using the magic of the Ur-Flan temple.

## PREPARATION FOR PLAY

This adventure assumes that the players have already played at least some of the adventures mentioned in the Blurb. As a result the following AR items may have impact or consequences in this adventure:

- Enmity of Morginstaler (BDK5-02 or BDK6-07)
- Favor of Morginstaler (BDK6-07)
- Secret of the Fler (IUZ6-01)
- Tribal Greetings (IUZ6-01)
- Consort of Morginstaler (IUZ6-02)
- Brood of Keeasaloogal (IUZ6-06)
- Favor of Gildor Arcanix (IUZ6-06)
- Favor of the Quagaloogal (IUZ6-06)
- Famous (IUZ6-08)
- Favor of Gorn Silverbeard (IUZ6-08)
- Invitation to join the Oathsworn Slayers (IUZ6-08)
- Favor of Tiamat (COR6-14)
- Disfavor of Tiamat (COR6-14)

In addition membership in one of the following meta-organizations may impact upon NPC reactions.

- Membership of the Old Kerk's Grove
- Membership of the Old Kerk's Voice
- PC is Flan
- Membership of the Oathsworn Slayers
- Membership of the Dragonborn Register
- Membership of the Drinkers
- Membership of the Druids of the North
- Membership of the Khund
- Membership of the Quagaloogal
- Cleric of Bahamut

DM Aid #1 will help you keep track of these. DM Aid #5 has a brief “who's who” to help you track the NPCs.

## INTRODUCTION

*The travel books of Greyhawk city described the isolated northern encampment come township of Ungra Balan as “...a squalid affair occupied by exiles and outlaws from many places, and barely representative of the Wegwuir who have nominal control over it...” The Wegwuir, of course, being the*

*Wolf Nomads, for those uncultured in the ways of the bitter north. You know: Teng the horrific, that kind of thing. Ungra Balan, being an isolated port on the northern shore of Lake Quag, has little else of note written about it. You are here as an invitation to adventure has been extended to you by one Gildor Arcanix, a patron of adventurous types.*

*Your short two days here has clearly demonstrated that the travel book description of Ungra Balan is in need of an urgent rewrite. Flying high over the now “mostly” fortified small city are the flags of both Perrenland and the Wolf Nomads. In the streets trade is brisk and perhaps honest for the first time in the history of the place. Law and order being strictly enforced by the NorPax, several thousand mercenaries from Perrenland’s famous Flan Pax Mercuri mercenary organization, backed up by locally recruited members on probation. Welcome to Perrenland.*

*Of particular note is the large area of new pavilions set aside for over a thousand Rovers of the Barrens, called “Rover city”. These Rovers, whom the Perrender Flan clans claim kinship with, have been rescued by the Pax or have come of their own free will, in the hope that here they will be safe, at least for a while.*

*Ostensibly the Pax are here to help the Tarkhan of the Wegwuir keep the forces of the Old One at bay. Yet the cynic’s have concluded that perhaps the steady flow of salted meat, from the gathered herds of Caribou, that are being loaded onto ships for transport to famine riddled Perrenland is the real reason for the sudden over-whelming presence of these elite Perrender troops. Although to be fair Perrenland has always claimed the “entire” coastline of Lake Quag.*

*Yet as you recline in the Grand Wigwam of the Rovers in “Rover city” upon a multitude of plush cushions sipping on a cup of hot mead made by a pretty Rover girl, your thoughts are interrupted. A straw haired young human man has entered the pavilion and is making his way directly over to you; a warm and genuine smile lighting up his face.*

This Gildor Arcanix a Gold Dragon who prefers to conduct his affairs in the guise of a young handsome human male. Most parties should be familiar with him from the following Iuz adventures (IUZ6-04, IUZ6-06 and IUZ6-08. It is recommended that these adventures be played in order prior to this one.

For some party members he will be their sponsor, for others they may be in his favor. If no one in the party knows him then at question time he will keep some information to himself.

*“Welcome and thank you for coming my friends, for those of you that may not know me I am Gildor Arcanix, for those of you that do know me, well met again. Well with spring upon us I am keen to resolve a few mysteries, and I need your help. Would you be*

*prepared to head into the Burneal Forest to face untold danger to get some questions answered for me?”*

PCs answer immediately in the affirmative:

*“Excellent, then let’s get down to business, you have many questions no doubt.”*

PCs want to know more first:

*“Of course, what do you need to know?”*

PCs refuse:

*“I see, that is most disappointing, perhaps I was wrong about you, are you sure?”*

## DEVELOPMENT

PCs that still refuse at this point can go no further in the adventure. If they are members of the Oathsworn Slayer meta-regional meta-organization they are immediately expelled and may not join at a later date.

**DM Note:** The quality of Gildor’s cooperation at question time is dependent upon the following variables:

- Level 3: If a PC has the both of the following AR items, **Favor of Gildor** (IUZ6-06) and **Invitation to join the Oathsworn Slayers** (IUZ6-08) or are members of the Dragonborn Register or Oathsworn Slayers. Gildor wants to tell the PCs as much as he can. He will prompt the PCs to ask all of questions like a patent teacher if they don’t make the connections.
- Level 2: If PCs only have one but not both of the above AR items. Gildor still wants to keep some issues secret, he will prompt the PCs to ask questions marked with an \* if they fail to make connections but will not prompt the questions without one.
- Level 1: If no PC in the party has any of the above AR items, Gildor will only answer questions if he is asked. He will not answer questions marked with a # symbol, instead replying either.

*“I am unsure of the answer to that and supposition would only corrupt your ability to conduct an objective investigation for me.”*

Or

*“That is one of the questions I need you to explore.”*

- If a PC is a member of the Drinkers, downgrade Gildor’s cooperation by one level to a minimum of level 1.
- If a PC is a cleric of Bahamut, a member of the Quagaloogal or Khund, upgrade Gildor’s cooperation by one level to a maximum of level 3. Note possession of two or more of these traits still only upgrades the level by one.

Once you have determined what level of cooperation the PCs will get from Gildor proceed to question time.

## QUESTIONS

What can you tell us about this mission?

*"Over the last year or so operatives working for me or other organizations have discovered a growth in the number of evil dragon cults active across the Northern Flanaess. Nothing connects them to each other, except for two things. One: they have all been located at the site of previously unknown Ur-Flan ruins. Two: they have all been in possession of chromatic dragon scales."*

*"It has also come to my attention that last year adventurers/you (if it was one or more of the PCs he is addressing) discovered an Ur-Flan temple site deep within the Burneal Forest, where a possible remnant Ur-Flan tribe, the Hursik, guards the site from outsiders. I suspect this place has not yet been targeted by one of these evil dragon cults. I hope to gain some advantage by your team making friendly contact with the Hursik to determine if Dragon Cultists have been at the site and, if possible, for your team to gain permission to explore the site."*

The Hursik? or Remnant Ur-Flan tribe?

*"Yes; I know it is hard to believe that this cold, barren pine forest can support much in the way of civilization, but it does. Explorers found a secluded valley of oak and ash trees and a large Flan village guarding an Ur-Flan temple site, much of it in ruins. The folk of this village identify themselves as the Hursik (guardians). They speak Flan, but a very archaic version. They also seemed to be unaware of the happenings in the outside world. By all reports, they were friendly enough, even if they did reveal that they worship a spirit called the "Unseen One", to whom they sacrifice their enemies. They also seem to be very knowledgeable about how to combat demons, which is something I am interested in finding the why to as well."*

Why are you so concerned?

*"I am one of the leaders of the Oathsworn Slayers and, thus, am committed to hunting down and destroying these Tiamat cults wherever they may be. Also, they seem to be hunting me and some others."*

Who are these others?

*"Keljor the Ivory Mace, Irinna Qu'lla, Makoz Kress and the Waruna of the West, all are known to me, except for Irinna Qu'lla, of whom I have never heard."*

**DM Note:** PCs who have played IUZ6-06 would probably have rescued the Waruna of the West, the title for Keeasaloogal, the matriarch of the Quagaloogal lizard folk of the Quaglands and an ancient bronze dragon. Keeasaloogal is a founding member of the Dragonborn Register a branch of the Oathsworn slayers.

Tiamat?

*"It makes sense, don't you think? Each of the magical scales has been a different chromatic color: blue, black, white, and green. We are only missing a red one to complete the set."*

Why are they in the Ur-Flan ruins? or Tell us about these Ur-Flan ruins?

*"Well, I suspect they are looking for the ancient necromantic magic that the Ur-Flan were said to possess."*

Can you be more specific about the nature of the Ur-Flan ruins?

*"They are all mostly either ruined or neglected city or temple sites and thus possess varying degrees of residual power. Most of the ruins within the Quaglands, which includes the Burneal, are linked to an ancient Ur-Flan empire call Guur-Zwaan. Roughly translated, this means Empire of the Dawn. Today, the areas associated with their primary sites are called the Mounds of Dawn. The island city of Old Schwartzenbruin is one of their cities that survived. The mounds stretch all around the Lake, it seems, and perhaps northwards into the Burneal; there is a mound not far from here, actually."*

*"Interestingly, it is this ancient empire that Iggwilv claims as her birth right, and she is most defiantly a Quaglands Flan and a powerful necromancer. In the north, where you will be heading, they refer to her as the Baba Yaga (Famine Queen) and greatly fear her and her minions."*

Residual power?

*"All of them are necromantic sites, but two of them we have recently explored seem to also house portal gates at their core. We are unsure at this stage of how to activate them."*

What's in it for us?

*"Fame, fortune, and my good will...is that what you meant?"*

What help can you offer us?

*"I can arrange a teleportation contract with a wayfarers guild to get you to and from this location. I have knowledge of the tribal greeting you will need to perform when you arrive at the Hursik village. I will provide supplies to the value of 100gp per party member. Finally, I will supply you with a list of questions for which I need you to find the answers and things to look out for."*

See Player Handout 1 for these.

## DEVELOPMENT

If the party contains a PC(s) who has the AR item "Famous" (IUZ6-08) they are offered "Lucky" Gorn

Silverbeard as a special cohort and can play “Lucky” as a party member (see Appendix 1: Unequipped Lucky).

If the party contains a PC(s) with both the “Famous” and “Favor of “Lucky” Gorn Silverbeard” AR items then “Lucky” comes fully equipped (see Appendix 1: Equipped Lucky).

If a party gets “Lucky” go to the “A Helping Hand” section below. Getting “Lucky” in any of the above ways does not affect the APL for this adventure. In all other situations they are not offered the help of “Lucky”.

## A HELPING HAND

*“I can offer you the help of one of my disciples, a very capable Bard called “Lucky” Gorn Silverbeard. He will help interpret any of the Ur-Flan ruins or magic’s you come across, and can speak Flan and thus may be quite handy with public relations.”*

Ad lib the arrival of “Lucky”; it will a “meeting of old friends” situation.

## OTHER POSSIBLE QUESTIONS

It is difficult to cover everything the PCs may ask, however the background material does provide some information that may assist in deriving sensible answers to PC questions. If you find a party asking a very pertinent question that should have been answered in the adventure then please email to triad69@optusnet.com.au with the subject heading “IUZ7-01 missing answer” so that a suitable answer can be added.

Once the PCs have finished asking questions Gildor will say the following

*“Well that is about all I can explain other than to entreat you to take care, I would rather have you back here alive with no answers than dead in a faraway place with all the answers but no life to speak of. That said success at this juncture would greatly place you in my favor. Here is the money for you to purchase supplies, most of the merchants here are “currently” honest, but the prices are somewhat inflated. You leave in the morning, you may rest here tonight and in the morning the wayfarers guildsman will come to transport you to the location.” Here is the list of questions I need answers to (Player Handout #1). With that he bows and leaves.*

The PCs are now free to spend a little time (the afternoon and night) exploring Ungra Balan, for games with no time constraints this is recommended. In this case see **Appendix 3: Ungra Balan**. If, however, time is pressing then allow the PCs to purchase any items in the PHB at 1.5 x standard price, and one item from DMG table 7-17, 7-23, or 7-24 of up to 1,000 gp (note this selection on the AR). The PC can also purchase the following items from Frostburn (See Appendix 2: New Rules Items).

Armor Insulation 50gp

Fur Clothing 16gp

Snow Goggles 4gp

Snowshoes 30gp

Whale Grease 75gp

Winter Fullcloth 8gp

**DM Note:** PCs whom apply whale grease get a +2 circumstance bonus to charisma based skill checks with the Hursik as they smell (stink) the same as them.

Once they had had this opportunity move to the “Leaving next morning” section.

## LEAVING THE NEXT MORNING

In the morning the PCs are met by a thin reed of a man who introduces himself as Merto Vram of the Veluna chapter. He gives each of the PCs a token with the simple instruction.

*“When you want to return here, break your token and you will return, each will safely transport you and three others, or you and horse and one other, or thereabouts.”*

With that he teleports the PCs and any animals companions to **Encounter 1**. He refuses to take mounts explaining that this is outside of his contract and that the area the PCs are going to is not suitable for them.

## 1: THE HURSIK

*In the wink of an eye you find yourselves on the outskirts of a large village. Several startled Hursik guards shout a challenge and rush towards you their spears leveled; more emerge behind them.*

Now would be a good time for the PCs to perform the greeting ritual. PCs that have been here before (IUZ6-01) and have the Tribal Greeting item on their AR from that adventure are treated as returning guests and the spears are quickly lowered. A single PC with this favor will provide a pass for the entire party. The villagers cluster around to greet them all laughing and smiling before escorting them to the elders.

## GREETING RITUAL

If the PCs perform the Greeting Ritual provided to them by Gildor then the Hursik respond with politeness and escorts the PCs to the Hursik Elders. If “Lucky” Gorn Silverbeard is with the party he will do the ritual for the PCs and translate if none of the PCs has Flan as a language.

## CREATURES

**Hursik Guards (200):** male/female human (flan) barbarian 3, (intimidate 4, sense motive 1), DMG 113.

## Tactics

The Hursik are simply “displaying” to try intimidate the PCs. PCs with weapons drawn will be subject to what appears to be quite aggressive behavior. The Hursik guards are proud and fierce but not unnecessarily violent. They will only attack if they are attacked. PCs stupid enough to attack them are simply overwhelmed as the entire warrior population of the village comes down upon them. They are dragged bound and gagged to the elders and will need to do some rapid diplomacy to get out of their predicament. PCs that do the right thing and follow the greeting ritual are welcomed and taken to meet the elders.

**DM Note:** PCs wearing whale grease gain a +2 check to charisma based skills with the Hursik as they smell just like one of the locals.

## MEETING THE ELDERS

*The low sunken longhouse (Stadt) you are led to alerts you to the fact that the Hursik are not above killing. The doorway of the longhouse is adorned with over a dozen mummified heads, their eyes sewn open, and they still have actual eyes, perhaps magically preserved? Most are humans of non-Flan origin, one is a giant and another is what looks like a Hag. As you enter, the eyes of the Hag seem to follow you.*

*The interior is dim but richly appointed with skins, cushions and ornaments important to the Hursik. Seated in a semi circle are three elderly Hursik, two women and one man, they bid you to be seated. On the walls and rafters are several dozen mummified Hursik heads, some of great age. As you are seated their eyes all open and fix upon you. “Why have you come?”*

All the heads radiate faint necromantic magic. The mummified Hursik heads are all the past elders of the Hursik who have died and been shown this great honor. They radiate necromantic magic and contain a small vestige of the spirit, knowledge and sentience of the person when they were alive. The living Elders consult with them from time to time on points of law, and lore. Cumulatively the heads provide the living Elders in this setting with a +5 to their sense motive skill checks. They also give them a +5 bonus to all Knowledge skill checks.

The Elders only speak Flan, PCs unable to speak or understand Flan will either need to use magic or if they have “Lucky” translate through him. The elders will wait for the players to speak first. They enjoy flattery a great deal and are very cunning.

## DEVELOPMENT

The Hursik have in their presence a magical silver dragon scale. It was given to their tribe a long time ago and passed down through the generations. This silver dragon scale has the ability to detect within 60ft the presence of

good or evil dragons or their minions just like the *detect magic* spell. A PC who has Consort of Morginstaler from IUZ6-02 or Favor of Tiamat from COR6-14 will radiate as an evil dragon and the elders will be very alarmed, but try to not show it. This will, however, increase the difficulty the PCs have of being trusted by the Elders.

Conversely, a PC who has Enmity of Morginstaler, or Disfavor of Tiamat, is a member of the Dragonborn register or Oathsworn slayers, a Dragon Disciple (good) or a good Quagaloogal will radiate as a good dragon and the Elders will trust them more easily. Use the table below to modify the PCs attempts to gain the trust of the elders.

## CREATURES

**Hursik Elders (3):** male/female human (flan) barbarian 3/aristocrat 5, (Bluff 11, Diplomacy 6, Intimidate 11, Knowledge (Any\*) +6, Knowledge (history\*) +10, Sense Motive\* +16).

\* Outside of the Elders’ Stadt reduce these skills by 5.

## TRUST MODIFIERS TO DIPLOMACY CHECKS

- PC detects as an evil dragon -10 (Consort of Morginstaler or Favor of Tiamat or Favor of Morginstaler).
- PC detects as a good dragon +5 (Enmity of Morginstaler, Disfavor of Tiamat, member of the Dragonborn Register, Dragon Disciple ((good))).
- PC is Flan +2.
- PC is a druid or member of the Old Kerk’s grove +5.
- PC is a Druid of the North +5.
- PC is a bard of the Voice +5.
- Party is deeply respectful +2.
- Party applies a lot of flattery to the Elders +5
- Party offers the Elders gifts (per 100gp) +1 (max +5).
- For each PC with the Greeting Ritual AR item +2.
- PC is disrespectful -5.
- PCs have “Lucky” entertain the Elders +3.
- Each additional day of trying +2.
- PCs attacked the Hursik Guards -20\*.

The PCs want to gain bonus points to assist them in making the diplomacy check that defeats the Elders sense motive check and thus gains them the trust of the Elders. The Elders will take 10 for their sense motive check to get a 26. If the PCs succeed, then the Elders move into a more relaxed state, telling the PCs the “**Dragon Cultist Story**”. If the PCs fail an attempt they spend a fruitless day in the village and can try again the next evening. After five days of failure they succeed automatically but the adventure costs them an extra TU.

\*In this situation the PCs are not just trying to gain the Elders trust but trying to keep their heads from adorning the walls of the longhouse. A failure here will find the



PCs expelled from the village (see the **Expelled** section below).

#### DRAGON CULTIST STORY

Once the PCs have gained the trust of the Elders they learn the following information.

- *“Two moons ago four evil men, minions of an evil Dragon tried to sneak into Kir'al J'aa, (translation: Temple of the Seven), the holy place of the North that we, the Hursik, guard.”*
- *“They were caught and, when the silver scale revealed their nature, they were sacrificed to ‘Irinna Qu'lla’ (translation: Unseen One). Their heads have been placed above the doorway to this Stadt; their gear was taken to the temple by the priests.”*

These are the main points of the story. The Elders will allow the PCs to examine the heads. A DC 20 Heal check will reveal that they died as a result of decapitation and that they were all human males between the ages of 20 and 30 and probably Baklunish of race.

#### QUESTIONS

Did these dragon cultists reveal what they were after?  
*“Eventually, yes.”*

What was it?

*“They were after the secrets of Kir'al J'aa.”*

Do you know what these secrets are?

*“That we cannot reveal. You would need to speak to the priests.”*

Can we speak to the priests? Or Priests?

*“As you are trusted by the heads (jerks thumb over shoulder at the heads on the rafters), we may reveal that the priests are the servants of the Irinna Qu'lla and they guard the pathway, you must speak with them to proceed any further. Do you want us to show you the way?”*

#### DEVELOPMENT

This is a loaded question, PCs who wish to make a sense motive check against the Elders bluff skill may do so, assume that two of the Elders have made successful synergy skill checks to enhance the bluff of the Elder who is making the skill role by +4. A success will reveal that they are far more excited about the answer to the question than they have been since the PCs have been associating with them, describe it as:

*For some reason this questions seems to hang in the air. The Elders despite obvious discipline actually lean forward slightly in anticipation of your answer.*

PCs may ask if there are some kind of consequence of being shown the path or speaking with the priests or

with not doing so. The Elders answer somewhat cryptically.

*“All actions have consequences! To speak to the priests will bring you closer to the Hursik, to not speak to them will take you farther away.”*

At this stage the PCs can procrastinate but eventually the Elders will send them away. They will not allow the PCs to see them again except if the PCs answer in the positive that they wish to speak to the priests. If after three days the PCs are still stuffing around they are expelled from the village (see the **Expelled** section below).

If at any stage the PCs indicate in the affirmative that they wish to speak to the priests or be shown the pathway to the priests then move to **Encounter Two**.

#### EXPELLED

The PCs have been escorted to the outskirts of the village and will not be allowed re-entry. They may, however, attempt to covertly get to the temple. They can do this arriving at **The Bridge** section in Encounter 2, but this has consequences later on in the adventure.

## 2: WALKING THE PATH

*You are more than a little surprised as over the course of the next several hours you are caught up in one of the most bizarre festivals you have ever witnessed. Pent up excitement has burst out of the entire Hursik village over your request to speak with the priests.*

*After a banquet at which you are the honored guests and a parade of all the heads of the village as a show of approval, you are made what you suspect are members of the Hursik. You are even offered a Hursik spouse to cement the relationship.*

*You also learn that in the morning you will be taken to walk the path to becoming a priest of Kir'al J'aa, the first to attempt the path in an entire generation. Somewhere in the translation you have entered into an arrangement you did not suspect. The three Elders have a very self-satisfied air about them.*

The PCs can refuse to take a wife and this has no consequences other than a few giggles and knowing nudges. The PCs can also refuse to walk the path of becoming a priest, but if they do they are expelled from the village (see the **Expelled** section in Encounter One). Use the Temple Map from Appendix 4 to help run the next series of encounters.

#### DEVELOPMENT

If the PCs accept their fate they get the Clan Member item on the AR and are considered Hursik from now on. If they take spouse they receive the Hursik Spouse item on the AR, they may not view the AR before they decide.

Once the PCs are ready, read on.

*The festivities over you are escorted by the entire village about a mile further into the valley. Here you find several well maintained ancient Ur-Flan building but can see that others have been reclaimed by nature. Three elderly Hursik dressed in loose green robes come forward to meet you, welcome smiles upon their faces.*

These are the last three priests of the Hursik; they will quickly dismiss the villagers and take the PCs past the building into a glade with a large standing stone circle. They can speak both Flan and heavily accented common. They explain the following.

- *“Access into the temple requires the passing of seven tests or trials to determine the worth of those trying to enter.”*
- *“The more who try to enter the harder those tests become, but in the past it has been traditional for a group of young Hursik to undertake the trials together, blending their talents to make success more likely.”*
- *“The tests are never the same but are always a mix of tests for the body, mind, and spirit; some have more than one way of passing.”*
- *“We are the last group to pass the seven tests, which we did in 560 CY, the last group to enter and fail was in 570 CY, none have dared to since.”*  
Knowledge (history) DC 20: 570 CY was the year of the return of Iuz.
- *“The first test despite what it looks like is always a test of the mind.”*
- *“We are all druids of the North or Old Way. Once this place was a school of many hundreds of us, now with our duties far and wide we are less than two dozen and only we can be spared to guard and maintain this place.”*
- *“Housed within the Ur-Flan temple complex is the current keeper of the Old Way of the North, Irinna Qu'lla who will speak to you if you succeed.”*

**DM Note:** Traditionally every few years a group of the best Hursik attempts the trials. After three groups failed in 570 the priests put a stop to the tests at the request of the Irinna Qu'lla. The reason was he was sure that the tests had become too hard since all the evil has awoken in the world. The priests are keen for the PCs to do the trials to see if they should lift the current prohibition they have placed on the Hursik to do the trial, but they are not going to tell the PCs that. A DC 20 Sense Motive skill check will alert the PCs that the priests seem to be very keen for them to undertake the tests.

If the PCs ask any questions they are simply told that this is all of the information they are allowed to provide. Any

other knowledge they must learn for themselves. Proceed to **The Bridge** now. (see **DMs Aids # 3**).

## THE BRIDGE (TEST NO 1)

The PCs have either arrived here as Hursik or expelled Non-Hursik.

*Before you is a deep gorge with an angry river flowing within it some 60ft below. Crossing this gorge is a broad strong looking rope bridge with about 60ft hanging over the gorge. On the other side of the gorge is a temple complex cut into the side of a mountain. A wet mist and thick spray all but obscure it from view. A broad overhang of rock from the mountain would make this place all but invisible from the air.*

## TRAP

All APLs (EL4)

This is the first test, in order for the PCs to cross the gorge via the bridge.

- The section they need to cross is 90ft.
- PCs can fly or teleport across.
- Any move action greater than 10ft requires the PC to make a DC 20 balance check.
- Failure in the balance check 4 or less means the PC can't move for one round but may re-try their balance check next round.
- A failure by 5 or more means the PC has slipped. This requires a DC 20 Reflex. A success allows the PC to grab a hand hold before they fall.
- Failure puts the PC into the raging river below (see below).
- PCs can modify their group balance checks by +10 and their reflex save by +4 with a successful use of ropes and a DC 10 use rope check.
- PCs cannot take 10 or 20 to cross the bridge.
- PCs can disencumber themselves and rope their gear across (this goes off without a hitch) to maximize their balance check.
- PCs can have “Lucky” Gorn Silverbeard use his bardic music abilities to help their skill rolls.
- Note that running or tumbling is difficult on this bridge; increase the DCs by 10 for these activities.

## TROUBLESHOOTING

Despite its appearance this is a test of the mind, PCs who take precautions should get across the bridge without a problem. Thinking PCs who come up with a good idea that is outside what has been mentioned above should be rewarded with a bonus to their checks and saves.

## FALLING INTO THE RIVER

- A PC who falls into the river takes 4d6 falling damage.

- They must immediately succeed a DC 20 swim check (stormy water).
- If they are roped to other PCs give them a +10 to the swim check.
- If they succeed they make it to a narrow ledge and a stairway that will bring them back up to the stone circle and the bridge.
- If they fail they begin to drown and take 2d6 points of bludgeoning damage per round for the next 10 rounds as they are swept down river to the Hursik village before they are dragged out by some Hursik (either dead or alive).
- A DC 20 Swim check each round avoids the 1d6 damage and allows the PC to catch his breath.
- A PC who is roped to companions can be dragged back to the stair if they make their DC 20 swim check in two consecutive rounds.
- A PC who falls into the water suffers the severe cold effect (see below) and until they are dry the DC of the heal check is increased by 2.

#### DEVELOPMENT

A PC who ends up back at the Hursik village this way cannot go any further in this adventure, the Hursik will not allow it.

#### SUCCESSFUL CROSSING

Once the PCs have crossed the gorge they have passed the first test. They find themselves looking at the closed and locked iron bound gate of the complex. The second test is simply to gain entry to the complex.

**Iron Bound Wooden Gate:** 6 in. thick; hardness 7; hp 60; AC 5; Break DC 35.

#### ENTRY METHODS

- Spells like *fly*, *dimension door*, *teleport* can easily bypass this test.
- PCs can attempt to climb up and over the 60ft high smooth, slippery surface of the walls of the complex.
- PCs can attempt to unlock the gate; it is a masterwork lock (DC 25).
- Any other method that seems feasible can be used at the DM discretion.

Once the PCs have gained entry proceed to **Encounter 3**, (see **DMs Aids # 3 and 4**).

### 3: SHRINES OF THE SERVANTS

*Having crossed the gorge and entered the complex you can see through the mist that the ruins are not really all that ruined at all, just neglected. The mist is wet, very cold and clinging. Ahead of you is a large stone temple (location 7) overgrown and covered in*

*lichen and moss yet giving off a faint radiance that picks it out from the other building.*

**DM Note:** This entire area outside the temples is filled with a damp mist; this obscures vision on any given round to 15ft at best when outside an encounter area. The mist is wet, cold and clinging. It requires an endure elements (cold), Armor Insulation, Fur Clothing, Whale Grease, Winter Fullcloth or better to avoid the following effect.

**Severe Cold:** Unprotected characters must make a Fortitude save at the end of each encounter (DC 15, +1 per previous check), taking 1d6 points of non-lethal damage on each failed save. A character that fails one save has mild hypothermia and is considered fatigued until treated for 10 minutes with a successful DC 18 Heal check. A fire can be made if the PCs have fuel; nothing inside the temple complex will burn. A fire reduces the DC of the Heal check by 5.

#### DEVELOPMENT

This is the Temple of the Servants, a place of ritual significance to the Druids of the North who worship most of the Flan pantheon of gods as a single religion within a single complex. Similar to the Old Kerk of Perrenland the Druids of the North pay homage to each of these Flan gods as being necessary to maintain the balance. This of course means that opposed gods like Pelor and Nerull are served by the same priesthood.

The collection of temples at this complex is known as the Grand Temple of the North, it is a collection of shrines to each of the gods, some of them groups, some of them standing alone. Surrounding these temple shrines are other buildings once used for training and quartering the many druids, bards and priests who once learned their craft here.

Investigation of these other buildings will discover that they are mostly in good condition only badly neglected with leaves and nests of small animals filling them. Nothing of value or use remains within them. Most of the trees (oaks, elm and willow) and shrubs that are growing within these buildings are doing so as part of a deliberate design system. Nearly all of the buildings have been built with sections of the roof open to the elements. A DC 20 Knowledge (Architecture) will reveal that the entire complex is Ur-Flan and probably three thousand years old.

Once the PCs approach the glowing temple read the following.

*As you approach the leaf strewn threshold of this temple you can see that it has never had any door and is open to the sky. Yet within it there is an ambient magical light.*

*On the threshold of the entrance is a large complex symbol. It appears to be a collection of holy symbols some of them archaic forms of well know*

*religions* (Player Handout #2). *One of them has been chipped away leaving only rough stone and no clue.*

*This place also stinks of death and decay as strewn around the floor are the remains of many humanoids, none of whom have heads. Most are skeletons but some are still rotting corpses.*

*The interior of the building is divided into five distinct sections each with a simple stone shrines to five different gods. One of the shrines, with a stylized horse, has a rather new looking bag upon it. Other items in various states of repair, weapons, pots, and tools litter the area.*

*As you enter a soft voice whispers in your mind, "pay homage and make an appropriate offering, or face your ruin."*

## INVESTIGATIONS AND SKILL CHECKS

- A DC 15 Knowledge (religion) checks or DC 20 Bardic Knowledge check reveals that the holy symbols contained within the larger symbol (Player Handout #2) at the threshold are: Obad-Hai, Beory, Nerull, Pelor, Rao, Allitur, Berei, Vathris, Zodal and the entirely defaced undecipherable one.
- A DC 10 Knowledge (religion) or DC 15 Bardic Knowledge or Knowledge (History) makes the connection that they are all Flan gods, some of the greater powers some of them servitor powers to the greater powers.
- The new looking bag is on the shrine of Allitur. A DC 15 Knowledge (religion) checks or DC 20 Bardic Knowledge check reveals that the holy symbol of Allitur amongst the Rovers of the Barrens and around the Quaglands has often been a depiction of Keph, Allitur's celestial mount. As Allitur is also worshiped as a messenger god by these flan peoples.
- A DC 15 Knowledge (religion) checks or DC 20 Bardic Knowledge check reveals that the holy symbol of Vathris is of his old form before his death at the fall of the ancient Ur-Flan empires of the Bright Sands and Quaglands, when he was the god of innovation and hope.
- A DC 30 Decipher Script check informs the PCs that this is Ur-Flan temple script and is related to druidic. PCs who can speak druidic gain a +5 bonus to this skill check. The symbols are the depiction of names; give PCs **Player Handout #3** if they make the check.
- A DC 20 Heal check determines that there are four recently dead humans of non-flan origin (these are the evil dragon cultists).
- A DC 20 search check will find the items listed in the treasure section.
- A *detect magic* reveals strong magic of all types within the temple, in particular the following shrines radiate the following magic: Allitur – Enchantment and Conjunction, Berei – Conjunction, Vathris – Necromantic Conjunction, Zodal – Conjunction, Defaced Shrine – Necromantic and Conjunction.

**DM Note:** Members of the Old Kerk and Druids of the North gain a +5 circumstance bonus to their knowledge skill checks when determining what gods the holy symbols represent and what ritual needs to be performed at each shrine. Flan PCs from the Bright Sands receives a +3 bonus, a PC who is a Flan but not from the Bright Sands receives a +2 bonus. A Cleric of one of the gods of the shrine receives a +5 for that god only

The script above each shrine is simple a verse naming the god. The whole area is an elaborate trap designed to block the impious. To avoid the activation if the trap the PCs need to make an appropriate offering (**Test No 3**) to each of the shrines in order for the path ahead to be revealed. The problem is that the PCs have no way of knowing from knowledge religion checks what to offer at the defaced god's shrine other than to guess.

## TROUBLESHOOTING

Repeat the soft voice from the read aloud text for PCs who miss what they need to do. A DC 15 Knowledge (religion) could be used to clue the PCs in as well.

**DM Note:** In this test, a PC may replace the Disable Device required by the trap with the listed skill checks below for the appropriate shrine. A success disables the trap; a single failure sets it off. A PC who is a cleric of one of these gods receives a +5 bonus to their skill check. A Disable Device check can still be made with each trapped alter. Once one trap has been activated all the rest of the traps become dormant, it is only possible to face one *Summon Monster* event in this encounter. In addition the shrines of Vathris and the defaced shrine lose their conjuration aura if a *detect magic* is still in effect.

- Allitur: DC 15 Knowledge (religion) or DC 15 Knowledge (history): PCs must swear an oath to be true, this affects encounter 7.
- Berei: DC 15 Knowledge (religion) or DC 15 Knowledge (local): PCs must offer food.
- Vathris: DC 15 Knowledge (religion) or DC 15 Knowledge (history): PCs must either bleed upon the shrine taking 1 hit point of damage or offer a masterwork item (the lock from the front gate can be used for this).
- Zodal: DC 15 Knowledge (religion) or Heal DC 15: PCs must swear to be merciful this affects encounter 7.
- Defaced Shrine: Pure Guess: PCs must offer a party members life by sacrifice.

Failure at any of the shrines activates an appropriate APL trap listed below. See Appendix 5 (Encounter Map 1). The monsters are summoned into the centre of the shrine where the trap was activated. Make sure you have PCs mark their positions at all times on a battle map.

## TRAP

### APL 8 (EL 7)

**Summon Nature's Ally VI (Dire Bears:** hp 105; *Monster Manual* 63.) **Trap:** CR 7; magical device; location

trigger; automatic reset; spell effect (*summon nature's ally VI*, 11<sup>th</sup> level Druid); Search auto; Disable Device DC 31.

#### APL 10 (EL 9)

**Summon Nature's Ally VI** (Dire Bears (2); hp 112, 112; Monster Manual 63.) **Trap:** CR 9; magical device; location trigger; automatic reset; spell effect (*summon nature's ally VI*, 11<sup>th</sup> level Druid); Search auto; Disable Device DC 31.

#### APL 12 (EL 11)

**Summon Nature's Ally IX** (Earth Elemental, Elder; hp 228; Monster Manual 97.) **Trap:** CR 11; magical device; location trigger; automatic reset; spell effect (*summon nature's ally IX*, 17<sup>th</sup> level Druid); Search auto; Disable Device DC 32.

#### APL 14 (EL 13)

**2 x Summon Nature's Ally IX** (Earth Elemental (2), Elder; hp 228, 228; Monster Manual 97.) **Trap:** CR 13; magical device; location trigger; automatic reset; spell effect (*summon nature's ally IX*, 17<sup>th</sup> level Druid); Search auto; Disable Device DC 32. It requires two separate disable device skill checks to remove both traps, but a single failure activates both. A single initial success removes one Earth Elemental from the summoning event.

**Treasure:** In the bag on the shrine of Allitur is a strange red dragon scale (see the AR). Scattered throughout the room can be found the following treasure on a successful DC 20 search check.

**APL 8:** Loot 0 gp; Coin 200 gp; Magic 1613 gp; belt of many pockets (917 gp), scroll of align fang (13 gp), strange red dragon scale (250 gp), talisman of undead mastery (250 gp), vial of the last gasp (183 gp); Total 1813 gp.

**APL 10:** Loot 0 gp; Coin 200 gp; Magic 3204 gp; belt of many pockets (917 gp), gauntlets of weaponry arcane (500 gp), gloves of the uldra servant (258 gp), scroll of align fang (13 gp), strange red dragon scale (250 gp), talisman of undead mastery (250 gp), third eye concentrate (833 gp), vial of the last gasp (183 gp); Total 3404 gp.

**APL 12:** Loot 0 gp; Coin 400 gp; Magic 3801 gp; belt of many pockets (917 gp), gauntlets of weaponry arcane (500 gp), gloves of the uldra servant (258 gp), headband of conscious effort (167 gp), rhino hide (430 gp), scroll of align fang (13 gp), strange red dragon scale (250 gp), talisman of undead mastery (250 gp), third eye concentrate (833 gp), vial of the last gasp (183 gp); Total 4201 gp.

**APL 14:** Loot 0 gp; Coin 400 gp; Magic 6343 gp; belt of many pockets (917 gp), gauntlets of weaponry arcane (500 gp), gloves of the uldra servant (258 gp), headband of conscious effort (167 gp), rhino hide (430 gp), metamagic rod, substitution (875 gp), runestaff of frost (1667 gp), scroll of align fang (13 gp), strange red dragon scale (250 gp), talisman of undead mastery (250 gp), third eye concentrate (833 gp), vial of the last gasp (183 gp); Total 6743 gp.

**DM Note:** Any damage caused to the shrines will begin to heal slowly in front of the PCs' eyes. A *Detect Magic* will reveal an overwhelming level of conjuration magic at this point obscuring any aura from other sources.

#### DEVELOPMENT

Once the PCs have either made all the appropriate offerings to the shrines or defeated/bypassed one of the *Summon Nature's Ally* trap a faint path will light up along the ground. This path will take the PCs to **Encounter 4** (location 8) of the temple map (see **DMs Aids # 3 and 4**).

### 4: SHRINES OF THE BROTHERS

*As you enter this area you can see that it is dominated by a central platform some 40ft square. On three sides of this platform stairs lead down 5ft into the area of one of three different shrines. Above each of these shrines is an elaborate script you have never seen before* (Player Handout #4). *On the floor as you enter is a phrase in what you would guess is Flan.*

This is the temple of the three brothers, the Flan gods Pelor, Nerull, and Rao. Separate DC 10 Knowledge (religion) checks or Bardic Knowledge DC 15 checks reveal who the shrines represent. A Decipher script DC 30 will allow the PC to view **Player Handout # 5**.

The phrase on the ground reads as follows:

*"For the path ahead to be revealed the servants of one of three brothers you must face. Step into a sanctum and choose your fate."*

#### TROUBLESHOOTING

The intention here is that the PCs must face one combat encounter within this set of shrines in order for the path ahead to be revealed. PCs who try and leave this area cannot find the location of any significant feature in the temple complex. The path needs to be traveled in a particular way. They will need to return here and resolve this test.

#### DEVELOPMENT

The first sanctum that a PC enters activates that sanctums trap. PCs cannot activate more than one of the traps unless they deliberately decide to enter more than one sanctum at exactly the same time. Once one trap has been activated in this temple, all the rest become dormant for the rest of this adventure.

#### SHRINE OF NERULL (TEST OF THE SPIRIT)

If this is the first area a PC enters then all the PCs must all make Will saves to resist the effects of a *dominate person* spell, the DC being determined by the APL. Failure will have no apparent effect until Encounter Nine. The effect can be dispelled as per normal methods or is hedged out temporally with a *protection from evil*, or *magic circle*. In addition a PC who is affected by the *dominate*

person and is reduced to unconsciousness has the effect dispelled. The effect can be detected by magic as a moderate enchantment.

In addition at APLs 10-12 one or more PCs are targeted by a *Flame Strike* spell, and at APL14 a black bolt of negative energy shoots from the altar of Nerull at the PC who entered his shrine area first.

#### TRAP

##### APL 8 (EL 6)

***Dominate Person Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*dominate person* 9<sup>th</sup> level wizard, DC 16 will negates); Search DC 28; Disable Device DC 28.

##### APL 10 (EL 8)

***Dominate Person Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*dominate person* 9<sup>th</sup> level wizard, DC 16 will negates); Search DC 28; Disable Device DC 28.

***Flame Strike Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*flame strike*, 9<sup>th</sup> level cleric, 9d6 fire, DC 17 Reflex save half damage); Search 30; Disable Device DC 30.

##### APL 12 (EL 10)

***Dominate Person Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*dominate person* 9<sup>th</sup> level wizard, DC 16 will negates); Search DC 28; Disable Device DC 28.

**3 x *Flame Strike Traps:*** CR 6; magical device; location trigger; automatic reset; spell effect (*flame strike*, 9<sup>th</sup> level cleric, 9d6 fire, DC 17 Reflex save half damage); Search 30; Disable Device DC 30. Targeted on different PCs within the complex.

##### APL 14 (EL 12)

**2 x *Dominate Person Traps:*** CR 8; magical device; location trigger; automatic reset; spell effect (*dominate person* 9<sup>th</sup> level wizard, DC 20 will negates); Search DC 28; Disable Device DC 28.

***Energy Drain Trap:*** CR 10; magical device; location trigger; automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17<sup>th</sup> level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude negates); Search 34; Disable Device DC 34.

**DM Note:** In the case of a multiple trap encounter all traps are independent. It requires separate disable device skill checks to remove each trap, but a single failure activates all of them. Each success does, however, remove one of the traps from activation.

### SHRINE OF PELOR (TEST OF THE BODY)

In this test a servant(s) of Pelor challenges the PCs to trial by combat, this is done in very polite tones and it is explained that victory can only be gained with the death of either the PCs or the servant(s).

#### CREATURES

##### APL 8 (EL 6)

**Hound Archons (2):** hp 33, 33; *Monster Manual* 16-17.

##### APL 10 (EL 8)

**Lammasu:** hp 59; *Monster Manual* 165-166.

##### APL 12 (EL 10)

**Couatl:** hp 58; *Monster Manual* 37-38.

##### APL 14 (EL 12)

**Couatl (2):** hp 58, 58; *Monster Manual* 37-38.

### SHRINE OF RAO (TEST OF THE MIND)

In this test each of the PCs is confronted by their worst fear via a *phantasmal killer* effect and must overcome it or die. In addition at APLs 10-12 one or more PCs are targeted by a *Flame Strike* spell, and at APL14 a terrible *wail of the banshee* affects all of the PCs within the temple.

#### TRAP

##### APL 8 (EL 6)

***Phantasmal Killer Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*phantasmal killer* 9<sup>th</sup> level wizard, DC 18 Will save for disbelief and DC 18 fortitude save for partial effect); Search DC 28; Disable Device DC 28.

##### APL 10 (EL 8)

***Phantasmal Killer Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*phantasmal killer* 9<sup>th</sup> level wizard, DC 18 Will save for disbelief and DC 18 fortitude save for partial effect); Search DC 28; Disable Device DC 28..

***Flame Strike Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*flame strike*, 9<sup>th</sup> level cleric, 9d6 fire, DC 17 Reflex save half damage); Search 30; Disable Device DC 30.

##### APL 12 (EL 10)

***Phantasmal Killer Trap:*** CR 6; magical device; location trigger; automatic reset; spell effect (*phantasmal killer* 9<sup>th</sup> level wizard, DC 18 Will save for disbelief and DC 18 fortitude save for partial effect); Search DC 28; Disable Device DC 28.

**3 x *Flame Strike Traps:*** CR 6; magical device; location trigger; automatic reset; spell effect (*flame strike*, 9<sup>th</sup> level cleric, 9d6 fire, DC 17 Reflex save half damage); Search 30; Disable Device DC 30. Targeted on different PCs within the complex.

##### APL 14 (EL 12)

**2 x *Phantasmal Killer Traps:*** CR 8; magical device; location trigger; automatic reset; spell effect (*phantasmal killer* 9<sup>th</sup> level wizard, DC 20 Will save for disbelief and DC 20 fortitude save for partial effect); Search DC 30;

Disable Device DC 30. It requires two separate disable device skill checks to remove both traps, but a single failure activates both. An initial success does, however, remove one of the traps from activation.

**Wail of the Banshee Trap:** CR 10; magical device; location trigger; automatic reset; spell effect (*wail of the banshee*, 17<sup>th</sup> level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude negates) multiple targets (up to 17 creatures); Search 34; Disable Device DC 34.

**DM Note:** In the case of a multiple trap encounter all traps are independent. It requires separate disable device skill checks to remove each trap, but a single failure activates all of them. Each success does, however, remove one of the traps from activation.

## DEVELOPMENT

Once the PCs have passed the activation of one trap a faint path will light up along the ground taking the PCs to **Encounter 5** (location 9) of the temple map (see **DM's Aids # 3**).

## 5: SHRINE OF THE MOTHER

*The path leads you into a large partially wooded temple sanctuary. The large shrine here is obviously dedicated to Beory the Oerth Mother. As you enter you can see a large altar upon which a unicorn manifests, yet something is terribly wrong with it as it collapses on the ground at the foot of the altar. Its body is covered in horrible lesions and sores.*

## TEST OF HEALING

Essentially the PCs must prevent the disease that is afflicting the unicorn from killing it.

- The unicorn itself is gravely ill and unconscious and can provide no assistance itself.
- Even if it's hit point total rises above zero it remains unconscious until its Con reaches 2, at which time it disappears with a smile anyway.
- The PCs have 4 rounds to stabilize and treat the disease before the unicorn either dies of blood loss or fails to make its next save thus reducing its Con to 0.
- The PCs can use any means available to them.
- The unicorn is infected with a form of Filth fever DMG page 292 (Fort save DC 18)
- It will require the successful tending of the creature if the unicorn makes it save its con increases to 2 and the PC have passed the test. The unicorn will disappear with a smile and the path to the next test will light up.
- If the PCs do not tend the creature at all then it automatically fails its save.
- Monitor the PCs initiative, the Unicorn's save occurs at the end of round 4. Let the PCs nominate which of them will role the save for the Unicorn, this PC may use AR items etc to make a re-roll.

- If they fail this test they can go no further in the adventure and are teleported from the temple complex arriving at the conclusion. Read aloud the following.
- The unicorn is not subject to failing its final save on a 1, count a 1 as a 2.

*With a blinding flash of magic you arrive at a small stone circle on a small tree studded hill. About five miles to the south of you is what looks like the city of Ungra Balan.*

## CREATURES

All APLs (EL 2)

**Unicorn:** hp -5, Con 1; *Monster Manual* 249-250. Fort +9.

## DEVELOPMENT

A DC 20 Search check of Beory's temple will find a plant covered in eight little black berries. A DC 15 Knowledge (nature) or DC 20 Survival check or Spellcraft DC 20 will reveal these to be *goodberry* as per page 237 of the PHB.

In addition to the normal properties of *goodberry* spell the consumption of one of these berries will improve the Fortitude save of the consumer by +1 per berry to a maximum of +3. These berries lose all their properties outside of the temple.

The PCs cannot contract the filth fever, but don't tell them that.

Once the PCs have passed this test a faint path will light up along the ground taking the PCs to **Encounter 6** (location 10) of the temple map (see **DMs Aids #3**).

## 6: SHRINE OF THE FIRST

*The path now leads you into a very overgrown area, in the midst of which stands a simple wooden shrine made from the stump of a large oak. As you approach a little insect bodied man with a checked green jacket leaps upon the stump and says the following in a high pitched cute kind of voice. "A riddle, a riddle I have for you all; the name of the First, if you please, or kindly withdraw."*

## CREATURES

All APLs (EL 0)

**Grig (Sprite):** hp 2, *Monster Manual* 235.

This little fellow is Gazer the Magnificent also known to some as the Magnificent Gazer. He will happily share his name and his wondrous deeds with the PCs. What he won't do is reveal the answer to the riddle, which is Obad-Hai or The Shalm. He is non-aggressive, if the PCs attack him he dies and they fail the test.

He will talk all day and all night if encouraged. He will happily repeat the riddle, taking out a little fiddle the second time he is asked to repeat it forcing the PCs to make their DC 12 Will save or dance a jig with him.

## THE DEEDS OF GAZER

- Once when I was but a young sprite I came across a great undead wyrm, a creature so proud and so fierce....
- Once when I was out and about I saw a huge giant weeping like a baby because of a little thorn in its big toe....
- Did I ever tell you about the time I ran into a twin I never knew I had, he was well over six feet tall....
- Once when I was looking for my fiddle, I had misplaced it you see, I came across a whole host of little demons arguing and carrying on about which of them owned a particularly large cabbage....
- Once when I was at band camp....

Of course these are all tall stories of the worst kind, expect perhaps for the last one.

## IMPRESSING GAZER

Any PC who can tell Gazer a tall story in return activates the AR item called **Gazer the Magnificent**.

## RIDDLE CLUES

- A DC 25 Knowledge (religion) skill check will reveal that this is a shrine to Obad-Hai.
- A Cleric or Druid of Obad-Hai, a member of the Old Kerk or Druids of the North receives a +5 bonus to this check.
- A DC 25 Knowledge (History) or Bardic Knowledge check will reveal that the reference to the first in the riddle may be referring to Obad-Hai.
- A bard who is a member of the Voice receives a +2 bonus to their bardic knowledge check.

## TROUBLESHOOTING

Gazer will give the PCs until the next morning to solve the riddle. If they fail this test they may proceed no further in the adventure. The PCs can make multiple guesses, he will laugh at each incorrect one saying colder, warmer etc to cue the PCs in.

## DEVELOPMENT

Once the PCs have passed this test a faint path will light up along the ground taking the PCs to **Encounter 7** (location 11) of the temple map (**DMs Aids #3 and 4**).

## 7: IRINNA QU'LLA

*The path soon leads you up the stairs of a large ziggurat and into its frigid interior. Before you is a large chamber exactly 100ft square with ten obsidian dolmans arranged in a circle around a large central pale yellow altar-stone with a niche on each corner and a large bowl shaped niche in the centre. Snaking out from the alter-stone are ten narrow channels that have been cut into the stone floor.*

*Each of these channels runs along the floor to one of the dolmen.*

*As you take this in a creature(s) materializes within this circle next to the altar-stone. With a bow it says "you should not be here, with the evil that has awoken with the walking god we are obligated to repel you from this place. Yet I can sense that you are not evil thus would you like some time, to prepare for this combat, or would you prefer to get started? Do not fear if you should die I will take your soul to your god myself."*

This is the main power site of the temple. It is a teleport/summoning chamber and if the correct ritual is preformed will transport those who stand within it to a number of other Ur-Flan sites within the Northern Reaches or to another plane.

It is also the ritual location of challenges within the hierarchy of the Druids of the North. This creature is not here by accident, it is part of the temples inbuilt defense mechanism activated after the covert intrusion of Iuz here in 570 CY that has not deactivated, on purpose.

The creature(s) materializing in the circle are in fact an extra test that the PCs will need to complete before they can complete the actual seventh test and speak with the Irinna Qu'lla.

## DEVELOPMENT

Any PCs who failed their save Vs domination in encounter 4 will now have it come into effect. On their turn of the first round that combat begins they are compelled to do nothing but watch. If more than half the party is thus affected give them all a new saving throw each round. If the party is killed whilst these PC watch on they are not attacked, they are simply transported back to the Hursik village at the end of the combat and can go no further in the adventure other than to the conclusion.

## CREATURES

### APL 8 (EL 11)

**Golden Protector (Half Dragon Celestial Lammasu):** hp 125; *Monster Manual* 165-166.

### APL 10 (EL 13)

**Golden Protector (Half Dragon Celestial Lammasu)** (2): hp 125, 125; *Monster Manual* 165-166.

### APL 12 (EL 15)

**Marut (Inevitable):** hp 112; *Monster Manual* 159-160.

### APL 14 (EL 17)

**Angel, Astral Deva:** hp 102; *Monster Manual* 11.

**Angel, Planetar:** hp 133; *Monster Manual* 11.

## Tactics

The PCs have been offered a chance to prepare. Give the PCs four rounds to do so, if they wish. Roll initiative and ask each PC what they are doing. Work through each



round via initiative order with the PCs this way until round four and the creatures' initiative. The creatures will also make preparation if allowed using any spells that enhance their abilities first.

On the creatures turn in round four it will engage, or if the PCs attack the creature will respond. Note that a clever party may well leave one PC to converse with the creatures, in this case the PC can make diplomacy or bluff checks Vs the creature(s) sense motive each round to distract the creature(s) from making preparations. "Lucky" Gorn Silverbeard will do this if he is with the party.

**DM Note:** If the PC accept the preparation time but launch an attack before its expiration they are all affected as per a *doom* spell (DC 17 Will save), for breaking the rules, and the creatures receive an *aid* spell.

Under no circumstances will the creatures use *summoning* spells.

At APLs 8 and 10 the Golden Protector(s) will use their spells to buff.

At APL 12 the Marut will not use its *geas/quest* or *earthquake* spell in fear of destroying the temple, when prepping it will cast its *true seeing* and spend the rest of its time flexing its joints in patient contemplation. If it uses its *plane shift* it will target "Lucky" Gorn Silverbeard in preference to a PC. In all cases the plane the person arrives on is Mechanus. A PC may use their *greater-teleport* token to return to Ungra Balan, meeting the remainder of the party at the conclusion.

At APL 14 the Planetar does not use its *implosion* spell.

If the creature(s) are destroyed they disappear along with all their items.

## DEVELOPMENT

Once the PCs have defeated the guardian(s) they need to complete the seventh test. This may not be obvious to the PCs so prompt them by materializing the following script written in all languages on the floor in the centre of the chamber.

***"Six tests have you passed; now the seventh can be attempted. Fire, water, earth and air tempered with the blood of the willing."***

## PASSING THE TEST

- The PCs need to place one of each of the elements in the side niches of the alter-stone in rough corresponding order.
- One or more of the PCs must then willingly bleed into the central niche, this will require a lot of blood, 11 hit-points in total as the blood is rapidly absorbed into the alter-stone and then begins to flow out towards the dolmans.
- As the blood is absorbed the alter-stone will begin to pulse and turn a deeper black color.

- Once 11 hit-points of blood have been donated that PC will need to make a DC 18 willpower save or continue to donate blood at the rate of 1d6 points of damage per round.
- It will require the intervention of the rest of other PCs to stop this if the save is failed. Simply dragging the PC away from the stone is sufficient to end this effect.
- Simply put, the alter-stone is vampiric.
- Once the PC is no longer donating blood the Stone will hum and the Irinna Qu'lla will appear, see below.

The PC who donated their blood has received the "Tainted by Necromancy" AR item.

## MEETING IRINNA QU'LLA

***Standing before you is a large ½ bronze dragon lizardfolk dressed in the same loose green robes of the Hursik priests. He does not look terribly happy "It has been a long time since the balance saw fit to summon me to this location, the guardians set here by us where strong."***

DM Note: (If "Lucky" Gorn Silverbeard is with the party the Keiper points at him and says:

***"..you clearly cannot remain, return to your master", Lucky disappears."***

Continue...

***I am the current Irinna Qu'lla of Kir'al J'aan, my name is the Ixeloogal and I am the Great Druid of the Northern Reaches. You have passed many difficult tests to summon me here, and you are now privy to some very important secrets. You have also activated the last of the locked gates we closed when the walking god returned, now the network will open once more to his traitorous mother."***

***Convince me that I should now let you live, and do not think for one minute that simply being the lackey of that golden fool Gildor Arcanix will save you. Speak and speak quickly."***

This will clearly not be the reception the PCs are expecting, it should be clear to them that in some way Gildor has led them into making a serious error.

Ixeloogal is currently hostile. It will require a DC 35 diplomacy check to modify his disposition to friendly, although getting him only to indifferent will help.

PCs that attack him are instantly transported as per the failure result (see below).

The following modifiers will apply to any check the PCs make.

- A party member is Flan +1.
- A party member is a member of the Quagaloogal and does the ritual greeting +2 (IUZ6-06).
- A party member is not a member of the Quagaloogal but still does the ritual greeting +1 (IUZ6-06).
- A party member is a member of the Grove +2.

- A party member is a Druid +2.
- A party member is a cleric of one of the gods whose shrine is represented in this temple complex +2.
- A party member is a Druid of the North +5.
- The entire party is deeply respectful +1.
- AR item: Secret of the Fler (IUZ6-01) +1.
- AR Item: Tribal Greetings (IUZ6-01) +1.
- AR item: Brood of Keeasaloogal (IUZ6-06) +2.
- AR item: Favor of the Quagaloogal (IUZ6-06) +2.
- PCs swore the oath to Allitur in Encounter 3 +2.
- PCs swore the oath to Zodal in Encounter 3 +2.
- PC is disrespectful -5.
- PCs had "Lucky" with them -5.
- PC is a member of the Drinkers -5.

Have the PCs nominate a party member to make the Diplomacy check, PCs can of course use synergy.

### TROUBLESHOOTING

If by some quirk of fate the party has no PC with a diplomacy skill rating higher than 8 let the each party member add their Int, Wis or Cha modifier to form a single use diplomacy skill modifier pool. Use this number as the skill rating for the party to make the diplomacy skill check with.

### FAILURE

The PCs are transported by the Ixeloogal to an Ur-Flan stone circle five miles north of Ungra Balan and can go to the Conclusion from here.

*"You have done great harm to the forces arrayed against the Old One, and although it was unwittingly done I see no reason why you should go unpunished, yet I cannot bring myself to destroy you. You must leave now, and if you reveal that you know who I am it will go ill for you." With a blinding flash of magic you arrive at a small stone circle on a small tree studded hill. About five miles to the south of you is what looks like the city of Ungra Balan.*

Go to the Conclusion

### PARTIAL SUCCESS

If the PCs manage to get Ixeloogal to an indifferent state mind they may retry their original diplomacy check. A second failure to get him to friendly has the same effect as a full failure, see above.

### SUCCESS

If the PCs change Ixeloogal attitude to friendly he says the following.

*"It is unfortunate that you have managed to succeed, but I cannot wholly blame you for this as your*

*intentions where dictated by others. Great harm has been caused to those who stand against the Old One and his mother. I make this offer to you: you will work for me and my cause now or you must leave.*

This is a demand not a request, individual PCs can of course not agree, this constitutes a failure (see above) and they are removed from this encounter and the table until the conclusion. PCs who agree can learn the following.

- That Gildor Arcanix has been manipulated by the drinker to come here and they are meddlers at best and although his intentions where good they were neither balanced nor wise.
- That the dragon cults are a necessary tool.
- That Ixeloogal is a Druid of the North.
- It is unclear if this unknown power stands with or against the Old One.
- The Old Ones mother, Iggywily the Baba Yaga has been alerted to the reactivation of several lost Ur-Flan portal sites by the Dragon Cultists. With the reactivation of this one she may now have a transport network she can activate from the cavern complexes of Tsjocanth and Kir Russ. This will allow her to spread her cult of the famine queen more quickly.
- That the Druids of the North have remained hidden since the destruction of their cousins the Horned Society. The destruction of the society weakened the Old Way, leaving only two function branches, the Druids of the North and the Radiant Ones. Since then the Old One has attacked or perverted the Flan peoples where-ever they can be reached by his evil hands, the Bonehearts, weakening us further. He does not know, however, that the Horned Society has gathered itself and its strength is returning.
- The Horned Society is the evil representation of the balance, the Druids of the North are the middle and the Radiant Ones are those who favor good. For a while the Horned Ones where allowed by us to dominate Old Way as it was felt that evil could combat evil more effectively, this was a mistake and it got out of hand. Now we strive for a balanced approach.

This is all he is prepared to reveal, he now asks the PCs to do the following for him.

- To not reveal to anyone other than a member of the Druids of the North the identity of the Irinna Qu'lla.
- To give false answers to some of Gildor Arcanix questions if required so as to protect the Druids of the North but to remain under Gildor's patronage at all costs. He must be protected. These PCs are asked to use certain pre-generated answers from **Player Handout number 5** instead to answer certain questions if required.
- To use Gildor's patronage in the future to protect him and to provide a screen for the Druids of the North to protect the fact that they are actively seeking both the hidden power behind the Dragon cultists and allies in the fight against Iuz and Iggywily.

Once these PCs have received their instructions Ixelooal says the following.

*"You have your instructions and my blessings. I hope that we can work together to restore the balance to the Flanaess, may the Old Way protect and guide you." With a blinding flash of magic you arrive at a small stone circle on a small tree studded hill. About five miles to the south of you is what looks like the city of Ungra Balan.*

#### DEVELOPMENT

PCs that make it this far receive the Affiliate of the Druids of the North item on their AR.

### CONCLUSION

*At your arrival back in Ungra Balan Gildor and "Lucky" Gorn Silverbeard are overjoyed at your return and eagerly join you within the Great Wigwham of the Rovers to hear your debrief.*

Give the PCs some time to formulate their answers if required. The answers will need to be on one sheet only. Some PCs may want to insert false answers; they should be allowed to do this as they can claim to have spent more time with the Irinna Qu'lla than others. In other words they can veto any other player's answer.

**Showing/giving Gildor the red dragon scale:** PCs received the following reaction from Gildor.

*"Ah ha, you see I was right! Tiamat! It must be her work at play here; you have done very well indeed."*

**Telling Gildor about the silver dragon scale:** PCs received the following reaction from Gildor.

*"Really! Well perhaps I am being too hasty here; this is very important information indeed."*

**Giving Gildor the false answers:** PCs who do this will get the following reaction from Gildor.

*After hearing your answers to his questions Gildor gives you a long hard look, before nodding slowly and saying, "you have done the best you can, I see this. May I call upon your services in the future, you are now vital to the discovery of the truth behind these cults?"*

**Giving Gildor only true answers:** PCs who have no need to give false answers receive the following reaction from Gildor.

*After hearing your answers to his questions Gildor gives you a long hard look, before nodding slowly and saying, "you have done very well my friends, although there is much yet that we need to get*

*answered. May I call upon your services in the future, you are now vital to the discovery of the truth behind these cults?"*

DMs: Please email triad69@optusnet.com.au with the numbers of the false answers that were given to Gildor. Use the subject heading **Lied to Gildor**. This will form the basis of a critical events summary for the ongoing adventure path.

One the PCs have presented their answers and related their story to Gildor the adventure is over. It remains to determine how many influence points the PCs have earned with Gildor for their efforts.

#### FAVOR POINT TALLY

- Returned from the mission with answers to questions 1-12. +1 **Influence point**.
- Returned from the mission with answers to questions 13-22 or revealed the red Dragon scale. +1 **Influence point**.
- Told Gildor about the silver dragon scale that the Hursik have. +1 **Influence point**.

Maximum influence points = 3

#### DEVELOPMENT

PCs that were returned to Ungra Balan by the Irinna Qu'lla have an unused *greater-teleport* token in their possession. If they provided false answers to Gildor he asks for this back, if they did not then they receive it on the AR.

The End.

### EXPERIENCE POINT SUMMARY

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

#### 1: THE HURSIK

Not being expelled (role-playing)

APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

#### 2: WALKING THE PATH

Getting to Encounter 3

APL 8	120 XP
APL 10	120 XP
APL 12	120 XP
APL 14	120 XP

### 3: SHRINE OF THE SERVANTS

#### Surviving the trap

APL 8	210 XP
APL 10	270 XP
APL 12	330 XP
APL 14	390 XP

### 4: SHRINE OF THE BROTHERS

#### Surviving the trap

APL 8	180 XP
APL 10	240 XP
APL 12	300 XP
APL 14	360 XP

### 5: SHRINE OF THE MOTHER

#### Saving the Unicorn

APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

### 6: SHRINE OF THE FIRST

#### Solving the Riddle

APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

### 7: IRINNA QU'LLA

#### Defeating the Guardian

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### CONCLUSION:

#### Gaining Gildor's Favor (30 points per favor point)

APL 8	90 XP
APL 10	90 XP
APL 12	90 XP
APL 14	90 XP

### DISCRETIONARY ROLEPLAYING AWARD

APL 8	15 XP
APL 10	60 XP
APL 12	105 XP
APL 14	150 XP

### TOTAL POSSIBLE EXPERIENCE:

APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

APL 14

1800 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.

### 3: SHRINE OF THE SERVANTS

**APL 8:** Loot 0 gp; Coin 200 gp; Magic 1613 gp; *belt of many pockets* (917 gp), *scroll of align fang* (13 gp), *strange red dragon scale* (250 gp), *talisman of undead mastery* (250 gp), *vial of the last gasp* (183 gp); Total 1813 gp.

**APL 10:** Loot 0 gp; Coin 200 gp; Magic 3204 gp; *belt of many pockets* (917 gp), *gauntlets of weaponry arcane* (500 gp), *gloves of the uldra servant* (258 gp), *scroll of align fang* (13 gp), *strange red dragon scale* (250 gp), *talisman of undead mastery* (250 gp), *third eye concentrate* (833 gp), *vial of the last gasp* (183 gp); Total 3404 gp.

**APL 12:** Loot 0 gp; Coin 400 gp; Magic 3801 gp; *belt of many pockets* (917 gp), *gauntlets of weaponry arcane* (500

gp), *gloves of the uldra servant* (258 gp), *headband of conscious effort* (167 gp), *rhino hide* (430 gp), *scroll of align fang* (13 gp), *strange red dragon scale* (250 gp), *talisman of undead mastery* (250 gp), *third eye concentrate* (833 gp), *vial of the last gasp* (183 gp); Total 4201 gp.

**APL 14:** Loot 0 gp; Coin 400 gp; Magic 6343 gp; belt of many pockets (917 gp), gauntlets of weaponry arcane (500 gp), gloves of the uldra servant (258 gp), headband of conscious effort (167 gp), rhino hide (430 gp), metamagic rod, substitution (875 gp), runestaff of frost (1667 gp), scroll of align fang (13 gp), strange red dragon scale (250 gp), talisman of undead mastery (250 gp), third eye concentrate (833 gp), vial of the last gasp (183 gp); Total 6743 gp.

## TOTAL POSSIBLE TREASURE

**APL 8:** Loot 0 gp; Coin 200 gp; Magic 1613 gp; Total 1813 gp (max 1300 gp).

**APL 10:** Loot 0 gp; Coin 200 gp; Magic 3204 gp; Total 3404 gp (max 2300 gp).

**APL 12:** Loot 0 gp; Coin 400 gp; Magic 3801 gp; Total 4201 gp (max 3300 gp).

**APL 14:** Loot 0 gp; Coin 400 gp; Magic 6343 gp; Total 6743 gp (max 6600 gp).

## ADVENTURE RECORD ITEMS

**Teleport Token:** You have an unused greater teleport token. If you break the token (a standard action that draws an attack of opportunity) you are instantly returned to the Grand Wigwam in Ungra Balan.

**Disqualified:** If you have not already played IUZ6-01, you are now disqualified from doing so.

**Item Access:** Adventure access to one item from DMG table 7-17, 7-23, or 7-24 of up to 1,000 gp. Note selected item:

**Hursik Spouse:** You have taken a Hursik spouse. This grants you a +4 Competence bonus to Knowledge (local: core) skill checks, as your spouse is a wealth of obscure Flan lore.

**Influence Point(s) with Gildor Arcanix [ ][ ]:** You may use 2 influence points from Gildor Arcanix to acquire a free *heal* spell in any city with a good aligned temple or in the Grand Wigwam in Ungra Balan.

**Affiliate of the Druids of the North:** You gain 2 affiliation points with the Druids of the North and may reduce the TU cost of joining by 1.

**Lied to Gildor Arcanix**

**Gazer the Magnificent:** You may take Gazer (with a fiddle) as a cohort. His base statistics are those of a

standard grig, his alignment is always NG, and he will worship only Obad-Hai.

**Tainted by Necromancy:** Your gain a +2 Profane bonus to saves against Necromancy spells and spell-like abilities.

**Strange Red Dragon Scale:** The bearer of this scale and all allies within 30' gain a +2 luck bonus to attacks against dragons. This item works only for creatures able to cast arcane spells without preparation. It does not take up an item slot. Frequency: Adventure. Faint abjuration; CL 3rd; *Antidragon aura* <sup>DRA</sup>, Craft Wondrous Item, Dragon Hunter Bravery <sup>DRA</sup>; Price 3,000 gp; Weight 1 lb.

## ITEM ACCESS

APL 8:

- Belt of many pockets (Adventure; CAd)
- Scroll of align fang (Adventure; SpC; 25 gp)
- Strange red dragon scale (Adventure; see above)
- Talisman of undead mastery (Adventure; MIC)
- Vial of the last gasp (Knowledge: History) (Adventure; CAd)

APL 10 (all of APL 8 plus the following):

- Gauntlets of weaponry arcane (Adventure; MIC)
- Gloves of the uldra savant (Adventure; MIC)
- Third eye concentrate (Adventure; MIC)

APL 12 (all of APLs 8-10 plus the following):

- Headband of conscious effort (Adventure; MIC)
- Rhino hide (Adventure; DMG)

APL 14 (all of APLs 8-12 plus the following):

- Metamagic rod, substitution (Adventure; MIC)
- Runestaff of frost (Adventure; MIC)

INTRODUCTION

**"LUCKY" GORN SILVERBEARD**  
**(UNEQUIPPED) CR 9**

Male dwarf bard8/dragon disciple 1 (gold)

LG Medium humanoid (dwarf)

**Init** +4; **Senses** Listen +1, Spot +5

**Languages** Common, Dwarven, Draconic, Flan, Giant, Orc

**AC** 15, touch 10, flat-footed 15

**hp** 62

**Fort** +6 (+8 against poison), **Ref** +8, **Will** +10

**Speed** 20 ft. chain shirt (20 squares), base movement 20 ft.;

**Melee** *MW short sword* +9/+4 (1d6+2/19-20)

**Ranged** *MW composite short bow* (+2 Str) +7/+2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +8

**Combat Gear** *MW short sword, MW composite shortbow* (+2 Str), chain shirt.

**Bard Spells Known** (CL 8th):

3rd (2/day) — *dirge of discord, charm monster, gaseous form.*

2nd (4/day) — *invisibility, mirror image, tongues, disquietude.*

1st (4/day) — *critical strike, cure light wounds, improvisation, comprehend languages.*

0 (3/day) — *detect magic, light, message, read magic.*

**Abilities** Str 14, Dex 10, Con 14, Int 14, Wis 12, Cha 16

**SQ** Bardic music, bardic knowledge, bonus spell (3<sup>rd</sup>) countersong, darkvision, dwarf traits, *fascinate*, inspire competence, inspire courage +2, natural armor (+1), *suggestion*.

**Feats** Force of Personality, Insightful Reflexes, Improved Initiative, Obscure Lore.

**Skills** Bluff +8, Concentration +6, Decipher Script +6, Diplomacy +12, Gather Information +8, Hide +4, Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge (local – IBS) + 6, Knowledge (history) +13, Move Silently +4, Perform (oratory) +15, Listen +5, Sense Motive +5, Spellcraft +6, Spot +5.

**Possessions** *potion of cure light wounds, potion of cure serious wounds, wand of sound burst.*

### ITEMS

#### FUR CLOTHING

Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

**Cost:** 8 gp.

**Weight:** 10 lb.

**Source:** *Frostburn* 78.

#### ARMOR INSULATION

This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the Armor Insulation: This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Cost:** 50 gp.

**Craft DC:** 25.

**Weight:** 2 lb.

**Source:** *Frostburn* 78.

#### SNOW GOGGLES

These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as sunburst but not blindness). While wearing snow goggles, you incur a -4 circumstance penalty on Spot and Search checks.

**Cost:** 2 gp.

**Source:** *Frostburn* 78.

#### SNOWSHOES

These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment (see page 12). Snowshoes take 1 minute to don and a full-round action to remove.

**Cost:** 15 gp.

**Weight:** 8 lb.

**Source:** *Frostburn* 78.

#### WHALE GREASE

Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foulsmelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

**Cost:** 2 gp.

**Craft DC:** 25.

**Weight:** 2 lb.

**Source:** *Frostburn* 79.

#### WINTER FULLCLOTH

This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold.

Winter fullcloth is considered part of the cold weather outfit described in the Player's Handbook. If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Cost:** 4 gp.

**Weight:** 2 lb.

**Source:** *Frostburn* 78.

**See Player Handout 7 for new Feats and Spells.**

**Small City:** Nonconventional (tribal law (Rovers and Wegwuir) and military tribunal (Perrenders and other); AL LN; 15,000 gp limit; Assets 10,500,000 gp; Population 11,430; Integrated ((36% Perrender (human, flan), 14% Rovers of the Barrens (human, Flan), 35% Wegwuir (human, Baklunish), 6% Perrender dwarf, Khund), 3% Sepian gnome, 3% Sepian halfling, 1% elf, 1% half orc, 1% other)).

Ungra Balan rests within arms of one of the few deep-water limestone harbors located on the northern shore of Lake Quag. Steep limestone cliffs perch the city above the lake and surrounding wetlands and plains and afford it a spectacular view in all directions. North, behind the town runs a river which the locals call the Veng (tooth). Over time the Veng has etched out a narrow gorge in the limestone this makes approaching the town from the north and west all but impossible, except via the newly constructed bridge. The Veng itself feeds from a large wetlands system that dominates the eastern side of the town for several miles. During the short summer the wetland explodes with life, but in winter it freezes into a shallow lake of hard ice.

All these factors contribute to make Ungra Balan a natural defensive position, during summer, the only period to travel or raid, it is basically an island joined to the mainland only by a narrow isthmus on its eastern side. Recently the rapid construction of earth works, wooden palisades and the laying down of stone towers and keeps by occupying Perrender forces, including a large number of skilled Khund Dwur from the western Yatils, has augmented this natural defensive advantage considerably.

Historically Ungra Balan has been a backwater of a place, where those seeking the frontier or anonymity came in the hope of etching out an existence. The town itself had little in the way of law, but the nearby Wegwuir clan of the Guchek would occasionally ride into town to restore order in the name of Istus and the Tarkhan if things got out of hand. Mostly the town was a convenient way for the boat wary Wegwuir to gain some trade from the south, and a location for its outcasts to flee to when tribal justice was pending against them. Perrenland with its own representative population of outcasts, merchant captains and adventurers has always maintained that the town was its trading outpost on the northern shore, and the wharf and port has always been maintained and controlled by Perrender merchant houses and Perrender currency is the dominant coin.

Recently with the growth of the Empire of Iuz and the declaration of war between it and Perrenland the town has gained strategic significance. Perched as it is on the northern shore of the Quag and with a good natural harbor, ship-building facilities and a nearby forest it was feared that it could serve as a launch point for Iuzian forces into the Quag. In 595 in agreement with the Tarkhan of the Wegwuir an alliance was struck between the nomads and Perrenland, into this alliance has also been brought the surviving Rovers of the Barrens with whom the Perrenders claim kinship.

In late 595 strong ground forces of Iuz assaulted westwards from the Deepstil River and Howling Hills and moved along the eastern shoreline of Lake Quag, burning and pillaging smaller settlement and raiding onto the Wegwuir territories adjacent to the lake. In response Perrenland dispatched a strong naval flotilla and a legion of its veteran Pax Mercuri (The Nor Pax) to assist in the defense of the area and Ungra Balan. With their cavalry forces assisting the forces of the Tarkhan to keep the Iuzian forces at bay the town has been rapidly fortified and garrisoned by several thousand troops and a local militia recruited and trained.

Currently the town is administered by council of three, the Tarkhan's seventh son Lekkol Khan, Ingolt Weisspeer the leader of the Pax Mercuri legion and an old Wardog of the Rovers, Ynges Ros. Each of these three strong personalities has combined to form a surprisingly effective government, possibly because each is allowed to deal with any difficulties arising within their own spheres of influence according to their own customs.

A great boom is currently in play in the town and buildings are going up at a tremendous pace. Perrenland, desperately short of food in the face of a prolonged unnatural winter, has established facilities to process and transport large quantities of caribou. The Wegwuir warrior herdsmen, offered prices to good to turn down are cashing in their surplus herds for Perrender goods, mostly masterwork weapons and armor. This has established a flourishing economy of bartered good, building projects and the crafts and professions needed to sustain it all within the town. Hotel, bars, inns and taverns and brothels are all cashing in on the activity.

## ARCHITECTURE

Ungra Balan is constructed from a mixture of ready to hand materials. The larger more established building as built along Perrender lines, with a limestone brick-block or adobe brick lower story with lighter timber upper stories, wooden flooring and slate tile, high pitch roofs. The walls are generally plastered and painted with white-wash. Smaller homes and buildings are more reminiscent of the stad style traditional home of the Quagland Flan. These stadts are generally one long common room with accommodation niches dug off each side, some smaller rooms off either end are often found. The whole structure is dug several feet into the earth and lined with timber or stone. The low wall above ground is a mixture of timber supports filled with adobe brick. The ceiling is timber covered in slate or shale and then earthen sods. This makes the whole structure only three feet high above ground and extremely insulated against the rugged winters of the northern climates. It is also extremely defensible generally with shuttered firing slits and restricted defendable doorways. Most have a deeper cellar for stores and many have a well. The weakest part of the



structure is the large central chimney, which although difficult for anything larger than a small creature to get down can provide an entry point. Most chimneys are protected by a bolted steel grate. A few stadts reach great size and add additional stories of a more conventional nature, often this is a result of the Flan extended family style of living.

The fortifications of Ungra Balan are not yet completed but a working shell of earthworks, timber palisades and timber and stone towers do provide a complete defensive system. Currently public works are concentrating on completing the towers and walls in stone. Several of the larger fortification structures, like the Pax keeps and gatehouses have been completed more rapidly using magic. The stone walls are being constructed of two parallel walls of interlocking limestone blocks 25ft high filled with rubble and mud, to provide a 20ft thick wall with a 15ft wide catwalk and thick five-foot high crenellations. Most of the tower and wall sections have light timber roofs to provide weather and light missile protection.

Aesthetically Ungra Balan presents an eclectic mix of white-washed multi-story buildings, stadts, tents, pavilions linked with unplanned streets and alleys.

## LAYOUT

1. Defensive wall
2. Watch tower (20 Pax soldiers and 5 Local militia garrisoned in each)
3. Northern gatehouse (200 Pax soldiers)
4. Eastern gatehouse (200 Pax soldiers)
5. Pax keep (500 Pax soldiers)
6. Pax garrison (400 Pax soldiers, General Irina Vosser)
7. Lighthouse tower (50 Pax soldiers)
8. Militia garrison (100 Militia)
9. The sacred Isle, shrines of the Old Kerk (Ingolt Weisspeer)
10. Grand pavilion of Lekkol Khan (50 Wegwuir elite guards, Lekkol Khan)
11. Grand pavilion of Rejek Khan (20 Wegwuir elite guards, Rejek Khan)
12. Great Wigwam of the Rovers/Wigwam of the Wardogs (60 Wardogs, Ynges Ros)
13. Wigwam of the Old Way (Kesta Ros)
14. Wigwam of the Old Lore (Men-ni Ros)
15. Bay wharf (harbor master Tosh Vannan)
16. River wharf
17. Winter encampments (unoccupied in summer)
18. Great stadt (Vannan sept of Perrenland's Rosrijders) (Helmut Vannan)
19. The Slumbering Nomad (Inn) (Nedglat, Men-ni Ros)
20. The Painted Lady (Brothel) (Immogen, Rejek Khan and entourage)
21. Juniper's (Tavern) (Pasqu Yosh)
22. The Folly (Tavern, Casino) (Mergo Vannan)
23. The Opal (Hotel) (Griswald Gerammensten)
24. Tegbold the trader (Tegbold)
25. Bruinsmenn's Guild (Kara Bruin)
26. Tannery and abattoir (Lomax Karr)
27. Wetlands
28. Quagaloogal island (Quagaloogal lizard folk)
29. Pine forests
30. Veng river
31. The Bizarre (lots of little stalls, see new rules items)

## PERSONALITIES OF UNGRA BALAN

**Nor Pax Officer:** male/female human (flan) fighter 5.

**Nor Pax Veteran:** male/female human (flan) fighter 3.

**Nor Pax Militia:** male/female human (flan) fighter 1.

**Elite Wegwuir Guard:** male human (baklunish) warrior 5

**Wardog:** male/female human (flan) ranger 2/barbarian 4

**General Irina Vosser:** female human (flan) ranger 11.

Irina Vosser (LG) is the military leader of the Nor Pax and the military commander of Ungra Balan. She has had some trouble gaining the respect of Lekkol Khan and his advisors but a recent scouting expedition with one of Lekkol Khans commanders in which she showed considerable marshal ability has many within the Wegwuir beginning to offer her respect. Her commission comes directly from Ingolt Weisspeer whom she defers to in all matters.

**Lekkol Khan:** male human (baklunish) rogue 5/wizard (illusionist) 7.

Lekkol Khan (NG) is the favored seventh son of the Tarkhan and an intense young man. Having been abroad for some years he has a solid understanding of the outside world has a vehement hatred for the works and Iuz. He was instrumental in convincing his father to sign the alliance with Perrenland and to cooperate with the Nor Pax to fight Iuz. Since coming to Ungra Balan he has established a strong working relationship with Ingolt Weisspeer and Ynges Ros. Bluff 14, Diplomacy 10, Sense Motive 14.

**Rejek Khan:** male human (baklunish) rogue 2/fighter 3.

Rejek Khan (CG) is the Khan of the local Guchek tribe and since the arrival of Lekkol Khan has decided to move into the town with some of his warriors. He has gathered several hundred of his riders and encamped them outside the city guarding his eldest son. He is no motive other than to see the honors of his tribe grow but bringing war to Iuz, he defers in all things to Lekkol Khan. Bluff 7, Intimidate 7, Sense Motive 6.

**Ingolt Weisspeer:** male human (flan) cleric 14 Old Kerk (Allitur).

Ingolt Weisspeer (LG) is the elder statesman of Perrenland and uncle of the former Voormann Karenin (whom he vilified for inaction against Iuz) Ingolt is the pillar of ethics and morality. He was once Perrenland's ambassador to Furyondy and saw the workings of Iuz first hand. He is in Ungra Balan to save the northern nomads from destruction, especially the Rovers who he has a special commission to protect. Diplomacy 21, Knowledge (local) 14, Knowledge (religion) 19, Sense Motive 21.

**Ynges Ros (Old Wardog):** male human (flan) bard 2/ranger 2/barbarian 9.

Old Wardog (LN) is a veteran of the struggle between the Rovers and Iuz. He is nearing sixty summers but is still a spry and dangerous opponent if provoked. Old Wardog has brought his clan and the remnants of several others to Ungra Balan so that his grandchildren will have some chance of reaching adulthood. His primary motive is to protect his people and to gather others. In the Summer he plans to lead a band of his wardogs to collect more of his folk from the Northeast. Ingolt Weisspeer has promised to equip his warriors with the best weapons and swift horses from the Rosrijder clans whom claim kinship with Rovers. Diplomacy 11, Intimidate 18, Sense Motive 9.

**Kesta Ros:** female human (flan) druid 11.

Kesta Ros (N) is the sister of Ynges Ros and a member of the Druids of the North, she has forsaken her wanderings to protect her people and it was a much due to her skills with magic as it was Ynges leadership that has seen so many Rovers gathered in one place. She is a strong willed, independent thinking woman who brooks no nonsense. Diplomacy 18, Knowledge (nature) 16, Sense Motive 11, Survival 18.

**Men-ni Ros:** female human (flan) bard 9/druid 1.

Men-ni Ros (CG) is the youngest daughter of Ynges Ros to an Oeridian woman Ynges won in a raid and subsequently married, she is also and a member of the Druids of the North. This fiery red-head is at home in Ungra Balan where her stunning looks coupled with a sharp wit has made her very popular. Rumored to have several lovers within the town she uses her attractiveness to further the welfare of her people. Bluff 15, Diplomacy 15, Intimidate 15, Perform (sing) 17, Sense Motive 15.

**Tosh Vannan:** male human (flan) expert 7.

Tosh Vannan (NG) is the harbor master of Ungra Balan. He keeps a tight hold of the reins and between him and his subordinates little goes unnoticed on the bay. Tosh is one of the Vannan sept of Rosrijders and as such feels that Ungra Balan is his ancestral home. Some amongst his own family jest that with his love of water that he is more like his ship born Meerrijder mother than his horse born father. Intimidate 5, Profession (sailor) 16, Sense Motive 5.

**Helmut Vannan:** male human (flan) aristocrat 6.

Helmut Vannan (CG) is the middle aged head of the large Vannan Sept. The Vannans arrived in Ungra Balan several centuries ago according to legend and the Vannans that they were the first to settle here. The Vannans stick to their very traditional Rosrijder traditions and are master horsemen and often away from their great stadt hunting with their Wegwuir allies. A great tradition of friendship exists between the Vannans and Guchek with whom they have ridden to traded and ridden to war with countless times. The Guchek call the head of the Vannans Vannan Khan. Helmut himself is a wild sort of character and prefers to be riding across the plains hunting than running his considerable holdings in Ungra Balan. Diplomacy 8, Ride 15, Sense Motive 3.

**Nedglat:** male halfling rogue 3/expert 3.

Nedglat (CN) is the obese proprietor of the Slumbering Nomad a prosperous Inn. The Slumbering Nomad has a reputation as the best place to eat in Ungra Balan outside of Lekkol Khan's pavilion and Nedglat is a very good cook by all accounts. His specialty is with foods from the lake, which makes a nice change from caribou, which is the staple in these parts. Nedglat also deals in mind altering herbs and makes a tidy sum from his upstairs private parties. Bluff 9, Profession (cook) 14, Sense Motive 9.

**Immogen:** female human (Oeridian) rogue 2.

Immogen (N) is the madam of the painted ladies, the most costly and well appointed of the local brothels. She keeps a very tidy establishment and does not suffer her girls being mistreated. One of her most regular and well paying customers in Rejek Khan who has a number of favorite girls he likes to keep exclusively for himself.

**Pasqu Yosh:** male human (flan) rogue 9.

Pasqu (NE) is one of the more interesting personalities in Ungra Balan and runs the Juniper a tavern and local thief's guild HQ. Pasqu is the head of the "Splicers" a small consortium of con artists who rip off newcomers and strangers to the city. They seldom resort to violence preferring to take gold from the unwary via elaborate and fraudulent schemes. Pasqu himself has a temper but as he now mostly works through others he is kept from having to show it. He can mostly be found at his bar, posing as a local who is keen to pass on information (what people want to hear kind of info) for the right price. Bluff 14, Forgery 14, Gather Information 14, Knowledge (local) 14, Listen 12, Sense Motive 12, Spot 12.

**Mergo Vannan:** male human (flan) rogue 7.

Mergo (CN) is a member of the Vannan sept, but one that is often at odds with the rest of his large family, he stopped attending family functions a decade ago and the family stopped inviting him soon afterwards. Mergo is not backward in using his family connections to further his business interests. He is a member of the "Splicers" and he and Pasqu Yosh cook up elaborate schemes between them for both amusement and wealth. Bluff 11, Forgery 11, Gather Information 11, Knowledge (local) 11, Listen 10, Sense Motive 10, Spot 10.

**Griswald Gerammensten:** male, gnome, expert 5.

Griswald (LN) is a Sepian gnome who discovered a rich seam of opals nearby, refusing to tell anyone where it is he has since purchased both the local Hotel (formally called the Diamond) renaming it the Opal and hired himself a pair of bodyguards to keep away those less scrupulous prospectors interested in him revealing the location of his wealth. Griswald recently arranged himself a marriage and is expecting his new bride to arrive via ship any week now. As a result the Opal has been the scene of some very expensive refurbishments and a sign has been posted demanding that muddy boots be check at the door and the hotel slippers be worn instead. Needless to say the Hostel is racking up a fortune in incense to smother that lingering foot odor. The Opal is a moderate, well appointed establishment, one a minor noble would not have to many qualms about staying in. Profession (miner) 13, Sense Motive 13.

**Tegbold:** male, dwarf (Khund), expert 5/fighter 1.

Tegbold (LN) runs the newest trading house in Ungra Balan; mostly he trades in skills and expertise, shipping in Khund from the western Yatils to help in construction and smithing. His shop does have a reasonable range of mundane items (PHB) as well as an assortment of masterwork weapons and armor (50% chance to find any item from the PHB, 20% chance that it is masterwork). Craft (weaponsmith) 14, Craft (stone-mason) 16, Knowledge (Architecture and Engineering) 14, Sense Motive 5.

**Kara Bruin:** female human (flan), expert 11.

Kara is the head of the largest trading house in Ungra Balan, the Bruinsmenn's Guild. The Guild itself is the largest and oldest trading house in Perrenland with its main chapter in Schwartzenuin. Kara has expanded greatly the business of the Guild since she arrived two years ago. Most of the shipping in the port belongs to her organization as does the tannery and abattoir. For the right price she can find items and good few others have access to. In time she can deliver just about anything short of a major magical item. Kara does not get on very well with Pasqu Yosh; rumors of business deal gone wrong circulate within the city. Bluff 17, Diplomacy 17, Profession (merchant) 17, Sense Motive 14.

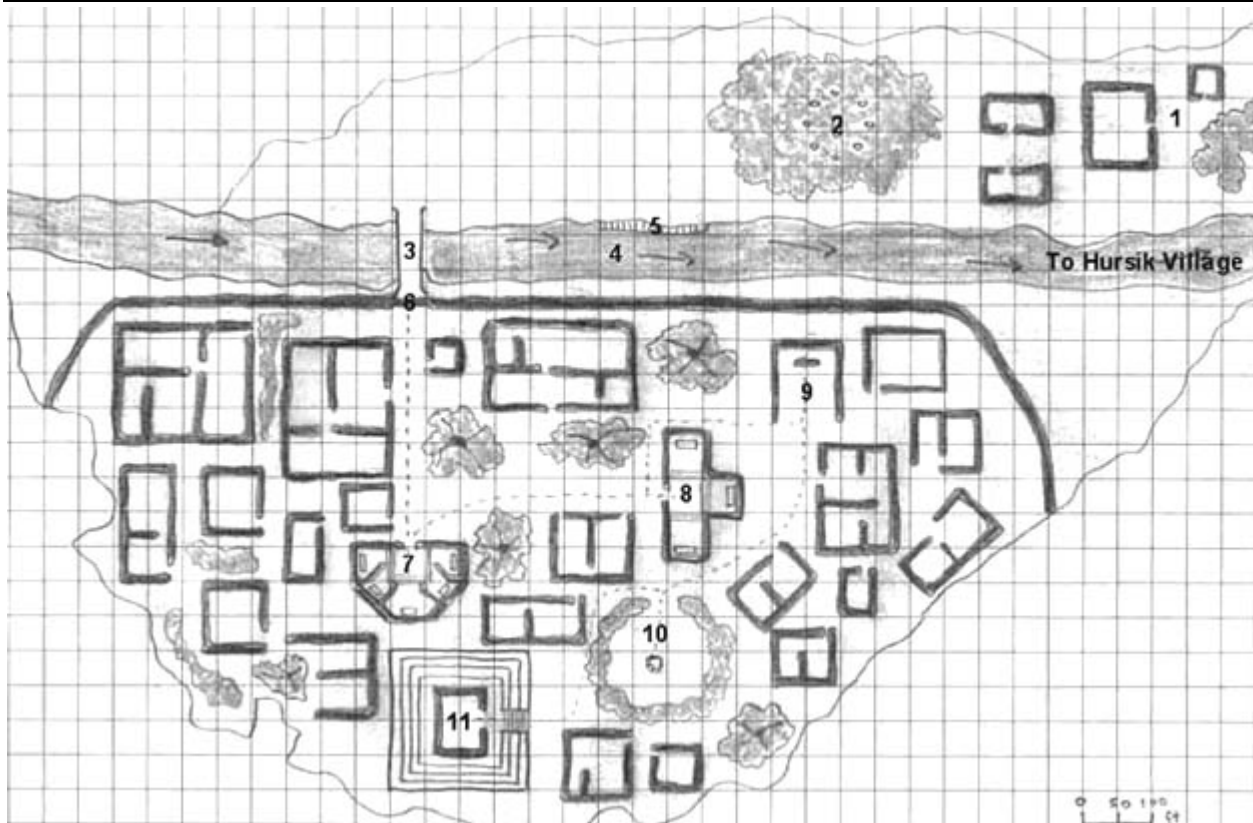
**Lomax Karr:** male human (flan), expert 3, rogue 3

Lomax (CN) is Kara Bruins overseer at the tannery and abattoir and it is rumored that he also provides her with muscle when required. As an employee of the Bruinsmenn's Guild Lomax knows he has a cushy position and will go to great lengths to gain the approval of Kara and the Guild. He is, however, ambitious and Kara had better watch her back. Lomax generally has two or three off siders prowling nearby watching out for his and Kara's interests.

# DM AID #1: PLAYER AR AND META—ORG MEMBERSHIP TRACKER

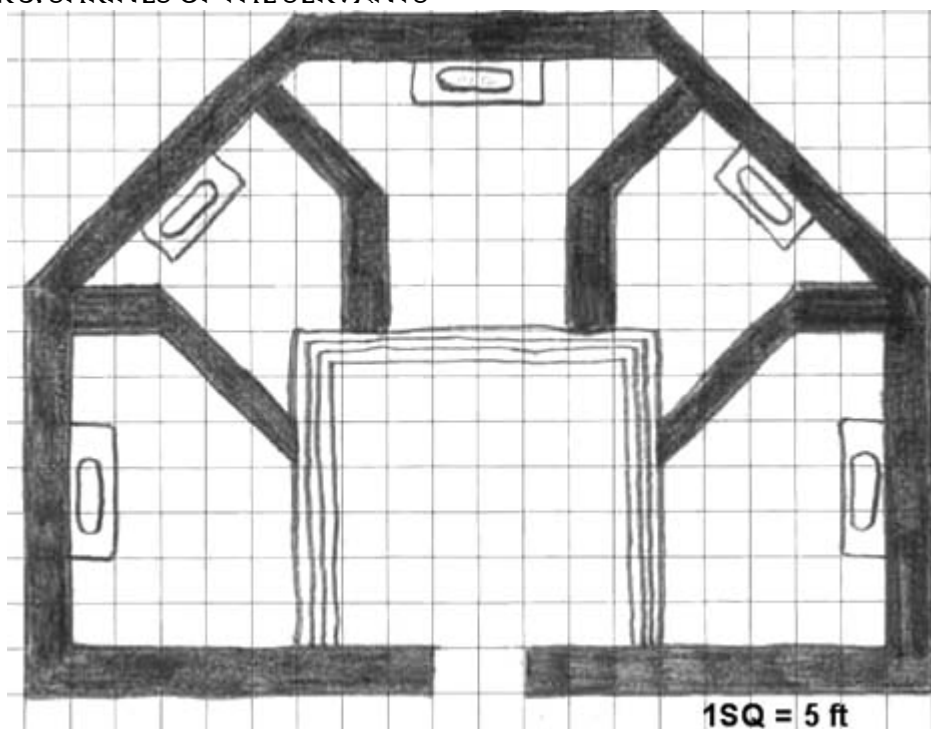
PLAYERS AR ITEMS AND META-ORG MEMBERSHIP TRACKER								ITEM FEATURED In				
	PC	PC	PC	PC	PC	PC	LUCKY	INTRO	ENC 1	ENC 3	ENC 6	ENC 7
AR ITEM CONSEQUENCES												
Enmity of Morginstaler (BDK5-02 and BDK6-07)							NO		Y			Y
Favor of Morginstaler (BDK6-07)							NO		Y			Y
Secret of the Fler (IUZ6-01)							NO		Y			Y
Tribal Greetings (IUZ6-01)							YES		Y			
Consort of Morginstaler (IUZ6-02)							NO		Y			
Brood of Keeasaloogal (IUZ6-06)							NO	Y				Y
Favor of Gildor Arcanix (IUZ6-06)							YES	Y				
Favor of the Quagaloogal (IUZ6-06)							NO	Y				Y
Famous (IUZ6-08)							NO	Y				
Favor of Gorn Silverbeard (IUZ6-08)							NO	Y				
Invitation to join the Oathsworn Slayers (IUZ6-08)							YES	Y				
Favor of Tiamat (COR6-14)							NO		Y			
Disfavor of Tiamat (COR6-14)							NO		Y			
META-ORG MEMBERSHIP												
Membership of the Old Kerk's Grove							NO		Y	Y	Y	Y
PC is Flan									Y	Y		Y
Membership of the Old Kerk's Voice									Y	Y	Y	Y
Membership of the Oathsworn Slayers							YES	Y	Y			Y
Membership of the Dragonborn Register							NO	Y	Y			Y
Membership of the Drinkers							NO	Y				Y
Membership of the Druids of the North							NO		Y	Y	Y	Y
Membership of the Khund							NO					
Membership of the Quagaloogal							NO	Y	Y			Y
Cleric of Bahamut							NO	Y	Y			
Dragon Disciple (Good)							YES		Y			



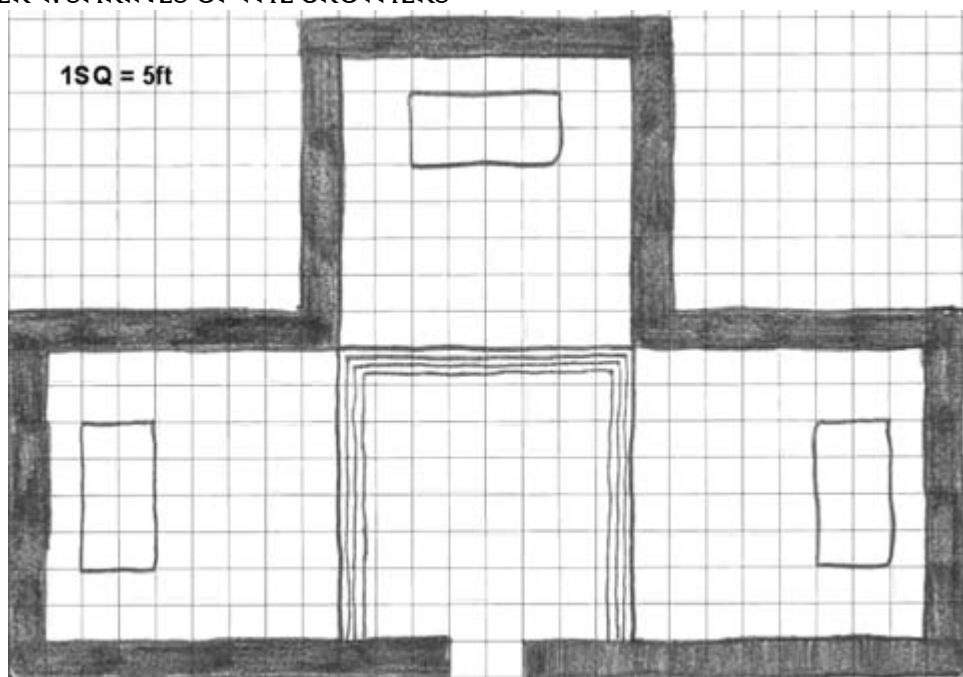


- 1: Meeting with the Priests
- 2: Old Henge
- 3: Bridge
- 4: River
- 5: River Stairs
- 6: Locked Gate in high wall
- 7: Shrines of the Servants
- 8: Shrines of the Brothers
- 9: Shrine of Beory
- 10: Shrine of Obad-Hai
- 11: Ziggurat

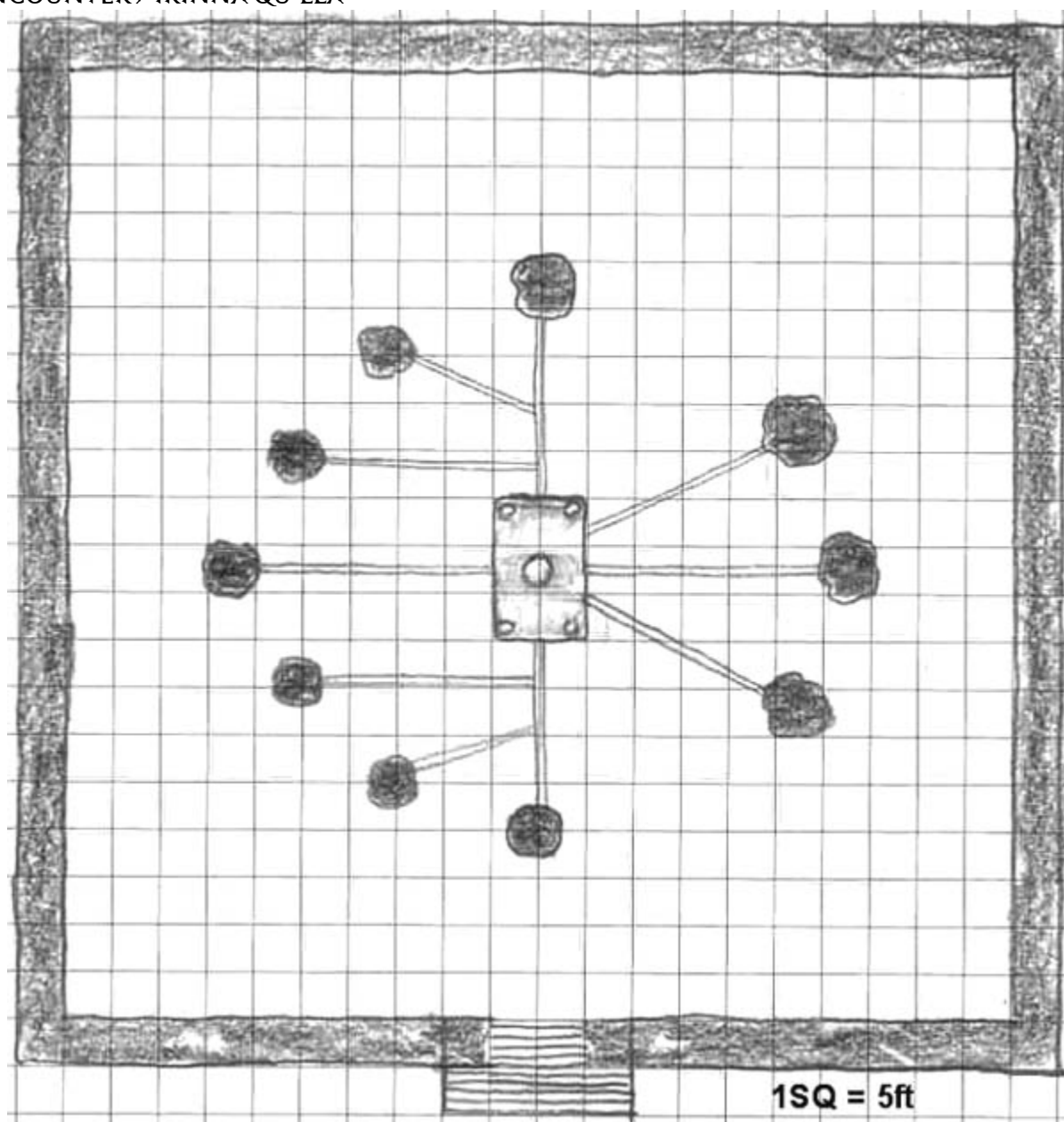
ENCOUNTER 3: SHRINES OF THE SERVANTS



ENCOUNTER 4: SHRINES OF THE BROTHERS



## ENCOUNTER 7 IRINNA QU'LLA





**Gildor Arcanix:** Human male, but really a Gold Dragon who is the PC's patron in this and previous adventures. He is one of the leaders of the Oathsworn Slayers, an organization sworn to hunt down and destroy evil dragons and their cults.

**Tarkhan of the Wegwuir:** This is the title of the king like leader of the Wolf Nomads nation a powerful off-shoot of the Baklunish Relentless Horde that has settled the steppes previously occupied by the Arapahi or Rover of the Barrens. He is a fierce enemy of Iuz.

**Rovers of the Barrens/Arapahi:** A Flan nation of several clans (who call themselves the Arapahi) that live in the bitter north who follow a nomadic life-style. They have been driven to the fringe of extinction by forces of Iuz in recent years. The nomadic Rosrijder clan of Perrenland and semi-nomadic Flan clans of the Burneal have kinship with the Rovers and the occasional marriages are still arranged between them. In Perrenland the Rosrijders are simply Arapahi who live on the plains south of Lake Quag, where once they live all around it.

**Burneal Flan/Uirtag/Hursik:** All names for a variety of Flan clans who inhabit the sprawling mass of the Burneal Forest. They are technically Arapahi, although they have a less nomadic life-style than the Arapahi known as the Rovers of the Barrens. They follow the Old Way and some consider them to be the closest living culture to the ancient Ur-Flan, although they themselves make no distinction between Ur-Flan and Flan.

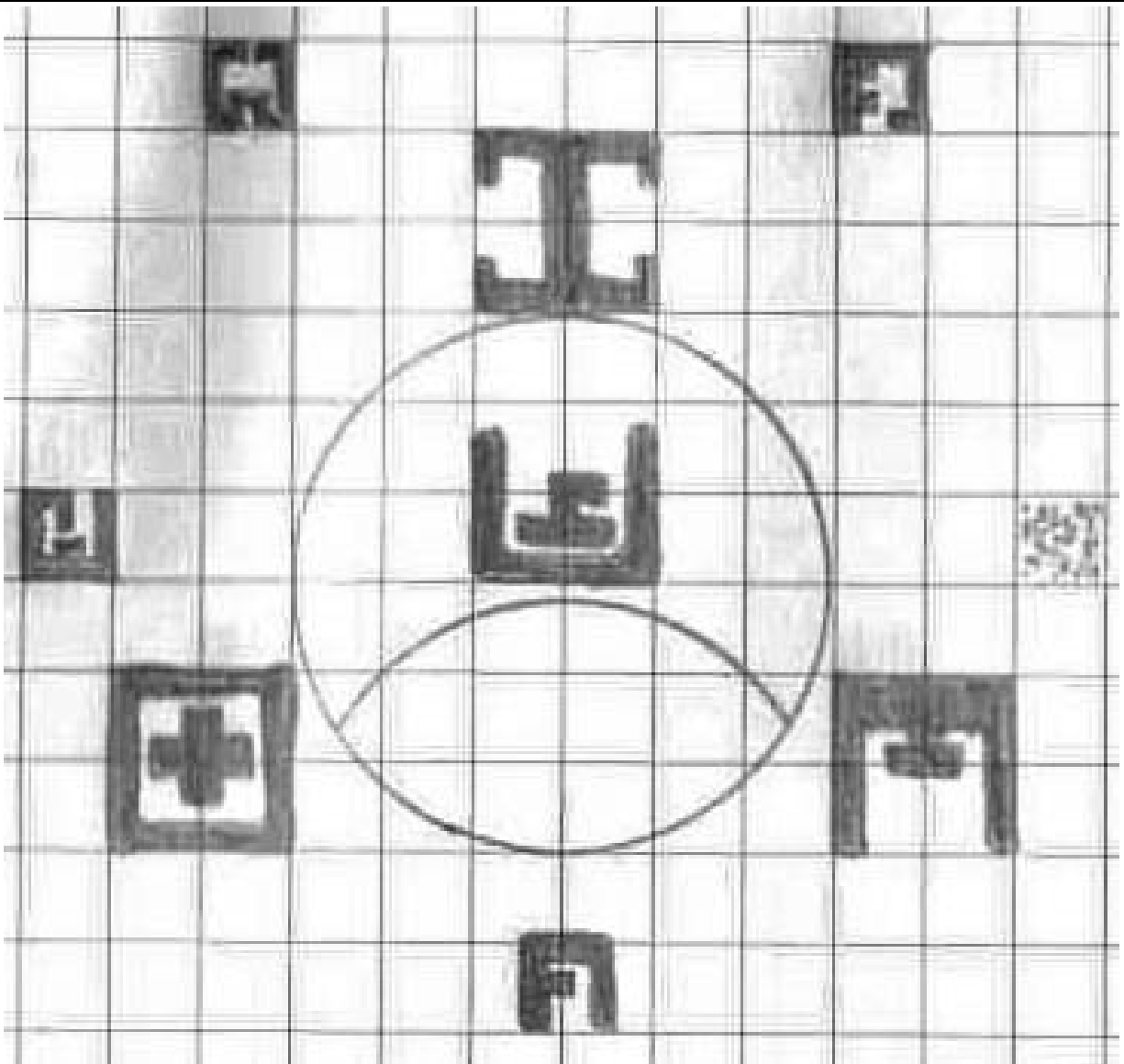
**Pax Mercuri Legion:** The name of a portion of Perrenland's professional army that it contracts to other nations for good causes. A typical legion numbers around 4000 troops. It is comprised of predominantly Flan humans and recruits Flan from the nations it is deployed to fill its ranks. Many who return to Perrenland as they are granted citizenship once they serve their term.

## PLAYER HANDOUT 1: GILDOR'S LIST OF QUESTIONS

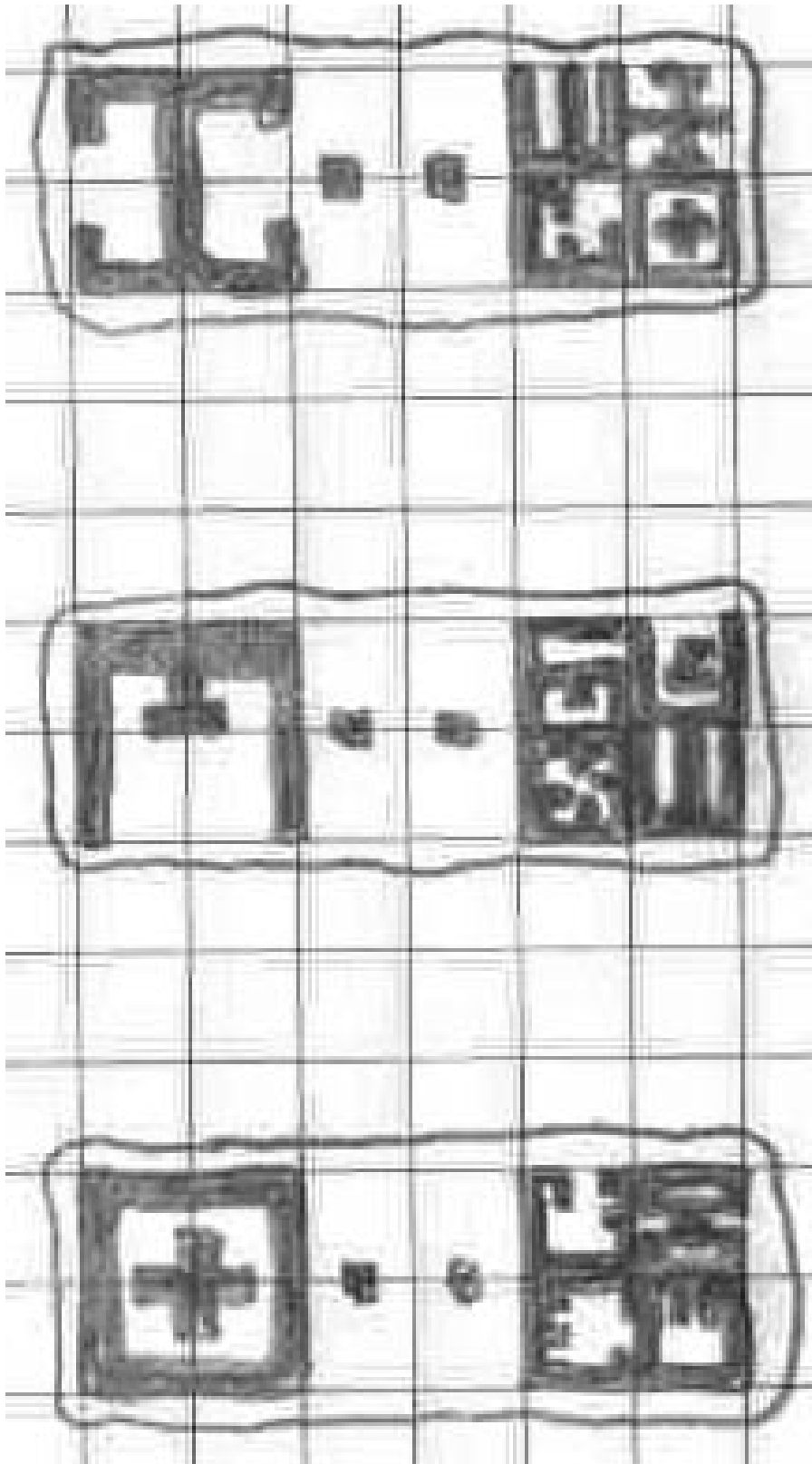
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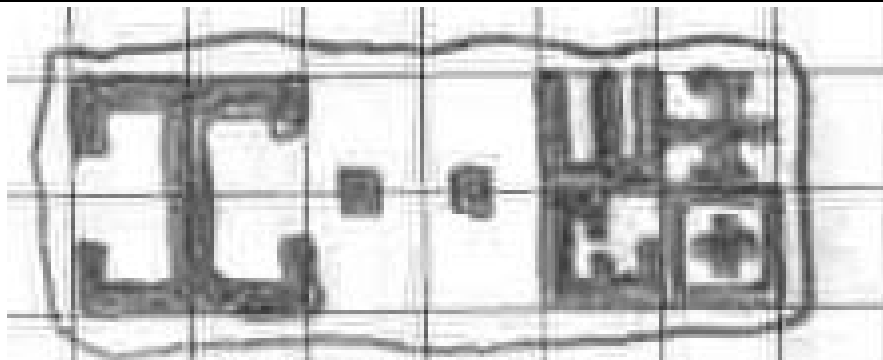
These are the questions that Gildor would like to know the answers to.

1. The Hursik Flan are they an evil culture?
2. Did you make friendly contact via the Greeting Ritual?
3. What is the state of their society?
4. Are they indeed a remnant Ur-Flan society?
5. Do they welcome strangers?
6. What do they believe they are guarding?
7. What sort of governance do they have within their society?
8. What is their belief system?
9. Do they have any cultural oddities?
10. Do they have regular contact with outsiders?
11. Who are their enemies?
12. Are they aware of dragon cultists' activities?
13. What is the nature of the Ur-Flan ruins?
14. What power is associated with the ruins?
15. Are the ruins protected?
16. Do the ruins contain any lingering magic?
17. Is there any necromantic magic within the ruins?
18. How extensive are the ruins?
19. Are they an isolated one off, or simply the first of a number of Ur-Flan sites within the Burneal Forest?
20. How would the Hursik react to further outside contact?
21. Is there a location within the ruins that could be used as a teleport site?
22. Are there any questions I should have asked?

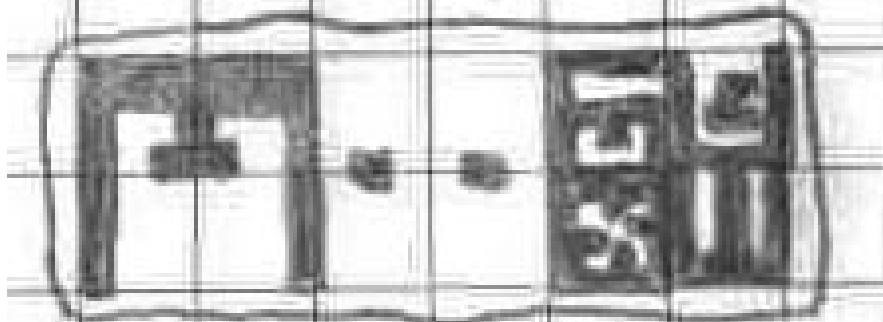




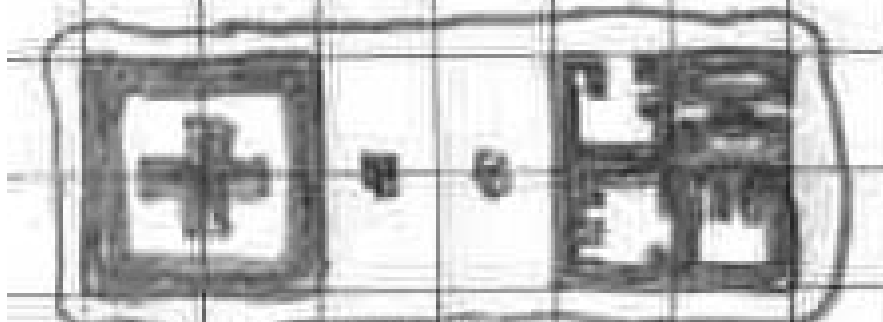




**Pelor Shines**



**Rao Contemplates**



**Nerull Judges**

## PLAYER HANDOUT 6: MISLEADING ANSWERS

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### Misleading Answers to Gildor Arcanix's questions

- 13      What is the nature of the Ur-Flan ruins? They are associated with the worship of the Flan pantheon.
- 14      What power is associated with the ruins? The Flan gods.
- 15      Are the ruins protected? Yes, by powerful magic traps and creatures
- 16      Do the ruins contain any lingering magic? Yes, but it is only to protect the site, its old powers are long gone.
- 17      Is there any necromantic magic within the ruins? A little, nothing like the other sites.
- 18      How extensive are the ruins? Not very, a few acres at best.
- 19      Are they an isolated one off, or simply the first of a number of Ur-Flan sites within the Burneal Forest? A one  
off.
- 20      How would the Hursik react to further outside contact? They would probably put the heads of their visitors up  
on doorways for decoration.
- 21      Is there a location within the ruins that could be used as a teleport site? Not with the traps it would be very  
dangerous.
- 22      Are there any questions I should have asked? No.

## FEATS

### FORCE OF PERSONALITY

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

**Prerequisite:** Cha 13.

**Benefit:** You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

**Source:** *Complete Adventurer* 109.

### INSIGHTFUL REFLEXES

Your keen intellect allows you an uncanny knack for evading dangerous effects.

**Benefit:** You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

**Source:** *Complete Adventurer* 110.

### OBSCURE LORE

You are a treasure trove of little-known information.

**Benefit:** You gain a +4 insight bonus on checks using your bardic knowledge or lore class feature.

**Source:** *Complete Adventurer* 110.

## SPELLS

### CRITICAL STRIKE

Divination

**Level:** Assassin 1, bard 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

Upon uttering the ancient phrase that completes this spell, you feel the weapon in your hand drawn towards a creature standing nearby.

Whenever you make a melee attack against a flanked foe or against a foe denied his dexterity bonus, you deal an extra 1d6 points of damage, your weapons threat range is doubled (as if under the effects of a *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted with this spell does not stack with any other effect that increases your weapon's threat range. Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

**Source:** *Spell Compendium* 56.

### DIRGE OF DISCORD

Enchantment (compulsion) [Evil, Mind-Affecting]

**Level:** Bard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25ft. + 5 ft./2 levels)

**Area:** 20-ft-radius spread

**Duration:** Concentration + 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You create an unholy, cacophonous dirge that fills the target's mind with screams of the dying, the wailing of the damned, and the howling of the mad.*

Creatures affected by this spell take a –4 penalty on attack rolls and Dexterity, a 50% reduction in their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equal to this spell's DC + the level of the spell being cast).

**Material Component:** A pinch of ashes from a destrachan.

**Source:** *Spell Compendium* 66.

### DISQUIETUDE

Enchantment (compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Your spell warns of unseen dangers and untrustworthy allies. As you sing, your target eases away from her compatriots, doubt written on her face...*

The affected subject restricts its movement to avoid any physical contact, even with allies. Any ally that wishes to touch the subject must make a successful melee touch attack to do so. The subject must stay 15ft away from all other creatures. If, at the beginning of its turn, the creature is within 15ft of any creature, it must move first move away (beyond 15ft from any creature) before making any other action. If the subject cannot safely move that distance, it instead must take the total defense action and remain in its space.

**Source:** *Spell Compendium* 68.