

The Price of Knowledge

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in Ratik

Version 2.3

by Greg Jones and Frank Mikes

Reviewers: James Dempsey

Playtesters: John Deague, Dean Bailey, York Cook, Daniel Oddo, Derek Christensen, Andrew Alexandrou, Dean Reilly and Russell Lee

Harkam Chillgreen, a halfling importer/exporter of unusual wares has goods that need transporting from Ratikhill to the dwarves of Aurichold. Due to the lateness of the season, the itinerant dwarven population has already returned home, so Chillgreen is looking for hardy adventurers to transport the goods for him. Will you accept the challenge of a trip into the Rakers this late in the season? And what can be so important that the dwarves need it before winter sets in? A mostly outdoors Ratik Regional Introductory Scenario for 1st level characters only.

Resources for this adventure [and the authors of those works] include *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg]

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit

www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, AND MONSTER MANUAL ARE TRADEMARKS OF WIZARDS OF THE COAST, INC, IN THE US AND OTHER COUNTRIES. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST, INC. THIS PRODUCT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL PEOPLE, ORGANIZATIONS, PLACES, OR EVENTS IS PURELY COINCIDENTAL. © 2005 WIZARDS OF THE COAST, INC.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play in 2008 as new Ratik introductory scenarios are released. See the Ratik website for up to date information.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival

check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Winter falls like an anvil over Ratik, travel becomes difficult, if not impossible and man and dwarf alike seek their firesides to hide from the winter chill. Only a handful of dwarves remain in Ratikhill for the winter, most preferring to return to their homes high in the Rakers. The people of Ratikhill are not overly concerned, the winter makes it just as hard for the monstrous humanoids of the Bone March to attack providing a reprieve for the people of this fortified town.

Many years ago, the dwarves of Aurichold developed a taste for adventure stories and there is a great demand for them in the Aurichold Library. It may surprise many characters that the normally gruff and taciturn dwarves can be quite scholarly when encountered in one of their holds in the middle of winter.

Harkam Chillgreen is a well known importer/exporter with some seadier connections. He has been caught fencing goods more than once in the past, thus he is seen as a 'mostly honest' merchant and does have a few friends in both high and low places. Harkam likes to maintain a friendly and harmless demeanour, typical of the image that most tall folk have of halflings. However, those in the know in Ratikhill are aware that people who have crossed Harkam in the past have been known to suffer from 'accidents'. Harkam is not a halfling to be crossed lightly!

The reason why Harkam should not be crossed is his connection to a group of revolutionaries. These revolutionaries can be ruthless at times, and have the people and the resources to deal with anybody that crosses their 'friends'. Currently, the main goal of these revolutionaries is to strain relations between the dwarves and the human noble houses. To aid them in this endeavour, they have asked Harkam to help them. Harkam is not pleased to be doing this, but has been helped too often in

the past to be able to refuse without the direst of consequences.

The revolutionaries have discovered that a cadet branch of House Bresht have been dabbling in dark magic. Knowing that Harkam sells books to the dwarves of Aurichold every year, they decided to steal one of the more incriminating texts from Sir Reginald Cor-Bresht, a demonologist and noble of House Bresht. Harkam has been instructed to include the book of dark magic in this year's shipment to the dwarves. The revolutionaries believe the dwarves will discover the book and investigate its origins. They believe that the dwarves will accuse the nobles of House Bresht, weakening the House and causing ongoing tension between the races.

Unbeknown to the revolutionaries Sir Reginald Cor-Bresht, has cast divinations to locate the book. He has sent his apprentice, Piers Courtney, to recover his book from Ratikhill.

ADVENTURE SUMMARY

Introduction – PCs begin in the fortified town of Ratikhill.

Encounter One – Meeting the Employer, Harkam Chillgreen and negotiate a contract.

Encounter Two – Experience the dangers of the Kalmar Pass, view a memorial from the Battle of Kalmar Pass and fight some gnolls.

Encounter Three – Camping on the trail, PCs are attacked by some monstrous centipedes.

Encounter Four – Meeting the dwarves and seeing some of Aurichold.

Encounter Five – Deliver the books to the librarian, who discovers that one of the books is not as it seems.

Encounter Six – PCs must explain themselves to the dwarves. They are given the choice of doing time in the mines, or of discovering where the book came from.

Encounter Seven – Returning to Ratikhill, the PCs face a storm, but the only shelter is occupied by gnolls.

Encounter Eight – The PCs encounter Piers Courtney, Sir Reginald's apprentice, and discover the identity of the book's owner.

PREPARATION FOR PLAY

This adventure is an introductory adventure for 1st level characters only. It is recommended that GMs encourage players to consider the purchase of riding dogs and guard dogs for their characters (PH pg 129 and MM pg 271-272). These dogs can help in combat, and allows access to the track feat.

INTRODUCTION

Winter has descended in Ratik and while the people of Ratikhill relax, the dwarves of Clan Ukakane in Aurichold wait anxiously for a delivery. And what is this delivery? Mead perhaps or strong ale? No, it's books, the tough dwarves of Clan Ukakane are desperate for something to read and need some people to bring books to them.

Give the players **Player Handout #1**.

ENCOUNTER ONE: A SMALL DELIVERY JOB

After the PCs have read Handout One, assuming they proceed to Harkam's store, read the following. If they choose not to proceed, the adventure ends here.

The GM should play Harkam as if he's very eager to please and perhaps a bit more important than he should be. Think of a high voiced 'Arthur Daley' from Minder. PCs who attempt a DC15 Gather Information or Bardic Knowledge check about Harkam will discover that he is regarded as 'mostly honest but has been caught attempting to fence stolen goods more than once (he claims he never suspected that they were stolen) and that he probably has some powerful friends, some high others low but that it doesn't pay to cross him.'

As you make your way through Ratikhill to Harkam Chillgreen's store you are struck again by the martial nature of the town. Ratikhill is more a fortress than a town, guarding the country from the monsters of Bone March and the Rakers. This is reflected in most people carrying weapons and wearing armour in the street. Every shop, house and building can quickly and easily be converted into a strongpoint. The people of this town have faced the treat of invasion before, and live with the threat every day of their lives. However, they are ready to face that threat, and until it arrives they continue with their lives despite the danger.

The shop of Harkam Chillgreen is no different. Though brightly painted you can see that it is a solid construction of stone, with thick oaken doors and shutters. Every opening has arrow slits, and it would be very difficult to set this building alight. Entering the shop, you are greeted by a stout halfling who asks you to head back into the office at the rear of the warehouse. You notice

several others have arrived and when he enters with the last person to arrive, the halfling beckons you all forward. "Welcome my friends. I'm glad you saw my sign. A delivery was late . . . but I'm getting ahead of myself. I am Harkam Chillgreen and I own this establishment. Please introduce yourselves."

Give the PCs the chance to introduce their characters to Harkam and the group.

"Excellent," Harkam claps his small hands, "now, I'd like to hire you people to do a small job. The dwarves of Clan Ukakane are mad for books, especially in the winter. I had a shipment coming in all the way from Dyvers but it was delayed and while I would normally send it with some of the dwarves returning to their home, I don't know of any that haven't already gone. The Ukakane will be extremely angry if I don't deliver this shipment of books and I may not get another sale from them, they're ever so stubborn that way. So, I'm afraid I have no choice but to hire you to transport the books up the mountain to Aurichold. I'll pay you for this and I can even loan you some equipment. So, are you interested in taking the job?"

Let the PCs discuss this and haggle over the price if they want. The standard rate is 8sp per day, and the journey should take three days each way. Therefore, Harkam will start by offering the PCs 5gp each for the job. Harkam does not expect the PCs to settle for any less than 15gp each given the harsh weather and the rushed nature of the job, and he is willing to go as high as 30gp each. To negotiate a higher payment will require a Diplomacy check, with a DC equal to the payment being sought. Good arguments and roleplaying should be rewarded by the GM with positive modifiers to the Diplomacy check, but no more than +5.

When the PCs agree to a payment;

Again he claps and says, "Marvellous! I'll give you the books in a moment. Now, at Aurichold, you go to the library up there and speak to the librarian. Her name is Elen Ukakane, she's the one you give the books to and she'll pay you for them but watch out that she doesn't try to tip the scales. The price is 5 pounds of silver per pound of book. Now, I will write the terms we have agreed upon down, and we can all sign the contract."

Harkam will insist the PCs sign a contract once the amount is agreed upon. Should they loose

any of the books, or the dwarves payment, they will be liable for making up the difference! This is not negotiable, and most PCs should know that this is not an unusual request, a fact that Harkam will relay to them. PCs will be payed upon their return to Ratikhill, but Harkam is willing to loan them some basic camping equipment and cold weather gear if they need any.

In all there is 30 lb of books, each book weighing about a pound. If the PCs check, there are 32 books in total. If the PCs ask, this is a sample of the books being sent:

- The Marquis of the Amulet – A story about a halfling thief from Ket who steals a magic amulet and is then forced to destroy it.
- Henry Plowman – A book about a young boy from the country who enters into the temple of Heironeous in Greyhawk City to be trained as a cleric.
- The Dyver's Cypher – A book about a studious mage who teams up with a rogue to uncover an ancient mystery involving the Church of Pelor.
- Papers and Paychecks – A poorly translated tale where strange people live in a highly organised society without magic of any kind except for some weird, all-encompassing power called Tek Nolojee.

Development: If the PCs insist on checking each book carefully, inform them that it would take hours, and Harkam is not willing to wait. The only realistic way to check each book thoroughly is by casting *scholar's touch*, a spell that is not available to the PCs until they reach 3rd level.

The Book: Among the books that the PCs are carrying is one that was stolen from Sir Reginald Cor-Bresht, a member of a cadet branch of House Bresht. This book details dark magic and ways of negotiating with and binding demons (succubi, hezrou, nalfeshnee and glabrezu to be precise) and the true names of one or more individual demons of each of the four types above (three succubi, one hezrou, one nalfeshnee and two glabrezu). Sir Reginald wants his property returned, both for its inherent value, and because of the scandal that may arise if anybody comes to realise what sort of magic he studies.

The book has a false cover and the book is protected by both *secret page* (on every page of the book) and by a *Nystal's magic aura* so that it does not detect as magic. The only way to detect the magical obfuscation is with a combination of *true seeing* and *comprehend languages* (see Player's Handbook pg 275). Despite the nature of the writings in the book, it is an inanimate object used for reference. It is

not used directly in any evil rituals, so does not detect as evil.

Under no circumstances should the presence of the book of dark magic be revealed at this stage.

Harkam Chillgreen: Male halfling Rog5 (Bluff +10, Sense Motive +8).

ENCOUNTER TWO: THE KALMAR PASS

The Kalmar Pass is a dangerous place. There are many monstrous humanoids that live in the area, especially in Spinecastle at the western end of the Pass. Though winter has begun to set in, it is still a dangerous place to travel. This is made evident first by the memorial to the Five Hundred, and later by a groll attack.

As you begin your journey from Ratikhill, the day is clear if somewhat cold. While there is some snow on the ground of the Pass, the main path is mostly clear making travel easy. However, looking up at the mountains to either side of the Pass you can see that you will soon encounter serious snow.

Within 500 yards of the gates of Ratikhill is a strange monument, a pile of skull-shaped rocks. At the base of the pile is a stone obelisk, engraved with the words, "In memory of the Five Hundred, who stopped an army and saved us all."

PCs may make a DC12 Knowledge (Local - NMR), Knowledge (History) or Bardic Knowledge check to receive **Player Handout #2**.

After the PCs have travelled for half a day, they encounter a trio of gnolls who are out hunting for humans and dwarves. They are young, and not terribly skilled, and they wish to raise their status by claiming some heads.

Your progress through the day is good, and the weather remarkably holds clear. As the afternoon sun lengthens, you can hear the sound of dogs from up ahead. What could bring dogs out into the Pass in such weather as this?

Give the players a chance to react. They may wish to take cover, of which there is plenty, or they may wish to try and hide. If they choose the latter, remember to give the gnolls a spot check to notice any hidden PCs.

A hawk cries overhead, announcing the arrival of three creatures. They stand on two legs like people, but they have the heads of dogs and speak in barks and howls. Seeing

you, they all howl with glee and charge towards you with axes bared.

Creatures: These gnolls are not interested in negotiations, but it is possible for a PC that speaks gnoll to make a rushed diplomacy check (see Player's Handbook pg 71-72; the gnolls start with an attitude of Hostile). When the gnolls come into sight they are 90 feet from the PCs.

APL 2 (EL 3)

Gnolls (3): hp 11 each; see *Monster Manual* pg 130.

Tactics: The gnolls are young and inexperienced. Two will charge as soon as possible and will not look for flanks. The third gnoll will hang back and shoot with his bow. If two of the gnolls are dropped, the third will try to flee.

Treasure: If the PCs fight and defeat the gnolls, they will find standard gnoll equipment, plus each gnoll is carrying a potion of *Cure Light Wounds*.

APL 2: Loot – 21 gp, Coin – 0 gp, Magic – 6gp – Potion of *Cure Light Wounds* x 3 (2gp each).

ENCOUNTER THREE: THE MOUNTAIN TRAIL

After dealing with the gnolls, the PCs are only a couple of hours from the path that leads to the dwarven fortress city of Aurichold. It will then take them fourteen hours to hike to the gates of Aurichold. A little more than halfway up the mountain path is a camp site in a cave. The camp site was created by the dwarves centuries ago, and is still well used. However, the constant use of the camp site has resulted in giant vermin visiting the site on a regular basis to search for food. The dwarves that travel this path are aware of the danger, but the PCs are not...

After dealing with the trio of gnolls, it is only a couple of hours before you find the path to Aurichold. After a cold nights camp, you set out the next day for your destination. From what Harkam told you, it will take most of two days to make the hike to the gates of the dwarven fortress.

Once again, the weather is clear but extremely cold. While the path is covered in snow, it is easy to follow and you make good progress through the day. As evening approaches, you find a cave to the side of the path, complete with a fireplace and a good supply of wood.

As the players move into the cave, they disturb a group of small monstrous centipedes. The

centipedes are in the midden heap on the far side of the cave, and can only be spotted with a DC34 Spot check (take 10, +14 skill modifier, +10 for improved cover). Otherwise, the PCs will be surprised by the centipede attack unless they have a Feign Surprise card.

As you move into the cave, you can see that it is spacious, about 40ft. in diameter. In the centre of the cave is a stone fireplace, with cooking plate and a hook for a kettle. To the right side of the cave is a wood store, and a large barrel. To the left is a midden heap. As you are taking in your surroundings a number of monstrous centipedes erupt from the midden heap and charge towards you.

If the PCs check the barrel, they will find that it contains blankets, a kettle, flint and steel and some hard rations.

Creatures: There are four monstrous centipedes, and they charge the nearest PCs. Due to the time of year, there is nothing to scavenge from the midden heap, and these vermin are starving. As such, they will fight to the death.

Due to the near certain surprise granted to the creatures by the terrain, the EL of this encounter has been increased by one.

APL 2 (EL 2)

Monstrous Centipede, Small (4): hp 2 each; see *Monster Manual* page 286.

Treasure: None, other than dead centipedes!

Development: After defeating the centipedes, allow the players to set watches and take any precautions they like. If they suggest camping outside the cave, a DC8 Survival or Knowledge (nature) check will reveal that they will likely die of hypothermia during the night due to the extreme cold. The weather begins at cold, but after two hours it drops to extreme cold (see DMG pg 302).

PCs staying out in the weather need to make a DC15 Fortitude save in the first hour, DC16 Fortitude save in the second hour, then a Fortitude save every ten minutes with the DC increasing by one each time. Every failed save results in 1d6 non-lethal damage that can only be recovered after warming up. Cold weather gear and the Survival skill can be used to effect these Fortitude saves.

Note: Characters taking damage from cold weather or exposure count as being fatigued (PH pg 308) until they warm up and heal all non-lethal damage.

ENCOUNTER FOUR: THE GATES OF AURICHOLD

The second day up the mountain trail holds no more surprises for the PCs, at least until they gets to the Gates of Aurichold. The mountain fortress is a magnificent structure, a monument to dwarven engineering. The gatekeeper however, could use a few lessons in diplomacy...

Your second day of travel up the mountain path is more difficult than the first. The mountain air becomes thinner the higher you climb and the weather is becoming worse. As the day progresses clouds cover the sky above, threatening a snowstorm. On the path, the temperature drops while the winds increase their intensity.

Late in the afternoon, cold and tired, you round a corner in the path to behold an incredible view. Before you is a chasm, its depth lost in the mountain mist and at least 300 feet across. Spanning the gap is a bridge unlike any you have seen before.

The bridge is 40 feet wide, with huge towers and gate works every one hundred feet. Each of the towers is 80 feet tall and has huge ballistae and catapults mounted upon them. On the far side of the chasm you can see the gates to Aurichold, 120 feet tall and 60 feet wide, carved directly out of the mountain!

As you approach the bridge, a portal is opened 20 feet above you and from it a dwarf addresses you in its native tongue.

If any of the PCs speak Dwarven, then they can respond to the challenge, otherwise he will curse loudly and repeat his challenge in Common.

“Hail! Who are you? State your business for approaching Aurichold.”

The Dwarf is Karidan, Gate Keeper of Aurichold. He is fairly arrogant and traditional, as well as being somewhat of a racist but he will speak Common unless the entire party are Dwarves.

“To enter Aurichold, you pass into the sacred lands of Clan Ukakane. You can bear no weapon against us and must surrender all arms here and now.”

The PCs must hand over all of their weapons here at the gate, if they do not, then they will not be allowed into Aurichold. If they ask Karidan to get the librarian he will flat-out refuse, nor will he take the books from the PCs. His responses will be along the lines of, “if ye want to see the

librarian, ye'll have to go in. I'm not some messenger service or a delivery point!"

After the weapons have been handed over, he will continue. "Next is the fee. Each of ya will have to pay 1 gold piece for entry."

For Dwarves he will waive the fee provided that the Dwarf has turned over all weapons. He will apologise for this necessity to Dwarves but will say that it is just, "the times we live in." Karidan can be bargained down with a DC25 diplomacy check, altering his mood to friendly (he is currently unfriendly). Allow a +5 bonus if a dwarf is doing the bargaining. If bargained down he will charge each non-dwarven PC 5sp. Dwarves enter Aurichold for free. Once the PCs pay the toll and surrender their weapons they are allowed through the gate.

"Finally," Karidan sighs dramatically, "I am obliged to warn you all that you are entering Ukakane territory. You are subject to our laws and our punishments once you enter. Break these laws at your own risk. There, now ye've been warned." With that, he opens a large gate and watches you warily as you walk through.

If any of the PCs ask him what the laws are, he will ask, "why, are you thinking of breaking some? Good, we need some more workers in the mines." If pressed he will say that there are too many laws for him to mention now.

Karidan, Gatekeeper of the First Gate:
Male dwarf Rgr6.

You make your way across the bridge carefully. The stone is extremely slippery and the wind is roaring through the chasm, threatening to sweep you off the path at any moment. At each tower you are checked, then allowed to pass the gate until at last you come to the great stone gates of Aurichold. As you pass through the gates, you see the first hall of the fortress, a cavernous room more than three hundred yards across. Around the room and in the roof are dozens of murder holes, and only one exit you can see.

As the gates close behind you the sound of the wind dies and a smiling dwarf approaches you. "Greetings, I am Borik. So, what brings you to Aurichold?"

Play Borik (the guide) as a long-suffering motherly type who sees adventurers as idiot children who constantly need help. He will be somewhat friendlier than Karidan, but it will be

obvious that he feels that non-dwarves are of inferior stock. He will sigh and roll his eyes but in general will see it as fitting that he should help the PCs while they are in Aurichold.

Borik will happily lead the PCs to the library, assuming they state that as their destination. If they state otherwise he will become very suspicious.

Aurichold is magnificent, if a little tight. While the corridors are broad, the ceilings are mostly only 5'5" and doorways are 5' high. Most human characters will find their heads scraping the ceiling and may begin to feel somewhat claustrophobic. There is also very little light inside and PCs without darkvision will find it very difficult to see where they are going.

Borik retrieves a dusty old lamp, and takes some time cleaning, filling and lighting it. The consideration of those that cannot see in the dark is obviously not one that the dwarves need to make often.

Having readied the light, Borik leads you through the fortress city of Aurichold. What you see is breath-takingly magnificent. The entire city has been carved from stone, but with an attention to detail that is difficult to fathom. Every wall is carved with battle scenes and religious imagery, telling the history of the people of Aurichold. The detail and scope of the work would require days of work for each panel, and as you walk down corridor after corridor you begin to realise that the artwork must have taken centuries to create.

Along your path Borik pauses in a large hall, with ceiling vaulted 40' high. Unlike most of the passages and halls you have passed through so far, this one is illuminated by light, somehow filtered from outside the mountain.

Upon the walls of this hall you can see scenes from a large battle. Much of it is incomplete, but one wall is dominated by the etchings of a huge harbour. After a minute you realise that this is a depiction of the Battle of Marner. Each vessel is intricately carved, some have incredibly detailed and well rendered flames in their rigging or on their decks. Borik allows you a moment to appreciate this work before saying, "Humans at their best here. Dwarves didn't participate much but even we had to admire you Humans for this one."

There is a lot to see in the dwarven city, and Borik is happy to answer any questions the PCs may have. He knows a lot about the history of his own people, but not so much about human history.

Feel free to elaborate on the description of Aurichold. It is a large city, and an almost impregnable fortification. This city holds about 3,000 dwarves in the warmer months, a figure that swells to almost 5,000 in the winter. The PCs will pass many dwarves going about their daily business, and most will be polite, but distant. Note that the forges are on a different level. The PCs will only see the residential level of Aurichold on this trip.

Borik, Stonelord of the First Hall: Male dwarf Ari3/Ftr2 (Diplomacy +10, Knowledge (history) +6, Sense Motive +8).

ENCOUNTER FIVE: THE LIBRARY UNDER THE MOUNTAIN

Allow the PCs to ask as many questions as they like, this is an intro. However, if time is pressing, push them on to the library. The library is warm and well-lit, and has a number of dwarves quietly reading or selecting books.

After leaving the Hall of Marner, you soon come to another illuminated hall. This hall is obviously your destination. It is about 80' across and 120' deep. There are four large fireplaces and many comfortable looking leather chairs. Lining the walls are huge bookshelves that go all the way to the 20' ceilings. In the back half of the room there are also several freestanding bookshelves. There must be thousands of books, more than you have ever seen in one location unless you have been to the Great Library in Greyhawk City or to the University of Rel Mord. To one side you can see a counter, and beside it a small office. Throughout the room you can see several dwarves quietly reading, perusing the shelves, or engaging in quiet discussion.

Borik leads you to the counter, behind which sits a middle aged dwarf with a long beard that is starting to grey. "This is Elen, the librarian, and I will leave you in her care. I must now return to my duties. Hopefully we can meet again before you depart. Good day to you all."

Elen is friendly, almost priestly and is, in fact, a priestess of Mya – Dwarven Goddess of Knowledge and Wisdom. Elen is always happy to share what knowledge she has, but her answers tend to be a little on the long side.

Elen greets you, then leads you into her office. There are three seats available,

comfortable looking leather chairs built for a dwarven frame. "Please, come in. I am sorry there are not enough chairs, but this should not take too long. Would anybody like some warm mead, or a cup of tea?"

After refreshments are taken care of:

Elen takes out a large set of scales, and opens a chest that contains several dozen ingots of silver in various weights. Once you have presented her with the books, she spends several minutes checking each one carefully. She takes out a large lens and inspects the cover, the spine, the stitching of the pages, the lettering and the illuminations.

The lens that Elen is using is a *Gem of True Seeing*. Used in combination with a permanent *Comprehend Languages*, Elen is able to detect the magical protections upon Sir Reginald's book.

Elen pauses over one book, rechecking the title page, then slowly flicks through the pages. She stops flicking about 30 pages into the book, then begins casting a spell. As the spell reaches its conclusion you can see that the writing upon the page has changed. Finally, she looks up, "This book is not of the sort that we usually receive from Harkam. I am afraid that I am going to have to summon the guards."

For players that ask, a DC18 Spellcraft check reveals that Elen cast *dispel magic*. The book is titled 'Around the Flanaess in 80 Days'.

Development: At this time, Elen calls for the guards. If the PCs are stupid enough to resist, remind them that they are unarmed, and that there are a number of dwarves present in the library. If the PCs persist, the dwarves will leap to Elen's defence. They will attempt to grapple and use non-lethal damage to subdue the PCs. Elen will cast *command*, greater (DC20 Will negates) to command all the PCs to fall to the ground. After that, she chooses full defence if any PCs are still fighting.

NPCs:

Elen Ukakane, Head Librarian of Aurichold: Female dwarf Clr7(Myra)/Lor5.

Ukakane dwarves (4): Male and female dwarf Ftr4; hp 38 each; no weapons or armour; see *Dungeon Master's Guide* pg 117.

ENCOUNTER SIX: THE HALLS OF JUSTICE

Once the PCs have surrendered, or have been captured, they are taken to the Hall of Law, where they will be judged by the High Lord of Aurichold and his advisors.

Provided they offer no resistance the PCs will not be harmed. If they do resist or try to escape later in the day the GM should remind them that the Dwarven hold is almost in complete darkness and that the only way out is across the bridge over the gorge which did appear to be well guarded. If they still try, throw so many dwarves at them that they are certain to be captured.

The guards escort you to another large Hall deep within the mountain. The area is lit by dozens of coal burning braziers and several hundred dwarves stand along galleries to the side. At the far end sits a large, stone throne which is flanked by two smaller chairs. The central throne is occupied by a large dwarf wearing what looks like mithral armour and a small circlet of the same metal. On his right is another armoured dwarf, but this one wears spectacles and has a silver hammer hung around his neck (Knowledge Religion DC10: Symbol of Moradin), on the other side, Elen sits and regards you.

The guards that bring you say, "Kneel before Clan Chief of the Ukakane, High Lord Horm!"

If the PCs refuse to kneel, the guards will force them down (Str vs Str – guards have Str 14 so a bonus of +2) and the guards will then kneel themselves.

Horm says, "These are the ones that brought the evil tome?"

"Yes, Clan Chief." Replies Elen.

"Very well," the Dwarf roars as he fixes an eye on you, "it would appear that you are guilty of bringing evil to our clan. Were they warned that they were subject to Dwarven Law when they entered our keep?"

From the crowd to the side, Karidan the gatekeeper calls out, "Indeed Clan Chief. I warned them yesterday."

Horm turns toward the PCs, "No doubt you wish to plead your case. Be advised though, my priests here will cast spells making it impossible for you to tell lies. Resisting such a spell is an admission of guilt. Come forward and tell your tale."

Elen will cast Zone of Truth while the other cleric (Barnor Ukakane) will cast Detect Magic and

watch for resistance. The PCs will not be interrupted as they talk unless they resist. The GM should ensure though that they do not say anything which is not true.

When the speaker finishes, Clan Chief Horm turns towards the Dwarf on his right. "Barnor, what do you think?"

"He/She told no lies. However, they have clearly contravened the law and should be punished. It should not be harsh, no more than two months working in the mines. After all, it seems that they were simply dupes."

The Clan Chief then turns toward Elen who says, "Chief, I don't believe that working in the mines is warranted. As Barnor said, these people knew nothing of the nature of the evil they carried here. Allow them then the opportunity to correct their own error. Let them find where this book came from and identify the guilty party behind this. That will ensure that no more dupes will be sent to us bearing evil books."

"That is wise counsel." Horm says in his deep, gravelly voice and comes to his decision. "Very well, seek out the evil behind this crime and reveal it to us. But be warned, if you return to our lands without the answer I will send you to the mines."

NPCs:

Horm Ukakane, Ukakane Clan Chief and High Lord of Aurichold: Male dwarf Ari3/Ftr9.

Barnor Ukakane, High Priest of Moradin: Male dwarf Clr10.

Elen Ukakane, Head Librarian of Aurichold: Female dwarf Clr7(MyA)/Lor5.

Home Guard (12): Male and female dwarf Ftr4; hp 38 each; see *Dungeon Master's Guide* pg 117.

ENCOUNTER SEVEN: RETURN TO RATIKHILL

PCs should be keen to leave Aurichold and return to Ratikhill where they can complete their task. This encounter is supposed to show the PCs the danger of travelling through the mountains, not to kill them. If the PCs insisted on travelling through the storm ensure that at least one PC is still standing. Have that PC find a rocky overhang that they can get the rest of the party to so they can wait out the storm.

Remember that the PCs will be carrying back about 150 pounds of silver. Check who is

carrying all of this weight, and if they are now over their weight limit.

The trip down the mountain will take two days, and the PCs can again use the dwarven camp half way down. The first day will pass without incident, but on the second day the PCs will be caught in a snow storm.

Travel down the mountain is difficult, but you make good time. At the end of the first day you once again come to the cave where you camped on your way up the mountain. As you approach the cave you notice there are some dead monstrous vermin lying outside the cave.

For those PCs that make a DC14 Listen check, also read the following:

From within the cave you can hear what sounds like a dogs sniffing and growling inside the cave.

Allow the PCs to prepare as they like. If they cast any spells the gnolls can make a DC14 listen check. If they succeed, they are not surprised.

As you look into the cave you can see a trio of the dog-like humanoids you encountered on the way to Aurichold. They look to be settling in for the night in the only shelter for miles around.

Creatures: These gnolls simply want a place to stay out of the cold for the night before returning to their home, however they are unwilling to surrender their shelter to the PCs. If the PCs wish to attempt diplomacy, and they can actually speak gnoll, the gnolls' attitude begins at unfriendly (see Player's Handbook pg 71-72). If the PCs can shift the gnolls' attitude to indifferent or better then the gnolls will consider sharing the cave.

APL 2 (EL 3)

Gnolls (3): hp 11 each; see *Monster Manual* pg 130.

Tactics: Due to the confined space, the gnolls simply grab their axes and attack the nearest opponent.

Treasure: If the PCs fight and defeat the gnolls, they will find standard gnoll equipment, plus each gnoll is carrying a potion of *Cure Light Wounds*.

APL 2: Loot – 21 gp, Coin – 0 gp, Magic – 6gp – Potion of *Cure Light Wounds* x 3 (2gp each).

Development: The PCs still need to complete the difficult journey back to Ratikhill.

This encounter is not intended to kill the PCs, but to show them how harsh the environment actually is.

The next morning, you see that the weather is getting worse. Large banks of dark clouds are gathering overhead, and you fear that it may break at any time.

The PCs have two choices here, they can spend another day in the cave, or they can press on. A DC12 Survival or Knowledge (nature) check will reveal that the storm will likely start by midafternoon, and last for several hours. However, the weather will likely be clear for a day or two after that. Note that the wording of the task was such that the PCs were to investigate the origins of the book to the best of their abilities. That DOES NOT include travelling through weather that will likely kill them.

If the PCs choose to press on treat the conditions as those of a snowstorm; reduce visibility by $\frac{3}{4}$, -8 penalty to spot, search and listen checks and ranged attacks cannot be made with anything other than a siege weapon. Naked flames such as torches and candles automatically go out, while lanterns have a 50% chance of blowing out each hour and cannot be relit. Small creatures must make a DC15 Fortitude check every round in combat or be knocked prone. While travelling, assume that small creatures get knocked prone every quarter hour unless being carried.

Once the storm has blown itself out, you hastily restart your journey back to Ratikhill. The travel is harder now, the ground being covered in over six inches of snow, even in the base of the Pass. After travelling down the mountain side, you make an uncomfortable camp before setting out on you last day of travel back to Ratikhill. The camp was extremely cold, and most of you did not sleep well in the harsh conditions. You look forward to a warm room and a hot meal.

Any PC that does not have the Endurance feat or some form of Cold Endurance needs to make a DC14 Fortitude save or is considered *fatigued* for the remainder of the journey. Fatigued characters have a -2 penalty to Strength and Dexterity, and can neither run nor charge (see Player's Handbook pg 308).

Stumbling along, rubbing your hands against the cold, you come in sight of Ratikhill. Pressing on you soon make the gates, and after answering the obligatory questions of the guards, you are allowed to enter the

town. The only question now is, do you begin your investigation immediately, or do you get a warm meal first?

ENCOUNTER EIGHT: ENQUIRIES ABOUT A BOOK

While the PCs are interested in finding out about the history of the book, its owner, Sir Reginald Cor-Bresht, is also interested in recovering his property. When Sir Reginald noticed it was missing, he cast some divinations and determined that it was in Ratikhill. He has therefore sent his apprentice, Piers Courtney, to Ratikhill to find it.

Piers has been in Ratikhill for most of a week looking for the book. In that time he has discovered that the book has been sent to the dwarves. He has also discovered the identities of the PCs carrying the parcel. He has a lackey watching the gates for the return of the PCs and when they enter the town, Piers is informed and knows where the PCs have gone.

However, Piers is unaware that his enquiries have drawn the attention of the revolutionaries that forced Harkam to send the book to the dwarves. The revolutionaries have decided to ensure that Piers and the PCs meet.

You enter the town just as dusk is falling and make your way to the nearest tavern. While the need to begin this investigation is burning in your mind, you realize that there is no way to begin this late in the evening. A warm bed and some rest should help you recover from the journey and allow you to begin searching for the book's origin in the morning.

Any PCs that are damaged or fatigued from the cold conditions on the trail will continue to be fatigued until they have a full nights rest. If they insist upon beginning the investigation immediately, inform the players that the temperature is dropping and that they will be making Fortitude saves to avoid damage from exposure (see Dungeon Master's Guide pg 302). Also inform the players that everything that is not a tavern is closed for the night.

While the PCs are having a meal, a young flan man approaches them and delivers a letter.

The Harvesters Arms is not the best tavern in town, but it is out of the cold and the wind. The food served is of indifferent quality, but it is hot and plentiful. However, the tavern

does sell very good beer, which probably explains why it is so crowded.

You have almost eaten your fill when a young man walks up to your table. He passes you a letter, then turns and leaves.

Give the players **Player Handout #3**. If they try to grab or question the man that delivered the message, he tells the PCs he was paid a penny (sp) by a hooded man outside the inn to deliver the message. The hooded man will be well gone by the time the PCs look for him.

At this point the PCs few options. They can stay in the commons all night, they can go to the rooms they have hired, they can all go to one of the rooms, or they can leave the tavern. If they choose to leave the tavern, they will need to find accommodation elsewhere. In that case, they are back to facing the first three options.

Regardless of the tavern that the PCs finally decide to spend the night in (and the weather DEFINITELY excludes sleeping outside) use the map in Appendix Four. PCs can choose any rooms on the upper floor except for rooms 10 and 15. These rooms are only for characters with rich or luxury lifestyle.

Once the PCs retire for the night, have them determine watches. Any fatigued PC that chooses not to sleep (even if they are on watch) must make a Fortitude save every hour to stay awake. The DC for the first save is 13, and increases by 1 for every hour after that.

Creatures: At 2.30am Piers Courtney enters the room that hold the most PCs and attacks. He has a henchman with him, so if the PCs are split up (unlikely though that is) this will be a rough encounter for them. Remember to check the rules for the listen skill and waking up (Player's Handbook page 78-79).

Piers hopes to capture at least one PC to confirm that they delivered the book to Aurichold. Otherwise, he simply tries to kill the PCs.

APL 2 (EL 4)

Piers Courtney: Male human Wiz3; hp 13 (plus *false life*); see *Appendix One*.

George: Male human War2; hp 14 each; see *Appendix One*.

Tactics: Piers will have pre-cast *mage armor*, and *false life*. Unless pre-empted by the party, Piers will start the combat by commencing casting a *summon monster II* spell (PCs may hear this) and George will delay to open the door just before Piers finishes casting. The rats can then start in the room and be part of the combat for three rounds. George stays back and shoots until the PCs get past the rats. In the second

round Piers summons another rat (*summon monster I*) while George continues shooting.

Remember that Piers is expecting to catch the PCs completely by surprise. He will be dismayed to find the PCs awake, but will still try to kill them as he feels he must protect his master's name.

Treasure: If the PCs defeat the Piers and George, they are able to loot the bodies.
APL 2: Loot – 12 gp, Coin – 10 gp, Magic – 359gp - +1 dagger (192gp), +1 Ring of Protection (167gp).

Development: If the PCs capture Piers alive, he can be questioned (George knows nothing beyond being hired to kill some people). Piers will NOT reveal his master's name, but a DC20 Knowledge (Local-NMR) or Bardic Knowledge check or a DC 15 Gather Information check will reveal who Piers is, and that his master is Sir Reginald Cor-Bresht. With this information, the PCs have fulfilled their duty to Clan Ukakane.

CONCLUSION

Having found the identity of the book's owner, the PCs have completed the task appointed to them by the dwarves. Now they only need to take Harkam his silver.

You make your way to Harkam's shop. The door is closed due to the weather, but there is an open sign out front, and the door opens when you try it. Harkam is sitting behind the counter, and he looks up and smiles as you enter.

"It is good to see you back. I must admit I was a little worried when the storm struck the other day. I hope there were no problems."

Allow the PCs to tell their story. Harkam will be sympathetic to their plight, but will be evasive concerning Piers and the book.

If asked about the book:

"I must admit that I buy the books in bulk from a number of merchants, mostly from Dyvers. I can only imagine that the book's inclusion was a mistake. Probably somebody sold it to me without realising what it was, the same way that I sold it to the dwarves without knowing what it was. With books, this can happen sometimes. However, no harm done. The dwarves have their books for the winter, and you have done a magnificent job."

If the PCs question him further, Harkam will continue to plead ignorance. He is an accomplished dissembler, and it is unlikely that the PCs will detect his falsehoods. In the event that they succeed on a DC20 Sense Motive check, tell them that Harkam seems uncomfortable with the idea that there was a book of dark magic in the shipment he sent to the dwarves. If they succeed on a DC25, inform them that Harkam is holding something back.

Harkam will not, under any circumstances, admit to knowingly sending the book, nor will he admit to working with the revolutionaries. Despite his harmless appearance, Harkam is a tough little halfling and will not bow to any pressure that the PCs can bring to bear at this time.

If the PCs delivered the books, and brought back the silver:

"You have done an excellent job, in what sounds like trying conditions. Here is your payment, and I look forward to doing business with you again."

Harkam pays the PCs the amount agreed upon. He is willing to overlook the missing silver, saying that he will sort it out with the dwarves in the spring.

NPCs

Harkam Chillgreen: Male halfling Rog5 (Bluff +10, Sense Motive +8).

If the PCs find the identity of the book's owner, and send word to the dwarves of Clan Ukakane, then they receive the **Favour of the Ukakane**.

If they delivered the books and brought the silver back to Harkam, they receive the **Gratitude of Harkam Chillgreen**.

– The End –

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the gnolls
APL 2 90 XP

Encounter 3

Defeat the centipedes
APL 2 90 XP

Encounter 7

Defeat the gnolls
APL 2 90 XP

Encounter 8

Defeat Piers Courtney
APL 2 120 XP

Story Award

Objective(s) met: Discovered the identity of the book's owner
APL 2 40 XP

Discretionary roleplaying award

APL 2 50 XP

Total possible experience:

APL 2 450 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece

value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 2: Kalmar Pass

APL 2: Loot: 12 gp; Coin: 0 gp; Magic: 6 gp – Potion of *Cure Light Wounds* x 3 (2gp each)

Encounter 7: Return to Ratikhill

APL 2: Loot: 12 gp; Coin: 0 gp; Magic: 6 gp – Potion of *Cure Light Wounds* x 3 (2gp each)

Encounter 8: Enquiries about a Book

APL 2: Loot: 12 gp; Coin: 10 gp; Magic: 359gp - +1 *dagger* (192gp), +1 *Ring of Protection* (167gp)

Conclusion

APL 2: Loot: 0 gp; Coin: 30 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 54 gp; Coin: 40 gp; Magic: 359 gp; Total: 453 gp (max 450 gp)

Special

Favour of the Ukakane: For discovering the owner of the book, the PC has gained an influence point with the Ukakane Clan. This grants the PC +2 on all Charisma based check with members of this clan until the influence is expended.

Gratitude of Harkam Chillgreen: For taking the shipment of books to Aurichold, Harkam has offered the PC a discount on goods that he sells in addition to the payment already agreed upon. For the next three adventures, the PC may purchase normally available 1st level scrolls and potions at a 25% discount. If the PC is able to summon a familiar, Harkam will sell that PC the necessary components at half price.

ITEMS FOR THE ADVENTURE RECORD

None.

APPENDIX 1: APL 2

ENCOUNTER 8: ENQUIRIES

Piers Courtney: Male Human Wiz3; CR 3; Medium Humanoid (Human - Suel); HD 3d4+3; hp 13 (plus *false life*); Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk/Grp: +1/+1;

Atk +2 melee (1d4+1/19-20, +1 *dagger*) or +3 ranged (1d8/19-20, crossbow);

Full Atk +2 melee (1d4+1/19-20, +1 *dagger*) or +3 ranged (1d8/19-20, crossbow); Space/Reach: 5ft./5 ft.;

SA Spells; SQ Summon Familiar (hawk)

AL LE; SV Fort +2, Ref +3, Will +2; Str 10, Dex 14, Con 13, Int 15, Wis 8, Cha 12.

Skills and Feats: Concentration +7, Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10; Augment Summoning, Scribe Scroll, Spell Focus (conjunction), Spell Penetration.

Languages: Abyssal, Ancient Suloise, Common.

Possessions: +1 *dagger*, +1 *Ring of Protection*, crossbow, 10 bolts, cold weather gear, spell component pouch, 60gp. (Piers does NOT have his spell book with him)

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*detect magic*, *detect poison*, *light*, *read magic*]; 1st—[~~*mage armor*~~, *obscuring mist*, *summon monster I*]; 2nd—[~~*false life*~~, *summon monster II*].

Physical Description: Piers Courtney - Ht: 5' 9", Wt: 122lbs, Hair: Blonde, Eyes: Blue, Age: 25; a cultured and refined man who is very careful about maintaining a proper nobleman's appearance.

George: Male Human War2; CR 1; Medium Humanoid (Human - S/O); HD 2d8+2; hp 14; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp: +2/+4;

Atk +4 melee (1d8+2, heavy mace) or +4 ranged (1d6/x3, shortbow);

Full Atk +4 melee (1d8+2, heavy mace) or +4 ranged (1d6/x3, shortbow, Range 60 ft.) or +2/+2 ranged (1d6/x3, shortbow [Rapid Shot], Range 60 ft.); Space/Reach: 5ft./5 ft.;

AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +9; Point Blank Shot, Rapid Shot.

Languages: Common.

Possessions: Shortbow, 20 arrows, heavy mace, dagger, leather armour, buckler, cold weather gear.

Physical Description: George - Ht: 6' 2", Wt: 205lbs, Hair: Brown, Eyes: Brown, Age: 22; a hulking brute of a man that finds joy inflicting pain upon others.

Augmented Summoned Fiendish Dire Rat: Small Magical Beast (Augmented Animal, Extraplanar); CR ½; HD 1d8+3; hp 7; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 11; Base Atk/Grp: +0/-2;

Atk +4 melee (1d4+2 plus disease, bite);

Full Atk +4 melee (1d4+2 plus disease, bite); Space/Reach: 5ft./5 ft.;

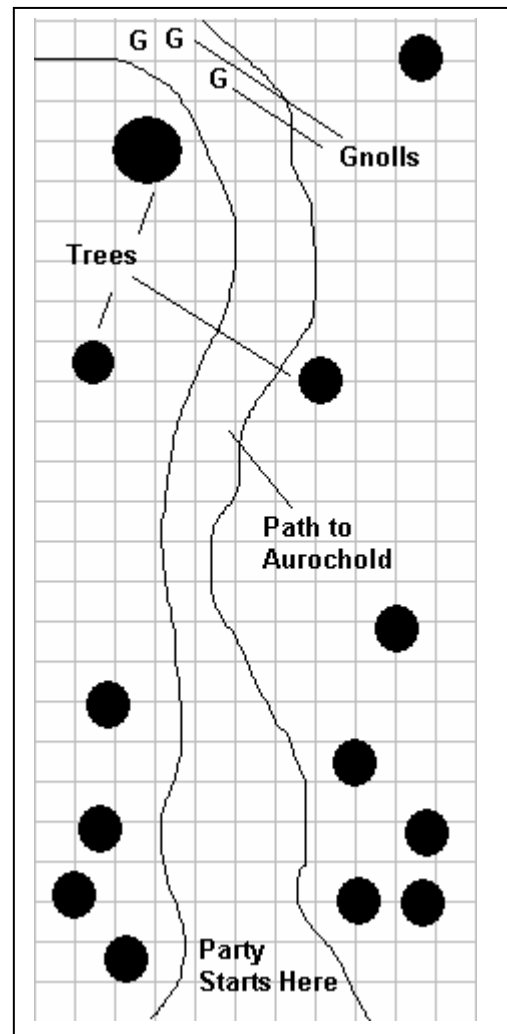
SA Disease, smite good; SQ Darkvision 60 ft., resistance to cold 5 and fire 5, scent, spell resistance 6;

AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4.

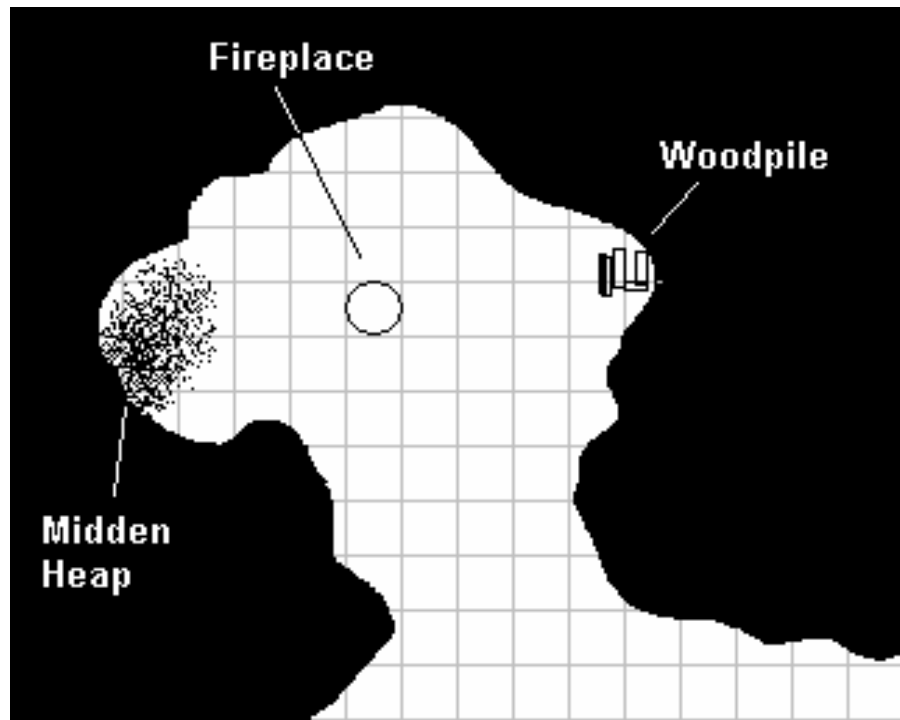
Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth Fever – bite, Fortitude DC13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

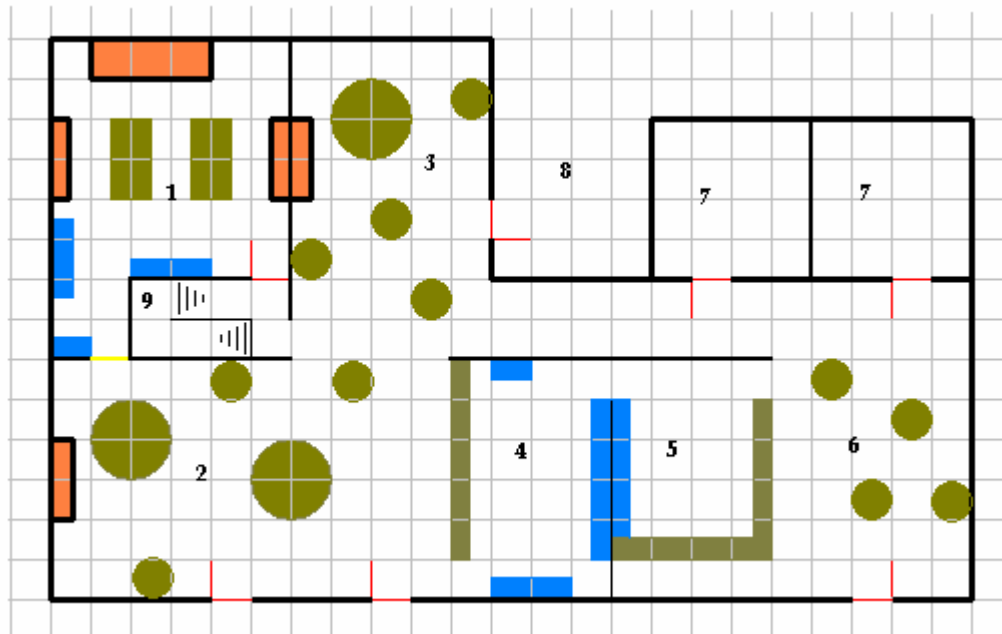
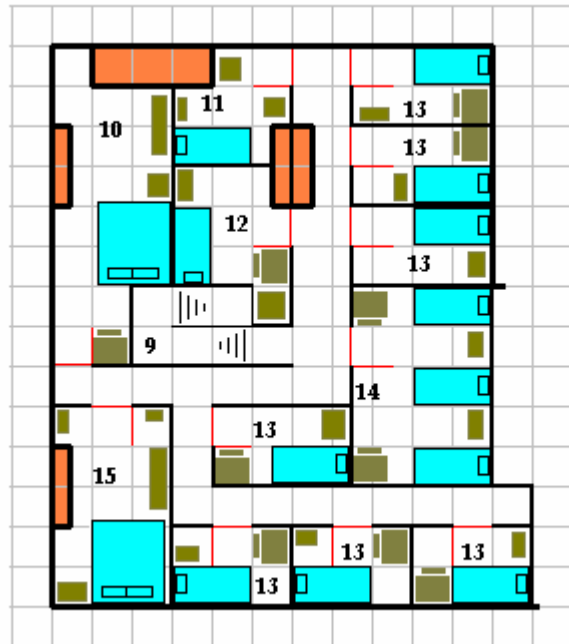
APPENDIX TWO – MAP FOR ENCOUNTER TWO



APPENDIX THREE – MAP FOR ENCOUNTERS THREE AND SEVEN



APPENDIX FOUR – MAP FOR ENCOUNTER EIGHT



Legend;

- | | |
|------------------------------|---|
| 1. Kitchen | 10. Owners Room |
| 2. Dining/Common Room | 11. Employees quarters |
| 3. Lounge | 12. Employees quarters |
| 4. Bar | 13. Rooms for Rent |
| 5. Bar | 14. Barracks Room (3x2 bunk beds = occupancy 6) |
| 6. Main Bar | 15. Honeymoon Suite. |
| 7. Latrines | |
| 8. Back Entrance/Beer Garden | |
| 9. Stairs | |

Couriers Wanted

***Rugged individuals required for rapid delivery to
Aurichold***

Generous rates offered

Enquire of Harkam Chillgreen at

The Ratikhill General Store

PLAYER HANDOUT #2

HISTORY OF RATIK – THE FIVE HUNDRED

In 586CY Alain IV led a campaign against Spinecastle to free the Bone March from the forces of the Xenek Orcs. However, the campaign met with disaster when Alain's force was ambushed by the forces of Spinecastle. The vanguard of Alain's force was quickly cut off from the rest of the army, and suffered dreadfully in the early stages of the battle. Many of the knights were dragged from their horses and butchered on the ground by the orcs and gnolls who then began to feast upon the raw flesh of the knights. A few of Alain's lieutenants survived the horrifying early stages of the battle, only to see the young prince pulled from his horse by gnolls and slaughtered upon the frozen ground of the pass. With this, Alain's army broke. However, some five hundred men and dwarves of Ratik were left behind by the army's retreat, cut off by the forces of Spinecastle.

These five hundred were rallied together by a young mountain fighter named Lionel. Using the bodies of the dead horses to create a bulwark on one side, Lionel instructed his men to form a military square to defend the barren patch of land upon which they stood. Within the half hour, the forces of Spinecastle turned their attention upon Lionel's small force. They attacked with sheer numbers, hoping to quickly overwhelm Lionel's force and then follow the routing army up the pass. Holding their ground, Lionel and his men were able to turn back repeated assaults by the orcs and gnolls. While the losses to Lionel's force were heavy, they knew there was no escape, and they forced the creatures of Spinecastle to pay dearly for every Ratikan life lost.

After repeated failure to overwhelm the Ratikans, the forces of Spinecastle called off their assault, and waited for nightfall. With their superior night vision, they would have a huge advantage over the Ratikans. The resulting attack was bitter, with Lionel's men fighting in the dim light of only a few torches. Yet they fought to the bitter end, taking as many of the enemy with them as they could. Despite horrendous losses, the orcs and gnolls of Spinecastle finally overran the Ratikan position a few hours before dawn. Every one of Lionel's five hundred men and dwarves were killed, but it had cost Spinecastle at least twice that number.

Although the forces of Spinecastle finally advanced up the Kalmar Pass to Ratikhill, the remains of Alain's army had been granted a day to prepare by the sacrifice of Lionel and his men. The gnomes of Daberestead had the time they needed to set their artillery upon the walls of Ratikhill. As the vanguard of the orcs and gnolls came into sight, the gnomes bombarded them with devastating effect, each of the rocks enchanted with a minor illusion to look like a lion's head, in honour of Lionel. Seeing the army of Ratik ready behind the walls of Ratikhill, and with the memories of Lionel and his five hundred fresh in their minds, the forces of Spinecastle soon retreated and the battle was over. After the battle, in memory of Lionel and his men, five hundred artillery rocks were collected and formed into a cairn which still stands in sight of the walls of Ratikhill.

PLAYER HANDOUT #3

Beware!

A man named Piers Courtney has been making enquiries concerning a particular book. He knows that the book was in your possession and will be coming for you tonight.