

ZEF6I-01



Mouqollad al-Zeif

A One-Round D&D® Living Greyhawk™

Zeif Regional Adventure

by Michael Ray Deal version 1.1

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PCS 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 books: *PC's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in **bold italics** provides PC 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 non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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 PCs bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC 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 PC 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 PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up 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 character's PC 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 PCs 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 PCs 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 PC.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Zeif. Characters native to Zeif pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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 Survival check (DC 20), 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

Trade is as precious in Zeif as water. Many try desperately to gain the upper hand. Thus Baubu Bhot sends several groups into the Barrier peaks in search of dwarven craftsmanship. This is a test of many survival skills and diplomacy as the dwarves are nearly impossible to find and even harder to convince to trade with the Baklunish of Zeif.

Adventure Summary

Encounter 1:

The PCs meet each other in Antalotol while gathering information/looking for adventure.

A flyer on a public board at the local produce market lures the PCs to a notoriously honest member of the merchants' alliance, the Mouqollad.

Baubu Bhot hires the PCs to make contact with dwarves in the Barrier Peaks and arrange a trade meeting. Baubu would like to tap into this resource and has hired several groups to try and make contact.

The PCs are given a letter of introduction and sample trade items, and told to stay north of Ulakand.

The PCs can gather information on Baubu Bhot, dwarves, and the Mouqollad, which may come in handy when dealing with the dwarves.

Encounter 2:

Once the PCs enter the Barrier Peaks, they will encounter an evil clan-exiled goliath with a large club. He has just finished murdering another group hired by Baubu Bhot to find dwarves.

Encounter 3:

Next, the PCs will encounter some old ruins. While walking down a narrow street lined by 10'-high crumbling hole-filled stonewalls they are attacked by a vargouille.

Encounter 4:

Next, the PCs will find an old mineshaft. 100 yards in, the shaft opens up into a larger chamber. Leaning against a wall, motionless, is a young dwarf in a very cliché pirate's outfit. He is motionless because of centipede poison; in fact, he is about to be eaten by a large monstrous centipede.

This young dwarf is the key to the PCs finding the dwarves and having a successful negotiation.

Encounter 5:

Once the PCs make it to the dwarf's stronghold, they must try to convince the dwarves (via diplomacy) to meet with Baubu Bhot.

If the PCs have not noticed the assassin, he will try to kill a dwarf and make it look like the PCs did it. Hopefully, the PCs foil the assassin's plans and impress the dwarves.

Encounter 6:

The PCs meeting with the dwarves is interrupted by a mining accident, after which they are given the Chief's decision.

Successful or not, the PCs return to Antalotol is uneventful.

Preparation for Play

Look at each character sheet and make note of each PC's Sense Motive, Spot, and Search modifiers. During the adventure ask for D20 rolls and apply the modifier yourself.

Introduction

Welcome to Antalotol! You have all come seeking some sort of unusual and adventurous employment.

Antalotol lies almost in the center of Zeif, amidst a sea of grass. It is the smallest of the four major cities found in the Sultanate of Zeif. Horses and grains are her major resources. The majority of the population of Antalotol is Baklunish; next are orcs and half-orcs. These are distant descendents of nonhuman mercenaries used by the Baklunish Empire before the Invoked Devastation.

On your way here you were witness to great caravans guarded by Paynim mercenaries, nomadic tribesman of the

Paynims and the Dry Steppes, both headed away from and towards Antalotol. Not only is Antalotol a trade destination, it is also a welcome layover on the way west to the other great cities of Zeif.

Since trade and religion are virtually indistinguishable in Zeif, and merchants like to take care of things in house, another important resource of Antalotol are her rogues, spies, and assassins.

Encounter One: Mouqollad

You find yourselves amongst a group of like-minded folk reading the flyers on the public post that lies at the entrance to the meat and produce market in Antalotol. You must strain on your toes and stretch your neck to see the most interesting flyer on the post:

"Merchant seeking groups of 4-6 adventurers to travel to the Barrier Peaks, locate dwarves, and negotiate a trade meeting. For an interview, please contact the offices of BB Armory at 438 Merchant's Way between mid-morn and mid afternoon."

See appendix 3 for a player handout.

Allow the PCs to introduce themselves to one another.

Development: If the PCs take the time to gather information about Baubu Bhot, dwarves, and the Mouqollad consortium, they can gain the following information with the appropriate rolls.

GM Note: With new players or PCs the DM should feel free to ask them "So what do you know about Dwarves?" or "Do you always work for those who you do not know?" Some players may not even think to gather information about such things. As an Introductory module, err on the side of the players.

Baubu Bhot:

DC 10:

- A well-respected, notoriously honest businessman, he has made a fortune in the armor trade, specializing in rare materials and hard to find magical upgrades.

DC 15:

- He supplies all the armor for the Spahis, Knights of the Sultanate.

- Baubu is an Appraiser of Merit, a mediator of disputes between merchants.

DC 20:

- His full name is Busaid bin Baububhot al-Zeif. Only people very close to him would call him Busaid. Baububhot is his father's name; "al-" means of or from.
- It is rumored that Baubu is an agent monitoring the Mouqollad consortium's interests in Antalotol.

DC 25:

- A rival merchant of Baubu Bhot, Aziz bin Baharat, operator of Usta-Samat Arms, is rumored to be secretly soliciting assassins. Aziz cannot match Baubu's quality, so he goes for quantity. He is a notoriously dishonest businessman. It is also said he deals in the black market.

Mouqollad Consortium:

DC 10:

- The Mouqollad consortium is an alliance of merchants headquartered in the city of Zeif.
- Trade and divine worship are virtually indistinguishable in Zeif. Temples in Zeif are found at the center of wherever merchants gather.

DC 15:

- The Mouqollad have agents that seek out and shut down any black markets and their merchants.
- A group of high-ranking clerics of Mouqol, called the Worthy Elders, leads the consortium.

DC 20:

- The consortium maintains agents in all Baklunish cities to monitor their interests. They discreetly strive to secure influence in all levels of government and police their own constituents.
- An Appraiser of Merit is the equivalent of a mediator. They settle disputes between merchants. The Mouqollad always strives to handle problems in house.

DC 25:

- The owner of BB Armory is rumored to be the agent that monitors Antalotol for headquarters.

Dwarves:

DC 10:

- Dwarves are known to have strongholds in the Barrier Peaks and mine her precious metals; where one might be found exactly is anyone's guess. You are given a description of a series of landmarks to look for once you enter the Barrier Peaks. You are told that these landmarks will lead you deep into the mountains. Once there, you should look for dwarf tracks and caves or mineshafts.
- Dwarves live communally in clans lead by a chief.

DC 15:

- Dwarves prefer to barter because they usually have plenty of silver and gold. They want raw materials and finished goods.
- Disrespecting old dwarves is unacceptable to any dwarf.
- Dwarves do not trust clan-less dwarves.

DC 20:

- Dwarf strongholds always have baths; they are very fond of a soak after digging tunnels all day. The baths are segregated.
- A dwarf chief is often referred to as "grandpa", because the chief is usually the oldest member of the clan and clans are extended families.
- A council of elders advises the chief.
- A Clan Warden is a military leader.

DC 25:

- A dwarf can identify another clan by the geometric pattern of stitching on the clothes he wears.
- Dwarves prize mental privacy.
- One dwarven ideal is, "He who holds to his duty and obeys the law, even at great cost to himself, is hailed a hero among his clan".

It is currently noon. If the PCs decide to inquire about the job, continue with the box text.

It takes less than ten minutes to find the offices of BB Armory from here. In fact, you are accompanied by a group of four young adventurers that are also interested in the job. This group goes in ahead of you. (See the descriptions below if necessary)

After a fifteen-minute wait you are lead into the office of Baubu Bhot. The four young adventurers you followed here are exiting and smiling as if they got the job.

Waiting to greet you, before a low round table surrounded by cushions, is a Baklunish man, short in stature, but tall in presence.

He wears a bright red robe with gold BB's stitched all over it. On his head is a gold turban similarly stitched with red BBs. Pinned to the turban is a sapphire bigger than a halfling's fist. All his fingers have multiple rings on them; around his neck are chains of every material you could name.

"Welcome, my friends! I am Baubu Bhot, owner of BB Armoury. Please sit down." He gestures for all of you to be seated around the table. "Please, help yourselves," he says, pointing towards the hookah pipe that dominates the center of the table. Around the pipe are assorted fruits, vegetables, meats, and cheeses, as well as liquid refreshments.

"Thank you for answering my ad. I am looking for determined individuals to make contact with and set up a trade meeting with dwarves that reside in the Barrier Peaks. I will give you ten Magi each for your time, five now and five when you return, successful or not. I will provide you magical transportation to and from the Peaks, as it would take ten days to get to the Barrier Peaks from here, and I do not want others to beat you to the dwarves. It is up to you to find them, because nobody knows exactly where the dwarves reside. I will provide you with examples of the best materials my current suppliers can offer and examples of my armour crafters' craftsmanship to show the dwarves. I hope the dwarves can improve both for me. Are you interested?"

Note: one Magus is equal to a single platinum piece, or ten gold pieces. He is offering them 100gp total.

Baubu Bhot: Male Baklunish Expert 16

Appearance: See box text.

Personality: Baubu is a take-charge kind of guy. He knows what he wants and he knows how to get it. He is honest but has no problem exploiting someone's ignorance. "Live and learn", Baubu likes to say.

Of course the PCs may have a few questions:

"Who were those other people?"

- The Barrier Peaks span a long distance young friend. It will take many teams to look for these elusive dwarves. All teams have a writ from me with my seal. If you run into any other groups in there feel free to ask who they work for. If it's me, give them a hand if they need it.

"Anyone else we should know about?"

- "Well, you never know who else may be in those mountains. I have both friends and rivals that are trying to negotiate this trade deal."

"How are we to get back?"

- Here is an enchanted Sandstone. Just crush this and spread the powder around your group in a circle. My house wizard will be scrying for this circle and whisk you back to my domicile.

When the PCs are ready to leave...

Baubu Bhot has you escorted to an ornate room in his Ulu Karama. It is full of magical glyphs and symbols that almost radiate magic from them. An elderly Baklunish man approaches. By his attire, you guess this must be the man who will transport you to and from the Peaks.

"Step into the circle on the floor. Be sure to keep your arms at your sides. Wouldn't want you to appear missing a limb or two!"

He mutters and incantation of power and the world blurs for a moment. When everything comes back into focus, you are no where near Antalotol. You now stand before the great Barrier Peaks. A voice inside your head tells you to crush the sandstone and create a circle around your party once you wish to return.

For those that wish to Spellcraft (DC 24), that was a Teleportation Circle.

If a player tries to Detect Magic they only receive that there are several "Stong Auras" in the room.

They will not have the three rounds to focus. The wizard will not chat with the party. He will only tell them how to get back if they ask.

The other party (if the players so desire to know):

Ray Bint Dawn al-Antalotol: Female Baklunish Wiz1

Appearance: Ray is a tall slender attractive woman. She wears her long hair in braids that she wraps around her head and secures with a silver clasp. Her deeply tanned skin is conditioned with olive oil. Her robe is a patchwork of brightly colored cloth.

Drambe Bin Ziel al-Antalotol: Male Baklunish Ftr1

Appearance: He wears a chain shirt with two scimitars, and looks to be very light on his feet. Drambe is tall and slender, like Ray.

Saleh Bin Fulani al-Antalotol: Male Baklunish Clr1

Appearance: Saleh is a portly cleric of Mouqol. He sweats a lot, eats a lot, and smiles a lot.

Thok: Male half-orc Bbn1

Appearance: Large and in charge.

Encounter Two: Help a Brother Out

The PCs cannot take mounts of size large or greater into the Barrier Peaks because many trails are too narrow.

Before the PCs enter the Barrier Peaks, you must determine how many days they will search before finding encounters three and four.

Have the PCs roll Knowledge (geography) checks (DC 10) each day. (These checks can be made untrained). This represents how good each PC is at spotting landmarks and reaching them. As long as at least one PC succeeds, the party progresses in the right direction; if not, the journey takes an additional day.

The first successful Knowledge (geography) check gets the PCs to the box text below. The second successful Knowledge (geography) gets the PCs to **Encounter 4**. The third successful Knowledge (geography) gets the PC's to **Encounter 5**.

Any PC with the Track feat can also make one Survival check (DC 15) per day to make progress

as above. This represents a PC finding dwarf tracks and keeping the party on track.

Give each PC a Spot check (DC 25) for each day of travel into the Barrier Peaks, to notice someone following them. This represents the closest the rogue ever gets to the PCs each day as he follows them. Hajji takes ten on his Hide checks and stays at least forty feet away from the PCs (21+4=25).

If the PCs make the Spot check and decide to question the follower, he will use his Bluff skill to profess his innocence and resume following the PCs. (You should use all your DM skills to get Hajji to the dwarf stronghold). It would take another DC 25 Spot check to notice him again.

If the PCs do not believe him they can try Diplomacy or Intimidate to get the truth out of him. Hajji is considered unfriendly.

The PCs can try to hide from Hajji: compare Hajji's Spot +7 to the worst Hide check of the PCs. The PCs get a +4 to their Hide check because they start at least 40' away from Hajji.

If the PCs do lethal damage to Hajji without good reason, note on their ARs that they performed an evil act. It is not wrong to follow someone; it is wrong to assault someone. Hajji will try to escape and then try to follow the PCs once again.

Hajji Bin Jimjaji al-Antalotol: Male Baklunish Rog3, see Appendix 1.

Appearance: Grassland pastels color his puffy shirt and pants. A gold sash encompasses his waist and secures his weapons. He is smelly and unwashed. His skin is deeply tanned and he has a mustache that is waxed and curled at the ends. A black turban covers his bald head. His boots have long curled toes. Under his clothing is leather armor.

Personality: He is a fairly sharp, up and coming rogue. This is a big job for an influential client, which he wants to do well.

The truth behind Hajji: Hajji was hired by a rival of BB Armory to make sure the dwarves never do business with Baubu Bhot. The rival gave him the three potions of invisibility. Don't forget to give the PCs their daily Hajji Spot check, DC 25 (40' away).

Once they make the first Knowledge (Geography) or Survival check read the following:

The Barrier Peaks are a nice change of pace from the endless plains of tall grass.

Your first day's travel into the peaks has led you to a game trail that leads in three

different directions. It is starting to get dark, so you decide to make camp and pick a trail tomorrow when, not far off, you hear the clash of swords and the screams of mortally wounded humans crying out for help.

If the PCs go to investigate, continue with the box text.

You crest a small ridge that looks down on a small camp. You see the four adventurers you met on the way to BB Armory being slaughtered by an unusually large medium-sized humanoid wielding a large club.

As you take this all in, the club wielder drops the last of the group and admires his handy work. He grins broadly as he wipes the gore from his crude club onto the tunic of his last victim.

A Knowledge (nature) check (DC 11) is needed to identify the creature as a goliath. This will also tell the PC that a goliath counts as large when it is advantageous to him (Powerful Build); a DC 16 tells the PC that a goliath can jump and climb very well (Mountain Movement); a DC 21 tells the PC that a goliath is acclimated to life at high altitude (Acclimated).

The goliath will begin to loot the bodies if the PCs do not make their presence known. The goliath will spend five rounds per individual looting, and then he will loot the tents, taking ten rounds for each.

Roll initiative and let the PCs decide what they want to do. Keep in mind the NPCs are dead.

See map 1 in Appendix 2 for encounter layout. Every boulder is as tall as it is wide (use skinny side for rectangular boulders) and has a Climb DC 15.

APL 1(EL 3)

Graal: Male goliath Ftr2, hp 22, see *Appendix One*.

Appearance: 7' 6" tall, bald, with blue eyes, and gray skin mottled with light and dark patches.

Personality: Very, very, angry because he just got kicked out of his clan for being EVIL. "I'll show you evil MUHAHAHAHAH!"

Tactics: This is a "thrill them, don't kill them" encounter, even though the goliath can very easily kill PCs.

If the PCs engage the goliath in melee he will try to demoralize, using Intimidate (+10, *Powerful Build*

counts as large +4), the most powerful looking PC in the group. The goliath is surprised to see the PCs and is not prepared for another fight. He hopes to scare them away so he can "Greyhawk" the bodies and make his escape.

Intimidate to demoralize is a standard action that is opposed by the targets modified level check (1d20 + target's character level + target's Wisdom + target's modifiers on saves against fear). You can only demoralize someone you threaten in melee.

Once the goliath has tried to demoralize a PC, give the PCs a Sense Motive opposed by the goliath's Bluff (+1) to notice that he is tired and does not want another fight right now. Now the PCs can try to demoralize the goliath, and if successful he will flee the encounter using his Mountain Movement skills.

If the goliath goes below fifteen hit points he will try to escape from the PCs by making use of his Mountain Movement skills.

Development: The dead NPCs are the same the PCs met in Antalotol.

If the PCs manage to capture the goliath he is Hostile for Diplomacy purposes. If the PCs can make him indifferent he will talk to them.

If the PCs can intimidate him he will talk to them.

The goliath has the following information.

- The dwarves are about two days travel deeper into the Barrier Peaks, if you know where you are going. He will guide the PCs, but try to escape at every opportunity.
- He was banished from his clan because he murdered his brother. He killed his brother because he didn't want to share his family's resources with him. He thought nobody saw him do it, but his brother's girlfriend did and told the clan elders. He will kill her someday.
- The goliath's clan lives about four days travel from here.

The other party has some gear that the PCs can loot if they wish. They can gather the following items:

- Spell Component Pouch (2), Quarterstaff & Dagger (Wizards)
- 2 scimitars and Chain Shirt (Fighter)
- Mace, Chain shirt and Holy symbol of Moquol (Cleric)

- Chain Shirt, Great Axe (Barbarian)
- Other mundane adventuring gear such as rope, pitons, torches, flint & Steel, waterskins and trail rations. Also there is a writ from BB Armoury stating that they work for the company to negotiate trade. The wizard's spellbook was destroyed in the campfire during the fight.

Treasure:

APL 1: Loot – 870gp, Coin – 14 gp.

Development: At this point have the PCs again make another Knowledge (Geography) (DC 10) or Survival Check (DC 15) to find the right path. If not, they waste one day. Once they succeed in the check move to **Encounter Three**.

Remember to also have the PCs make a Spot (DC 28) to see Hajji following them from 80' away. Hajji stays a bit further back now that he has sized up the parties abilities.

Encounter Three: Flying Head

The game trail you have been following begins to reveal ancient paving stones. Soon you are walking amongst the long abandoned ancient dwellings of a city, marked only by paved streets and crumbling walls of worked stone. Erosion has rendered the identification of this city beyond your capabilities.

What strange race built this place? What happened to them? Were they good or evil? The wind winding through the ruins whispers and moans the answers unintelligible to you.

The street is 10' wide and the walls no less than 15' tall. The street stretches uninterrupted for 100' in both directions from the PCs. See map 2, Appendix 2.

The walls are peppered with tiny or smaller holes; the vargouille is squeezed into one of the tiny holes. There is a tiny hole large enough for the vargouille or any small or medium creature to squeeze through every 10' on either wall. On either side of the walls are more streets and remains of buildings.

Masonry Walls: 1 ft. thick; Hardness 8; hp 90; AC 5; Break DC 35; Climb DC 15.

APL 1 (EL 2)

Vargouille: hp 5; see *Monster Manual* page 254.

A Knowledge (the planes) check (DC 11) will identify the vargouille and tell the PC that its shriek can paralyze; a DC 16 reveals that its kiss can turn one into a vargouille within 24 hours; a DC 21 indicates that its poisonous bite can only be healed with magic.

Tactics: The vargouille is waiting for a victim to pass by. The PCs do not have line of sight to the vargouille until they are standing next to the hole he is hiding in.

If the PCs are Moving Silently while passing through the ruins, roll a Listen check for the vargouille versus the PCs' worst Move Silent check. The PCs receive a -2 penalty on the roll because of all the loose rubble on the ground. Remember that PCs that are moving faster than half their normal movement, but less than their full movement, receive a -5 penalty on Move Silently checks.

If the PCs are simply walking through the ruins the vargouille will hear them coming with a Listen DC 5. The PCs are 10' away from the vargouille for each point the Listen check beats the DC 5 by.

If the vargouille does not hear the PCs, and the lead PC in the marching order indicated that he was hiding, have the leading PC make a Spot check (DC 19). If successful, this PC will notice the Vargouille hiding in a hole in the wall, five feet ahead of where he is standing. (It is taking ten on its Hide check.) The vargouille also gets a Spot check to notice the PC. The PCs may try to spring their own surprise here, but remember that the vargouille gets Spot and Listen checks every round that they spend preparing. (Spot checks are only allowed if there is line of sight.)

A PC with *detect evil* running could detect the vargouille from 60' away. In this case, let the PCs try to set up a surprise round as above, provided the vargouille hasn't already detected them. If both sides are aware, simply start normal combat rounds with the "detecting" PC at 60' from the vargouille. Remember that there is still no line of sight at this point, nor is the vargouille making noise, so the PCs will only know that there is an evil presence, at first. The vargouille will ready to use its Shriek ability once it hears a PC come within 30'.

If a PC passes directly in front of the vargouille before combat rounds begin, there is no cover and neither can hide from the other, so have everyone

roll initiative and start combat without a surprise round.

If the vargouille heard the PCs approaching, he will get a surprise round. At the start of the surprise round, the PC with the lowest Move Silently check is 10' away from the vargouille for each point by which the Listen check exceeds the Move Silently check (or DC 5, if the PCs weren't trying to keep quiet). If this would cause the encounter distance to be greater than 30', simply start the encounter with the "noisy" PC at 30' from the vargouille.

The vargouille will use the surprise round to 5' adjust into the street and Shriek at the PCs.

His next action will be to use his Kiss ability on paralyzed PCs, or simply bite them if none are paralyzed.

This vargouille is the last of a larger group that has haunted these ruins for hundreds of years. A wicked race of men lived and performed many foul deeds here until the dwarves came and eradicated them. If captured, the vargouille will divulge the above information.

Treasure: If the PCs Search the original hole the vargouille was in, DC 10, they will find a Cloak of Charisma +2 and a potion of Remove Curse. (Detect Magic gives faint Transmutation of the Cloak and Faint Abjuration on the potion.)

APL 1: Loot – 0 gp, Coin – 0 gp, Magic – 230 gp (62gp is from the potion if they drink it)

Development: At this point have the PCs again make another Knowledge (Geography) (DC 10) or Survival Check (DC 15) to find the right path. If not, they waste one day. Once they succeed in the check move to **Encounter Four**.

Remember to also have the PCs make a Spot (DC 28) to see Hajji following them from 80' away. Hajji stays a bit further back now that he has sized up the parties abilities.

Encounter Four: Big Bug vs. Dwarf Pirate

After making the skill check read or paraphrase the following:

For days you have wandered the Peaks and still you have found little evidence of dwarves. You haven't even found a cave until now.

What you stand before is not technically a cave but judging by the tool marks, a mine. It is

a hole into the Barrier Peaks nonetheless and hopefully it leads to dwarves.

If the PCs enter, put them in marching order and continue with box text. There are no light sources in the mine. Outside light extends 20' into the mineshaft.

The first 100 yards of the mine are very cramped and show no signs of recent use, although you do surprise a few bats, which give you a nice rush of adrenalin after your last encounter with the flying head. That's odd... one of the bats looked like a brightly colored parakeet.

After about 100 yards, the mineshaft opens up into a large chamber. On the right, 20' ahead of you, leaning motionless against the wall, is a young dwarf dressed like a pirate. Before the dwarf and blocking any progress beyond 20' into the chamber is a large centipede. He is about to eat the dwarf.

The dwarf cannot move on his own until he rests for eight hours, because his Dexterity has been reduced to zero by the centipede poison coursing through his veins.

Give the centipede a Listen check +0 to hear the PCs approach. If the PCs are simply walking through the mineshaft the centipede will hear them coming with a Listen DC 5. The PCs are 10' away from the centipede for each point by which the Listen check beats the DC 5.

If the PCs are Moving Silently, they take a –2 because of the rubble on the ground. Use the worst roll by the PCs in place of the DC 5 above.

If the centipede does not hear the PCs approach, the PCs will get a surprise round. If the PCs do nothing, the centipede will take a 1d4 hit point chomp out of the dwarf. If not interrupted, he will continue until the dwarf is gone, and then he will move towards the heart of the mountain.

If the centipede does hear the PCs, he will attack them: roll initiative.

APL 1 (EL 1)

Monstrous Centipede, large: hp 13; see *Monster Manual* page 286.

Tactics: Pretty simple... more food to eat – attack!

If the centipede goes below 5 hit points he will try to escape through the maze of tunnels.

Ragen has been hit badly and the wound looks nasty. When revived to 1 HP he asks the following:

“Have you seen my bird, Polly? I can’t go on without ‘im.” He tries to stand but his legs look wobbly. “Musta taken a dose of that bug juice. “Can ye please get ‘im for me before he takes off for good?”

The PCs caught a glimpse of Polly when they first entered the mine. Polly was flying for his life from the centipede.

Polly: Male parakeet (use Raven stats); see *Monster Manual* page 278.

Polly will land and wait on a tree near the entrance to the mine. The following are some ways the PCs could retrieve Polly.

- It will take a Spot DC 16 (Take 10 +2 Dex +3 30’ away) to see Polly in any tree he happens to be in. Polly is always 30’ up a tree.
- A Climb DC 15 will get a PC within reach of Polly. This can also be done with a grappling hook, Use Rope DC 16 (30’ up), and a knotted rope (Climb DC 5). Once a PC is within reach of Polly use the grapple rules. If Polly wins, he flies to a nearby tree and lands 30’ up. If he loses, the PC has him.
- If a PC has line of sight and Polly can hear the PC, he can try a Handle Animal check (DC 15) to coax Polly onto his hand. If the PC fails, Polly flies to a nearby tree and lands 30’ up. The PC can try to Spot Polly again and then try Handle Animal, this time at DC 17 because Polly has become wary. Each fail and retry makes the Handle Animal check two points harder. If they ask for food for Polly, Ragen gives them birdseed. This grants a +4 Circumstance bonus to the Handle Animal Check.
- A PC can try to snare Polly. First, he must make a Knowledge Nature (DC 10) to devise a suitable snare. Second, he must make a Survival check (DC 10) to build the snare. Third, roll a Wisdom check (+2) for Polly; if the result is lower than the Survival check rolled by the PC Polly is caught in the snare. If Polly beats the Survival check he flies to a nearby tree and lands 30’ up, ignoring the snare.
- A PC can try spells such as Sleep, Hypnotism, Color Spray, or Ray of Enfeeblement. Any failed attempts send Polly to a nearby tree 30’ up.

Jolly Roger a.k.a. Ragen Gimglan (Gimglan, in Common, means Cheerfully Lost): Male dwarf Swashbuckler 1, 11 hp (currently 6 hp). Bluff

+5, Craft Armor +4, Tumble +6, Use Rope +4, Profession (Sailor) +2 (He has read a lot of books on how to sail)

Appearance: Ragen has a red scarf tied around his head; his pirate hat fell on the floor when he became paralyzed. He wears black knickers and a puffy white shirt with especially puffy sleeves. A broad black belt with an enormous brass buckle secures a falchion to his waist. Black boots, that easily reach his knees and fold back down, complete the ensemble. In his shirt pocket is an eye patch and some birdseed.

Personality: Ragen is a bit off – harmless, but determined to do it his way.

He is very friendly and talkative, especially if a PC shares his interest in pirates and sailing.

Ragen talks loudly and gestures wildly with his hands. He will tell the PCs all about the ocean, even though he has never seen it. The experience is much like being at the ocean because he gets so carried away that he begins to froth at the mouth and spray the PCs as he talks.

Development: Ragen Gimglan, or Jolly Roger, as he likes to be called, is obsessed with pirates. He was on his way to the Bakhoury Coast to become a pirate when he ran into the centipede.

Ragen is 35 years old – not quite an adult. His father is the Chief of their clan and its greatest armor craftsman. He thinks his son has lost his mind, but loves him greatly, and, since Ragen is his only male heir, the Chief has great aspirations for him.

Ragen is very intelligent and excels at whatever he chooses to do. He loves his father, but the mines bore him. He longs to travel Oerth by sea, robbing the rich and feeding the poor, ideally.

In his current state, he will plead with the PCs not to take him back home. He will offer to give the PCs directions to his clan’s stronghold if they take care of him for the next 16 hours (+2 Dex).

The PCs can use Diplomacy, Intimidate, or Bluff (PC must come up with a plausible lie) to convince Ragen to lead them to his clan’s stronghold.

Ragen is friendly, but he must be made helpful with a Diplomacy check (DC 20). If the PCs try to Bluff Ragen, his Sense Motive modifier is +0

The following modifiers apply to the PCs’ checks, whether they are making the attempt or trying to aid another’s attempt.

- Baklunish PCs suffer a –2 penalty, because the Gimglan clan does not trust the Baklunish people.
- PCs that express an interest in pirates and/or sailing get a +2 bonus.
- PCs that helped find Ragen's bird, successfully, get a +2 bonus.
- PCs that display a "care less" attitude about Ragen's bird get a –4 penalty.
- Dwarf PCs get a +2 bonus.
- Swashbuckler PCs get a +2 bonus.
- PCs with ranks in Profession Sailor get a +2 bonus.
- PCs that successfully perform a pirate song (Perform DC 10) get a +2 bonus.
- PCs that have a bird Familiar or Animal Companion get a +2 bonus.

If the PCs try to Intimidate Ragen, his character level is 1 and his Wisdom modifier is +0.

- If the PCs threaten Ragen's bird, they get a +2 bonus.
- If every PC in the party is Baklunish, they get a +2 bonus.
- If there is a dwarf in the party, they get a –2 penalty.

If the PCs simply agree to guard Ragen for 24 hours, he will give them directions and draw a map to his clan's stronghold. The directions will be for the longest, most indirect route he can think of; this will give him maximum escape time. If one of them looks rather ill from the vargouille, Ragen will cut the trip to a single day. After all, they did save him from a grizzly fate.

If the PCs make a Knowledge (dungeoneering) check (DC 15), they question the complexity and length of the route presented to them. A Sense Motive check opposed by Ragen's Bluff of +5 reduces the Knowledge (dungeoneering) check to DC 10, allowing PCs untrained in the skill to make the attempt.

Ragen will say that his directions provide the best way to get to his clan's stronghold. If the PCs want a more direct route, move on to Diplomacy or Intimidate, as above. Success indicates that he gives the PCs a more direct route.

If the PCs follow the directions given to them by Ragen, they must make a series of Knowledge (dungeoneering) checks (DC 10) to recognize the landmarks. (There are hundreds of tunnels down here.) If the PCs are using the long route, they may make one check per day; using the direct route, they may make the attempt once every three hours. After three successful checks, the PCs find the dwarf stronghold.

PCs with the Track feat can try a Survival check (DC 15) in place of the Knowledge (dungeoneering) check. This represents finding signs of the passage of dwarves. Don't forget that Hajji is still following the PCs, so they will get their daily Spot check.

If Ragen is dead, or refuses to help the PCs, they can try to retrace his footsteps using the Track feat. The PCs must make three successful Survival checks (DC 20). They may try once every 3 hours.

Encounter Five: Hard Sell

You finally reach what must be a dwarf stronghold. The rough-hewn stone has given way to intricately carved patterns, friezes, and busts. These lead to an ornately etched iron door. The etchings are all geometric patterns except at the center, which says, in Common, "Cheerfully Lost". Hanging from a chain attached to the door is a masterwork hammer.

See Appendix 2 map 5. All ceilings are 6' high here.

Iron Door: 3 inches thick; Hardness 10; hp 90; Break DC 30; Climb DC 25.

The PCs must knock on the gate with the hammer to get the attention of the guards; there are always two guards at the gate. A guard will open a 2"x2" secret door in the gate (Search DC 35) and ask the PCs what they want.

If the PCs have Ragen with them, they are escorted to the Clan Warden, who has guards escort Ragen to his home. The Clan Warden tells the PCs that they can meet with the Chief and Circle of Elders tomorrow. The PCs are then escorted to the guest quarters. Once there, they are told they may roam freely about the stronghold, but to please be respectful of the residents and stay out of the working mines.

If the PCs do not have Ragen with them, they must request an audience with the Chief. The guards are indifferent and must be made friendly,

Diplomacy check (DC 15). Successful PCs will be taken to see the Clan Warden, and then taken to the guest quarters.

If the PCs fail this check, a guard will go get the on-duty Clan Warden who will speak with the PCs. The Clan Warden is indifferent and must be made friendly, Diplomacy check (DC 15). Successful PCs will be taken to the guest quarters.

If the PCs fail with this Clan Warden they can wait for the next one to come on duty, there are 4 total.

Apply the following to any Diplomacy checks with the guards and the Clan Warden.

- Baklunish folk in party: -2 penalty. (They are perceived as dishonest by this clan.)
- Clan less dwarf in party: -1 penalty.
- Dwarf in party and has a clan: +2 bonus.
- Showing the letter, and sample goods given them by Baubu Bhot: +2 bonus.
- Mentioning Ragen: +2 bonus.
- Diplomacy failed with previous Clan Warden, these are cumulative: -1 penalty.

The PCs can try to Bluff their way into the stronghold. The guards and the Clan Warden each have a Sense Motive modifier of +1.

The PCs will be put in the guest quarters; see map 4 Appendix 2. They are told they may roam freely about the stronghold, but to please be respectful of the residents and stay out of the working mines.

It is easy for Hajji to follow the PCs through the gate, because the guards leave it open while they escort the PCs to the Clan Warden's office. If the PCs warn the guards about Hajji he can sneak in when they let someone else enter later. The front gate is busy with the comings and goings of dwarves, traders, and peaceful dungeon denizens.

Once they are inside the stronghold, a cleric will happily heal any PCs that need it.

Civilian dwarves can be found in all areas at all hours. They do not interfere with PCs. They will make small talk and give directions to Council Elders, if asked.

Small talk...

- The Chief's son has lost his mind.
- The stronghold is crowded and overdue for expansion.

- A new mineshaft was shut down due to methane gas pockets.
- Tell me of your home or your greatest adventure.

The Gimglan clan consists of approximately 200 dwarves; of these, one is Chief, six are on the Council of Elders, and four are Clan Wardens.

The Gimglan clan mines mainly iron. They have minor veins of mithril, so they guard this precious commodity for their clans personal equipment. They craft iron into regular and masterwork armor, mostly.

Dwarf Guard: Male dwarf Ftr1, hp 12. See Appendix 1.

Clan Warden: Male dwarf Ftr6, hp 61. See Appendix 1

Development: If the PCs cannot gain entrance to the stronghold with Ragen or Diplomacy, their only other option is to break down the gate. After ten rounds of the PCs bashing at the gate, twenty guards and the on-duty Clan Warden will arrive, prepared to defend the gate with whatever force is necessary. The Chief will accompany the Clan Warden, and if the PCs stop banging on the gate and mention to the Chief that they saw his son, Ragen; he will let them in with a successful Diplomacy check (DC 20).

- Baklunish folk in party: -2 penalty. (They are perceived as dishonest by this clan.)
- Clan less dwarf in party: -1 penalty.
- Dwarf in party and has a clan: +2 bonus.
- Showing the writ and sample goods given them by Baubu Bhot: +2 bonus.
- Mentioning Ragen: +4 bonus.

If the PCs try to bluff the Chief, his Sense Motive is +16. If the PCs are caught lying they are jailed and questioned about Ragen. If their story checks out, they are escorted out of the mines, and asked never to return. If the PCs killed Ragen, the dwarves execute them.

The dwarves do not have a jail, so they will put the PCs in the guest quarters with a 24-hour guard.

Guest Quarters:

The secret door at the end of the hall leads to more extended family quarters.

While the PCs are getting settled, Ragen's mom, Ebony, will personally call on the PCs and ask if they have any useful information about her son. She will encourage the PCs to seek out the Circle of Elders and give their sales pitch before they meet tomorrow.

Hajji wants to get out of here as soon as possible, so he will seize this opportunity to complete his mission.

Hajji will drink a potion of invisibility, and follow Ebony into the room. After she asks the PCs about her son, Hajji will use his surprise round to sneak attack her once (more than once if he misses) and try to escape the stronghold.

Mom, Ebony Gimlan: Female dwarf Expert 3, hp 17, AC 10.

Appearance: Robust and huggable, Ebony has long, jet-black hair, stone gray eyes, and rosy-red cheeks. Her hair is in an incredibly complicated braid; surely it took hours to complete.

The dominant pattern stitched into the cloth of her colorful clothing appears to be a question mark with a smiley face.

Personality: Ebony is usually very friendly and helpful. She loves to chat while engraving, but is currently under a lot of stress from worry about her son and his father.

Ebony loves to engrave intricate patterns on stone and metal.

Before Hajji stabs Ebony:

- Give the PCs a Listen check opposed by his "take ten" Move Silently check of 21. If they hear Hajji, they get to act in the surprise round.
- Give the PCs a Spot check (DC 21) to see Hajji's footprints on the furs that carpet the room, as he approaches his victim. If they Spot Hajji, they get to act in the surprise round.
- An animal companion with the Scent ability automatically gets to act in the surprise round.

If any of the above conditions is met have the PCs roll Initiative. Hajji will attempt the assassination on his Initiative. If he strikes her read the following:

Ebony screams in agony, and falls to her knees trying to retrieve the dagger sticking out of her back.

At this point, the players may roll initiative if they have not done so already. Remember, in a surprise round only a Standard or Move action may be taken.

If the PCs chase Hajji, the guard posted in the communal living area will think the PCs have done something wrong, because he heard Ebony scream, and sound an alarm.

Tactics: Hajji will try to Tumble (+11) past the guard. If the guard doesn't stop Hajji, he will try to stop a PC.

If the guards at the gate see the PCs running towards the gate they will think that they have done something wrong, because an alarm has been sounded. They will try to stop the PCs using non-lethal force, unless the PCs use lethal force.

Hajji will only do non-lethal damage to the PCs, because he wants to preserve the illusion of them working together.

Hajji will make his way back to the gate, drinking another potion of invisibility on the way. Hajji will open the gate and exit the stronghold. The dwarves on guard will be unable to stop him if he is invisible.

After Hajji stabs Ebony:

- A guard in the communal living area sounds an alarm.
- A Clan Warden and 20 guards will arrive at the gate in 10 rounds after the alarm is sounded.
- If Ebony lives, and the PCs cause no harm to any dwarves, a Diplomacy DC 1 will settle the matter. If the PCs get less than 1, they are ejected from the mines. Use the Bonus/penalties outlined above to modify the Diplomacy check.
- If Ebony dies and/or the PCs injure some dwarves defending themselves; Diplomacy (DC 15) make the dwarves indifferent, but they will put the PCs under house arrest for a day or two so they can confirm their story. Diplomacy (DC 25) will make the dwarves friendly, and avoid house arrest. If the PCs get less than 15 they are ejected from the mines, and told never to return. If the PCs get less than 5 the dwarves become hostile, and beat them unconscious, leaving them outside naked with no gear whatsoever.
- If Hajji is captured he will claim to be working with the PCs, Bluff +8. If the Chief believes Hajji (Sense Motive +16), he ejects both Hajji and the PCs from the stronghold. (If Ebony is dead he kills Hajji and ejects the PCs from the stronghold.) The PCs may assist the Chief's Sense Motive by offering counter-arguments.

APL 1 (EL 3)

Hajji Bin Jimjaji al-Antalotol: Male Baklunish Rog3, see Appendix 1.

Appearance: Grassland pastels color his puffy shirt and pants. A gold sash encompasses his waist and secures his weapons. He is smelly and unwashed. His skin is deeply tanned and he has a mustache that is waxed and curled at the ends. A black turban covers his baldhead. His boots have long curled toes. Under his clothing is leather armor.

Personality: He is a fairly sharp, up and coming rogue. This is a big job for an influential client, which he wants to do well.

The truth behind Hajji: Hajji was hired by a rival of BB Armory to make sure the dwarves never do business with Baubu Bhot. The rival gave him the three potions of invisibility and told him to kill a dwarf and make it look like Baubu's people did it.

Remember that Hajji may have used some of his potions of invisibility.

APL 1: Loot – 7 gp, Coin – 2 gp, Magic 15 gp – ~~potion of invisibility 150 gp, potion of invisibility 150 gp, potion of invisibility 150 gp, potion of cure light wounds 25 gp.~~

After Hajji has been dealt with, you may seek out the Elders and give them your sales pitch.

Give the PCs a chance to seek out and meet with each Elder if they like. If the PCs convince at least 4 of the dwarves to side with them, the Chief will meet with Baubu Bhot.

You decide where they are to be found at this time in the stronghold. Any civilian dwarf can direct the PCs to a particular Elder.

Small talk...

- The Chief's son has lost his mind.
- The stronghold is crowded and overdue for and expansion.
- A new mineshaft was shut down due to methane gas pockets.
- Tell me of your home or your greatest adventure.

Chief, Grind Gimglan (Cheerfully Lost): Male dwarf Expert 16.

Appearance: Grind is usually wearing a leather apron and heavy coveralls. All are riddled with holes from sparks off the forge.

His hands are thickly callused. His beard is usually in two braids that are pulled back over his shoulders so they don't get in the way or set afire so easily.

Personality: When taking care of official business, Grind simply dons a silver circlet and heads to the meeting hall. He always handles clan affairs quickly but wisely, so he can get back to his first love: crafting armor.

Trade Opinion: Having his armor seen and appreciated by folk outside the stronghold appeals to his ego, but he would rather not deal with Baklunish people. Grind is Indifferent.

It will take a Diplomacy check (DC 15) to get him on the PCs' side.

- Any Baklunish: -2 penalty
- Any PC with Craft (armor): +2 bonus
- PCs returned Ragen to his clan: +2 bonus
- PCs caught Hajji: +2 bonus
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Church Elder, Hel: Male dwarf Clr8.

Appearance: Hel wears a dark robe with an even darker hammer and anvil stitched onto the back. Hel has a wooden leg, a memento from his adventuring days.

Personality: Hel used to spread the word of Moradin above ground and especially to clan-less dwarves. After he lost his leg to a bulette, it became too hard to get around, so he went back home to preach to his clan and advise the Chief.

Trade Opinion: Hel feels that trading with the Baklunish would be fine; he dealt with many during his adventuring days. He would like all the armor they trade to be stamped with the symbol of Moradin in order to spread the word of his greatness. Hel is Friendly.

It will take a Diplomacy check (DC 1) to get him on the PCs' side.

- Any worshiper of Moradin: +2 bonus
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Militia Elder, Daldel: Male dwarf Ftr12.

Appearance: Daldel always has at least a chain shirt on even when he sleeps. If not in chain, he is in his gold celestial full plate.

Personality: A grizzled, battle-hardened, grumpy old dwarf, Daldel makes all military decisions for the stronghold and advises the Chief.

Trade Opinion: Daldel does not like outsiders, especially Baklunish outsiders. He doesn't like the fact that they are allowed to freely explore the stronghold. He feels only clan dwarves deserve to wear their armor. Daldel is Unfriendly.

It will take a Diplomacy check (DC 25) to get him on the PCs' side.

- Any lawful good dwarf fighter: +2 Bonus
- PCs caught Hajji: +2 bonus
- Any Baklunish: -2 penalty
- Clan less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Craftsman Elder, Bazdel: Male dwarf Expert 10.

Appearance: Bazdel is a "neat-nick". If his leather apron gets a hole burned in it, he passes it on to an apprentice and takes a new one for himself.

Bazdel keeps his beard so short he cannot braid it, which is very unusual for a dwarf.

Personality: Bazdel manages the craftworks and is second in skill only to the Chief, whom he advises.

Trade Opinion: Bazdel would love to expand the shop and make more armor. He has been planning an expansion for years and the extra income would finance it. Bazdel is Friendly.

It will take a Diplomacy check (DC 1) to get him on the PCs' side.

- Any Baklunish: -2 penalty
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Engineer Elder, Faldel: Male dwarf Expert 8.

Appearance: Faldel usually has a helmet on his head with a small everburning lantern on it. He almost always has an apprentice in tow, packing his surveying equipment to the next project.

Personality: Faldel talks fast and walks fast. He loves to speak of the next big project for the clan. He is always pushing to expand the stronghold's mines.

Trade Opinion: Faldel would prefer not to deal with the Baklunish, but more income would fund expansion. Faldel is Indifferent.

It will take a Diplomacy check (DC 15) to get him on the PCs' side.

- Any PC with Knowledge (Engineering): +2 bonus
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty

- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Food Procurement/Prep Elder, Nuro: Female dwarf Expert 6

Appearance: Nuro wears beautiful, multicolored, patterned dresses. Her hair is always in complicated braids. She always smells like bread or cookies.

Personality: Nuro is the only female on the Circle of Elders. She feels this is not enough and is always pushing for more female representation when an opening in the Circle comes up.

Trade Opinion: If any PCs are female and they support her opinion about more women on the Circle of Elders, they will automatically get her vote. Nuro is, otherwise, Indifferent.

It will take a Diplomacy check (DC 15) to get her support.

- Any PC with ranks in Profession (cook) or similar: +2 bonus
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Freshwater, Waste Disposal, and Baths Elder, Kilmor: Male dwarf Expert 6

Appearance: Kilmor wears leather armor. He is very skinny for a dwarf, probably from all the walking he does. He actually has some color to his skin from being out in the sunlight so often.

Personality: Kilmor has perhaps the most important job: securing freshwater, safely disposing of waste, and maintaining the segregated baths and water pumps. This forces Kilmor to go above ground more than anyone

else in the stronghold. Kilmor enjoys his trips to the surface; he has a bit of the wanderlust.

Trade Opinion: Kilmor has dealt with outsiders and is not against setting up trade if it would benefit the clan. Kilmor is Indifferent.

It will take a Diplomacy check (DC 15) to get him on the PCs' side.

- If the PCs point out how the clan will benefit from trade with BB Armory: +2 bonus
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Clan Warden, Ovtor: Male dwarf Ftr6

Appearance: When on duty, Ovtor wears full plate. When off duty, Ovtor likes to dress casually, but he always wears belt, ankle, and wrist weights, so when he puts his armor on it feels light.

Personality: Ovtor is way beyond driven. He is "Number One" of the four Clan Wardens. He hopes to replace Daldel someday.

Trade Opinion: It sounds like a security risk and that is not good. Ovtor is Unfriendly.

It will take a Diplomacy check (DC 25) to get him on the PCs' side.

- If the PCs captured Hajji: +2 bonus
- Any Baklunish: -2 penalty
- Clan-less dwarf in the party: -1 penalty
- Ebony died at the hands of the assassin: -4 penalty
- A PC makes a passionate speech, using a Perform (oratory) check (DC 15): +1 bonus
- A PC does an interpretive dance about what he went through to get here and how confident he is in Baubu Bhot, using Perform (dance) check (DC 15), or something similarly impressive: +1 bonus

Encounter Six: The Big Meeting

Meeting time.

You are led to a meeting hall. Seated around a great stone table is the clan Chief and the Circle of Elders. Guards flank the Chief and all the exits.

Carved into the wall above the Chief's head, in both Dwarven and Common, and in extremely ornate script, are the words, "Honor Duty Bravery Stoicism Loyalty".

Grind Gimglan stands and says, "With the help of my trusted advisers I have decided (to meet/not to meet) with your client, Baubu Bhot"

When the Chief is finished there is a loud explosion.

Miners have pierced a methane gas pocket in the rock and it has exploded, trapping and injuring many miners. See map 5, Appendix 2.

The shift supervisor reports, "There are at least ten dwarves trapped in the mineshaft."

"We need to squeeze past a cave-in with fresh airlines to help purge the lethal gasses. Then we need to extinguish any fires still burning and rescue any trapped miners."

The PCs can pick from the following tasks to help the rescue, or do nothing. A dwarf can step in and do anything a PC can't do. The dwarf will be +5 at whatever skill is being used.

The trapped dwarves can hold their breath for 28 rounds; each has a Constitution of 14 (suffocating smoke). Roll initiative and begin working through the skills needed to save the dwarves. If it takes more than 28 rounds, you must make a Constitution check DC 10 +1 per failed rounds for each trapped dwarf. The first failure puts the dwarf at 0 hit points. The second failure puts the dwarf at -1 hit points. The third failure puts the dwarf at DEAD.

There is no light in the tunnel. The dwarves will not allow any open flame lighting devices because they could ignite pockets of methane gas. If the PCs need help with lighting, a dwarf cleric will cast *light* for them twice.

- A fresh air hose needs to be taken beyond a 15' long stretch of rubble blocking the mineshaft in order to purge the flammable

gasses. A PC can squeeze (each square counts as 2) through a small gap in the rubble. The hose snags several times as the PC drags it through the gap. Have the PC make 3 successful Use Rope checks (DC 15). Add 1 round to the time it takes the PC to squeeze through the gap for each unsuccessful attempt. This represents time fiddling with the hose to get it loose again.

- Once the PCs are past the rubble, they find a water pump and fire hose. Flying debris in the explosion damaged the pump's moving parts. A PC can repair the water pump; it will take a Craft (metalworking), Knowledge (Engineering) or Profession (Engineering) check DC 15 to get it running again. The PC will need tools, or the above checks will have a -2 penalty. Masterwork tools can be found in the debris near the pump, Search check (DC 15). This grants a +2 bonus to the above checks.
- A PC can help remove rubble that blocks the mineshaft just past the water pump. Only one person can pull rubble at a time, he then hands it to a chain of dwarves that has formed behind him. He must make a Strength DC 15 check to clear a 5' square; three squares must be cleared.
- The PC removing debris is now confronted with a raging fire. The explosion ignited timber tunnel supports and piles of timber waiting to be taken to the shafts below. If the pump is working a PC can extinguish one 5' square per round; four squares are burning. A PC could create water and extinguish one 5' square. Any PC spending 10 rounds fighting the fire takes 1d6 fire damage. Any PC fighting the fire and wearing metal armor is affected as if by a *heat metal* spell.
- The PCs must now Climb (DC 15) down the elevator shaft 30'. The chain that drew the elevator up and down is intact but affected as if by a *heat metal* spell. Count the chain as having been heated for 3 rounds plus the number of rounds since the PCs put out the last fire. The elevator car lies smashed on the floor below. Instead of climbing, the PCs could secure a rope, with a Use Rope check (DC 10). Climbing down a rope requires a DC 10 check, while climbing a knotted rope requires a DC 5 check. Remember, a PC climbs at quarter speed, and, if he fails a check by 4 or less, he makes no progress that round. If he fails by 5 or more, he falls to the floor below, taking 1d6 damage per 10' fallen. If they PCs

find creative ways to cool the chain down (such as create water or ray of frost) reward them by allowing them to climb down a bit faster (half movement).

- Four dwarves lay in a heap amidst the smashed remains of the elevator car. They are all at 0 hit points, and have not stabilized. Four shafts exit the elevator landing. There are a total of six shafts down here, and a dwarf lies dazed at the end of each shaft, but holding his breath. The last 3 squares of each shaft are under the effect of smoke. Each round a PC is in the smoke and not holding his breath he must make a Fortitude save (DC 15 +1 per previous check) or start choking. After 2 consecutive rounds of choking the PC takes 1d6 nonlethal damage. The shortest shaft is where the methane gas was unwittingly tapped and the explosion occurred. Dwarves that are at -1 and dragged out of the smoke still need to be stabilized.

Development: Once the dwarves have been rescued and the fires put out the PCs are free to leave. If they had failed in the negotiations read the following aloud:

Chief Gimglan approaches you as the smoke clears from the fire. “You have risked your lives for those you barely know. Perhaps we have misjudged you and your kinsmen. Please tell Bauba Bhot that the Clan Gimglan would be proud to trade with him. Even if he proves to have half your character, he will be a great man. Go with pride and the tanks of our clan.”

If they have completed the trade mission (or continue from the above text):

“You have traveled far and braved much; I hope you are happy with the results. If not, focus on the journey, for that is truly the greatest gift of life. The Gimglan clan wishes you good luck in your future journeys.”

At this point the characters may break open the Enchanted Sandstone and complete their task. Read the conclusion.

Conclusion

Once again the world of the Barrier Peaks fades away and in return you stand in the home of Bauba Bhot. He stands with his wizardly companion; an anxious look replaces his normally broad grin. He waits to hear your tales of the expedition to the Peaks.

Whether you are successful or not, Baubu Bhot thanks you for your assistance in this endeavor and promises to contact you in the future if in need of your skills.

You are paid as promised and, if you successfully negotiated a deal with the dwarves, earn the favor of BB Armory.

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 Two

Defeat Goliath

APL 1 90 xp

Encounter Three

Defeat Vargouille

APL 1 60 xp

Encounter Four

Defeat Centipede

APL 1 30 xp

Encounter Five

Defeat Rogue

APL 1 90 xp

Story Award

Dwarf is willing to meet with Baubu Bhot

APL 1 90 xp

Discretionary roleplaying award

PCs interacted with the dwarf NPCs and helped with the mine explosion

APL 1 90 xp

Total possible experience:

APL 1 450 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Introduction

APL 1: L: gp; C: 100 gp; M: 0 gp

Encounter Three:

APL 1: L: 87 gp; C: 14 gp; M: 0 gp

Encounter Four:

APL 1: L: 0 gp; C: 0 gp; M: 235 gp (less 62 if they drank the potion)

Encounter Six:

APL 1: L: 7 gp; C: 2 gp; M: 15 gp (less 12 gp if Hajji manages to drink his last potion of invisibility)

Total Possible Treasure

APL 1: L: 94 gp; C: 116 gp; M: 240 gp - Total: 460 gp (max is 450, but they could lose some coin if they need to drink the potions)

Special

If the PCs convinced the Chief to meet with Baubu Bhot they get the following.

Favor of Busaid bin Baububhot al-Zeif: BB Armory coupon good for one, to be named later, surprise.

Favor of Ragen Gimglan and clan: For saving Ragen from certain death he, and/or his family, will someday reward the PC.

Appendix One – NPCs

Hajji Bin Jimjaji al-Antalotol: Male Baklunish Rog3; CR 3; Medium Humanoid (human); HD 3d6+0; hp 14; Init +7; Spd 30 ft; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk +2; Grp +3; Atk +3 melee (2d4+1/18-20x2, falchion, slashing); Full Atk +3 melee (2d4+1/18-20x2, falchion, slashing); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ trapfinding, evasion, trap sense +1; AL NE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Climb +7, Disable Device +8, Hide +11, Intimidate +10, Jump +9, Spot +7, Move Silently +11, Open Lock +9, Search +8, Tumble +11; Improved Initiative, Persuasive, Stealthy.

Possessions: *potion of invisibility* x3, *potion of cure light wounds*, leather armor, falchion, kukri, backpack, bedroll, water skin, whetstone, flint and steel, 5 days rations, candle x3, torch x3, 10 gp.

Physical Description: Filthy, stinking, Baklunish rogue trying to make a buck so he can feed his evil family.

Goliath: Male goliath Ftr2; CR 3; Medium Monstrous Humanoid; 2d10+6; hp 22; Init +0; Spd 30ft; AC 14 (+0 Dex, +4 chain shirt), touch 10, flat-footed 14; Base Atk +2; Grp +11 (powerful build counts as large when advantageous); Atk +7 melee (1d8+7 x2, large club, bludgeon); Space/Reach 5 ft./5 ft.; SA; SQ Darkvision 60', Powerful Build, Mountain Movement, Acclimated; AL NE; SV Fort +6, Ref +0, Will +0; Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Climb +6, Jump +6; Endurance, Diehard, Skill Focus: Intimidate.

Mountain Movement: Make standing jumps as if running. Can engage in accelerated climbing without –5 penalty.

Acclimated: No penalties for altitude.

Powerful Build: Counts as a large creature when advantageous.

Possessions: chain shirt, large club, whetstone, and water skin.

Physical Description: 7' 6" tall, bald, blue eyes, gray skin mottled with light and dark patches. Very, very angry, because he just got kicked out of his clan for being Evil.

Dwarf Guard: Male Dwarf Ftr1; CR 3; Medium Humanoid (dwarf); HD 1d10+2; hp 12; Init +0; Spd 20 ft; AC 18 (+0 Dex, +8 full plate armor), touch 10, flat-footed 18; Base Atk +2; Grp +3; Atk +3 melee (1d12+3 x3, greataxe, slashing); Full Atk +3 melee (1d12+3 x3, greataxe, slashing); Space/Reach 5 ft./5 ft.; SA; SQ; AL LG; SV Fort +2, Ref +0, Will +1; Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +0, Intimidate +4, Jump +0; Power Attack, Cleave.

Possessions: *potion of cure light wounds*, full plate armor, greataxe.

Physical Description: Proud dwarf warrior in shiny plate.

Clan Warden: Male Dwarf Ftr6; CR 3; Medium Humanoid (dwarf); HD 6d10+21; hp 61; Init +0; Spd 20 ft; AC 20 (+0 Dex, +10 full plate +2), touch 10, flat-footed 20; Base Atk +6/+1; Grp +8/+3; Atk +9 melee (1d12+5 x3, greataxe, slashing); Full Atk +9/+4 melee (1d12+5 x3, greataxe, slashing); Space/Reach 5 ft./5 ft.; SA; SQ; AL LG; SV Fort +7, Ref +2, Will +3; Str 15, Dex 10, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +6, Intimidate +9, Jump +6; Power Attack, Cleave, Weapon Focus (greataxe), Weapon Specialization (greataxe), Toughness (x3).

Possessions: *potion of cure serious wounds*, full plate +2, greataxe.

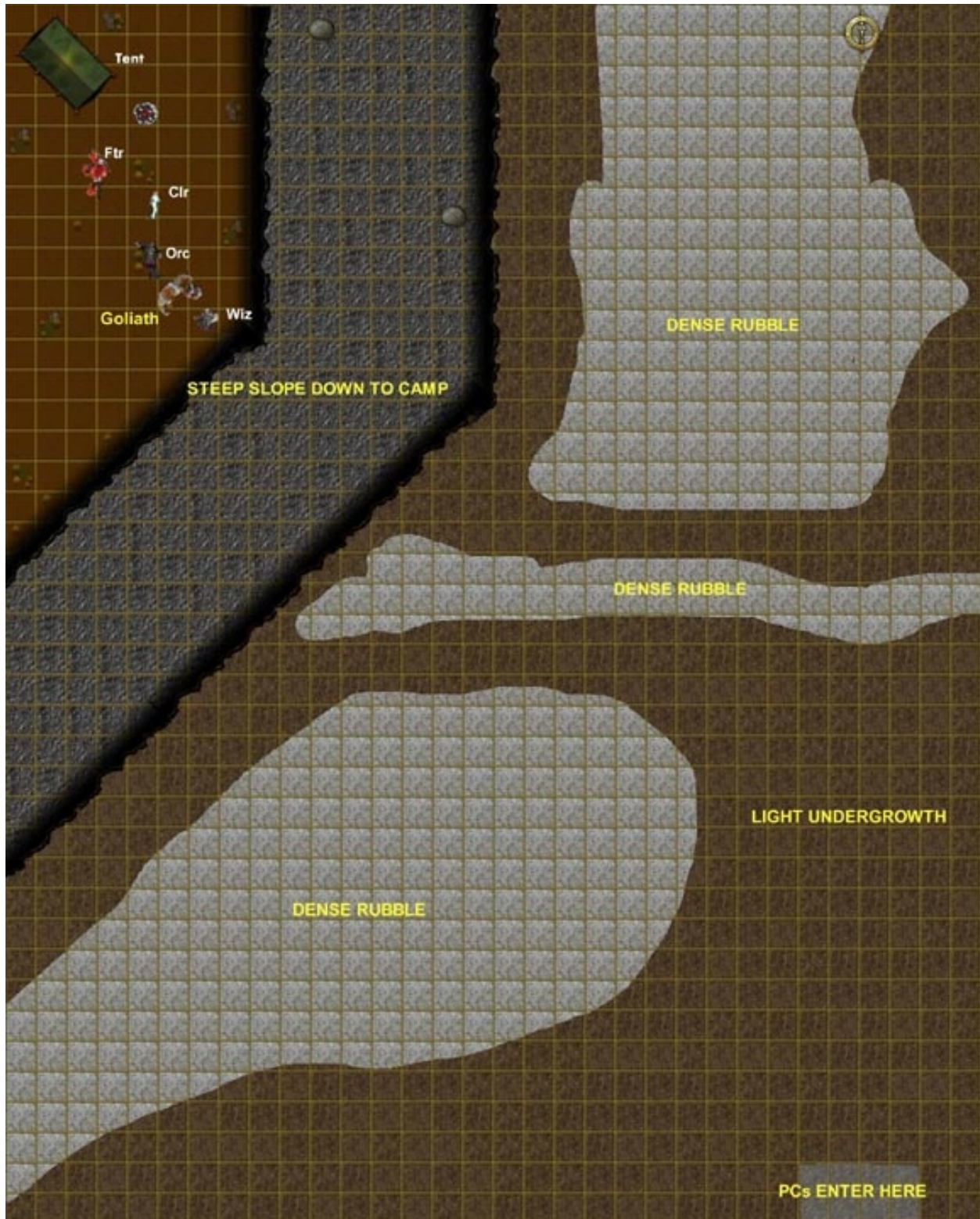
Physical Description: Proud dwarf warrior in shiny plate.

Appendix Two: New Rules Items

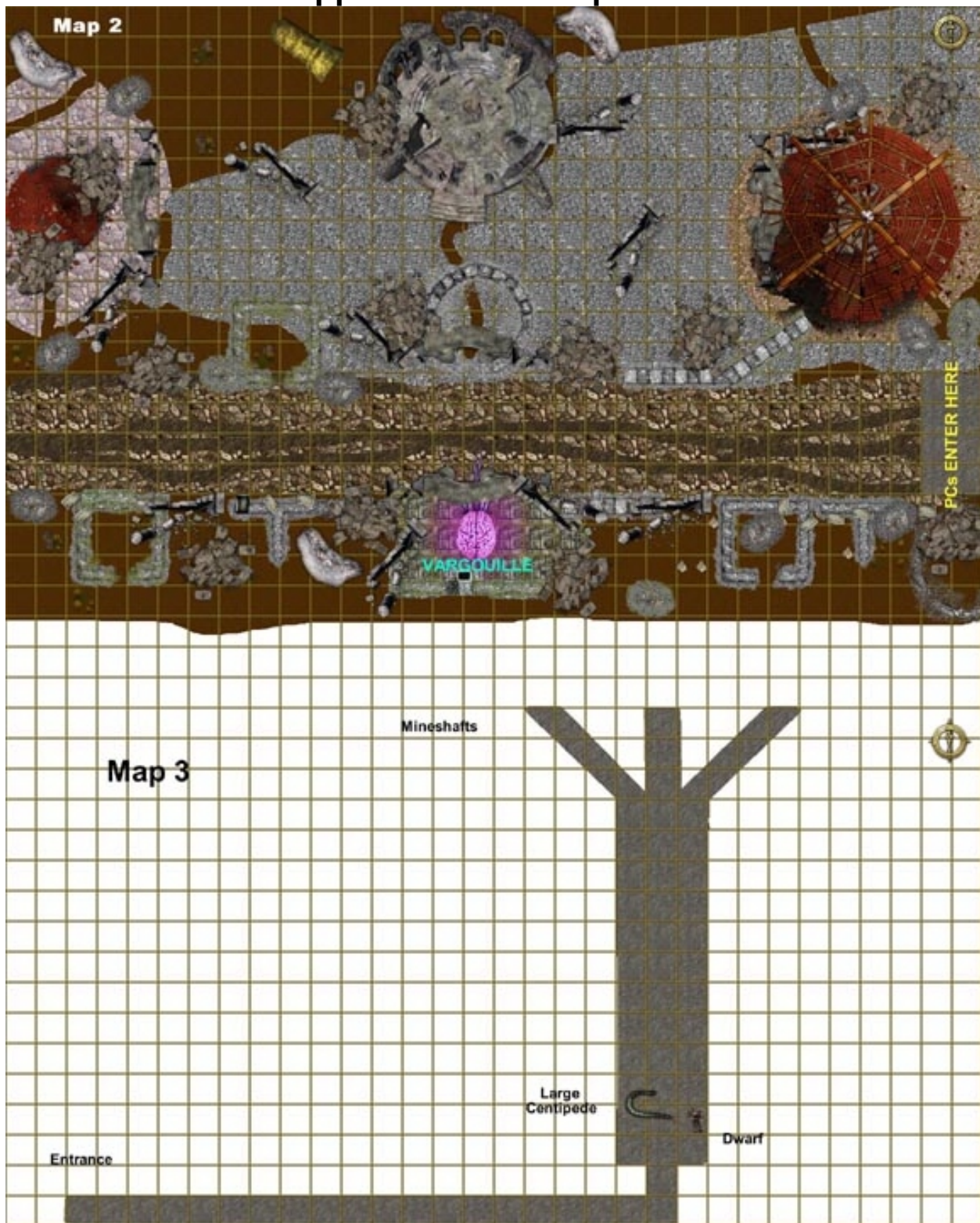
Goliath Racial Traits

- +4 Strength, -2 Dexterity, +2 Constitution: Goliaths are massively muscled, but their bulk sometimes gets in the way when they're trying to be nimble.
- Goliath base land speed is 30 feet.
- Medium: As Medium creatures, goliaths have no special bonuses or penalties due to their size. However, see the powerful build ability description below for more details.
- Monstrous Humanoid: As monstrous humanoids, goliaths are proficient with all simple weapons, but they have no proficiency with any armor or shield.
- Powerful Build: The physical stature of a goliath lets him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- Mountain Movement: Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.
- Acclimated: Goliaths are automatically acclimated to life at high altitude. They don't take the penalties for altitude described in the Mountain Travel section on page 90 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, goliaths don't lose their acclimation to high altitude even if they spend a long time at a lower elevation.
- +2 bonus on Sense Motive checks: When speaking to one another, goliaths tend to augment their verbal communication with subtle body language. They are likewise able to "read" the unintentional body language of others.
- Automatic Languages: Common and Gol-Kaa. Bonus Languages: Dwarven, Giant, Gnomish, Terran.
- Favored Class: Barbarian. A multiclass goliath's barbarian class does not count when determining whether he takes an experience point penalty (see the XP for Multiclass Characters section, page 60 of the *Player's Handbook*). The tribal life of the goliaths produces many barbarians.
- Level adjustment +1.

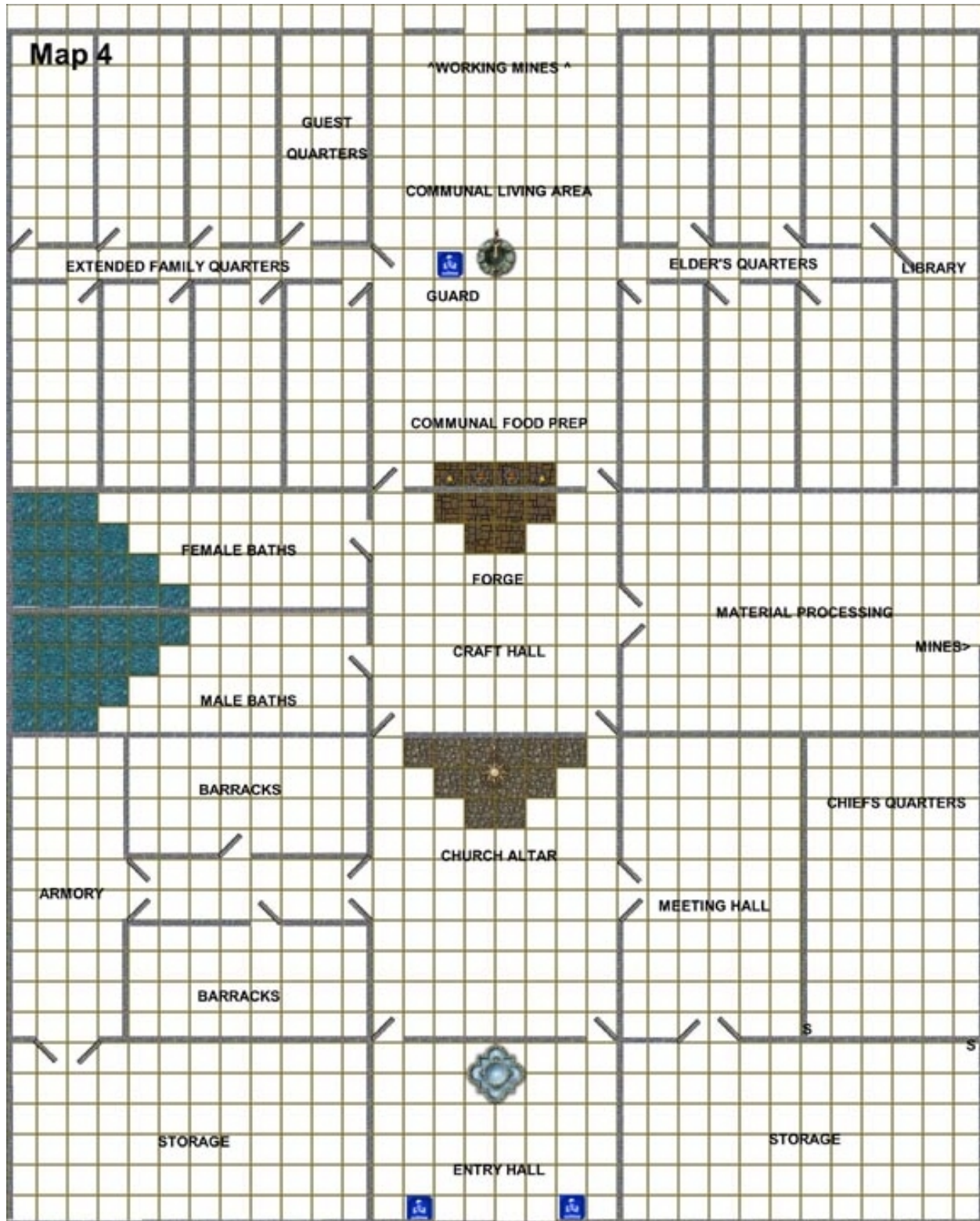
Appendix Three: Maps for Encounter 1



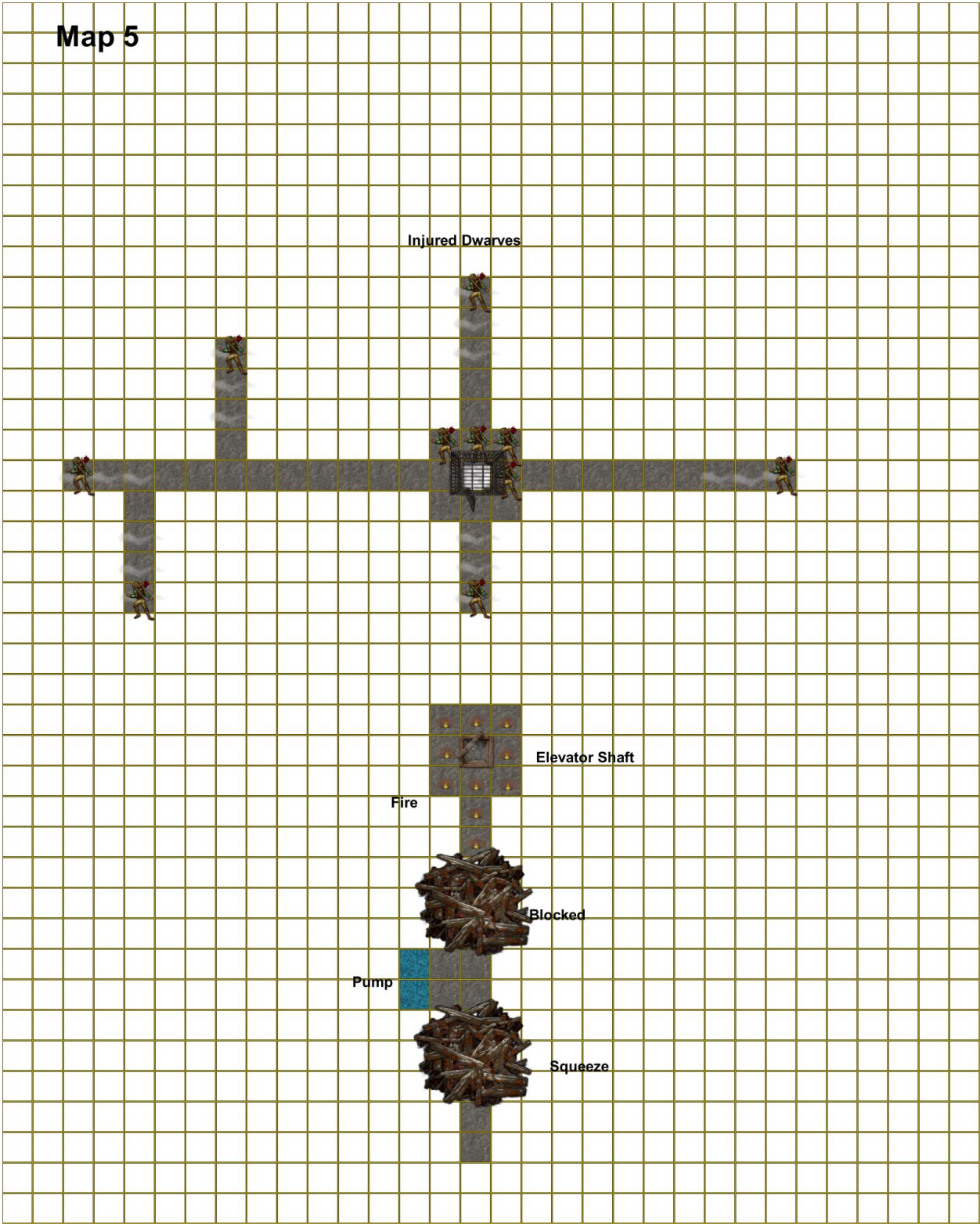
Appendix Four: Maps for Encounter 3 and 4



Appendix Five: Maps for The Dwarven Enclave



Appendix Six: Maps for The Dwarven Mines



Merchant seeking groups of 4-6
adventurers to travel to the
Barrier Peaks, locate dwarves,
and negotiate a trade meeting.

For an interview please contact
the offices of

BB Armory

438 Merchant's Way

Between mid-morn and mid-
afternoon.