

PER2-03



# MORDENKAINEN'S HOUSE OF CHOCOLATE

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>

Perrenland Regional Adventure

Version 1

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RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Oh calamity! Herr Mordenkainen has not been seen for days and his House of Chocolate lies quiet and seemingly empty. Can he be found in time to meet his obligations to your patrons? An adventure for characters level 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

## SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site ([www.wizards.com/rpga](http://www.wizards.com/rpga)), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR		1	2	3	4
1/4 and 1/6	0	0	0	1	
1/3 and 1/2	0	0	1	1	
1		1	1	2	3
2		2	3	4	5
3		3	4	5	6
4		4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

## ADVENTURE SUMMARY AND BACKGROUND

This scenario is set in the Concatenated Cantons of Perrenland, in the capital city of Schwartzbruin. Though there are some relatively serious concepts in the underlying plot this is predominantly a comedy. As such there should be more leeway for characters to perform acts that may seem ridiculous in a more serious game. The DM should keep this very much in mind and be prepared to allow more stupidity than is normal. That said, the scenario is not meant to be a farce; instead it is more a spoof of grittier games.

Hänz Mordenkainen is the son of Kurt Strussinger, a baker who found himself in the employ of the great magician himself at Mordenkainen's Obsidian Citadel. Hänz learned his father's trade and grew up as one of the servants within the citadel. Whilst still serving Mordenkainen, Hänz developed his own special recipe for *schokolade* (chocolate) from ingredients and information gathered by the wizard during his travels.

Indeed, Hânz's recipe became quite a favourite of Mordenkainen's and thus Hânz was kept well stocked.

Eventually, though, Hânz went his own way. He needed to find a wife and start a family of his own. He settled in Schwartzbruin and fostered his own business, an *schokolade* shop. Remembering the patronage of the wizard, he adopted the name Mordenkainen as his family name, in honour of his master.

Hânz is the only vendor of fine *schokolade* in Perrenland and *Der Schokoladehuis* has become a popular business. Many have developed a sweet tooth, and rival vendors gnash their teeth and plot to break into the *schokolade* trade. Hânz is careful with his recipe, only sharing it with his wife, Frédrika, and a handful of trusted apprentices.

Hânz still supplies the wizard with his *schokolade*, and in return he receives the base ingredients necessary. Mordenkainen has provided his former servant with a device that allows him to teleport the *schokolade* directly to the Citadel and to receive the raw cocoa and sugar in return.

Obviously there is much talk about Hânz, mostly due to his name. It is thought that he is none other than Mordenkainen's son, or perhaps his nephew. Speculation is rife about what Hânz has hidden away within the depths of his *Schokoladehuis*; magical treasures, tomes of magic, vast riches? The steady flow of strange and mysterious visitors (associates of the wizard too have developed a taste for Hânz's wares) provokes much gossip as well.

Hânz's habit of sharing around the off-cuts from his stocks amongst the local children have earned "Herr Mordenkainen" a fine reputation amongst the youngest members of the city's population.

The characters are 'hired' by a 'consortium' of children from various parts of Schwartzbruin. One of the children's favourite people, 'Herr Mordenkainen', has gone missing. As he is due to hand out copious amounts of *schokolade* to the children, as part of the celebrations of Meerdag, a local minor festival, they are worried that it might not happen.

To start off with, the characters likely have to get over their shock at being hired to investigate the disappearance of Mordenkainen, but further legwork reveals that the man in question is not the legendary wizard but instead is Hânz Mordenkainen, the owner of *Der Schokoladehuis*.

What has really happened is that Hânz has been taken captive by a minor demon called Grintzel that is desperately trying to impress Iuz by finding a way into the famed Obsidian Citadel. Grintzel is convinced that Hânz has closer ties to Mordenkainen than he actually does. If it can discover Hânz's so-called secret, then it may earn Iuz's favour and grow in power.

To complicate matters, the actions and motives of a handful of Schwartzbruin's bakers muddy the waters. In a complete red herring, they have been skulking about suspiciously and hiring scurrilous rogues to poke about in Hânz's business. However, this is nothing more sinister

than an attempt to get their hands on Hânz's secret *schokolade* recipe.

Getting into *Der Schokoladehuis* involves earning the trust of Schmenkel Greff, a trusted friend of Hânz and the brother of his wife Frédrika, who has a spare key to the enchanted locks that secure the establishment.

*Der Schokoladehuis* proves to be an interesting place, as Hânz and his staff all have some magical talents. A house full of animated confectionary constructs in a whimsical Disney-styled fashion, where the characters not only have to deal with Grintzel but a fearsome *Schokolade Golem* and a rare Gelatine (no, not Gelatinous) Cube. Hidden in its deep recesses, near where Hânz and Frédrika are being held captive by Grintzel, is an actual magical gateway to the Obsidian Citadel, but one that only transports non-living things.

### Running Mordenkainen's House of Chocolate

Before play starts, the DM should have each player make a number of rolls (ten is suggested) for using the following skills: Listen, Spot, and Sense Motive, and jot them down. When secret tests are called for these results can be used and crossed off, with the players none the wiser.

## INTRODUCTION EEN KLEIN WERK OFFEREN (A LITTLE OFFER OF WORK)

*There are few better places for a weary adventurer to rest in Schwartzbruin than in Der Aldboot, a friendly lakeside tavern at the end of Bakkerstrât. Here lake folk and landsmen mingle and swap outrageous yarns of their exploits, the horror of the Giant Two Headed Pike competing with the terror of the skiing ogres of the Winter Witch for the honour of the most lurid tale of woe. Meanwhile barmaids, their bottoms injured to the rigours of surreptitious pinches, nimbly wind their way through the crowd with trays of foaming ale tankards. Ah, you can keep your friendly Haagland inns but they can't compete with a busy city tavern for sheer exuberant atmosphere.*

*You were fortunate enough to secure a table when its previous occupants carried their comatose companion away, arguing volubly as to what explanation they should give to his presumably furious wife. A band of gnomish fiddlers almost nabbed the table before you, but weren't quick enough; they fingered their instruments and glared at you before disappearing into the crowd. The gods willing, they won't get a chance to play; gnomish fiddle tunes are an acquired taste.*

*Following a mammoth bowl of shellfish stew and 'interesting' pint of almost chewy ale you are able to put your feet up and relax. In a few days it will be Meerdag, a local festival recognising the gifts and vagaries of Lake Quag, so there's every reason to stay and celebrate with the locals. You've heard that the skiff regatta is a rambunctious affair, as local teams compete to prove who the best sailors in town really are. Sometimes you need a break from the rigours of adventure and heroism.*

*Your attention is drawn to a mop of unruly brown hair that appears at the far end of the table. Beady gray eyes peer over*

*the edge of the table as their owner raises himself on tiptoes to better look at you. Wiping away rogue snot that trickles from his nostril, the urchin politely attracts your attention with a high-pitched cry of "Oi!"*

The urchin in question is an orphan by the name of Tikke, a scruffy lad of eight who lives on the streets of Schwartzenbruin and survives on handouts from the Old Kerk and philanthropists like Hânz Mordenkainen. He has a mission to find a suitable bunch of heroes to help him and his friends with a problem.

☛ **Tikke:** Male human Com1.

An impudent little scoundrel destined to become a thief if he survives the 'apprenticeship' Tikke is a little lad who wears a collection of oversized cast off clothes. His ragged shoes don't match and he needs a good scrub or two, but for all that he's fairly healthy and in good humour.

He gives the characters a note scrawled on a tattered bit of paper (*Player Handout 1*), slap down a rusty old copper pfennig with a conspiratorial wink, and says that if they accept the offer "there's more where that came from!" He then leaves.

If stopped and asked about the nature of the employment then Tikke admits that "Herr Mordenkainen has gone missing and he has to be found before Meerdag." He won't give any more detail than that, insisting that the characters accompany him to meet with his "associates" where all can be explained.

The Green Pier is at the end of Bakkerstrât, not too far from *Der Aldboot*. If the characters are complete strangers to Schwartzenbruin they can easily get directions from someone in the tavern.

Should the characters take up Tikke's offer proceed to Encounter 1: Der Strâtkinder.

If they send Tikke packing or ignore the note then never fear. When they leave *Der Aldboot* there is a gaggle of children waiting for them outside. Proceed to Encounter 1: Der Strâtkinder regardless. Should players make a concerted effort to avoid the children, then take a moment to suggest this may be a silly choice and if they persist, well, there's no adventure and no rewards. That's the price for ignoring obvious plot hooks.

## ENCOUNTER 1: DER STRÂTKINDER (THE STREET KIDS)

Gathered around you are a dozen or more children, ranging in ages from about five to twelve. Perched on barrels and posts along the waterfront they stare at you expectantly. Though most are obviously street urchins, a few are better dressed and may have homes that they should be in.

A well-dressed girl of a dozen or so years, her blond hair tied in pig tails, steps forward and puts her hands on

her hips. With a nod at Tikke she says "Danke friends, for listening to us. You look like a heroic bunch." She pauses whilst her companions nod and mutter their assent. "How would you like to help us find a missing friend?"

The girl in charge is Ánnigje Goedmeeróver, a twelve year old lass whose father Édulf is a captain of a navy scout vessel. Ánnigje is a bossy little minx who is the boss of this little street gang. Though others interject, she is the one in charge and makes sure it stays that way.

☛ **Ánnigje:** Female human War1.

In addition to Ánnigje and Tikke, the most prominent child is Húgo, a ten-year old wizard's apprentice who's very smart and bit of a swot. If there are any particularly bright ideas that occur to the DM during negotiations they are most likely to be raised by Húgo. He has a pet toad called Möddi who he is convinced, and thus, so are the other kids, can detect lies. Möddi gets pointed dramatically at anyone who is talking. Strangely enough, Möddi actually is an enchanted toad and he *can* detect lies, croaking when someone does so.

☛ **Húgo:** Male human Wiz1.

☛ **Möddi the Toad:** hp 1; see Appendix I.

Assuming the characters agree to help, the kids then explain that they want the group to find out what has happened to Herr Mordenkainen. During the course of the negotiations the following information is given:

- Herr and Frau Mordenkainen, who run *Der Schokoladhuys* at the other end of Bakkerstrât, haven't been seen for days.
- Normally *Der Schokoladhuys* would be open for business at this time of year.
- Each year on festival days Herr Mordenkainen gives out lots and lots of *schokolade*. If he is missing this year there will be none!
- Herr Mordenkainen used to live in a big magical castle way to the West in the Yatil Mountains! (Hânz has told some of the kids a few sketchy tales of his time in the Obsidian Citadel.)
- Herr Mordenkainen is a magician! (He's entertained some of the kids with minor spells in the past.)
- That nasty Jörgen Broodmáken, the son of Húrd Broodmáken the baker, has been threatening that Herr Mordenkainen is a sneaky old warlock who'll "get what's coming to him."
- Jörgen is in a rival gang. They are horrible!
- Ánnigje's dad Édulf says that Húrd Broodmáken is a "shifty dodger who's as sneaky as a Meerslang". (A Meerslang, or 'lake snake', is a particularly sly water predator.)
- Hildi (one of the young girls) has seen some strange people lurking about *Der Schokoladhuys*. Frau Schwartzóvan, another baker, was seen talking to one of them at *Der Aldboot*. This was last week.

The DM should play up on the fact that maybe, just maybe, the kids are talking about *the* Mordenkainen. Of course, he isn't, but the players need not know that at the moment. Just imagine the incredulity.

Should any characters have the audacity to ask for payment (do they *really* expect to get paid by this bunch of kids?) the children rummage through their pockets and pouches to come up with the following pay offer between them:

- 20 pfennigs (That's 20 cp)
- A good conker
- 15 fine skipping stones
- A blue cotton ribbon
- A stale piece of bread
- An apple
- A small wooden doll with one leg missing
- A promise of a puppy from papa's bitch's next litter

The characters now have a number of options:

- If they decide to investigate Herr Mordenkainen, proceed to Encounter 2: Mordenkainen, Ik Clámen?
- If they decide to snoop around *Der Schokoladehuis*, proceed to Encounter 3: Búten Der Huis.
- If they decide to interrogate Jörgen Broodmáken and his chums, proceed to *Encounter 4: Der Ander Gang*.
- If they decide to investigate the strange skulking men, proceed to *Encounter 5: Rádselachtigheden*.
- If they decide to investigate Húrd Broodmáken or Frau Schwartzóvan, proceed to *Encounter 6: Bakkerstrát*.

However, if they wish to ask around they most likely have to wait until morning, as the people to ask questions to are probably abed.

It is possible for the team to split up and do the various encounters separately.

## ENCOUNTER 2: MORDENKAINEN, IK CLÁMEN? (MORDENKAINEN, I PRESUME?)

Apart from a few bakers who see him as an interloper using his ties to the wizard to steal away business that is rightly theirs, Hânz is well regarded in Schwardzenbruin. He is seen as a polite fellow who, though perhaps a little strange, is a decent and considerate neighbour. Nevertheless, there is no small amount of speculation about Hânz ties to Mordenkainen and he hasn't helped by refusing to speak about the matter. A successful Gather

Information check (DC 12) or a successful Diplomacy check (DC 15) test garners various pieces of news about Mordenkainen. Modify these numbers as appropriate to how the encounters are roleplayed.

Almost everybody in the vicinity around Bakkerstrát has an opinion about Hânz and thinks they know the truth. The DM should feel free to make up NPCs as desired, but three NPCs are provided, one each with positive, neutral and negative viewpoints.

Queltro Vissjäger is a young half-elf student wizard whose father owns an ink shop in the street over from Bakkerstrát. Queltro is a bookish fellow whose mind is filled with all sorts of 'fabulous' ideas. He speaks rapidly in a nasal voice. [POSITIVE]

Grigg Vosser is a local watchman. He keeps a close eye on the goings-on in his area and really only cares about potential troublemakers. A gruff fellow in his thirties, he is on the lookout for a wife. [NEUTRAL]

Fánni Zwiegel is a local spinster who showed interest in Hânz when he first came to Schwardzenbruin. Instead he met and married Frédrika, which put Fánni's nose out of joint. Fánni is a fish vendor whose plain look is not helped by the odour of her wares. [NEGATIVE]

The rumours circulating about Hânz are:

- Hânz has been in Schwardzenbruin for eight years, and has been married to Frédrika for seven. [TRUE]
- They live alone and have no children. [TRUE]
- Hânz and his wife Frédrika haven't been seen for a few days, which is unusual. [TRUE]
- Hânz and Frédrika had a loud row a few days ago. [FALSE]
- Hânz and Frédrika had a loud celebration a few days ago. [TRUE]
- Hânz Mordenkainen really is *the* Mordenkainen, assuming a guise for some obscure arcane reasons. [FALSE]
- Hânz Mordenkainen is *the* Mordenkainen's son or nephew. [FALSE]
- Hânz's most trusted friend in Schwardzenbruin is Schmenkel Greff, a dairyman over on Koestrát who is the brother of Hânz's wife Frédrika [TRUE]
- Some of Hânz's visitors are powerful wizardly associates of *the* Mordenkainen. [TRUE]
- Hânz and his visitors brew up strange magical concoctions within *Der Schokoladehuis*. [FALSE]
- *Der Schokoladehuis* is protected by obscure magic. [TRUE]
- *Schokolade* contains magical compounds that make those who eat it subject to spells of mind control cast by Hânz! [FALSE]
- No one knows how Hânz makes *schokolade*. [TRUE]
- Apart from barrels of milk, no one ever sees supplies delivered to Hânz, though stuff gets regularly shipped out. [TRUE]
- Some of the bakers, including Húrd Broodmáken, Stefánja Schwartzóvan, and Klós Fjoerbárd, would dearly like to see Hânz out of business. [TRUE]

- They put forward a petition to have Hânz ejected from the Bakers Guild, but it failed. [TRUE]
- They have hired some shady folk recently. [TRUE]
- These shady folk are assassins hired to make Hânz disappear. [FALSE]

## GOING TO THE WATCH THEMSELVES

The group may decide to bring the disappearance of the Mordenkainens to the Watch. If they do so Grigg Vossler has a look around, notes that there seems nothing suspicious other than the absence of the Mordenkainens, and explains that there's nothing he can do. Until an actual crime becomes obvious, the characters are alone in their investigation. We can't have NPCs doing their work, can we?

## ENCOUNTER 3: BÚTEN DER HUIS (OUTSIDE THE HOUSE)

*Der Schokoladehuis appears much like the other burgher's residences in this part of town, certainly from its frontage on Bakkerstrât. A two-story townhouse with a steeply gabled attic, the neatly whitewashed building is of wooden construction with a slate tiled roof. Cross-framed windows cover much of the façade.*

*The left side of the building houses the storefront. That door is recessed, flanked by windowed display areas where the shop's wares can be shown. At the moment the shelves appear to be empty and the door is closed and locked. Peering through the windows shows a shop front empty of people, and the shop bench is cleared.*

*On the right hand side is the residence, where the owners make their home. Its door too is closed and locked, and the front room is uninhabited. The furniture inside is of good quality; Herr Mordenkainen is not short of a pfennig or two.*

*Around the back of the house, accessed by a laneway wide enough for a single cart, is a walled yard. The wooden gate is closed, but you can easily look over it. In the yard is a small wooden building big enough to hold a cart or wagon, and what appears to be the outhouse. A neat stack of firewood is piled next to the single back door, which also appears shut and locked. Near the back corner of the yard, smoke rises from a grate in the ground, perhaps leading down to an underground oven?*

Every single door and window in *Der Schokoladehuis* is closed and locked. Further, they have all had *arcane lock* cast upon them as a matter of course, making entry without magic nigh impossible. A *detect magic* spell almost immediately reveals the spells upon the various portals.

The small building in the back yard is easily entered, as it isn't locked. It is a simple enough matter (no test required) to jump the gate and open it. Inside the building are a small cart and a single stall holding a horse. The horse, a gray mare called Schimkopi, has eaten all her hay and her water trough is nearly empty, a sign that no

one has seen to her in a day or two. She is also feeling a little lonely, and noses and sniffs at visitors, hoping for a pat. There is otherwise little of interest beyond what most people keep in their storage shed, tools and crates and such.

The grate does indeed lead down to the oven in the underground hot room. The grate is blackened by smoke and is tightly stuck in the ground. There is no way for anything but a minute creature (like an imp) to sneak down through this hole, and then they might roast to death in the oven below. The smoke seems to indicate a low fire, or perhaps a bigger fire that has been burning out for a day or so.

The outhouse contains nothing of interest to characters with a normal mindset.

The doors to the house are well built and not at all easy to break down. They would be hard enough to force open without the arcane lock on them, but much harder with the enchantment. The Open Lock and Strength test targets are listed below. Note that only two people at a time can try to force a door; two may force a ground floor window, and only one an upper story window.

### APL 2

☛ **Strong Wooden Doors:** 2 in. thick; Hardness 5; hp 20; Break (DC 35); Good Lock: Hardness 15; hp 30; Open Locks (DC 30).

☛ **Windows:** 2 in thick; Hardness 5; hp 15; Break (DC 25); Good Lock: Hardness 15; hp 30; Open Locks (DC 35).

### APL 4

☛ **Strong Wooden Doors:** 2 in. thick; Hardness 5; hp 20; Break (DC 35); Good Lock: Hardness 15; hp 30; Open Locks (DC 35).

☛ **Windows:** 2 in thick; Hardness 5; hp 15; Break (DC 25); Amazingly Good Lock: Hardness 15; hp 30; Open Locks (DC 40).

### APL 6

☛ **Strong Wooden Doors:** 2 in. thick; Hardness 5; hp 20; Break (DC 35); Amazingly Good Lock: Hardness 15; hp 30; Open Locks (DC 40).

☛ **Windows:** 2 in thick; Hardness 5; hp 15; Break (DC 25); Amazingly Good Lock: Hardness 15; hp 30; Open Locks (DC 45).

## SCRYING INSIDE THE HOUSE

The house is protected by a permanent *nondetection* spell, which stops any attempt to scry inside the house by spells such as *clairvoyance* or the like unless the caster can make a successful caster level check (DC 30) against the *nondetection*.

## IF SOMEONE USE THE CHIMNEY

A small character might be able to gain access through the chimney, should they make a successful Climb check

(DC 20) to get on the roof and a successful Escape Artist check (DC 30) to wriggle through the chimney. Failure on the Escape Artist check by less than 10 means the character could not succeed. By more than 10 means the character is stuck halfway, 6 feet from the chimney opening or the fireplace. Friends can push or pull the unfortunate person out, requiring a successful Strength check. Any check value over 15 is how many feet the character has been moved in that round. Each round the stuck character takes damage (APL 2 1d3; APL 4 1d4; APL 6 1d6)

## THE NEIGHBOURS

On the left of *Der Schokoladehuis* is *Drüfvót's Wijnvat*, a wine merchandiser. Relations between the *Drüfvót's* are cordial rather than intimate. On the right is *Winterbloem Kruidhuis*, the home of Widow Winterbloem, who is a gnome herbalist. Frau Winterbloem is a friend of Frédrika Mordenkainen; she swaps rare teas for *schokolade* treats. Both sets of neighbours take a dim view of people snooping about the house next door and call on the city watch if they suspect criminal intent on the part of the characters. Any attempt to force entry to the house, day or night, alerts the neighbours, and the watch arrives swiftly unless some appropriate magic is used to mask the noise.

If questioned, the neighbours have no idea where the Mordenkainens are. They have heard nothing of any absences and it is unusual for them to leave without at least a polite mention of travel. Should the characters come across as earnest and trustworthy, requiring a successful Diplomacy check (DC 15) then they are assisted as best the neighbours can. Frau Winterbloem knows that Frédrika's brother Schmenkel Greff has a spare house key.

## ENCOUNTER 4: DER ANDER GANG (THE OTHER GANG)

The other gang of children consists of the offspring of middle class burghers, most of who consider themselves better than their scruffy lower class contemporaries. Thus they are not to be found after dark as, being good little children, they are tucked in, safely at home. Only in daylight hours do they gather to haunt the nearby streets, trying to have fun and thumbing their noses at the other gang.

Chief amongst these children is Róli Smid, a large boy who is the son of the local smith. Róli is something of a bully, though he is no coward and stubbornly stands his ground when he should know better.

☛ **Róli Smid:** Male human Exp1.

Róli's sidekick is Bêrn Grülling, whose mother is officially a seamstress (but who supplements her income with

activities often attributed to 'seamstresses'). Bêrn picks up a bit of spare cash by soliciting clients for both his mothers vocations.

☛ **Bêrn Grülling:** Male human Com1.

Most likely the characters want to talk to Jörgen Broodmáken, the baker's son referred to by the Bakkerstrât kids. Despite the fact that he is at odds with the other gang, Jörgen is a pleasant enough eleven-year old boy. Like any young lad, if he gets the idea that the characters are real live adventurers he is highly impressed. Jörgen has a low opinion of Hânz Mordenkainen that he has picked up from his father and the other bakers. The rest of his gang has picked up their prejudice from him.

☛ **Jörgen Broodmáken:** Male human Com1.

The gang has the following opinions about Hânz Mordenkainen and other issues:

- Herr Mordenkainen is a sneaky wizard. He uses his sweets to befriend children who aren't careful and then takes them away and bakes them in his oven.
- No, they haven't any proof of this, but the wizard is surely too cunning to get caught!
- Herr Mordenkainen puts strange things in his *schokolade* to charm people.
- Jörgen's dad says Mordenkainen isn't even a proper baker anyway and the guild should throw him out.
- Frau Schwartzóvan has said that Herr Mordenkainen's wicked secrets will soon be revealed.
- They don't know why Herr Mordenkainen has disappeared. It must be some sort of evil wizardry that he's up to.

These children really aren't much help at all. They do, however, provide some amusing roleplaying opportunities. The DM should feel free to come up with appropriate red herrings as needed or desired.

## ENCOUNTER 5: RÁDSELACHTIGHÉDEN (SHADY CHARACTERS)

The shady folk in question are a pair of scoundrels who have been hired by Stefánja Schwartzóvan to try and steal Hânz's *schokolade* recipe. They are Frúdi Elngart, a bard, and ÊRbert Schoon, a rogue. Sadly for Frau Schwartzóvan, these two are as inept as they are disreputable.

Asking the locals at *Der Aldboot* and buying a drink or two, along with a successful Diplomacy check (DC 12) reveals the two that Frau Schwartzóvan talked to. The



person revealing the information notes that Frau Schwartzóvan doesn't often come into *Der Aldboot*, which is why her conversation with the pair was noted.

Frúdi and ÊRbert can usually be found lounging about in *Der Aldboot*. Though they now are in the employ of Frau Schwartzóvan, they would normally spend some of each day planning petty thefts and cons. Their abilities, however, do not match their aspirations. They are most definitely not assassins; they're far too incompetent for that.

❖ **Frúdi Elnsgart:** Female human Brd1; hp 6; see Appendix I.

Frúdi is the brains of the outfit, which it not saying all that much. Though not overly stupid, she has a tendency to act first and deal with the consequences later. She has one distinct advantage, a winsome smile that she uses to devastating effect, often to get out of trouble.

An attractive woman in her mid twenties, Früdi does her best to keep her short brown hair neat and maintains her clothes as well as she can despite their shabby state. She is vain and responds to flattery.

❖ **Rbert Schoon:** Male human Rog1; hp 6; see Appendix I.

Rbert is the junior partner of the pair, a foolish lad of some eighteen years who is hopelessly besotted by Früdi. He does whatever she says in an attempt to impress her. ÊRbert gets extremely jealous if Früdi shows other men attention, and tends to sulk and pout.

The lad is tall and gangly, but is nimble for all that. He has a mop of unkempt fair hair that often falls in his eyes, a collection of freckles, and an adam's apple that bobs up and down when he talks excitedly.

The pair really don't have all that much useful information, but they do have a few tidbits. Neither of them is particularly brave, so a successful Intimidate check (DC 15) does the trick. Diplomacy (DC 17) and Bluff (DC 15) are viable options as well.

Frúdi and ÊRbert know the following:

- They were hired by Stefánja Schwartzóvan to find out how Hânz Mordenkainen makes *schokolade*, and steal the recipe if necessary.
- Frau Schwartzóvan paid them a 10 gp retainer, with an agreed further 40 gp upon success.
- As yet they have not been successful, though they have determined that *schokolade* is very nice.
- They are not assassins!
- The Mordenkainens have been missing for a couple of days. They didn't see them leave.
- The doors and windows in *Der Schokoladehuis* are magically locked, making entry impossible.
- There may be a wizard poking his nose about; they saw a crow looking about the place on several occasions and they're sure it was the same crow. It acted intelligently.

## ENCOUNTER 6: BAKKERSTRÂT (BAKER STREET)

*Bakkerstrât houses the well to do burghers of Schwartzenbruin, their houses neatly lined side by side along the street. Roughly a third of the businesses are bakers, producing bread and other baked foodstuffs for the population, and giving the road its name. On the surface it appears to be a law abiding, friendly part of the city, but who knows what tensions and intrigues are lurking under the facade of civility. Time to find out...*

There are over half a dozen bakeries scattered along the length of Bakkerstrât. Guild regulations decree that Hânz Mordenkainen's business should also be counted in that number. Most of the bakers have little issue with this, accepting Hânz as a neighbour and a likeable hardworking man. Others, though, see him as a threat, particularly those whose profits have been eroded as the popularity of Hânz's *schokolade* has decreased the sales of their pastries.

Three bakers in particular, Hûrd Broodmâken, Stefánja Schwartzóvan and Klós Fjoerbârd, rely heavily on sweet pastry sales and wish Hânz to be removed from the area.

Hûrd Broodmâken, the father of the boy Jörgen, is the head of the oldest established bakery in Schwartzenbruin. He is a traditionalist who has no time for this *schokolade* foolishness. It isn't proper baking as far as he is concerned. Hûrd is in his late forties and is married for a second time to a much younger wife, Astred. He has two sons; Willem is in his late teens and the aforementioned Jörgen. He also has a daughter, Margit, who has married and left home. Hûrd is a pompous fellow with an air of self-importance. A man used to being listened to, he was most unhappy when his suggestion to eject Hânz from the Bakers Guild was ignored. Hûrd responds well, if condescendingly, to obsequiousness. The information he knows are listed below:

- Hânz Mordenkainen should not be considered a baker and does not deserve guild status. He is a pretentious outsider trying to use a fancy name to drum up business. [Diplomacy (DC 12)]
- It was Klós' idea to attempt to get Hânz ejected from the guild. Quite rightly Klós approached him to put forward the suggestion to the guild. [Diplomacy (DC 12)]
- He is going to try once more to have Hânz ejected, calling in some favours that guild members owe him. [Diplomacy (DC 18) <or> Bluff (DC 16) <or> Intimidate (DC 14)]
- Hiring assassins to kill Hânz? What a ridiculous idea. Outrageous! [Just ask – no check]

- He has heard that Stefánja has hired some scoundrels to investigate Hânz. He has no involvement with this. [Diplomacy (DC 15)]

☛ **Hûrd Broodmáken:** Male human Exp6.

Stefánja Schwartzóvan is a widow who has inherited her dead husband's bakery. A woman with an eye for money, her interest in removing Hânz is purely economical. She is a very attractive woman in her late twenties, very personable and charismatic. Stefánja can be ruthless in business dealings and she may stoop to dubious tactics to deal with the competition, but murder is not for her. Attractive or charismatic males best handle her, for she has an eye for a nice chap. She has no interest in marriage, enjoying her independence, but she won't turn up a fun dalliance if the opportunity arises. She tends to be cooler toward attractive women as she likes being the prettiest female in a given situation, using her looks and charm to her advantage. The information she knows are listed below:

- Hânz Mordenkainen is an obstacle. He is a nice enough fellow, but the popularity of his *schokolade*, a secret he won't share, is damaging Stefánja's business. She has to look after her own interests. [Diplomacy (DC 12)]
- It was Klós' idea to attempt to get Hânz ejected from the guild. She went along with the proposal as a tactical decision. [Diplomacy (DC 12)]
- She has nothing personal against Hânz. In fact, aside from business concerns she finds him a likeable and attractive man. If things were different and he weren't married... [Diplomacy (DC 13)]
- She has hired a couple of sneaks to try to steal Hânz's *schokolade* recipe. She may have hired the wrong people, though, as the pair seem rather inefficient. [Diplomacy (DC 20) or Bluff (DC 18) or Intimidate (DC 16)]
- She's willing to pay up to 100 gp for the recipe if someone else were to get it... [Diplomacy (DC 20)]
- She has not hired any assassins to kill Hânz. She doesn't want him dead. Really! [Just ask – no check]
- Hûrd Broodmáken is a stuffy traditionalist who doesn't like *schokolade*. But he's unlikely to want to actually hurt the Mordenkainens. [Diplomacy (DC 12)]
- Klós Fjoerbárd is a petty little fool who harbours grudges. He'll likely be out of business soon anyway, but he blames Hânz for rejecting his partnership offer. If assassins have been hired, he'd be the one to have done so. [Diplomacy (DC 12)]

☛ **Stefánja Schwartzóvan:** Female human Exp3.

Klós Fjoerbárd runs a smaller bakery, and his business is tight. A few years ago he approached Hânz with a proposition for a partnership, but Hânz said no. Klós, a whippet thin man in his early thirties, is now motivated

by revenge. He is struggling with his business too much to spare time to get married, which galls him, especially as Hânz seems to have struck lucky. Not only that, but Klós's elderly widowed mother Anja is in his care and looking after her takes what little spare time he has left. Klós is bitter and self-pitying, responding best to sympathy. The information he knows are listed below:

- Yes, it was his idea to try to get Hânz ejected from the guild. The man doesn't make much bread anyway. [Diplomacy (DC 12)]
- Given a chance, he'd happily give Hânz Mordenkainen a good thrashing. It's what the man deserves for being such a selfish sod. [Diplomacy (DC 12)]
- He's heard Stefánja Schwartzóvan has hired assassins to do away with Hânz. From what he's heard of her husband's death, he wouldn't put it past her. [Diplomacy (DC 15)]

☛ **Klós Fjoerbárd:** Male human Exp2.

More information can be gained by asking other residents on Bakkerstrât:

- Hûrd was widowed several years ago. He has subsequently remarried, but he first courted Frédrika Greff (now Mordenkainen) and she rebuffed his advances. He bears a grudge against Hânz because of this.
- Stefánja's husband, Gurno, was a hale and healthy fellow who died from a sudden illness. Now Stefánja owns the business. Some find Gurno's death suspicious at the very least.
- Klós Fjoerbárd tried to convince Hânz to form a partnership when Herr Mordenkainen first set up his business. Hânz said no, probably because Klós isn't all that good a baker.
- It is unlikely that Hânz would ever be ejected from the guild. People are too scared of the name Mordenkainen to be so unwise.
- Hânz's brother-in-law, Schmenkel Greff, seems to be able to get in and out of *Der Schokoladehuis* as he wishes. He lives on Koestrât on the outskirts of the city.
- No one has seen the Mordenkainens for a day or two. They certainly haven't been seen leaving.

## ENCOUNTER 7: DER SCHÓNBRÁR (THE BROTHER-IN-LAW)

Schmenkel Greff, Hânz's brother-in-law, is a dairyman who lives at the end of the Koestrât outside the city walls in the southwest district. He met Hânz when he was looking for a supplier of milk for his *schokolade*. The pair reached an amiable business arrangement and became friends. When Hânz fell for Schmenkel's sister Frédrika

and married her, the friendship between the two men became even stronger.

Schmenkel lives at a dairy farm called *Der Greff Melkpakten* with his wife Lotta and two teenage sons Ottó and Viktor. His widowed father Jappe, is suffering from the early stages of senile dementia, also lives with the family.

On the day the characters arrive Schmenkel and Ottó leave at dawn with Grót Bertie, a stud bull, to travel to a farm some few miles away to let the bull do his stuff. They won't return until an hour before sunset. Should the characters arrive at the crack of dawn they meet Schmenkel and Ottó leaving. If they arrive later, the pair has already departed, and if they arrive in the late afternoon they encounter them returning.

### **The characters arrive as Schmenkel is leaving or returning**

As luck would have it (doesn't it always?) a wasp in a black mood decides to relieve its tensions by stinging Grót Bertie just as the group is approaching. The pained and enraged bull breaks away from Schmenkel and Ottó and charges blindly at the group. In the chaos that ensues allow five rounds of 'combat' with the angry bull before the Greffs can calm Grót Bertie down. Should any character wish to do this it requires an appropriate spell or a successful Handle Animal check (DC 18). If someone can successfully grapple Grót Bertie and hold him for two rounds the bull is so surprised he calms down. After the five rounds are up, the Greffs' efforts succeed in placating the beast.

## **ALL APLS**

➤ **Grót Bertie, Bull (Bison):** hp 37; see Appendix I.

Once the fracas is over the characters can talk with Schmenkel. It requires a Diplomacy check (DC 15) to earn his trust and convince him of Hânz's and Frédrika's disappearance, and that the characters' intentions are good. If the characters calmed Grót Bertie without any damage (real or stun) then apply a +5 circumstance modifier to the check. If Grót Bertie was seriously injured or killed apply a -5 circumstance penalty to their check.

If the characters can convince Schmenkel of their concerns about Hânz then he loans them the key to *Der Schokoladehuis*. This is an enchanted key that bypasses the spells on any of the external doors or windows in the house in addition to its normal function as a key. It does *not* open the portal to the attic.

### **The characters arrive whilst Schmenkel is away**

Lotta and Viktor are quite busy tending to the running of the farm, whilst Jappe is out in the fields talking to an old bull that was once his favourite. They can impart knowledge as detailed later but they do not have access to the spare house key to *Der Schokoladehuis*. Lotta and Viktor are dismayed to hear of Hânz and Frédrika's disappearance if they can be convinced of the truth and trust the characters. (Diplomacy, DC 15.)

It is suggested that the characters either travel the five miles to *Der Vatheuvel Melkpakten* to talk with Schmenkel or wait until his return later in the day.

### **The characters travel to Der Vatheuvel Melkpakten**

It is an easy five-mile journey north along the lakeshore to get to the other dairy. The proprietor, Klérk Haffen had a stroke of misfortune recently when his stud bull was killed by 'something' that slithered out of the lake and ate it. Luckily he has a good friend in Schmenkel, who has taken Grót Bertie along to help out.

When the characters arrive at the farm that same angry wasp has just stung Grót Bertie, throwing the characters into the same encounter as if they had met Schmenkel going or returning.

### **What the Greffs know**

Related to Hânz as they are by marriage, Schmenkel and his family know the truth about his background. They can impart the following knowledge to the characters if they decide to trust them:

- Hânz took the name Mordenkainen to honour his former employer, the famous wizard.
- Hânz once worked at the Obsidian Citadel as a baker.
- *The Mordenkainen* has a sweet tooth; he is Hânz's supplier of key ingredients.
- They don't know how the supplies are delivered, but they do know they come from *the Mordenkainen*.
- Hânz's family name before he changed it was Strussinger.
- He is not involved in any strange magical conspiracies.
- He does know a few spells, though he is no great magician himself.
- Frédrika learned only recently that she is pregnant, after years of having tried to have children.
- The external doors and windows are all magically closed.
- The spare key given to Schmenkel bypasses the enchantments.
- Hânz's business is expanding and he has been talking of taking on apprentices.
- Neither Hânz nor Frédrika have made any mention of travelling anywhere. By all accounts they should be at home running the business.
- They know nothing of the golem or the cube, which have always been hidden in the basement when they've visited, as such magic would likely frighten them. They know that Frédrika has a 'cleaner'.

### **The Key**

If the DM feels the characters have earned the Greff's trust, they may be given the key. Otherwise, Schmenkel likely accompanies them back to *Der Schokoladehuis*.

The key itself is large and golden (6 inches long) with a number of obscure runes engraved upon it. Anyone using *detect magic* on the key can learn several things.

Those marked with an asterisk can be learned via a successful Spellcraft check (DC 18). The actual spells can be identified with a successful Spellcraft check (DC 30).

- \*The key has some permanent enchantments upon it.
- \*One is an Abjuration spell.
- This spell is a form of the *arcane lock* spell.
- \*One is a Transmutation spell.
- This spell is a form of the *knock* spell.
- \*One is another Transmutation spell.
- That spell is a *control construct* spell.

## ENCOUNTER 8: DER SCHOKOLADEHUIS (THE HOUSE OF CHOCOLATE)

Now that you have the means to enter *Der Schokoladehuis*, perhaps you might locate the missing Mordenkainens. From what you have heard, they are decent people, the sort of people who might be missed. Perhaps amongst the well-appointed belongings that appear to fill the house, you might find some clues to help you get to the bottom of the mystery. First things first, though, what's that slithering noise?

Once the characters have gained entry, they can see that the Mordenkainens are obviously quite wealthy, but are living within their means. Their house is furnished with quality items, understated in style and not at all ostentatious. These people like to live well but are not show-offs. They have a few paintings on the walls and good quality rugs, and all the furnishings are hand crafted by skilled experts. A burglar could make a small fortune if they successfully robbed this residence.

There are two main defenses inside the house, one intended as such, and the other inadvertently so. One is the house defender and carrier of heavy objects: the *schokolade* golem. The other is the house cleaner, the gelatine cube. Both are detailed in the appendices.

The *schokolade* golem attacks intruders on sight. It is big, strong and quite dangerous. However, the *control construct* spell on the key, if the characters have it, can be used to stop the golem. All that needs be done is to wave the key before the golem and give it commands. Should the characters have previously examined the key and learned about the Transmutation spell, then allow a Spellcraft check (DC 20) to realise that it may have been a control spell. If they identified the *control construct* spell already, then let them remember this themselves.

### APL 2 (EL 5)

🔪 **Schokolade Golem**, **Advanced**: hp 27; see Appendix I.

### APL 4 (EL 7)

🔪 **Schokolade Golem**, **Advanced**: hp 55; see Appendix I.

### APL 6 (EL 9)

🔪 **Schokolade Golem**, **Advanced**: hp 70; see Appendix I.

The gelatine cube is an experiment, like the golem. It is far less dangerous than a real gelatinous cube because it can be seen easily, and it doesn't have corrosive qualities. This single-minded creature slides around the house and cleans up for the Mordenkainens. It tries to avoid moving creatures, but it engulfs anyone silly enough to get in its way. Unfortunately it is unfamiliar with the concept of backing up, and slowly presses forward, even when being attacked and grievously wounded.

### APL 2 (EL 2)

🔪 **Gelatine Cube**: hp 49; see Appendix I.

### APL 4 (EL 4)

🔪 **Gelatine Cube**, **Advanced**: hp 80; see Appendix I.

### APL 6 (EL 6)

🔪 **Gelatine Cube**, **Advanced**: hp 130; see Appendix I.

The DM may choose how best to use these creatures to present the best challenge to the players. It is suggested that the cube be encountered in the corridors or stairways, giving the characters little room to maneuver. The golem might best encounter them when they are in one of the rooms, blocking the exit. It can, of course, be heard coming with a successful Listen check (DC 12).

A description of the main rooms of *Der Schokoladehuis* follows:

**1 Shopfront:** The public entry to *Der Schokoladehuis* is a simple room, split in two by a serving bench. In the back half a doorway leads to the storeroom, flanked by shelves of *schokolade*. Next to the entrance are two window boxes, where displays of the shops wares can be laid out for public view.

**2 Shop Store:** This back room is where supplies of ready-for-sale *schokolade* are stored on shelves. A doorway leads through to the stairs leading down to the cellar, and is faced by a door leading to the private part of the house.

**3 Family Room:** This well appointed room is dominated by a large dining table that can seat eight. Two comfortable chairs sit, each near a front window, and there is a fireplace in the back corner. Several knick-knacks are displayed on shelves around the walls, evidence that the family has some money.

**4 Kitchen:** A simple kitchen, the domain of Frédrika for the most part. Little of interest is here, though

characters short of a weapon might arm themselves with a sharp knife or two.

**5 Pantry:** There is nothing at all unusual about the pantry, though it is well stocked.

**6 Mordenkainens' Bedroom:** A simple bedroom with a large comfortable wooden bed and a fireplace in the corner. There is a large standing mirror near the door and chests containing private things under the bed. The usual personal effects are here as well, once again showing the Mordenkainens to be well-to-do people with taste.

**7 Bedroom:** A simple spare bedroom set aside for an apprentice, most likely. It shows no signs of recent habitation.

**8 Study/Guest Room:** The guest room is also used by Hânz as his study. His private papers as well as his spellbook are kept locked in a drawer in the desk (Good Lock with *arcane lock* (DC 40) to pick). A number of tomes and scrolls on interesting subjects are kept in a small private library held in the shelves between the two beds.

**9 Attic:** The cluttered attic is used by the Mordenkainens to store belongings rarely used, as well as travelling trunks. Frédrika stores their clothes up here as well. It is a cramped space with a triangular cross-section, and only a single window to let what light there is filter through. In the back right corner is a hidden storage space (see 10 below) which has a secret door (Search (DC 20) to find). To open the door, there is a small sliding panel next to it in the ceiling, where a latch can be released.

**10 Hidden Storage:** Frédrika Mordenkainen is bound and gagged in this space. Should she notice movement in the attic she tries to make some noise to get help. Characters in the attic (9 above) may make a Listen check (DC 20) to see if they hear something. This may give them a hint about the secret door.

☞ **Frédrika Mordenkainen:** Female human Com2.

Frédrika is an attractive sandy-haired woman in her early thirties. She is in the middle of a pregnancy at the time. Friendly and charitable by nature, she is not at her best, having spent almost two days locked in a cramped storage space. She knows the following useful information:

- She was in the kitchen some day or two ago when something small and invisible landed on her shoulder. Something sharp jabbed into her neck and a nasty little voice ordered her to walk upstairs. Then she was blindfolded and aware of a small leathery person tying her up.
- She was asked about *the* Mordenkainen and what she knows about him. Frédrika knows very little, but the 'visitor' didn't believe her and kept asking for details about the secret entrance to the Obsidian Citadel.

- She doesn't know where her husband is right now, but she is very worried about Hânz.

**11 Blending/Tempering Room:** The cellar contains Hânz's main work area. All that is necessary to make *schokolade* from its base ingredients can be found here, much of which is unfamiliar to the characters. The various items are listed individually below.

Unless the characters are very quiet, as soon as they enter this area, Grintzel the imp hears them from where he is holding Hânz in the hot room (14). His reaction is detailed in *Encounter 9: Der Dúvel*.

There are two secret doors in the room, both of them very hard to find. The one underneath the stairwell leads to the Teleport Closet (12) and needs a Search (DC 25) to discover. There is a 3-inch diameter spring-backed panel in the wall that can be pushed in and down to reveal a keyhole. This can be opened with Hânz's master key, but not the spare key, and is protected by an *arcane lock* spell as well as being hard to pick.

- APL 2: Open Lock (DC 40)
- APL 4: Open Lock (DC 45)
- APL 6: Open Lock (DC 50).

The other secret door is hidden behind the barrels in the back corner. It has not even been found by the Mordenkainens, and leads to an old family crypt (13) holding the remains of previous residents. This requires a Search check (DC 30) to discover, and is opened by pushing two bricks low down on the adjacent wall. These bricks are currently hidden by a barrel, resulting in the higher difficulty to find.

An obvious doorway in the far side wall leads to the hot (14) and cool (15) rooms.

**A Fermenting Casks:** These two large casks are where the cocoa beans are fermented for around a week in the first step of the *schokolade* making process. Needless to say, the smell when they are opened can be overwhelming.

**B Conching Vats:** Sugar, milk, *schokolade* liquor and cocoa butter are mixed in varying amounts, a process called conching. The vat nearest the wall is the *schwartzchokolade* mix, whilst the other is the *melkschokolade* mix.

**C Tempering Vats:** The *schokolade* is slowly heated and then cooled in these vats, in the 'tempering' process.

**D Cutting Table:** This sturdy wooden table is where the *schokolade* is cut prior to shelving and sale.

**E Liquor & Butter Casks:** These casks stacked neatly in the corner contain the *schokolade* liquor and cocoa butter vital to make *schokolade*.

**F Butter Press:** This large metal contraption is used to press the fat out of the *schokolade* liquor. This fat is

collected and becomes cocoa butter. If characters play around with the press they could suffer a nasty accident.

✦ **Butter Press:** CR 1/4; Accident occurs on 1 on d10 (1d6 crush damage); Reflex save (DC 14) avoids.

**G Storage Shelves:** Various tools and ingredients vital for the making of *schokolade* are stored in these shelves.

**12 Teleport Closet:** This closet is what the imp Grintzel would be interested in. It appears to be an ordinary closet containing a large sack of exotic (cocoa) beans, except for the magical symbols engraved on the floor. A successful Spellcraft check (DC 20) reveals that there is a teleport spell bound here. A success (DC 25) reveals that it is triggered by some external stimulus. A total success (DC 35) reveals that there is defensive magic tied into the enchantment as well.

This closet is used by Hânz to receive his supplies of sugar and cocoa beans from the Mordenkainen, and to send supplies of *schokolade* back. Only non-living items can safely be transported, anything living would not survive the journey.

Once again, Hânz's key is necessary to activate the teleport spell, as well as the utterance of a secret phrase known to him. There is no chance of inadvertent activation.

**13 Secret Crypt:** Long departed former residents of the dwelling built this crypt to house the remains of important family members. Nobody has been in this room for over a century. It is dusty and smells of decay. The mummified remains of the deceased are shelved in alcoves, which are each arranged to have three 'bunks'. There are five alcoves, all occupied; thus there are 15 corpses in the room, five of which have no heads. They have been interred in burial finery with funeral goods. Should the characters have no qualms about grave robbing, they might make a tidy profit by looting valuable jewels and gems from the crypt.

The DM should exploit players' natural tendency to view corpses as potential undead and play up to their fears, emphasising the spooky atmosphere of the crypt. These corpses are very, very dead, of course, and have no association with the prefix 'un'.

#### Treasure:

APL2-loot (500 gp = 100 gp/character)  
APL4-loot (700 gp = 140 gp/character)  
APL6-loot (1,000 gp = 200 gp/character)

**14 Hot Room:** This room is magically enchanted to maintain a warm temperature. It is noticeably hotter and drier than the corridor outside and characters soon break into a sweat. The room has a pleasant odour of roasted beans. Against the back wall is a large oven in which dried cocoa beans can be roasted. A low fire is still burning. In front of the doorway against the side wall are drying racks where fresh cocoa beans are, well, dried.. In the adjacent

corner are large bags full of either fresh or dried cocoa beans.

Grintzel the Imp has Hânz held captive in this room, trying to extract the secret of the way to enter Mordenkainen's Obsidian Citadel. Hânz is jammed uncomfortably across one of the drying racks, his hands and feet bound. Further details on dealing with Grintzel can be found in *Encounter 9: Der Dúvel*.

**15 Cool Room:** This small room is magically enchanted to maintain a chill temperature. It is noticeably cooler than the corridor outside. Against the back wall are a number of barrels containing milk. In front of the doorway against the side wall is a storage rack where cooling blocks of *schokolade* are stored. In the adjacent corner are large bags full of raw sugar. Apart from these delights the room is empty.

## ENCOUNTER 9: DER DÚVEL (THE DEVIL)

Grintzel is not expecting the arrival of a group of dangerous adventurers, but adapts quickly. Initially he uses *invisibility* and *telepathy* to distract and confuse the characters. Voices in the head whispering advice can be quite disturbing. He also uses *suggestion* on the person displaying the least willpower, typically a brawny looking fighter.

If worse comes to worst he uses its *dust of illusion* to further confuse the group, calling up 'reinforcements' or perhaps disguising someone as a fake enemy. If forced into melee combat he uses hit and run tactics, or perhaps uses his poison stinger to take someone hostage.

It is important to note that Grintzel waits and observes the characters actions first. If it appears that they are going to spoil his plans he starts to bother them as described above.

Should Grintzel be spotted, he uses threats and bluster, claiming its bigger reinforcements are just nearby. If its position becomes too untenable he tries to escape, and if that is impossible he pleads piteously for his life. He uses the remaining *dust of illusion* as a bargaining chip if necessary.

Grintzel's best avenue of escape is through the oven, as it is immune to fire and can squeeze through the bars of the grate at the top of the oven's chimney, in the back yard as previously detailed.

### APL 2 (EL 2)

✦ **Grintzel the Imp:** hp 13; see Monster Manual.

Possessions: *dust of illusion* (1 use)

### APL 4 (EL 4)

✦ **Grintzel the Imp, Advanced:** hp 32; see Appendix I.

## APL 6 (EL 6)

➤ **Grintzel the Imp:** Male imp Rogz, Advanced: hp 40; see Appendix I.

## CONCLUSION: EEN ZÓTUITKÓMEN (A SWEET RESULT)

Needless to say, Hânz and Frédrika are overjoyed to be rescued, and are appropriately grateful. For a start they reward the characters with quite a large amount of *schokolade*. The characters may choose to eat this, but even after a good munch they have a lot left, and it becomes apparent that *schokolade* is rare. People pay an awful lot for it, especially the more distant they are from Schwartzenuin. Der Schokoladehuis is the only place in Perrenland that produces *schokolade*, and though Hânz sets fair prices, the characters can make a killing on a careful sale.

➤ **Hânz Mordenkainen:** Male human Exp4/Wiz2; hp 20; see Appendix I.

Hânz allows each arcane spellcaster in the group access to his spellbook so that they may each copy one spell of their choosing.

The children of Schwartzenuin, most of them anyway, are overjoyed that Herr Mordenkainen has reappeared before the festival and they do receive *schokolade*. Unable to reward the players with money or riches, they remember them as friends and can act as eyes and ears in Schwartzenuin. The characters have earned the favour of *der kinder* of Schwartzenuin.

### Treasure:

APL 2 5kg of *Schokolade* (500gp)  
APL 4 7kg of *Schokolade* (750gp)  
APL 6 10kg of *Schokolade* (1,000gp)

### Favour of *der Kinder* of Schwartzenuin

You have impressed the children of Perrenland's biggest city and most consider you a hero. They trust you and help you however they can. You have a +2 bonus to Gather Information checks when investigating common rumours in Schwartzenuin.

### 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 to each character.

### Encounter 7: Der Schönbrár

Stop Grót Berti's rampage.

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

### Encounter 8: Der Schokoladehuis

Defeat the golem.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP

### Encounter 9: Der Dúvel

Defeat Grintzel.

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

### Conclusion: Een Zótuikómen

Rescue the Mordenkainens.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

### Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

### Total Possible Experience

APL 2	300 XP
APL 4	510 XP
APL 6	690 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

### **TREASURE KEY:**

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

#### **Encounter 8: Der Schokoladehuis**

Looting the hidden crypt.

APL 2: L: 0gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 140 gp; M: 0

APL 6: L: 0 gp; C: 200 gp; M: 0

#### **Encounter 9: Der Dúvel**

Defeat Grintzel and take any remain *dust of illusion*.

APL 2: L: 0 gp; C: 0 gp; M: *dust of illusion* (1 use) (Value 75 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *dust of illusion* (2 uses) (Value 150 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *dust of illusion* (4 uses) (Value 300 gp per character).

#### **Conclusion: Een Zótuikómen**

Rescue the Mordenkainens.

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 150 gp; M: 0

APL 6: L: 0 gp; C: 200 gp; M: 0

Access to one spell per arcane spellcaster from Hânz's spellbook

#### **Favour of *der Kinder* of Schwarzenbruin**

You have impressed the children of Perrenland's biggest city and most consider you a hero. They trust you and will help you however they can. You have a +2 bonus to Gather Information checks when investigating common rumours in Schwarzenbruin.

#### **Total Possible Treasure**

APL 2: 275 gp

APL 4: 440 gp

APL 6: 700 gp



## APPENDIX I: NPCs

### ENCOUNTER 1: DER STRÂTKINDER

➤ **Möddi the Toad:** CR 1/10; Diminutive animal; HD 1/4d8; hp 1; Init +1; Spd 5 ft.; AC 15 (touch 15, flat-footed 14); Atk –; SA –; SQ *Discern lies*; AL N; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

*Skills:* Hide +21, Listen +5, Spot +5.

*SQ: Discern lies:* As the spell of the same name cast as though cast by a 10<sup>th</sup> level cleric, but with a permanent duration.

### ENCOUNTER 5: RÁDSELACHTIGHÉDEN

➤ **Frúdi Elnsgart:** Female human Brd1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk -1 melee (1d6-1/18-20, rapier) or +1 ranged (1d4-1, sling); SA Spells; SQ Bardic music, bardic knowledge; AL CN; SV Fort +0, Ref +3, Will +1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 14.

*Skills and Feats:* Bluff +6, Diplomacy +4, Gather Information +4, Hide +3, Innuendo +0, Listen +1, Move Silently +3, Perform +6; Dodge, Run.

*Possessions:* dagger, rapier, sling, 10 bullets.

*Spells Known:* (2; base DC = 12 + spell level): 0 – daze, light, mage hand, prestidigitation.

➤ **Rbert Schoon:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +3 ranged (1d4+1, sling); SA Sneak attack; AL CN; SV Fort +0, Ref +5, Will –2; Str 12, Dex 16, Con 11, Int 9, Wis 7, Cha 9.

*Skills and Feats:* Balance +5, Climb +5, Disable Device +3, Escape Artist +5, Hide +7, Jump +3, Move Silently +7, Open Lock +7, Pick Pocket +7, Use Rope +5; Ambidexterity, Run.

*Possessions:* dagger, leather armor, short sword, sling, 10 bullets, thieves' tools.

### ENCOUNTER 7: DER SCHÓNBRÁR

#### All APLs

➤ **Grót Berti, Bull (Bison):** CR 2; Large Animal; HD 5d8+15; hp 37; Init +0; Spd 40 ft.; AC 12 (touch 9, flat-footed 12); Atk +6 melee (1d8+6, butt); SA Stampede; SQ Scent; AL N; SV Fort +7, Ref +4, Will +1; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

*Skills:* Listen +8, Spot +5.

### ENCOUNTER 8: DER SCHOKOLADEHUIS

#### APL 2 (EL 5)

➤ **Schokolade Golem:** CR 5; Large construct; HD 5d10; hp 27; Init –1; Spd 20 ft. (can't run); AC 18 (touch 8,

flat-footed 18); Atk +7 melee (2d8+5, 2 slams); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1, immune to piercing and slashing; AL N; SV Fort +1, Ref +0, Will +1; Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1.

*Berserk (Ex):* When a schokolade golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

*Construct:* Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

*Magic Immunity:* The schokolade golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, without a saving throw. Fire-based effects *slow* the golem (as the spell) for 2d6 rounds and melt it, dealing 1d12 points of damage, without a saving throw. Anyone within 10 ft. of, or passing through, a melted schokolade golem must make a Reflex save (DC 15) or be *entangled* (as the spell).

#### APL 4 (EL 7)

➤ **Schokolade Golem, Advanced:** CR 7; Large construct; HD 9d10; hp 55; Init –1; Spd 20 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +10 melee (2d8+5, 2 slams); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1, immune to piercing and slashing; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1.

*Berserk (Ex):* When a schokolade golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

*Construct:* Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

*Magic Immunity:* The schokolade golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, without a saving throw. Fire-based effects *slow* the golem (as the spell) for 2d6 rounds and melt it, dealing 1d12 points of damage, without a saving throw. Anyone within 10 ft. of, or passing through, a melted schokolade golem must make a Reflex save (DC 15) or be *entangled* (as the spell).

## APL 6 (EL 9)

☛ **Schokolade Golem, Advanced:** CR 9; Large construct; HD 13d10; hp 70; Init -1; Spd 20 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +13 melee (2d8+5, 2 slams); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1, immune to piercing and slashing; AL N; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a schokolade golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity:** The *schokolade* golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, without a saving throw. Fire-based effects *slow* the golem (as the spell) for 2d6 rounds and melt it, dealing 1d12 points of damage, without a saving throw. Anyone within 10 ft. of, or passing through, a melted *schokolade* golem must make a Reflex save (DC 15) or be *entangled* (as the spell).

## APL 2 (EL 2)

☛ **Gelatine Cube:** CR 2; Large ooze; HD 3d10+27; hp 49; Init -5; Spd 15 ft.; AC 4 (touch 4, flat-footed 4); Atk +1 melee (1d6, slam); SA Engulf, paralysis; SQ Blindsight, electricity immunity, ooze; AL N; SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 18, Int -, Wis 1, Cha 1.

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt

opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

## APL 4 (EL 4)

☛ **Gelatine Cube, Advanced:** CR 4; Large ooze; HD 7d10+43; hp 80; Init -5; Spd 15 ft.; AC 4 (touch 4, flat-footed 4); Atk +4 melee (1d6, slam); SA Engulf, paralysis; SQ Blindsight, electricity immunity, ooze; AL N; SV Fort +6, Ref -3, Will -3; Str 10, Dex 1, Con 18, Int -, Wis 1, Cha 1.

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

## APL 6 (EL 6)

☛ **Gelatine Cube, Advanced:** CR 6; Huge ooze; HD 11d10+86; hp 130; Init -5; Spd 15 ft.; AC 3 (touch 3, flat-footed 3); Atk +6 melee (1d8+4, slam); SA Engulf, paralysis; SQ Blindsight, electricity immunity, ooze; AL N; SV Fort +9, Ref -2, Will -2; Str 18, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

## ENCOUNTER 9: DER DÚVEL

### APL 4 (EL 4)

☛ **Grintzel the Imp, Advanced:** CR 4; Tiny outsider (evil, lawful); HD 6d8; hp 32; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15); Atk +11/+6 melee (1d4 plus poison, sting); SA Spell-like abilities, poison; SQ Damage reduction 5/silver, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; SR 5; AL LE; SV Fort +5, Ref +8, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

**Skills and Feats:** Hide +19, Listen +9, Move Silently +9, Search +9, Spellcraft +9, Spot +9; Dodge, Weapon finesse (sting).

**Possessions:** *dust of illusion* (2 uses).

### APL 6 (EL 6)

☛ **Grintzel the Imp: Male imp Rog2, Advanced:** CR 6; Tiny outsider (evil, lawful); HD 6d8+2d6; hp 40; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15); Atk +12/+7 melee (1d4 plus poison, sting); SA Spell-like abilities, poison, sneak attack; SQ Damage reduction 5/silver, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2, evasion; SR

5; AL LE; SV Fort +5, Ref +11, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

**Skills and Feats:** Hide +21, Listen +12, Move Silently +12, Search +11, Spellcraft +12, Spot +12; Dodge, Flyby Attack, Weapon finesse (sting).

**Possessions:** *dust of illusion* (4 uses).

List most of his devilish kin, Grintzel is a thoroughly despicable creature. He is totally self-interested, cares little about others and cheats and lies often. However, if he can be made to give its word, something he goes to lengths to avoid, he must keep it. Of course, he needs only stick to the letter of any promise he makes, and he always looks for loopholes.

Like most imps, Grintzel uses guile and cunning rather than direct force in combat. He puts his spell-like abilities and *polymorph* to good use, using hit-and-run tactics if forced into an extended battle, something he avoids at all costs. While he has the upper hand, he is a brash little creature who enjoys taunting and mocking his opponents. Should things go badly, however, he flees at the first opportunity, and whines and pleads piteously for mercy if he cannot get away.

Grintzel is fiercely ambitious; it is his driving motive. He desperately wants to impress Iuz so that he can be elevated in the ranks, so to speak. Thus his big plan, as soon as it heard the name Mordenkainen while skulking about on nefarious deeds in Schwartzbruin, he hit upon the idea of finding some weakness of the wizard's that he could report to Iuz. Grintzel is convinced that Hânz Mordenkainen has closer ties to the wizard than is the real truth, and that he knows far more about the Obsidian Citadel than he says. He hopes to learn a way to infiltrate the Citadel and earn glorious rewards from Iuz and isn't prepared to let truth stand in the way of his ambitions.

☛ **Hânz Mordenkainen:** Male human Exp4/Wiz2; CR 5; Medium-size humanoid (human); HD 4d6+2d4; hp 20; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d4/x3, cleaver); AL LG; SV Fort +3, Ref +3, Will +11; Str 10, Dex 10, Con 11, Int 14, Wis 14, Cha 14.

**Skills and Feats:** Appraise +9, Concentration +9, Craft (chocolate making) +13, Diplomacy +9, Knowledge (arcane) +11, Knowledge (foodstuffs) +11, Profession (baker) +9, Profession (cook) +9, Spellcraft +11; Great Fortitude, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (chocolate making).

**Spells Prepared** (4/3; base DC = 12 + spell level); 0 – detect magic, mage hand (2), prestidigitation; 1<sup>st</sup> – chill touch, Tenser's floating disc, unseen servant.

**Possessions:** master key.

**Spell Book:** 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, repair minor damage\*, resistance; 1<sup>st</sup> – animate rope, chill touch, erase, grease, hold portal, identify, message, repair light damage\*, Tenser's floating disc, unseen servant.

\*See Appendix 2: New Rules for more information.

Hânz Mordenkainen is a good-looking man in his late thirties, short and stocky. He has short dark brown hair, twinkling gray eyes, a neatly waxed moustache and a well-trimmed goatee beard. He is usually plainly dressed in good quality clothes and he carries himself with a respectful friendly manner. He is a soft-spoken man who is easily talked over by more rambunctious speakers.

Born Hânz Strussinger, his father was a baker in the service of the famous wizard Mordenkainen. Hânz learned his father's trade and, along the way, discovered how to make *schokolade*. After serving Mordenkainen faithfully for several years, Hânz finally decided he needed to leave and start a family. Moving to Schwartzbruin, he settled and decided to make his way selling the popular *schokolade* that Mordenkainen liked it so much; why shouldn't others? As a sign of respect to his former master he took the name Mordenkainen as his family name, with the wizard's permission. Eventually Hânz met and married Frédrika Greff, and with the successful sales of his wares, he was a happy man.

An expert baker and possessor of the secret of *schokolade* making, Hânz is well positioned to be a successful food merchant. He carefully guards his secret, though increasing popularity of his wares has made him consider seriously taking on an apprentice or two.

He has also dabbled in magic and has received training from one of the very best. In fact, it is due to continued assistance from Mordenkainen, who has a particular fondness for *schokolade*, that his business is so successful. The wizard provides his raw materials in return for regular supplies of Hânz's produce. A number of Mordenkainen's friends also patronize Hânz's store, though usually in secret.

It is because of Hânz's close ties with the wizard that he has attracted the trouble he finds himself in.

### **Making Schokolade**

For those who might be interested, here is the process by which *schokolade* is made by Hânz:

- 1) Ferment cocoa beans for about a week.
- 2) Dry the cocoa beans.
- 3) Roast the beans.
- 4) Blend various types of roasted beans, resulting in '*schokolade* liquor'.
- 5) Press fat out of some of the liquor for cocoa butter.
- 6) Add sugar, milk, liquor and cocoa butter in various mixes.
- 7) Carefully blend together in a "conching vat".
- 8) "Temper" the *schokolade* by slowly heating and then slowly cooling.
- 9) Cut into blocks and voila: *schokolade*!

## APPENDIX 2: NEW RULES

### SCHOKOLADE GOLEM

#### Large Construct

**Hit Dice:** 5d10 (27 hp)  
**Initiative:** -1 (Dex)  
**Speed:** 20 ft. (can't run)  
**AC:** 18 (-1 size, -1 Dex, +10 natural)  
**Attacks:** 2 Slams +7 melee  
**Damage:** Slam 2d8+5  
**Face/Reach:** 5 ft. by 5 ft./10 ft.  
**Special Abilities:** Berserk  
**Special Qualities:** Construct, magic immunity, damage reduction 15/+1, immune to piercing and slashing.  
**Saves:** Fort +1, Ref +0, Will +1  
**Abilities:** Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2 – 4)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6 – 18 HD (Large); 19 – 22 HD (Huge)

**Berserk (Ex):** When a schokolade golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity:** The *schokolade* golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, without a saving throw. Fire-based effects *slow* the golem (as the spell) for 2d6 rounds and melt it, dealing 1d12 points of damage, without a saving throw. Anyone within 10 ft. of, or passing through, a melted *schokolade* golem must make a Reflex save (DC 15) or be *entangled* (as the spell).

### GELATINE CUBE

#### Large Ooze

**Hit Dice:** 3d10 (49 hp)  
**Initiative:** -5 (Dex)  
**Speed:** 15 ft.  
**AC:** 4 (-1 size, -5 Dex)  
**Attacks:** Slam +1 melee  
**Damage:** Slam 1d6  
**Face/Reach:** 5 ft. by 5 ft./5 ft.  
**Special Abilities:** Engulf, paralysis  
**Special Qualities:** Blindsight, electricity immunity, ooze  
**Saves:** Fort +1, Ref +0, Will +1  
**Abilities:** Str 10, Dex 1, Con 18, Int –, Wis 1, Cha 1

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**Climate/Terrain:** Any underground

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4 – 7 (Large), 8 – 12 HD (Huge); 13 – 20 HD (Gargantuan)

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

## **REPAIR LIGHT DAMAGE AS PRESENTED IN *TOME AND BLOOD***

Transmutation

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Construct touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered. The spell repairs 1d8 points of damage +1 point per caster level (up to +5).

## **REPAIR MINOR DAMAGE AS PRESENTED IN *TOME AND BLOOD***

Transmutation

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Construct touched

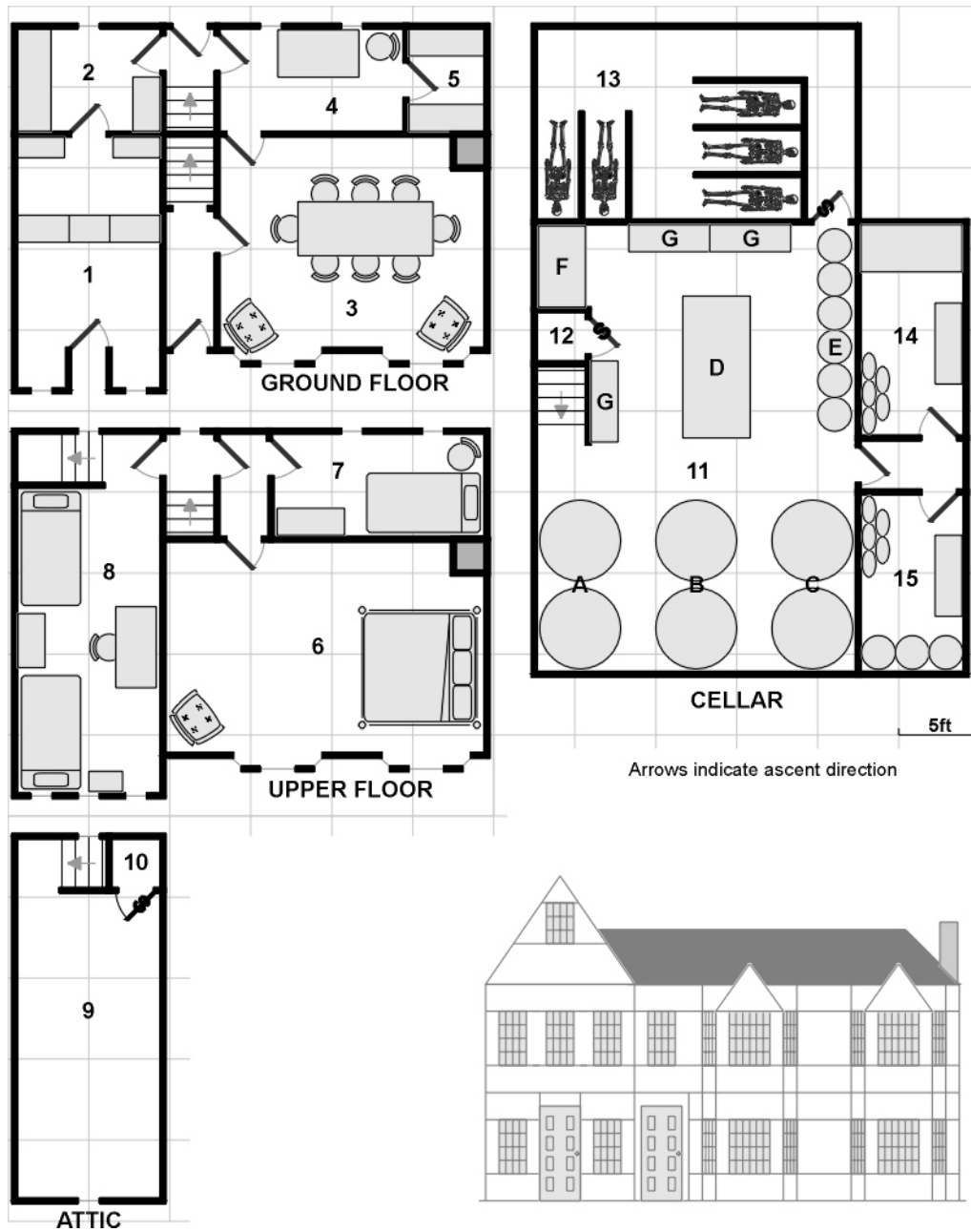
**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered. The spell repairs 1 point of damage.

# DM HANDOUT 1: DER SCHOKOLADEHUIS



## PLAYER HANDOUT 1: LETTER FROM AN EMPLOYER

Deer Heeros

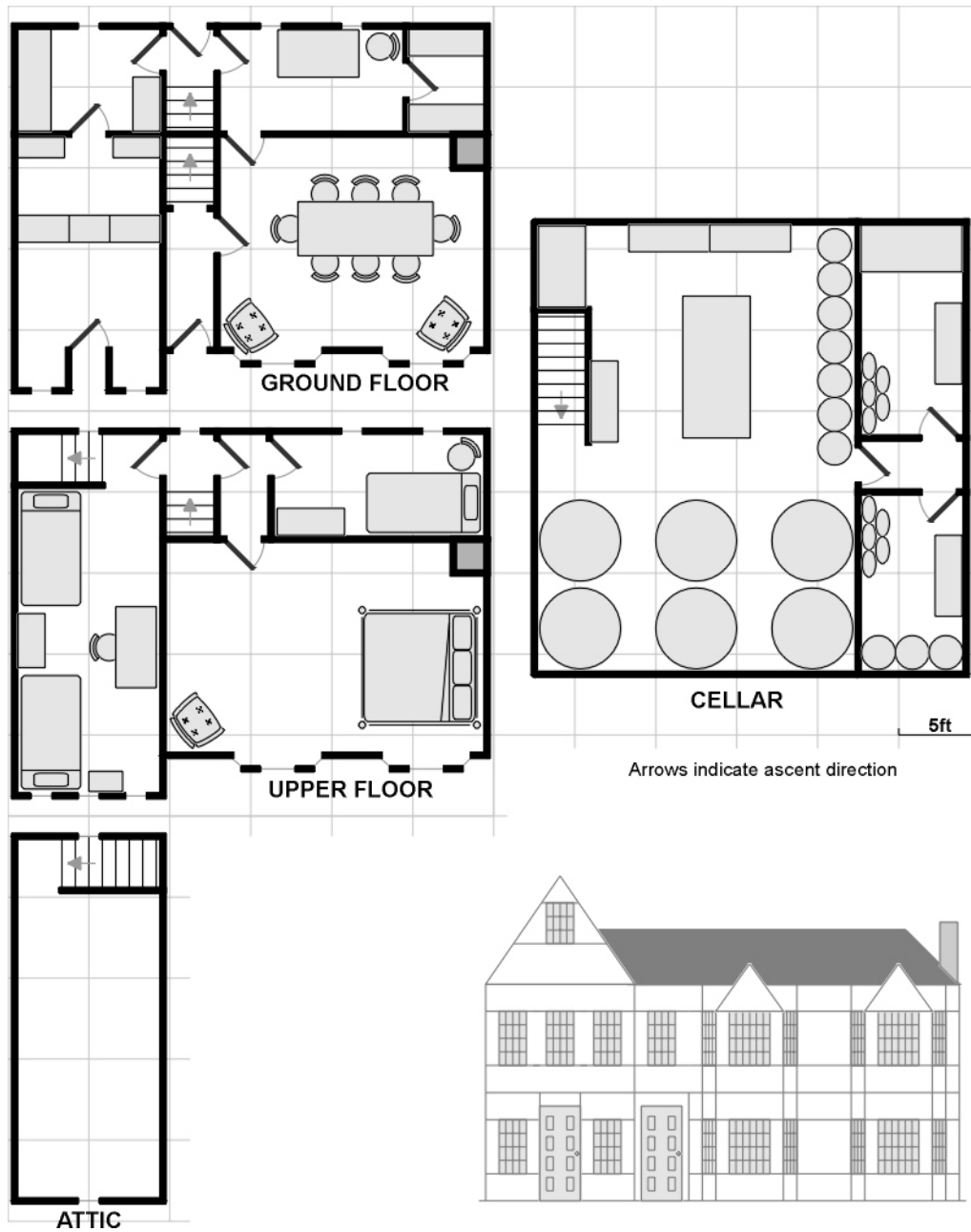
We ar reely wurried abowt Herr ~~Mur More~~ Mordenkynen. No wun has seen him for a awfle lot of dayes. My Mum sayes yoo help to ~~serch surch sir~~ look for peeple cos yoo are good. Pleese kum to the Green Peer reely kwikly cos we need yoor help.

Der gang

P.S. My sister is looking for a huzband if any of yoo heeros is intrested. I fink it wood be reely good to hav wun of yoo as my big bruver.



## PLAYER HANDOUT 2: DER SCHOKOLADEHUIS



## ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

*Possessions:* Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

*Skills and Feats:* Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*charm person, mage armor, magic missile, sleep, summon monster I*.

*Possessions:* Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

*Possessions:* Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

*Spells Prepared* (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1<sup>st</sup>—*bless, protection from evil\**, *shield of faith*.

\* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

*Possessions:* Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.