

ONW5-01

Crisis of Faith

Or

When Thegns Go Wrong

A One-Round D&D LIVING GREYHAWK[®] Onnwal Regional Adventure

Version 1

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Playtesters:

As the Free State of Onnwal prepares for a final confrontation with the Scarlet Brotherhood, it needs allies. Who better than the enduring Dwur of the Headlands? Or do they perhaps have troubles of their own? For APLs 4-12.

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.

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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 DM (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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 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.

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 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.
3. Sum the results of step 1 and 2, and divide by the number of characters 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

	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	

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 1-round Regional adventure, set in Onnwal, Characters native to Onnwal pay one Time Unit per round, all others pay two 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.

Adventure Background

The Dwur have populated the Headlands for many thousands of years. Living in three great citadels, they have continued to craft and mine, keeping to themselves since ancient times. Though contact between the Dwur and the people of Onnwal was never significant, merchants from the Dwur citadel of Sarakast have long had dealings with priests of Zilchus in the lowlands. Through these dealings, finely crafted Dwur artifacts flowed into the markets of Scant.

Although the Dwur are technically part of the Iron League, they have shown little inclination to involve themselves in the affairs of the outside world. The invasion of Onnwal by the Scarlet Brotherhood caused some concern among the leaders of the Dwur. However, they did not see this as sufficient reason to become involved in the affairs of men. As the Brotherhood occupation intensified,

appeals for Dwur assistance fell upon deaf ears, and eventually the little communication there was began to dry up.

However, not all contact between the Dwur and the outside has been lost, as priests of Zilchus continued to deal with the merchants of Sarakast, occasionally traveling to Sarakast to deal with the Merchant Council, ruled over by their Thegn. One such priest is none other than Adrenn Faraster, Coin Father of Zilchus.

In his youth, the Coin Father traveled often to the citadel of Sarakast, and made friends both within the Merchant Council, and the population at large. These contacts include such individuals as Boruphus the Merchant, a Dwur priest of Zilchus, and Glonnar, a monk of the Khazuur Maar. Three years ago, Boruphus and Glonnar approached Adrenn, indicating that there was a feeling among the Dwur that their self-imposed isolationist policy would be detrimental in the long term. The Thegn of Sarakast had decided to allow Adrenn to return to Sarakast to re-present the case of the people of Onnwal. The Coin Father was eager and happy to do so, and his tales of the horror of the occupation fell upon sympathetic ears. However, Vagem Morathuann, the Prophet of Moradin, and one of the Elders of the citadel of Nerakern intervened. Nerakern is still ruled by the priests of Moradin in all but name. Using his considerable influence, Vagem was able to block any offers of aid to the beleaguered Free State. Adrenn was forced to return to Killdeer empty handed.

Now however, the presence of Pomarji Euroz in the Headlands has forced the Thegn to consider again the need for his people to avoid isolating themselves. Once again he has sent word to Adrenn, this time in secret, hoping that the priests or Moradin in Nerakern won't discover the mission until the Merchant Council vote on whether to aid the people of Onnwal.

Adventure Summary

Introduction: The PCs are requested to escort a diplomatic expedition to the Dwur stronghold of Sarakast in order to convince the Thegn to join in their efforts to drive the Scarlet Brotherhood out of Onnwal. The Thegn has made overtures to a priest of Zilchus regarding the possibility of Dwur aid for the Free State of Onnwal, as the Dwur are becoming increasingly concerned about the numbers of Euroz infiltrating the Headlands.

Encounter 1: The Quest for Allies: The PCs meet with a priest of Zilchus, Adrenn Faraster, the Coin Father, to be briefed on their mission. He warns them that there may be some contention among the Dwur. They are to escort him to an abandoned dwarven outpost to meet with

representatives of the Thegn. This is the original meeting place where Dwur dealt with outsiders.

Encounter 2: Journey into the Headlands. The journey into the Headlands is interrupted by wyverns looking to feed on the party, having been driven from their traditional haunts by the increasing numbers of Dreamstealers within the hills.

Encounter 3: Meeting at the Khazuur-Gol: The PCs meet with the Thegn's representatives. While Adrenn and the lead Dwur negotiate, the PCs are free to investigate the ruins or talk to the Dwur. Eventually, Adrenn informs them that his preliminary talks have gone better than expected and they will be escorted to Sarakast itself to meet with the Thegn. However, they will have to travel underground in order to avoid a new plague that infects the region, the Dreamstealers.

Encounter 4: UnderOerth: The PCs meet with a patrol of hunters from Nerakern, led by a champion of Moradin. They are hunting beasts that have infected the tunnels and killed an expeditionary force of miners. The Champion is suspicious of the PCs and Adrenn, questioning them intently before allowing them on their way. Unknown to the PCs, he reports back to the High Priest of Moradin that the Thegn is receiving diplomatic envoys from Onnwal.

Encounter 5: Things that go Bump in the Night: Before the party can proceed much further, the creatures that they were warned about by the hunters attack them.

Encounter 6: The Halls of Sarakast: The PCs are brought before Dorinuur, son of Korinuur, the Thegn of Sarakast, allowing them to view the wondrous citadel. The Thegn is surprisingly interested in hearing of their plight, and explains his concerns about so many Euroz in Onnwal. He offers to give them the aid they request in return for certain mining rights in Onnwal, and trade concessions. The PCs are invited to a celebration that night and are free to explore some of the citadel.

Encounter 7: The Coup (When Thegns Go Awry!): During the night, the PCs are informed by one of the Thegn's trusted priests that there has been a coup. The Thegn has been placed under house arrest on the orders of the High Priest of Moradin, for betraying their kind in offering to help the humans of Onnwal. However, he is willing to betray the High Priest and show the PCs where the Thegn is imprisoned if they take him back to Killdeer and offer him political asylum.

Encounter 8: The Flight: With the Thegn in tow the PCs flee towards the safety of Killdeer. However, the Nerakern hunters are already after them, bolstered by the arrival of some Dwur Templars. They must fight their way through this force and towards freedom.

Conclusion: The PCs managed to return to Killdeer, hopefully with the Thegn of Sarakast alive, but without the specialist help they were hoping for.

Introduction

Read the following to the players:

As you gaze across the sea from your position on the docks at Killdeer, you notice that the early morning is a lot warmer than in recent weeks. At least the winter winds are beginning to recede and the coming of spring heralds a new year and perhaps a new hope for Onnwal.

A runner bearing a sealed message breaks you from your reverie. There is little information in the missive; it simply orders you to approach the Coin Father at the church of Zilchus, as he requests your aid in a delicate and important task. He requires an escort for a diplomatic mission to visit the Dwur Thegn of Sarakast.

The runner has no further information, so the PCs must merely decide whether to attend or not. When the players are ready to proceed go to Encounter 1.

Encounter 1: The Quest for Allies

The PCs should proceed to the Temple of Zilchus to meet Adrenn at the appointed time. Read aloud or paraphrase the following: -

Outside the gilt temple of Zilchus in Killdeer, a heavyset middle-aged man stands taking in the splendor of the marble columns and freshly hewn fountain.

Dressed in white robes that seem unassuming to begin with, you realize as you draw closer they are lined with silks. A symbol of an overflowing pouch clasps his cloak.

PCs who have played the Onnwal mini-module *The Envoy* will have met The Coinfather before. In this case, he will greet the PCs warmly, asking after them and what they have been doing since they last met.

Modify the following text accordingly.

As you draw closer he shoulders his pack and walks towards you.

"The freeswords, excellent! You received my message? Allow me to explain why I need your aid.

"I'm to travel to the citadel of Sarakast, one of the three great citadels of the Headlands Dwur. It is fallen to me to ask the aid of the Thegn in the form of Dwur engineers, to prepare for our final assault on the Brotherhood forces. I need an escort to see me safely through the Headlands, and you have come highly recommended."

☛ **Adrenn Farester**, "The Coin Father", Priest of Zilchus and Master of Envoys at Szek Jian's Court.

Appearance: A heavysset, middle-aged man, Farester looks like he'd be more at home hoisting a mainsail than praying for rich profits. His face is tanned and lined and his greying brown hair is sun bleached. He wears the flowing white, gold trimmed robes of the priests of Zilchus and a gold chain bearing the Purse of Plenty about his neck.

Character: A friend and close advisor to the Lord Chamberlain, Adrenn serves as the Master of Envoys for the Free State, advising Szek Jian on matters of foreign policy and on reports received from his ambassadors aboard. Called Coinfather for his skill at turning a profit, Adrenn speaks with a cultured accent without pretension or affectation. Charming and charismatic, he has not forgotten his humble origins and knows how to put people at their ease and gain their trust.

Adrenn is happy to spend a few minutes answering the party's questions concerning the mission. However he is eager to get started and will expect the PCs to be ready to leave Killdeer straight afterwards.

Q: What are the Citadels?

A: *"In the Headlands there lie three Citadels of old, built by the Dwur. A Dwur Thegn, the same as a Duke in our tongues, rules each. They hold fealty to the King of the Iron Hills, Holgi Hirsuite.*

"Sarakast is the southernmost, Nerakern the centremost, and centre of the priesthood of Moradin, and lastly Vergannin, north most (or so we believe), where the Dwur guard of Duke Coriell of Killdeer hail from."

Q: Where are the Citadels?

A: *"Although over time we've guessed at the approximate positions, only Dwur of the Citadels know for sure."*

Q: Why is it you get to talk to them? I am also a diplomat.

A: *"As far as I know, the Dwur do not make a habit of inviting different people into their stronghold. They know me from our failed negotiations of three years ago - they would prefer to invite me again than risk the company of another."*

Q: What caused the previous negotiations to fail?

A: *"Long have we had ties with Vergannin and Nerakern. Some three years ago I was invited to Sarakast, in order to open negotiations for further Dwur aid by the Thegn himself. However, the negotiations ended abruptly after the intervention of Vagem Morathuann, prophet of Moradin. What aid that had already been offered during the initial stages of the Rebellion was withdrawn by order of the priesthood of Moradin, who value Dwur life above all else and view the conflict now as a matter for humans, ortarkgel as they call us in the Dwur-vocca.*

"At their core the Dwur are pious race - on that day three years ago the Dwur clergy effectively staged a coup. The priesthood of Moradin currently rules the Dwur citadels in all but name."

Q: What has changed to cause the Dwur to want to help us now?

A: *"I'm unsure; The Thegn of Sarakast's message was somewhat cryptic - only that he wished to resume the talks that had been rudely interrupted three years ago."*

Q: Where are we meeting them?

A: *"Four days south, there lies an old abandoned Dwur fortification known as the Khazzur-Maar - the Stone Hand. We're to await further instruction there."*

Q: Are we getting paid?

A: *"Well, others in the Court had hoped you'd do this for the love of Onnwal, but I've always thought it best to pay people for their services. Thus I've here a small amount of coin here for each of you. No need to mention it to anyone, is there?"*

Once the PCs are ready to start the journey, read aloud the following: -

As directed you have followed the route south from Killdeer and by the end of the second day you are amidst the shadow of the ever-ominous Headlands of Onnwal. The hills of Onnwal have proven to be a boon companion to this town, not only do they provide silver and platinum

– thanks in part to the doughty Dwur clans that work tirelessly – but also they afforded protection from the invading Scarlet Tyranny to the Great House of Coriell, and to their bannermen, the Houses of Faskel and Keldas. Now you seek that which few outsiders are thought to have seen – one of the three legendary Dwur fortresses.

Ask the PCs for a marching order as they prepare to go into the Headlands.

Encounter 2: Journey into the Headlands

Key ideas of this encounter: The PCs are escorting Adrenn to his meeting with the Dwur from Sarakast. However, they become the targets of hungry predators driven from their homes in Headlands.

The PCs are traveling south into the Headlands. The way is relatively easy; the well-worn path has been used for generations by the Dwur to transport goods to the markets in Killdeer. Adrenn is an easygoing companion, eager to hear of the exploits of the PCs and to explain about his dealings with the Dwur, though he is reluctant to discuss any of the Dwur secrets.

Adrenn will explain that the Dwur are a very rigid and dour people and must be treated with great care, politeness and formality. He will explain to any Dwur PCs that they should recount their lineage for three generations when asked to introduce themselves. Non-Dwur should not do so, as this is taken as a grave insult. Half-orcs should remain as silent and inconspicuous as possible. Adrenn has risked much by inviting any half-euroz at all and he pleads with them to behave. At best the Dwur will pointedly ignore them, but should any half-euroz cause trouble, the Dwur will not hesitate to cut them down where they stand and the hopes of Dwur aid in the coming battles would die with them.

Along the way the PCs are soon going to discover the dangers of the Headlands are very real. Events elsewhere in the Headlands have released creatures into the hills, known only as Dreamstealers. These creatures have had a serious impact upon the ecology of the hills. Large predators have been forced out of their normal feeding grounds seeking safer locations. Unfortunately for the PCs they have come across some of these predators.

Read or paraphrase the following to PCs:

Adrenn happily recounts some of his exploits to you as you continue your travels down the caravan path. The

road is wide and well trodden, though there is little sign of recent use. On each side of you the steep sided hills of the Headlands rise up, casting lengthy shadows over the road. In the distance low rumblings and heavy rain clouds indicate that a storm is approaching.]

Suddenly you notice that Adrenn has stopped and is looking uneasy.

He looks over to you and says; “The last time I traveled here, this place teemed with wildlife...there were lots of birds. Do you hear any birds?”

Obviously it's deathly silent. PCs making a DC 10 Survival check will easily note that this is far from natural and bodes ill. Allow PCs to make opposed Spot checks to notice the wyverns approach. Any PCs making the earlier Survival check receive a +2 circumstance bonus. Those that fail are surprised as the wyvern(s) silently glide out of the hills and attack the party.

APL 4 (EL 6)

☛ **Wyvern**; Large Dragon; hp 59; see *Monster Manual* page 259

APL 6 (EL 8)

☛ **Wyverns (2)**; Large Dragons; hp 59; see *Monster Manual* page 259

APL 8 (EL 10)

☛ **Advanced Wyverns (2)**; Huge Dragon; hp 99; see Appendix I.

APL 10 (EL 12)

☛ **Advanced Wyverns (2)**; Gargantuan Dragon; hp 146; see Appendix I.

APL 12 (EL 14)

☛ **Advanced Wyverns (4)**; Gargantuan Dragon; hp 146; see Appendix I.

Tactics: The wyvern(s) have approached the PCs from low from behind the hills. They used the scent of the party to approach undetected. The wyverns will stay airborne unless driven to the ground by the PCs. Each round they will attempt to grab a PC and fly high with them clutched in their claws (at least 10ft x APL) then let them fall. When the last of the wyverns is reduced to 25% of its total hit points, it will attempt to flee by wing, again staying low to use the jagged hills as cover as it retreats

Development: Assuming the PCs and Adrenn survive, they can proceed onwards. Adrenn will remark on how

strange it is to see wyverns of this size so close to civilized lands. Such a thing has not been heard of in living memory.

If Adrenn is killed, the PCs have failed their mission and the adventure is over.

Encounter 3: Meeting at the Khazuur-Maar

About three to four hours after the PCs encounter with the wyvern, just as the light is beginning to fade, the group reaches their destination.

Read aloud or paraphrase the following:

Hewn from the hill is a stone bowl with five stone pinnacles pointing skywards. The ruin resembles a stone hand reaching out to the stars, cradling the evening sun in its grasp. The "hand" has the occasional imperfection where weather and age have weathered the stone, but like the people who hewed it from the limestone of the Headlands, it endures.

Waiting at the Khazuur-Maar is the group of Sarakast Dwur who are to escort the party to the Citadel. They comprise of a dozen of Thegkanduurn (the Thegn's bodyguards, whose name translates literally as Thegn's Blood) and their commander Rearthar.

Allow the PCs to enter the ruin, and make opposed Spot checks for the Thegkanduurn. If the PCs spot them and make it obvious, the Thegkanduurn spring from their vantage points. Otherwise, they wait for the PCs to walk into the center of the bowl before revealing themselves. In either case read aloud or paraphrase the following:-

A group of dozen Dwur emerges from vantage points behind the fingers of the hand. They each clutch loaded heavy crossbows that seem to glow eerily in the dusk light.

The leader, a Dwur resplendent in glittering mail that can only be forged of mithril steps forward and levels a crossbow at your party.

"I am Rearthar, son of Reothaenn, son of Reovarr the Stone Reaver. I recognize you Adrenn Faraster, the one they call Coin-Father, and I bid you be silent for now. Who are you remaining lowlanders?"

Adrenn lets the PCs do the talking initially. Dwur males in the party are expected to recant their full lineage for three generations (such as Boruphus, son of Borumaar, son of Borunstenn). If any non-Dwur tries to do the same to curry favor they are ignored and the act is taken as an insult. The

Dwur do not speak to that braggart unless it is absolutely necessary.

The Dwur will not stand for any form of humiliation or jest from the party. If the PCs are flippant, or play tricks on the rigid-necked Dwur they simply leave, unless the PCs act in a manner truly deserving of a violent end. Half orcs will be pointedly ignored, even if they speak to the Dwur. The Dwur are prepared to ignore these "creatures" provided they do nothing to offend them. Offence is likely to end in bloodshed, though allow Adrenn to smooth over any misunderstandings.

Once Rearthar is satisfied with the party's credentials, he will lead them round to a cave underneath the hand.

Read aloud or paraphrase the following:

Rearthar leads you around the Hand to the entrance of a cave under the hand. Two Dwur, alerted to your arrival, emerge from the dark cave mouth as you approach. Adrenn turns to you:

"Allow me to introduce my good friend Boruphus son of Borumaar ..."

He indicates an older Dwur wearing a fine cloak and surcoat emblazoned with the image of an overflowing purse, over a mail shirt. Boruphus nods to the party as he quaffs a dark liquid from an animal skin.

"...and this is Glonnar, son of Gloranuur" continues Adrenn, gesturing to a Dwur clad in grey robes.

The robed Dwur bows low to the party, revealing an intricate necklace depicting a hammer, the head of which almost seems to glow as it catches the fading light. Glonnar turns and follows Boruphus into the cave.

After allowing Boruphus and Glonnar to enter the cave, Rearthar stands in front of the entrance.

"The Coin-Father was invited to this parlay, You were not", he says pointedly staring at Adrenn.

Adrenn turns, as he walks into the cave

"Perhaps it is best if you wait outside while I speak with Boruphus and Glonnar"

"Do not wander far", glowers Rearthar. "Lest you damage yourselves in the dark."

The PCs may explore the ruins or speak to Rearthar – some questions the PCs may ask are outlined below, along with answers.

☛ **Rearthar, son of Reothaenn, Thegkanduurn of Sarakast**

Appearance: A stocky Dwur clad in mithril mail and wielding a vicious war hammer, Rearthar has short red hair mixed with greying streaks.

Character: Rearthar is brusque, to the point of bordering on (but not actually crossing the border into) rudeness. Like nigh all of the Thegkanduurn, he seems cold and emotionless, as though he were hewn from stone. He never raises his voice, or betrays feeling in his utterances. Even in the face of mortal peril, he is impassive, as befits his station as a bodyguard of the Thegn. The Thegkanduurn are fanatically loyal to their Thegn and will not hesitate to give their lives for their lord, if that alone will preserve him.

Q: How do you know Adrenn?

A: *"This is not his first time at our gates."*

Q: Where is Sarakast?

A: *"I could tell you but I would have to kill you," he says without a hint that he is anything but entirely serious. "To gaze upon Sarakast is a privilege few outsiders are given."*

Q: Who are you? What are the Thegkanduurn?

A: *"We are Thegkanduurn, the blood of the Thegn. Our blood is Moradin's gift to him to spill at his whim."*

Q: You don't sound like you want to be here.

A: *"What I like is irrelevant. I am here because it is my liege's will. Much like yourselves, I expect."*

Q: Who built this place (The Stone Hand)?

A: *"The Ancestors. In the old days this was where the Dwur dealt with outsiders they did not trust to take to their cities"*.

Rearthar looks meaningfully at you.

Development: Allow as much freeform role-playing as you feel time and mood allows. In the fullness of time Glonnar re-appears and talks to Rearthar - the talks have gone well, and Adrenn and the party are to be taken to Sarakast, to continue the talks with the Thegn himself. Glonnar then goes back into the cave.

After a couple of hours have past, Glonnar reappears and walks towards Rearthar. After talking for several minutes, Rearthar approaches your group, he gestures towards the cave.

"We will spend the night here. You may join us in the camp, if you so desire it. We go to Sarakast tomorrow".

He turns and returns to his men, issuing orders in a quiet voice that are obeyed as quickly as if they are shouted in a blind rage.

If any of the PCs understand Dwurish, Rearthar gives orders to set up 4 hour watches. He also told his men to watch your group carefully. It seems he does not trust outsiders and you in particular.

The cave entrance leads into a large room, filled with the rubble and detritus from years of neglect. The walls have obviously been worked, as they are smooth. There are a couple of tunnels that seem to leading deeper into the hill, but glancing down them they appear to be filled with rocks and earth.

A third tunnel at the very back of the room shows signs of being cleared recently.

The Dwur have set up a neat and orderly camp in the middle of the room. Adrenn, Boruphus and Glonnar appear to be deep in conversation when you enter.

Upon seeing you, Adrenn gets up, with a wide grin on his face.

"The talks have gone well" he exclaims, "We are going to be taken to Sarakast, to meet with the Thegn himself tomorrow."

Boruphus nods "We do not take outsiders to our cities lightly, so I hope you all appreciate the honour you are being given."

He pauses to take a swig from his ever-present skin, "As it has become perilous to travel above ground, we will have to use the Zell-Duuranak" he pauses then offers up a translation. "The roads of the Dwur". I hope you're not frightened of the dark! By travelling through the hills and mountains of the Headlands, rather than around them we will save many day's journey. Now come, join us for a meal"

Allow the PCs to introduce themselves to Boruphus and Glonnar - they are likely to be their primary conversationalists throughout the next few encounters.

☛ **Boruphus the Merchant, son of Borumaar,** Dwur priest of Zilchus

Appearance: Clad in the mail of his kindred, Boruphus sports a fine cloak and surcoat over which hangs the symbol of the overflowing purse. His black beard is faintly scented with wines that he likes to quaff.

Character: Boruphus is something of an oddity, a Dwur Priest of Zilchus raised in human society. He is often torn between his human upbringing and his Dwur nature he traveled with the group to spread the word of Zilchus and to find his place in society, joining the renowned war company known as the Gilded Hammers of Sarakast who fought the Scarlet Brotherhood before it became fashionable in the years of 586-587.

The Gilded Hammers of Sarakast split with the death of Vergaduin at the hands of Awran Bloodreaver, a Talamendes warrior. He became more and more despondent over time and has recently been almost continuously using alcohol to forget his worries. He now works to get the Dwur of Sarakast to trade with the Free State and drive the Scarlet Brotherhood from Onnwal's shores. He hates Flan of all stripes.

Glonnar, son of Gloranuur monk of the Khazuur-Maar

Appearance: Glonnar is clad in robes, whose only decoration is a Holy Symbol of Fortubo. An appraise check DC 15 will reveal that the intricate detailing on the Holy Symbol make it extremely valuable – obviously the work of a master craftsman.

Character: Glonnar is a craftsman, the Khazuur-Maar are a small monastic order who dedicate themselves to producing items of exceptional beauty, their ultimate goal is to produce an item worthy enough to allow the crafter to take his place at Fortubo's side. The items that they produce are not for sale.

If the PCs ask about the cleared tunnel, they will be informed that that is the entrance to the Zell-Duuranak. Rearthar and his Thegkanduurn will prevent any attempt by the PCs to further explore the tunnel before the next morning.

If any of the PCs wish to help with the watch, their presence is tolerated by the Dwur, but has no effect on the number of Dwur on watch at any time. Rearthar's attitude towards the PCs does soften somewhat however, as a result in them standing watch. Although he cannot overcome his distrust of outsiders, he does seem to appreciate the gesture.

After an uneventful night the party is awoken at first light, for a brief meal before their underground ordeal begins.

Read aloud or paraphrase the following:

After a plain, but hearty breakfast, the Dwur rapidly break camp. Once ready, Rearthar motions to two of his men, they nod curtly and disappear down the tunnel. Rearthar follows with five more of his men, while the remaining five are left to bring up the rear behind your party, Boruphus and Glonnar. The narrow tunnel slopes down for several hundred yards, before turning sharply and opening out into what seems to a large hallway... "Welcome to the Zell-Duuranak" says Glonnar in a hushed reverential voice.

Encounter 4: Beneath Oerth

Key ideas of the encounter: The PCs meet with a patrol of hunters from Nerakern, led by a champion of Moradin. They are hunting beasts that have invaded the tunnels, killing a mining party. The Champion is suspicious of the PCs and Adrenn, questioning them intently before allowing them on their way. Unknown to the PCs, he reports back to the High Priest of Moradin that the Thegn is receiving diplomatic envoys from Onnwal.

Read aloud or paraphrase the following:

The journey through the great underground way is at first breathtaking. You could never have imagined that such a highway would have existed under the Headlands. The passageway has been tunnelled out by master miners, and the roof, so high above your heads that you cannot see it in the gloom, is held up every hundred yards by a massive intricately carved stone pillars. The road itself is wide enough for three carts to travel side by side - far grander and broader than the main highway to Scant.

After travelling for most of the day however, you begin to lose your sense of awe. Unlike the surface world, your surroundings are unchanging: darkness before and behind and stone on either side. You become aware of the weight of the rock and stone that separates you from the sky above.

Your Dwur companions seem oblivious to this. In fact they appear to be far more at ease underground than they did on the surface. Even Adrenn seems at peace as he chatters with the Dwur monk at the head of the party.

Suddenly one of the Dwur scouts at the head of the party holds up his hand and grunts out a warning. Instantly the entire Dwur party stops and reaches for their weapons. Out of the gloom before you, a second party of heavily armed Dwur steps into the lantern light.

This is the patrol from Nerakern, hunting the monsters detailed in Encounter 5. They are led by Ragnar Khazzurkeld (Dwur-vocca: Stoneskull), the Champion of Moradin. While he is highly respected among Dwur everywhere, for obvious reasons, those in favor of helping the humans are wary of him and his beliefs. It may be possible for the heroes to notice this tension with a DC18 Sense Motive check. If they are successful, then they notice that the Dwur accompanying them are still gripping their weapons tightly, their faces set in a grim determination.

Glonnar steps forward to converse with the leader of this new group. Ragnar is at first simply aloof as he informs Glonnar that there are unknown burrowing creatures at loose along the highway. These creatures have killed

several miners from Nerakern, and he has been ordered to bring the judgment of Moradin to these creatures. Ragnar is about to move on when he spots the PCs. He will flush with barely controlled outrage and demand to know why they are here.

Read aloud or paraphrase the following:

The large Dwur strides forward into the light, a stormy expression on his face. As he approaches you see that under his impressive armour, his skin is the shade and texture of stone. Tied to his belt is a solid golden horn that glistens in the torchlight.

Boruphus moves forward and begins to say something but this strange Dwur cuts him off.

"No!" he says in thick Common, his voice rumbling like the sound of two stones grinding against each other. "Let them speak for them selves. Who are you and why do you trespass on these hallowed halls?"

Boruphus and Adrenn look troubled, but motion for the PCs to answer his questions. Note, if the PCs offend Ragnar here, he can make a lot of trouble for them; in fact he could try and have them removed from the underground highway completely. The Thegn may have requested their presence, but he is a long way off, and few Dwur would go against the word of the Champion of Moradin. If at any point the PCs to start to show less than the proper respect, Adrenn will gently take them aside and explain the predicament that they are currently in. Any PCs thinking about starting a fight should be very wary of doing so. If they do, use the stats from the final encounter for the Dwur. The PCs will get no help from their escorts. In fact their escorts will be shamed into helping the champion when he calls for it. In the unlikely event they succeed in defeating the combined war host of Dwur, they will forever be outcasts in the Three Citadels and any hope of succeeding in their mission is gone.

Ragnar wishes to know who the PCs are and why they are here. He will not interfere with their mission without orders from the high priest, but once he is sure he has all the information, he will depart, all intention of tracking down the tunneling creatures forgotten, and head back to Nerakern as quickly as possible. If the PCs attempt to bluff or downright lie to the champion, Adrenn will wince openly and Glonnar will step forward, bow and apologies, explaining that the humans do not understand the ways of Dwur. He will then explain truthfully the mission. Throughout the encounter, Ragnar will regard the PCs in the same way as he would a group of Euroz.

☛ **Ragnar**, Champion Of Moradin, Dwur Half – Elemental Fighter

Appearance: Ragnar appears, at first glance to be simply a large Dwur, but at closer inspection it is clear that he is far from ordinary. His skin has the feel and texture of stone, and is almost as hard. This makes sudden movements difficult for Ragnar, but doesn't hinder his ability in combat.

Character: Ragnar is a fanatical devotee of Moradin and the Prophet Morathuann. He is an ancient Dwur who gave all pretences of a normal life in his youth when he accepted the role of Moradin's champion. The transformation of Ragnar was unexpected even by the prophet of the day, only the rarely has this happened in the past. It is considered a great honor to bear such a mark and those so affected are considered almost as holy as the highest-ranking priests. Ragnar was at first horrified at the new life he had chosen, but once it became clear how powerful he was, he gave himself wholeheartedly to his new calling. Though it may not look like it, Ragnar has a keen political mind. He will instantly realize the significance of the PCs' mission. Rather than act alone to stop them, he will head off to report it to Vagem Morathuann, the Prophet of Moradin in Nerakern.

Encounter 5: Things that go Bump in the Night

Key ideas of the encounter: Before the party can proceed much further, the creatures that they were warned about by the hunters attack them.

Allow the PCs to interact with Adrenn, Boruphus and Glonnar if they wish. After the encounter with the Champion of Moradin, both Boruphus and Glonnar seem have developed a sense of urgency. They are happy to continue to answer questions, but will evade any questions regarding the Champion.

Read aloud or paraphrase the following:

Bereft of the comforting light of the sun, you can only guess how long you have been travelling through the Dwur tunnels. As you approach an intersection, Rearthar holds up his hand and motions for the party to halt. He kneels to investigate something on the ground. He dabs at a dark pool of liquid with his finger, sniffs it then stands up.

"Spread out and look for tracks," he says to his men, as calmly as if he were commenting on the weather.

As the Dwur break into three groups and disappear down the tunnels, Rearthar turns to your group.

“It seems our scouts may have run into...a problem,” he says impassively, motioning to the pool of red liquid on the tunnel floor.

If the PCs investigate the scene, a DC 15 Heal check reveals that there is not enough blood here to suspect that the scouts were killed. A DC 15 Search check reveals that the scouts appear to have been dragged further down the path you were on. A DC 16 Survival check by a tracker reveals signs to indicate the scouts were attacked by a number of animals. A DC 21 Survival check by a tracker reveals that the creatures appear to have attacked from several directions at once. A DC 26 Survival by a tracker reveals that some of the tracks appear to have come from the direction of the tunnel walls, rather than from the tunnels themselves...

After the PCs have had a chance to look around ask for a Listen check and read the following to the PC who gets the highest score.

From further along the tunnel you were travelling, you catch the faint sounds of combat...followed by a scream.

Read or paraphrase the following to all of the PCs:

You notice Rearthar seems to be listening intently. He (also) seems to have heard something that disturbs him. He clenches his jaw and a faint frown of displeasure creases his brow.

Rearthar turns to you and says: “By the oath I have given my Thegn, I cannot abandon those charged to me. Nor will I knowingly lead them into peril.

“Yet, even as I speak, my men fight and die. You would do me a great service if you would go to their aid. I now give YOU my oath that no harm will come to the Coin Father, so long as I draw breath.”

If the group does not immediately agree Adrenn Farester will chip in with the following

“Please I implore you, do what he says...I am sure the doughty Rearthar will keep us safe till you return”

Once the PCs agree, read or paraphrase the following:

You travel several hundred feet along the passage, you come across the body of one of the Thegkanduurn.

If the PCs take time to study the body, a DC 15 Heal check reveals that his body appears to be covered in numerous bite marks, but it looks like the cause of death is the fact that half his face has been eaten away by some sort of acid.

A DC 5 Listen check detects a scraping noise from slightly further down the tunnel, while a DC 20 + APL Spot check leads the PCs to think they might have seen something moving in that direction. If the PCs take the time to examine it, the roof of the passage here is about 20 ft. high and riven with cracks, through which water drips. Some of the cracks are up to 15 ft. wide. One especially large crack reaches down into the left hand wall. A DC 5 Profession (engineering or stonemason) check will confirm that, though the tunnel has been damaged in the dim and distant past, it is still structurally sound.

Allow the PCs to make a further opposed Spot check vs. a Hide check from the Mazchedeen. Those that fail are surprised; those that pass get to act in the surprise round.

Read aloud or paraphrase the following:

Sleek quadrupeds drop from the tunnel roof, boiling out of the cracks and holes, and rear up on their powerful hind legs, the mouths on their long horse-like heads part to reveal two rows of fangs.

APL 4 (EL 6)

Mazchedeen (4); Medium Aberration; hp 22; see Appendix I.

APL 6 (EL 7)

Mazchedeen (6); Medium Aberration; hp 22; see Appendix I.

APL 8 (EL 9)

Large Mazchedeen (6); Large Aberration; hp 67; see Appendix I.

APL 10 (EL 11)

Huge Mazchedeen (4); Huge Aberration; hp 126; see Appendix I.

APL 12 (EL 13)

11 Huge Mazchedeen (8) Huge Aberration; hp 126; see Appendix I.

Tactics : The Mazchedeen detected the PCs approach with their Blindsight and have stealthily taken up ambush positions inside the cracks and along walls and on the roof of the tunnel, hoping to use their adaptive camouflage to avoid detection. Unless they are spotted, they wait until the bulk of the party is within reach before they attack. The creatures will fight until they are all slain.

If the PCs start to struggle, the rest of the Thegkanduurn scouts will turn up in two groups of three. On reporting back to Rearthar, he sent them to help.

Assuming the PCs are victorious, in the aftermath read or paraphrase the following: -

With a whimper the last of the quadrupeds succumbs to a mighty blow. Behind you hear the sounds of heavy feet pounding towards you – you turn raising your weapons as Rearthar and three Thegkanduurn approach.

Rearthar surveys the carnage as impassively as ever, but as he turns to look at you, you think you can detect a glimmer of newfound respect in his eyes.

“My thanks. These creatures have often troubled these halls in the last years, but never such numbers at once. Come, it is but a few more hours to Sarakast.”

With that, he turns and resolutely continues down the tunnel. A second group of Thengkanduurn approaches with Boruphus, Glonnar and Adrenn in tow.

Adrenn and Boruphus can offer some healing to the party if need be. However, as they are both followers of Zilchus they will expect payment at standard cost.

Encounter 6: The Halls of Sarakast

Key ideas of the encounter: The PCs find themselves deep within the mighty citadel of Sarakast in order to witness the treaty declaration between the Thegn and the Free State of Onnwal. However, others are not so happy.

Note: This encounter has the possibility for running long. There are a lot of opportunities for the party to role-play here in the heart of the Dwur settlement. If they are reserved and show proper respect, the Dwur are proud to show off the engineering wonder that is Sarakast. However, if the PCs are rude or aggressive, then they are more likely to receive stony silence and glares.

The party continues through the under-highway until it reaches one of the side doors of Sarakast. Boruphus explains that this is simply a side entrance used by patrols of the under-highway. They are less likely to attract a lot of attention here than if they use the main gate. However, the merchant will not explain this unless pressed.

Read aloud or paraphrase the following:

The entrance to the great Dwur citadel ahead looks less than impressive, perhaps only six feet high and with only a dozen guards, you could almost walk by without noticing it.

Adrenn is watching your expressions, he moves over and whispers; “Not what you were expecting, is it? Well fear not, this is but a minor entrance, used by patrols and such. Trust me, what lies beyond will impress you more.”

The Dwur guards have been ordered to expect the party, thus they are not as surprised to see the PCs as others in the city will be. Allow the PCs a DC 20 Knowledge check (nobility and royalty) to recognize that the Dwur are not mere city guard, but royal bodyguards.

The door opens to reveal a massive chasm beyond. Spanning the gulf is a small rope bridge. You cross its swaying length, with utter darkness above and below.

On the far side, upon another ledge on an impossibly high cliff face, some form of platform can dimly be made out. Attached to the platform are a series of winches and pulleys. Adrenn explains that this is the device that will lift you up to the top of cliff.

You are bundled onto the lift, with several guards and the Dwur that accompanied you. With a lurch the platform begins to move steadily up the cliff face. Gazing down over the side of the platform, you can see nothing but the darkness.

The dwur monk grunts and spits over the side. In Common he says; “Best not to fall. You would live all your years to their end before you would find the bottom.”

The PCs are stuck here for a time; allow them to ask any questions they wish about the city. If they don't ask, then one of their traveling companions will volunteer the information.

Q: What is down there?

A: Glonnar: *the bottom of the chasm. It is a wonder of the Forger, this cavern, a natural home inside the mountain. Of course our forefathers tunnelled it out further, shored up several galleries, but for the most part it is a natural phenomenon.*

Q: Where are we?

A: Adrenn: *A vast gulf beneath the Headlands. The ancestors of the Dwur discovered it quite by accident millennia ago. The floor of the gulf is covered in massive stalactites, some are as big as hills. In fact we are moving up one as we speak.*

Q: Does this platform move by magic?

A: There is much laughter from the Dwur if this is asked. Glonnar: *No, sunlings. Down here we have little use for magic. It is by the ingenuity of the Dwur that we rise, not by weakling enchantments.*

Q: Where is the city?

A: Adrenn: *Up there. The stalactite is hollowed out with thousands of caverns and galleries that make up the city. It*

really is a wonder of architecture. The top of the stalactite has been sheared off and great temples, plazas and markets occupy the flat space that is left.

Once the characters have exhausted their conversation read the following.

Your first glimpse of the city is quite breathtaking. As you rise, you can see the glow of lights above. Soon you are climbing past balconies and arcaded galleries that glimmer in the dim pale light.

As you gain the top of the great pillar, the heart of the Citadel is revealed in all its glory. Glorious buildings of Dwur construction loom out of the darkness. Glowing like the stars, tall spires and massive stone domes rise into the evernight. Some, you are told, reach to the top of the cavern. All about you, arches of amazing breath and spires of surprising delicacy abound. Columns and statues line seven promenades that, like the spokes of a cart wheel, converge on the center of the city. Dimly lit squares echo with the sounds of fountains. Ranks of gargoyles and intricate carvings adorn the stonework, and yet everything looks as solid as the mountain itself. You imagine that nothing could topple such a city. It makes Scant look like a collection of mud huts.

Inside the city: The roads the PCs are brought through are well lit by lanterns hanging from the walls of buildings and lampposts. The guards are keen to move quickly allowing little time for sight-seeing. They also take back roads well away from the main thoroughfares. Few Dwur pass them as they head into the center of the city, towards a massive citadel. The inhabitants of the city will stop and stare as the PCs go by, but will do nothing to interfere with Royal guards on their business.

Allow the PCs to make a DC 15 Spot check. If they succeed they will notice that many of the fine buildings appear to be abandoned or derelict. Even though they are traveling the back streets, there seem to be far too few Dwur to occupy the mighty halls. In fact, the longer the PCs linger, the more they get the feeling that the Citadel is half abandoned.

Read aloud or paraphrase the following.

The citadel at the center of the city can only be described as a palace. The huge central tower is formed of unnumbered smaller turrets that seem to weave themselves together like strands of living stone into a single structure that rears high above your heads. Large windows and balconies line the floors above you, and sheer glassy surface of the stone glimmers in the torchlight.

Passing into the central tower, you are brought in to an immense chamber, one single great hall. Staircases lead off every direction, perhaps to the many towers you saw from the outside. Massive granite columns, decorated with gems the size of your fist stretch from ceiling to floor, casting many shadows across the chamber. Several large fire pits offer plenty of light, and from the smell they also appear to kitchen areas where cooks are preparing a mouth-watering meal.

The center of the hall mirrors that massive cavern where the city itself stands. A broad raised dais rises up in front of you, flowing out of the floor seamlessly.

As you approach guards move down the steps and intercept your party. The Dwur at the front mumble softly with the guards, pointing at you and Adrenn, an argument quickly breaks out.

A loud voice from top of the dais interrupts the discussion, and the guards look at each other before allowing your party to ascend the dais.

The Thegn, Dorinuur, son of Korinuur, has just given his permission for the group to approach his throne, though only those that can speak Dwarven can know this. The dais is only about 5 feet tall, but gives a commanding perspective of the entire chamber. Hundreds of Dwur are assembled here, many sitting along trestle tables partaking in a great feast. As they reach the top, the PCs catch sight of venerable Dwur seated in the midst of the throng, dressed in finely crafted scale armour, a ceremonial axe laid across his knee. He leans forward and peers with great interest at the group. It is obvious that the old Dwur is rather frail and short sighted. Four well-trained guards flank his throne.

As you approach, the ancient Dwur he raises a hand, indicating you should stop.

"Adrenn" he says in a croaking whisper, "it has been a long time even by our measure. Welcome, Duur Zired ("Dwur friend") to these sacred halls. Who are your companions that have traveled far and through many dangers to bring you here?"

Allow the PCs to introduce themselves to the Thegn. He will spend a few moments taking an interest in what they have to say, asking them some questions about their chosen craft. He will answer any quick questions, but will beg forgiveness that this is not the time for questions. If PCs persist, he will assign them Waddell Scohelm, the High Priest of Fortubo to answer their questions.

◆ Waddell Scohelm, High Priest of Fortubo.

Appearance: An old Dwur who wears richly dressed robes and a short trimmed beard. His skin is wrinkled and scarred, showing plainly the wear of age.

Personality: Waddell is a progressive Dwur who has worked tirelessly to gather support among the Dwur Citadels for aid for the Onnwalon Rebellion against the Scarlet Brotherhood. It was he that finally persuaded the Thegn to support the cause. He will happily answer any questions the PCs have about the political structure of the Dwur settlements, and any religious question they may have.

The Thegn will leave the main hall with Adrenn and his bodyguards, accompanied by Boruphus and his Thegkanduurn bodyguards. They will be in closed session until much later to discuss the alliance. Waddell suggests that Glonnar take the PCs to where the Khazuur Maar sits in feast across the floor of the great chamber.

Khazuur Maar: If the PCs wish to know more about the Khazuur Maar, Glonnar is happy to oblige. He explains that here in Sarakast, the last few of his brothers dwell. The Dwur of the Maar are both open and friendly to the PCs, taking them to their table and allowing them to join in the feast. Other Dwur glare at the monks for this breach of etiquette, but the Maar ignores this. If asked, Glonnar shrugs and says something about not always fitting in with Moradin's ideals. He will not elaborate on this.

If the PCs ask about the feast they find out that today is a feast day of Moradin, and that the Thegn is traditionally expected to preside over the ceremonies. There is actually a lot of muttering that the Thegn has disappeared during the session. Again allow the PCs time to interact with the monks, the Thegn will be away for about half an hour. There are several courses of the feast still to come, along with plenty of ale. The Dwur also take part in several games, tests of strength and cunning.

Dwur Games:

Barrel Drinking: A crude test of strength and endurance. The contestants lift a barrel over their head and hold it there long enough for all his companions to fill their tankards and drink to his success. Lifting the barrel requires a DC 18 Strength check. Holding it over the head long enough for all the drinks requires a DC 18 Fortitude check.

Axe Throwing: Several targets (full pitchers of ale) are placed on a shelf high up on the wall. Dwur stand underneath the targets and jeer the contestants, hurling insults and trying to put them off. The idea of course is to smash the containers and douse the Dwur with ale. The pitchers are made of hardened beaded ware and are thus hard to break. Each contestant is given 3 throwing axes and has three targets.

♣ Ale Pitcher, AC 12, Hardness 2, hp 3

The Thegn returns: After ten minutes of interaction between the PCs and the Dwur, the Thegn and Adrenn return. This once again causes quite a stir among the assembled Dwur. The ancient Thegn slowly climbs the stairs to his throne while the Dwur await quietly, respecting his age. When he gains his breath, he begins to speak in a deep voice, powerful despite his obvious infirmity. The Dwur speaks in his own language. If none of the PCs speak Dwur, then Glonnar will translate for them.

"My friends. Many of our long-yearred lives ago, the humans of Onnwal came to the wide lands that surround our home. Since that time, they have been close trading partners, and at times staunch allies. It was through Scant that many of our goods found their markets and it was from Killdeer that many foodstuffs we could not grow ourselves were fairly traded to us.

"But, that all ended on the night these Scarlet Brotherhood arrived and seized by force that which they did not own. When that happened, we stayed our hand. We said the affairs of other races were not our concern. We turned our faces from the wider world and shut ourselves away in these echoing halls.

"What has happened since that decision? Onnwal lies in ruins and the trade of your merchants with it. Many thousands of humans have died and our hills are overrun with Hochebi, Euroz and lately something even worse.

"Was this a wise decision I ask you? Was it our greatest moment, we whose sires slew wyrms and knew no fear?

"The answer, I fear is no. I have long thought so, but my ill health has meant I was too afraid to say so. Yes – I was afraid, but no longer. Now I say we must make our stand. We must fight this Brotherhood. We must free Onnwal and free ourselves!"

The Thegn's speech is followed by a stunned silence. Then Glonnar begins to clatter his tankard against his table, followed quickly by the other monks. The noise is taken up by other Dwur, but you notice that not all applaud their thegn. For every dwur that beats his tankard upon the stone, another sits in stony silence.

Suddenly the great doors of the hall crash open and a small army of heavily armed and armored Dwur surge into the hall. Cries of confusion and outrage drown out the clattering of tankards. The Thegn's bodyguard quickly form a phalanx around him.

A hundred dwur warriors and clerics of Nerakern, led by the massive Dwur Ragnar, have invaded the hall. With him is none other than Vagem Morathuann the Prophet of Moradin.

At the head of the army is Ragnar the Dwur champion, but even though he towers over the Dwur standing by his side, somehow this figure appears to cast a mightier shadow. The Dwur steps forward and points a finger at the Thegn.

"Too long have you cowered in your halls counting your coin, Dorinuur, son of Korinuur. Too long have you paid naught but lip service to the might of Moradin. And, now I see my spies have spoken truly, though I refused to believe it. You have cast your lot in with the humans despite my counsel."

The old Thegn makes his way through his guards and replies: "Be gone Vagem! Return to Nerakern! You have no power here, nor does your church. High priest you may be, but I still rule in Sarakast..."

The Thegn is cut short by the sneer of the Prophet. He orders Ragnar and a well-armed group of his men to take the Thegn under arrest.

Read aloud or paraphrase the following:

With one fluid motion, the Thegkanduurn form a shield wall around the Thegn, their glittering axes poised to strike down any that dare approach their liege. Ragnar approaches the shield wall and stares furiously at Rearthar. The Thegkanduurn doesn't move an inch, but impassively returns the Champion's furious gaze.

"People of Sarakast!" cries Vagem. "Hear me, for I speak the wisdom of the Soulforger. Your thegn has defied the word of Moradin and betrayed the trust invested in him by the Ancestors. In his greed for the coin of the humans, he would make you their mercenaries, fighting another's war while our sacred hills fall under the taint of the ancient enemy.

"He is no longer worthy of the title given him. Hear me when I say, he is no longer your thegn! Any that stand by him are tainted with his betrayal. Any that would shed the blood of their kin in his defence shall be accursed!"

Allow the PCs to make a DC 15 Sense Motive Check (add a +5 circumstance modifier for any Dwur PCs). A successful check reveals to the PCs that the Dwur have clearly been

moved by the Prophet's words. Many of the Dwur are now looking at the thegn with anger etched on the faces, while those who seem to support the thegn seem to be in the minority. However, the majority of the Dwur look undecided – torn between their faith and their loyalty to their temporal ruler.

If the PCs intervene: The previous sequence is very long and it is very likely that the PCs will try to intervene at some point. **Allow them to do so.**

Unfortunately, the PCs may not have the effect they desire on the situation. Even the most charismatic and persuasive PC is going to make very little ground with the Dwur, simply because they are outsiders and probably non-Dwur. PCs who are natives of the Three Citadels will have an easier time, but Vagem will denounce them as having been tainted by their contacts with the lowlanders.

If any of the PCs do speak up, then Vagem and Ragnar will point to them as examples of how the thegn has sold out the Dwur of Sarakast to the lowlanders, by allowing them to enter the holy citadel. If the PCs persist, Vagem will ask them in front of the assembled dwur how it was they came to Sarakast. If the PCs reveal that they used the *Zell-Duuranak*, a ripple of disquiet will run through the Dwur and many of the undecided Dwur of Sarakast will turn against the thegn.

If the PCs lie, it is worse, because Ragnar will testify that he met them in the *Zell-Duuranak*. The PCs' lie will profoundly shock the honourable Dwur of Sarakast and there will be angry mutterings against the PCs and the Thegn.

Allow the PCs to speak against Vagem if they wish. Let them speak and then have them roll a Diplomacy check to influence the reaction of the Dwur of Sarakast.

Apply the following modifiers to the roll:

Any of the PCs who speak are non-Dwur: -10

Any of the PCs who speak are Dwur, but not of the Three Citadels: -5

Any of the PCs that speak up are Dwur of the Three Citadels: -2

Any of the PCs lie about using the *Zell-Duuranak*: -10

Any of the PCs admit to using the *Zell-Duuranak*: -5

Any of the PCs who speak are priests or worshipers of Moradin or one of the other Dwur gods: +2

Also apply a +/-2 modifier at your discretion for good or bad role-playing of the speech.

The Dwur of Sarakast are spilt into three camps: pro-thegn, anti-thegn and the majority, who are undecided.

Their starting attitudes are as follows:

Pro-thegn: Friendly

Anti-Thegn: Unfriendly

Undecided: Indifferent

Nerakern Dwur: Hostile.

Use the DCs presented on p72 of the *Player's Handbook* to determine how the Dwur react.

Diplomacy check result:

Less than 1: The PCs have managed to commit a major gaffe. They have offended their own allies among the Dwur, who regard the PCs indifferently now. The undecided become unfriendly and turn against the Thegn, while the Nerakern Dwur howl with rage and look about to set upon the PCs. Before anyone can do anything however, go to Abdication below.

1-4: Though the attitude of the undecided and the pro-thegn dwur is unchanged, the PCs incense the anti-thegn dwur, who with the Nerakern Dwur howl with rage and look about to set upon the PCs. Before anyone can do anything however, go to Abdication below.

5-14: The PCs have proved unable to change the attitudes of the Sarakast Dwur one way or the other. However, the Nerakern Dwur howl with rage and look about to set upon the PCs. Before anyone can do anything however, go to Abdication below.

15-19: The PCs manage to turn the undecided friendly, while the anti-thegn faction is also moved somewhat by the PC's words. The majority of the Dwur start to rally behind their Thegn. However, the Nerakern Dwur howl with rage and look about to set upon the PCs. Before anyone can do anything however, go to Abdication below.

20-24: The PCs are sufficiently diplomatic to endear themselves to the pro-thegn dwur in such a way that makes them actively helpful, while even the Nerakern Dwur are forced to grudgingly admit some worth in the PCs words. Their attitude goes from hostile to unfriendly. Tensions remain high though and before anyone can do anything, go to Abdication below.

25+: The PCs impress the anti-thegn faction and the Nerakern Dwur sufficiently to diffuse the explosive situation somewhat. However, though the tension recedes slightly, before anything else can happen go to **Abdication** below.

If the PCs try to attack the invading army, the attitude of the undecided majority automatically goes to hostile. In this case, before the PCs get a chance to act, go to **Abdication** below.

Abdication: Whether or not the PCs act or not, read aloud or paraphrase the following before matters come to blows for whatever reason:

"Enough!" cries the thegn, in a surprisingly loud voice for one so ancient. "Enough! I have lived long centuries in peace. I will not now see my halls stained with the blood of my own people. If it will prevent a kinslaying, I will do as you say, Vagem. But I say this to you, prophet – if this is what you name wisdom, may the Soulforger preserve us from your folly."

With that the thegn stands and slowly hobbles down from his dais. For the first time, the thengkarduurn show a moment of hesitation and doubt, then their ranks part and they allow the thegn to pass though and lay his axe at the feet of Ragnar. Ragnar grimly picks the axe up and hands it to Vagem.

Holding it aloft, Vagem cries: "So let it be done: the Citadel of Sarakast joins with Nerakern and Vergannin under the guidance of the Elect of Moradin Soulforger. Any that raise their hands against the Elect raise their hands against Moradin himself. Let Dorinuur, son of Korinuur be led away to answer for his betrayal. Thegn is he no longer. Those loyal warriors that ward him are released from their oaths. Step aside and be at peace."

The thengkarduurn refuse to move an inch until Dorinurr himself finally commands them to go. At this they step aside and watch impassively as Templars of Moradin lead their thegn away.

Glonnar quickly takes hold of Adrenn and the PCs he quickly orders his monks to help hide the party and slip them away, while everyone's attention is on the thegn. Assuming the PCs are willing to go with them, they are bundled out of the side door and led to the Khazuur Maar monastery near the edge of the city.

If the PCs are reluctant to go, Adrenn will tell them that no good will come of staying and will, if needs be, order them in the name of the szek to depart. He justifies this by saying that they risk endangering relations between the Three Citadels and the Free State further.

Encounter 7: The Coup: When Thegns GO Awry!

Read aloud or paraphrase the following:

Glonnar leads you and Adrenn Faraster in a chamber in the Khazuur-Mar monastery. It appears to be some sort of sleeping chamber. The room is bare except for a number of

rolled up mats. With nothing more than a flickering candle to indicate the passage of time, you have no idea of how long it is before you hear the sounds of clamour and alarm drifting through the stone.

If the PCs go to investigate, they can make their way to a balcony overlooking one of the broad passages that wind their way down into the heart of the stalactite.

Read aloud or paraphrase the following:

The sounds of marching feet echo throughout the passages of Sarakast. In the winding tunnel below, the dim light of the lamps glint from the armour of a score of Templars of Moradin. Sounds of alarm bells drift down the passage from the upper city.

The patrol has 15 Dwur, all carrying warhammers and bearing the blazon of Moradin Templars. As the PCs watch, an officer races into view from above. He stops and speaks to the officer leading the templars. PCs making a DC 15 Listen check, can over hear the conversation between 2 officers. Both speak Dwur, so to comprehend what is said, the PC making the check must speak Dwur or use some form of magic. Apparently fighting has broken out above. Some of the dwur of Sarakast are trying to free their thegn. The rebels are trapped, but reinforcements are needed immediately. The templars immediately take off at double quick time, moving up the wind of the tunnel.

It's possible that the PCs might want to attack the templars at this point. Before they can do so however, Glonnar comes up behind them, out of breath.

Read aloud or paraphrase the following:

"Come quickly, my friends! The thegn has need of you!"

Glonnar will insist that the PCs follow him as quickly as possible. He explains the situation as he leads them up through a series of narrow stairs that wind upwards through the gut rock of the citadel.

Read aloud or paraphrase the following:

"Vagem has declared that Moardin has turned his face from the thegn, that he is as you called it, a heretic. The priests of Nerakern want to try him as a traitor and an apostate – a crime that bears the mark of death. When the thengkanduurn learned of this, they took up arms and stormed the tower where the Nerakern are holding him. Though they have fought well, their numbers are too few and now they are trapped. Or so they think.

"However, our order knows many secret ways through the stone. I am leading you there now. We will need your help if the thegn's life is to be preserved."

Glonnar's plan is that that the thegn must be persuaded to leave Sarakast for his own safety. The PCs can aid the thegn and his bodyguard to win through to Killdeer.

Read aloud or paraphrase the following:

Glonnar stops abruptly and run his hands over the stone of the stairwell. A crack of light appears and the clash of steel and sounds of battle flood into the stairs. As you emerge into a small hemispherical chamber, three dwur spin about to face you, axes raised, their faces as implacable as stone.

The fourth dwur in the chamber does not turn. Instead Dorinuur, son of Korinuur says wryly: "The Mastersmith praises care in his craftsmen, but are all so slow with their work as you, Glonnar."

The situation in the tower is desperate. Fighting rages on the stairs below. Though they sell each step with their lives and those of a half-dozen foes, the thengkarduurn are too few to hold back the Templar's onslaught and it is only a matter of time before the followers of Moradin break through. Glonnar and Rearthar (who is also in the chamber) are aware of this, but Dorinuur refuses to accept the inevitable – that if he is to live, he must flee his citadel. Though Glonnar and Rearthar will plead with him to flee, it is up to the PCs to persuade him. Allow the PCs to role-play this section if there is time. Otherwise, have the PCs give a short series of reasons and then make a DC 17 Diplomacy check to persuade Dorinuur to leave. Time is of the essence, so even if the PCs are role-playing, give them only 5 minutes of real time before the Templars break through. If this occurs – the PCs will have to fight the final encounter here – see Troubleshooting below.

When Dorinuur is ready to leave, read aloud or paraphrase the following:

"Although I would stand and fight Vagem Morathuann to the last drop of my blood, by declaring me a heretic, most of my support has faded for now," Dorinuur says with a sad smile. "I am persuaded that now is perhaps not the time."

He shakes his head before continuing.

"We knew that the Priests of Moradin were not in favour of Sarakast making a treaty, but we never thought they would go this far. It seems that Vagem Morathuann is taking this opportunity to secure his grip on Three Citadels."

The Thegn turns and looks directly at Adrenn "I would seek sanctuary in Killdeer...my friend Adrenn, do you think your Szek would grant such a request?"

Adrenn breaks the silence with a simple reply "Let's go and ask him shall we?"

With that Adrenn gets up and gathers his possessions and makes ready to depart.

Rearthar bows before the Thegn. "Safe journey, my liege. Juurathel and Koredaan will accompany you. I will remain here and provide a... distraction," he says evenly

The thegnkarduur turns to you, his face devoid of emotion, his eyes colder than stone. "You have proved yourself worthy of my trust. I know you will not allow harm to come to my liege."

With that he turns and hefting his axes, walks down the stairs.

Obviously the PCs will have to escort Adrenn and the Thegn back to Killdeer. Glonnar leads them down into the secret passages once more.

Troubleshooting: If the PCs take too long persuading the thegn to leave, fail to persuade him, or choose to attack the templars headlong, use the stats for the final encounter for the battle. Assuming the PCs win out, the Templars will fall back down the stairs to regroup. However, though their Champion is slain, the respite is short. Having seen the fury of his foe, Dorinuur finally gives in and decides to flee into exile. Rearthar volunteers to remain behind to hold off the templars and will not be persuaded otherwise. Proceed with the rest of the adventure as presented below, except for the combat in Encounter 8.

Encounter 8: The Flight

Read aloud or paraphrase the following:

It is hard going making your way through the escape tunnel. Dorinuur struggles to keep up and only with Glonnar's aid is he able to.

"Which way to the lift?" asks Adrenn.

Glonnar shakes his head and points towards the ceiling of the cavern.

"No, we will never escape through the Zell-Duuranak, it is too well patrolled. We must make our way to the surface, but to go up, we must first go down. This way leads to down though the living rock of the citadel to the floor of the cavern. From there are secret ways that will take us to the surface."

As the PCs are beginning their descent have them make DC 15 Listen checks. If they succeed they can hear warning bells begin to sound throughout the city. The thegn's disappearance has been discovered and search parties will now begin sweeping the city.

After what seems like hours of descending the winding stairs, the PCs reach the bottom of the stalagmite. They need to cross the floor of the cavern to find the secret passages that lead to the surface. This is a potentially a dangerous situation. If the PCs are noisy, they may draw the attention of templar patrols. Ask the PCs to make DC 15 Move Silently checks. If they fail, then sounds of shouting from the darkness above and around them alert them to the fact that they have been discovered and that they should make all haste. There is no benefit for making this check but it should add to the tension.

Read aloud or paraphrase the following:

Once you reach the wall of the cavern, Glonnar and the Thegn lead the way to a small outcropping of rocks. Hidden behind, almost invisible to the naked eye, is a doorway. Dorinuur takes out a small metal key from a chain around his neck and inserts it into the keyhole. The stone door groans, sending echoes reverberating around the immense cavern as it swings open. Beyond you can see a flight of stairs leading up.

"Quickly", croaks the Thegn, "they will have heard and be after us".

It will take the PCs almost an hour to reach the surface, unless then have a way of reaching it magically. Unfortunately, the Thegn will refuse to allow himself to be transported in this way. He will insist that he makes it under his own steam. To try and force him will earn his disfavor. Nonetheless, Ragnar and his hunters, accompanied by some of the Templars from Nerakern, are now pursuing the PCs. They are using a different escape tunnel and despite the fact that the PCs had a good head start, they will reach the surface about the same time as the PCs. However, if the PCs went against the wishes of the Thegn and used magic, assuming they did not go all the way back to Killdeer the hunting party will catch up with them later on the surface.

Simply adjust the box text accordingly.

As you scramble out onto the surface you are almost blinded by the sunlight. Both Glonnar and the Thegn take quite a few moments to adjust to the glare. The door you have exited would have almost been impossible to spot. Suddenly Adrenn points as another similar door opens a few yards away, and several Dwur burst out.

The lead Dwur, massive and gray, roars at the top of his voice: "Surrender now, Dorinuur son of Korinuur, and prepare for justice."

APL 4 (EL 6)

- ☛ **Ragnar:** Male Half – Elemental Dwur, Ftr2; hp 29; see Appendix I.
- ☛ **Templars (2):** Male Dwur, Ftr1;hp 13; see appendix I.
- ☛ **Cleric (2):** Male Dwur, Clr1; hp 10; see appendix I.

APL 6 (EL 9)

- ☛ **Ragnar:** Male Half – Elemental Dwur, Ftr6; hp 77; see Appendix I.
- ☛ **Templars (2):** Male Dwur, Ftr3; hp 31; see appendix I.
- ☛ **Cleric (2):** Male Dwur, Clr3; hp 24; see appendix I.

APL 8 (EL 11)

- ☛ **Ragnar:** Male Half – Elemental Dwur, Ftr 6/DD 2; hp 109; see Appendix I.
- ☛ **Templars (2):** Male Dwur, Ftr5; hp 54; see appendix I.
- ☛ **Cleric (2):** Male Dwur, Clr5; hp 38; see appendix I.

APL 10 (EL 13)

- ☛ **Ragnar:** Male Half – Elemental Dwur, Ftr7/DD 3; hp 134; see Appendix I.
- ☛ **Templars (2):** Male Dwur, Ftr6/PT1; hp 74; see appendix I.
- ☛ **Cleric (2):** Male Dwur, Clr7; hp 54; see appendix I.

APL 12 (EL 15)

- ☛ **Ragnar:** Male Half – Elemental Dwur, Ftr7/ DD5; hp 160; see Appendix I.
- ☛ **Templars (2):** Male Dwur, Ftr6/PT3; hp 94; see appendix I.
- ☛ **Cleric (2):** Male Dwur, Clr9; hp 66; see appendix I.

Tactics (All APLs): Ragnar and the Prophet's elite Templars warriors have risked the journey to the surface in order to bring the Thegn to task for his perceived treachery. For Ragnar and the Templars, this is now a holy crusade. The Thegn they will take back alive, however, the PCs will receive no such mercy. Ragnar will blow his *horn of goodness*, then order his men to attack, targeting the most powerful warriors and most dangerous spell casters first. His men are not cowards and will fight to the death, which would be preferable to failure.

If any of the thengkarduurn have survived, they will defend the thegn from any attacks by the templars, but will not otherwise interfere in the combat

Conclusion

Traveling back to Kildeer: The heroes return to Kildeer without any other incident. However, there are constant reminders that not all is well in the Headlands. Everywhere there appears to be a shortage of animals and birds. Even the vegetation looks sickly, and areas are completely barren. Each night the PCs camp outside in the hills they are plagued by constant eerie sounds from further within the Headlands. If there is time you should feel free to role-play several such nightly goings on. If asked about what is happening within the Headlands, the Thegn has little information. Many of the Dwur have disappeared on the surface in recent months. Only one survivor was ever found, and he returned mad, his hair and beard turned shockingly white, muttering about shadows that screamed.

Of course if the PCs use any transporting magic to return to Kildeer more quickly they will see nothing of the infestation of the Dreamstealers, simply move onto their return to the city.

Arrival at Kildeer: The PCs return to Kildeer is less than triumphant. Adrenn leads the Thegn to Kildeer Castle, the seat of the szek and the government of the Free State. The PCs are politely asked to wait in an antechamber of the great citadel. The Coin Father returns after a short time to thank the party for all their efforts. The szek is grateful for their support in this matter, but wishes Dorinuur's exile in the city to remain a secret for now.

Read aloud or paraphrase the following:

"My friends, it's been something of a strange journey has it not. I left His Noble Authority, the szek, with Thegn Dorinuur. They have much to talk about, and I got the impression that I was not required,"

The priest smiles faintly before carrying on.

"I'm afraid that the szek will have no time to thank you personally for all your aid. However, please accept my thanks. Thegn Dorinuur also wished me to give you his most heart filled appreciation. He wants you to know that he is ever in your debt.

"One final thing. I believe I got the impression from the szek that he wanted to keep the thegn's presence in the city quiet. You are thereby bound to secrecy on this matter."

The PCs are of course free to go, but the inference is there, don't say anything about what you have seen in the last few days if you know what's best for you.

Here ends "Manifest Destinies."

Campaign Consequences:

Please mail the answers to the following question to POC@onnwal.org.uk

- 1: Did Thegn Dorinuur survive?
- 2: Did Adrenn Farester survive?
- 3: Did Ragnar survive?
- 4: Did the PCs earn the disfavour of Thegn Dorinuur?

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 role-playing) to each character.

Encounter 2:

The goal of the encounter is to survive the attack by the Wyvern(s)

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 5:

The goal is to defeat the Tunnel Hunters

APL4	180 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

Encounter 8:

The goal is to safely keep the Thegn from capture by Ragnar

APL4	180 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Discretionary Roleplaying Bonus

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 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.

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

Encounter 1: The Quest for Allies

APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 100gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
APL 10: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
APL 12: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

Encounter 8: The Flight

APL 4: Loot: 944 gp; Magic: 276 gp; *potion of cure light wounds* x2 (4 gp each); *potion of cure moderate wounds* x3 (25 gp each), *+1 dwarven waraxe* (193 gp each)

APL 6: Loot: 826 gp; Magic: 1056 gp; *potion of cure light wounds* x2 (4 gp each); *potion of cure moderate wounds* x3 (25 gp each), *+1 keen dwarven waraxe* (693 gp each), *ring of protection +1* (167 gp each), *+1 heavy crossbow* (113gp each)

APL 8: Magic: 3699 gp; *potion of cure light wounds* x2 (4 gp each); *potion of cure moderate wounds* x5 (25gp each), *+1 keen dwarven waraxe* (693 gp each), *ring of protection +1* (167 gp each), *horn of goodness* (542 gp each), *+1 full plate* x 5 (220 gp each), *+1 heavy steel shield* x 4 (98 gp each), *+1 warhammer* x 4 (110 gp each), *+1 heavy crossbow* (113 gp each), *+1 shocking burst heavy crossbow bolts* x 8 (240 gp each)

APL 10: Magic: 3899 gp; *potion of cure light wounds* x2 (4 gp each); *potion of cure serious wounds* x5 (63 gp each); *+2 keen dwarven waraxe* (693 gp each); *ring of protection +2* (167 gp each); *horn of goodness* (542 gp each); 5 x *+1 full plate* (220 gp each); *+1 heavy steel shield* x 4 (98 gp each); *+1 warhammer* x 4 (110 gp each), *+1 heavy crossbow* (113 gp each), *+1 shocking burst heavy crossbow bolts* x8 (240 gp each)

APL 12: Magic: 4674 gp; *potion of cure light wounds* x2 (4 gp each); *potion of cure serious wounds* (25 gp each); *+3 keen dwarven waraxe* (2693 gp each); *ring of protection +2* (167 gp each); *horn of goodness* (542gp each); *+1 (spell resistance 13) full plate*, (471 gp each); *+1 heavy steel shield* x 4 (98 gp each); *+1 warhammer* x 4 (110 gp each); *+1 heavy crossbow* (113 gp each); *+1 shocking burst heavy crossbow bolts* x8 (240 gp each)

Total Possible Treasure

APL 4: Loot: 944 gp; Coin: 100 gp; Magic: 276 gp - Total: 1320 gp

Cap: 650 gp

APL 6: Loot: 826 gp; Coin: 100 gp; Magic: 1056 gp - Total: 1982 gp

Cap: 900 gp

APL 8: Loot: 0 gp; Coin: 150 gp; Magic: 3899 gp - Total: 4049 gp

Cap: 1300 gp

APL 10: Loot: 0 gp; Coin: 150 gp; Magic: 3899 gp - Total: 4049 gp

Cap: 2300 gp

APL 12: Loot: 0 gp; Coin: 200 gp; Magic: 4674 gp - Total: 4874 gp

Cap: 3300 gp

Items for the Adventure Record

☛ **Favour of Dorinuur, son of Korinuur, Thegn of Sarakast:** You have been instrumental in the helping the Thegn of Sarakast escape from the coup. As a result you have gained his everlasting gratitude, and one day when he returns to his throne, he will remember your aid.

☛ **Wanted by Vagem Morathuann, the Prophet of Moradin:** The Headlands are no longer a safe place for you. Having helped Thegn Dorinuur escape Sarakast, the Prophet of Moradin has deemed that you are a heretic and an enemy of Moradin. As a result, if you encounter the Templars of the Three Citadels of the Headlands, you may be captured and brought his ecclesiastical seat in Nerakern for trial. This may have role-playing consequences in future Onnwal regional adventures.

☛ **Captured by Vagem Morathuann the Prophet of Moradin:** You were to slow in escaping the halls of the Thegn, and were captured by the Templars of Moradin. However, despite fact the Khazuur Maar eventually rescues you the time you spent in the cells of Sarakast were long and tedious, and costs 10 TUs.

Item Access

APL6

+1 keen dwarven waraxe (Frequency Adventure, Caster Level 10th, Source DMG)

APL 8 (All of APL 6 plus the following)

horn of goodness (Frequency Adventure, Caster Level 6th, Source DMG)

+1 shocking burst heavy crossbow bolts (Frequency Adventure, Caster Level 10th, Source DMG)

APL 10 (All of APL 8 plus the following)

potion of cure serious wounds (Frequency Adventure, Caster Level 5th Source DMG)

+2 keen dwarven waraxe (Frequency Adventure, Caster Level 10th, Source DMG)

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

+1 full plate (spell resistance 13) (Frequency Adventure, Caster Level 15th, Source DMG)

+3 keen dwarven waraxe (Frequency Adventure, Caster Level 10th, Source DMG).

Appendix 1:

APL4

Encounter Five: Thegns that go Bump in the Night

Mazchedeen: Medium Aberration; CR 2; HD 4d8+4; hp 22; Init +4; Spd 40ft, climb 20ft; AC 18, touch 14, flatfooted 14; Base Attack +3; Grp +5; Atk +5 melee (2d6+2, bite); Full Atk +5 melee (2d6+2, bite) and +0 melee (1d6+1, 2 claws); Space/Reach 5 ft./5ft.; SA Spit acid, SQ Blindsight 60 ft., adaptive camouflage, Suel failsafe; AL LN; SV Fort +2, Ref +5, Will +6; Str 14, Dex 18, Con 13, Int 9, Wis 15, Cha 10

Skills and Feats: Balance +7, Climb +7, Hide +14, Intuit Direction, Jump +7, Listen +6, Move Silently +6, Spot +6;

Spit Acid (Ex): Mazchedeens can spit a steam of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful DC 16 Reflex save halves the damage.

Blindsight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Encounter Eight: The Flight

Ragnar, Champion of Moradin: Male Half-Elemental Dwur Ftr2; CR 4; Medium humanoid (outsider); HD 2d10+13; hp 29; Init +1; Spd 15 ft; AC 22, touch 10, flat-footed 20; Base Atk +2; Grp +7; Atk + 9 melee (1d12+7/x3, +1 *dwarven waraxe*); Full Atk + 9 melee (1d12+7/x3, +1 *dwarven waraxe*); SA Dwarven traits, spell like abilities - *magic stone*, SQ, Dwarven traits, immunity to disease and effects from earth, poison immunity; AL LN; SV Fort +8, Ref +1, Will +1; Str 20, Dex 10, Con 20, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Intimidate +2, Knowledge (religion - Moradin) +1, Jump +6; Endurance, Toughness, Weapon Focus (*dwarven waraxe*)

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves

against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Spell Like Abilities: 1/day - *magic stone*. This spell is cast by a 6th level cleric

Immunity to Disease and other effects from Earth (Su): Half Elementals are immune to disease and effects from their own element.

Natural Armour (Su): Half-Earth Elementals have +3 natural armour

Poison Immunity (Su): Half Elementals gain a +4 racial bonus on Fortitude saves against poison

Possessions: Masterwork full-plate, +1 *dwarven waraxe*, *potion of cure moderate wounds*

Dwur Fighter: Male Dwur Ftr 1; CR 1; Medium humanoid; HD 1D10+3; hp 13; Init +1; Spd 20 ft; AC 21 (touch 11, flat-footed 20); Base Atk +1; Grp +4; Atk + 5 melee (1d8+3/x3, masterwork warhammer) or +2 ranged (1d8/19-20, masterwork heavy crossbow); Full Atk + 5 melee (1d8+3, x3, masterwork warhammer); SA Dwarven traits; SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +5, Knowledge (religion - Moradin) +2; Power Attack, Weapon Focus (warhammer)

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Possessions: Masterwork full-plate, masterwork warhammer, masterwork heavy steel shield, masterwork heavy crossbow, 20 heavy crossbow bolts, *potion of cure light wounds*.

Dwur Cleric: Male Dwur Clr1; CR 1; Medium humanoid; HD 1D8+2; hp 10; Init +0; Spd 20 ft; AC 20 touch 10, flat-footed 20; Base Atk +0; Grp +3; Atk + 4 melee (1d8+3/x3, mw warhammer) or +1 ranged (1d8, 19-20/x2, mw heavy crossbow); Full Atk + 4 melee (1d8+3/x3, mw warhammer); SA Dwarven traits; SQ,

Dwarven traits, turn undead; AL LN; SV Fort +4, Ref +0, Will +4; Str 16, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5, Jump +5, Knowledge (religion - Moradin) +4; Martial Weapon Proficiency (warhammer)

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Cleric Spells Prepared (Clr 3/2+1; Save DC 12 + spell level): 0 – *resistance, guidance, virtue*; 1st – *magic stone**, *shield of faith, magic weapon*

* Domain Spell. *Domains:* Earth, Protection – protective ward (1/day) for 1 hour, Turn or destroy air creatures as a good cleric, Rebuke, command or bolster earth creatures as an evil cleric

Possessions: Masterwork full-plate, masterwork warhammer, masterwork heavy steel shield, masterwork heavy crossbow, 20 heavy crossbow bolts, *potion of cure light wounds.*

APL6

Encounter Five: Thegns that go Bump in the Night

Mazchedeen: Medium Aberration; CR 2; HD 4d8+4; hp 22; Init +4; Spd 40ft, climb 20ft; AC 18, touch 14, flatfooted 14; Base Attack +3; Grp +5; Atk +5 melee (2d6+2, bite); Full Atk +5 melee (2d6+2, bite) and +0 melee (1d6+1, 2 claws); Space/Reach 5 ft./5ft.; SA Spit acid, SQ Blindsight 60 ft., adaptive camouflage, Suel failsafe; AL LN; SV Fort +2, Ref +5, Will +6; Str 14, Dex 18, Con 13, Int 9, Wis 15, Cha 10

Skills and Feats: Balance +7, Climb +7, Hide +14, Intuit Direction, Jump +7, Listen +6, Move Silently +6, Spot +6;

Spit Acid (Ex): Mazchedeens can spit a steam of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful DC 16 Reflex save halves the damage.

Blindsight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Encounter Eight: The Flight

Ragnar, Champion of Moradin: Male Half-Elemental Dwur Ftr6; CR 8; Medium humanoid (outsider); HD 6d10+33; hp 77; Init +1; Spd 15 ft; AC 23, touch 10, flat-footed 20; Base Atk +6/+1; Grp +11; Atk + 13 melee (1d12+9/19 – 20/x3, +1 *dwarven waraxe*); Full Atk + 13/+8 melee (1d12+9/19 – 20/x3, +1 *dwarven waraxe*); SA Dwarven traits, spell like abilities; SQ Dwarven traits, immunity to disease and effects from earth, poison immunity; AL LN; SV Fort +10, Ref +3, Will +3; Str 20, Dex 13, Con 21, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +9, Intimidate +4, Knowledge (religion - Moradin) +3, Jump +8; Cleave, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*)

Dwarven Traits (Ex): +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants

through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a +2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Spell Like Abilities: 1/day – *magic stone, soften earth and stone, stone shape*. These spells are cast by a 6th level cleric

Immunity to Disease and other effects from Earth (Su): Half Elementals are immune to disease and effects from their own element.

Natural Armour (Su): Half-Earth Elementals have +3 natural armour

Poison Immunity (Su): Half Elementals gain a +4 racial bonus on Fortitude saves against poison

Possessions: Masterwork full-plate, +1 *keen dwarven waraxe, ring of protection +1, potion of cure moderate wounds,*

Dwur Fighter: Male Dwur Ftr3; CR 3; Medium humanoid; HD 3D10+9; hp 31; Init +1; Spd 20 ft; AC 23 (touch 11, flat-footed 20); Base Atk +3; Grp +6; Atk +7 melee (1d8+4/x3, +1 *warhammer*) or +5 ranged (1d8+1/19-20, +1 *heavy crossbow*); Full Atk + 7 melee (1d8+4/x3, +1 *warhammer*); SA Dwarven traits; SQ, Dwarven traits; AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6, Knowledge (religion - Moradin) +3; Cleave, Power Attack, Weapon Focus (*warhammer*), True Believer

Dwarven Traits (Ex): +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a +2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Possessions: +1 *full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 20 heavy crossbow bolts, potion of cure moderate wounds*

Dwur Cleric: Male Dwur Clr3; CR 3; Medium humanoid; HD 3d8+6; hp 24; Init +0; Spd 20 ft; AC 22, touch 10, flat-footed 22; Base Atk +2; Grp +5; Atk +7 melee (1d8+4/x3, +1 *warhammer*) or +3 ranged (1d8+1/19-20, +1 *heavy crossbow*); Full Atk + 7 melee (1d8+4/x3, +1 *warhammer*); SA Dwarven traits; SQ, Dwarven traits, turn undead; AL LN; SV Fort +5, Ref +1, Will +5; Str 16, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +6, Jump +6, Knowledge (religion - Moradin) +6; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer).

Dwarven Traits (Ex): +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a +2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Cleric Spells Prepared (Clr 4/3+1/2+1; Save DC 12 + spell level): 0 – *resistance, guidance, light, virtue*; 1st – *magic stone**, *divine favor, shield of faith, magic weapon*; 2nd – *shield other**, *align weapon, bull's strength*

* Domain Spell. *Domains:* Earth, Protection – protective ward (1/day) for 1 hour, Turn or destroy air creatures as a good cleric, Rebuke, command or bolster earth creatures as an evil cleric

Possessions: +1 full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 20 heavy crossbow bolts, *potion of cure light wounds*

APL8

Encounter Two: Journey into the Headlands

Advanced Wyvern: Huge Dragon; CR 8; HD 9d12+36; hp 99; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 19, touch 8, flatfooted 19; Base Atk +9 Grp +25; Atk +15 melee (1d8+8 plus poison, sting) or +15 melee (3d6+8, talon) or +15 melee (3d8+8, bite); Full Atk +15 melee (1d8+8 plus poison, sting) and +15 melee (3d8+8, bite); and +13 melee (2d6+6, 2 wings) and +13 melee (3d6+8, 2 talons); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low light vision and scent; AL N; SV Fort +10, Ref+6, Will+7; Str 27, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Skills and Feats: Hide +9, Listen +15, Move Silently +13, Spot +18; Ability Focus (poison), Alertness, Fly-by Attack, Multi-attack.

Improved Grab (Ex): To use this ability a Wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and stings.

Poison (ex) Injury, Fortitude DC 17 additional and Secondary damage 2d6 Con. The save DC is Constitution based.

Encounter Five: Thegns that go Bump in the Night

Mazchedeen: Large Aberration; CR 4; HD 8d8+27; hp 67; Init +3; Spd 40 ft., climb 20 ft.; AC 18, touch 12, flatfooted 15; Base Atk +4; Grp + 14; Atk +9 melee (2d8+6, bite); Full Atk +9 melee (2d8+6, bite) and +4 melee (1d8+5, 2 claws); Space/Reach 10 ft./10 ft.; SA Spit acid; SQ Blindsight 60 ft., adaptive camouflage, Suel failsafe; Al LN; SV Fort +8, Ref+5, Will+7; Str 22, Dex 16, Con 17, Int 9, Wis 15, Cha 10

Skills and Feats: Balance +8, Climb +8, Hide +14, Intuit Direction, Jump +7, Listen +6, Move Silently +7, Spot +7; Toughness

Spit Acid (Ex): Mazchedeens can spit a steam of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful DC 16 Reflex save halves the damage.

Blind sight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Encounter Eight: The Flight

Ragnar, Champion of Moradin: Male Half-Elemental Dwur Ftr6/Dwarven Defender2; CR 10; Medium humanoid (outsider); HD 6d10+39, + 2d12 +12; hp 109; Init +1; Spd 15 ft.; AC 25, touch 10, flat-footed 20; Base Atk +8/+3; Grp +13; Atk +15 melee (1d12+9/19 – 20 x3, +1 *dwarven waraxe*); Full Atk +15/+10 melee (1d12+9/19 – 20 x3, +1 *dwarven waraxe*); SA Defensive stance 1/day, dwarven traits, spell like abilities - *magic stone, soften earth spike stone, and stone, stone shape*, uncanny dodge; SQ: armour class bonus, dwarven Traits, immunity to disease and effects from earth, poison immunity; AL LN; SV Fort +14, Ref +3, Will +6; Str 20, Dex 13, Con 22, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +10, Intimidate +5, Knowledge (religion - Moradin) +4, Jump +8; Cleave, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Armour Class Bonus (Ex): The Dwarven Defender receives a dodge bonus to Armour Class

Defensive Stance (Ex): 1/day - When he needs to, a defender can become a stalwart bastion of defence. A defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 Constitution a + 2 resistance bonus to all saves and +4 dodge bonus to AC

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal.

Spell Like Abilities: 1/day – *magic stone, soften earth and stone, spike stones, stone shape*. These spells are cast by a 6th level cleric

Immunity to Disease and other effects from Earth (Su): Half Elementals are immune to disease and effects from their own element.

Natural Armour (Su): Half-Earth Elementals have +3 natural armour

Poison Immunity (Su): Half Elementals gain a +4 racial bonus on Fortitude saves against poison

Uncanny Dodge (Su): Dwarven defender gains the ability to react to danger; he retains his Dexterity bonus to AC (if any) regardless of being caught flat footed or snuck attack

Possessions: +1 full-plate, +1 keen dwarven waraxe, ring of protection +1, potion of cure moderate wounds, horn of goodness.

Dwur Fighter: Male Dwur Ftr5; CR 5; Medium humanoid; HD 5d10+20; hp 54; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +5; Grp +8; Atk +9 melee (1d8+6/x3, +1 warhammer) or +7 ranged (1d8/19-20, +1 heavy crossbow); Full Atk +9 melee (1d8+6/x3, +1 warhammer); SA Dwarven traits; SQ, Dwarven traits; AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (religion - Moradin) +4; Cleave, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer), True Believer

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Possessions: +1 full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure moderate wounds

Dwur Cleric: Male Dwur Clr5; CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +3; Grp +6; Atk + 8 melee (1d8+4/x3, +1 warhammer) or +4 ranged (1d8/19-20, +1 heavy crossbow); Full Atk + 8 melee (1d8+4/x3, +1 warhammer); SA Dwarven traits; SQ, Dwarven traits, turn undead; AL LN; SV Fort +6, Ref +1, Will +7; Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (religion - Moradin) +8; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer)

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a

+2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Cleric Spells Prepared (Clr 5/4+1/3+1/2+1; Save DC 13 + spell level): 0 – *resistance, detect poison, guidance, light, virtue*; 1st – *magic stone**, *command, divine favour, shield of faith, magic weapon*; 2nd – *shield other**, *align weapon, bull's strength, hold person*; 3rd – *protection from energy**, *cure serious wounds, dispel magic*.

* Domain Spell. *Domains:* Earth, Protection – protective ward (1/day) for 1 hour, Turn or destroy air creatures as a good cleric, Rebuke, command or bolster earth creatures as an evil cleric

Possessions: +1 full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure moderate wounds

APL 10

Encounter Two: Journey into the Headlands

Advanced Wyvern: Gargantuan Dragon; CR 10; HD 11d12+69; HP 146; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 21, touch 6, flatfooted; 21; Base Atk +10; Grp +32; Atk +21 melee (2d6+12 plus poison, sting) or +21 melee (3d6+12, talon) or +21 melee (3d8+12, melee); Full Atk +21 melee (2d6+12 plus poison, sting) and +19 melee (3d8+12, bite) and +19 melee (3d6+10, 2 wings) and +13 melee (3d6+12, 2 talons); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low light vision and scent; AL N; SV Fort +13, Ref+7, Will+8; Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9

Skills and Feats: Hide +11, Listen +17, Move Silently +15, Spot +20; Ability Focus (poison), Alertness, Fly-by Attack, Multi-attack, Toughness.

Improved Grab (Ex): To use this ability a Wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and stings.

Poison (Ex) Injury, Fortitude DC 17 additional and Secondary damage 2d6 Con. The save DC is constitution based.

Encounter Five: Thegns that go Bump in the Night

Mazchedeen: Huge Aberration; CR 6; HD 12d8+66; hp 126; Init +2; Spd 40 ft., climb 20 ft.; AC 19, touch 10, flatfooted 17; Base Atk +7; Grp + 7; Atk +16 melee (3d8+10, bite); Full Atk +16 melee (3d8+10, bite) and +10 melee (2d6+9, 2 claws); Space/Reach 10ft/10ft; SA Spit acid; SQ Blindsight 60 ft., adaptive camouflage, Suel failsafe; AL LN; SV Fort +8, Ref+5, Will+7; Str 30, Dex 14, Con 21, Int 9, Wis 15, Cha 10

Skills and Feats: Balance +9, Climb +9, Hide +14, Intuit Direction, Jump +7, Listen +6, Move Silently +8, Spot +8; Toughness, Toughness

Spit Acid (Ex): Mazchedeens can spit a steam of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful DC 16 Reflex save halves the damage.

Blind sight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Encounter Eight: The Flight

Ragnar, Champion of Moradin: Male Half – Elemental Dwur Ftr7/Dwarven Defender3; CR 12; Medium humanoid (outsider); HD 7d10+45, + 3d12 +18; hp 134; Init +1; Spd 15 ft; AC 25, touch 10, flat-footed 20; Base Atk +10/+5; Grp +15; Atk + 18 melee (1d12+9/19–20/x3, +1 *dwarven waraxe*); Full Atk + 18/+13 melee (1d12+9/19–20/x3, +1 *dwarven waraxe*); SA Defensive stance 2/day, dwarven traits, spell like abilities - *magic stone, soften earth spike stone, and stone, stone shape wall of stone*, uncanny dodge; SQ, Armour class bonus, dwarven traits, immunity to disease and effects from earth, poison immunity; AL LN; SV Fort +14, Ref +4, Will +6; Str 20, Dex 13, Con 22, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +10, Intimidate +6, Knowledge (religion - Moradin) +4, Jump +9; Cleave, Dodge, Endurance, Great Cleave, Power Attack, Toughness, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*)

Armour Class Bonus (Ex): The Dwarven Defender receives a dodge bonus to Armour Class

Defensive Stance (Ex): 1/day - When he needs to, a defender can become a stalwart bastion of defence. A defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 Constitution, +2 resistance bonus to all saves and +4 dodge bonus to AC

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Spell Like Abilities: 1/day – *magic stone, soften earth and stone, spike stones, stone shape, wall of stone*. These spells are cast by a 6th level cleric

Immunity to Disease and other effects from Earth (Su): Half Elementals are immune to disease and effects from their own element.

Natural Armour (Su): Half-Earth Elementals have +3 natural armour

Poison Immunity (Su): Half Elementals gain a +4 racial bonus on Fortitude saves against poison

Uncanny Dodge (Su): Dwarven defender gains the ability to react to danger, he retains his Dexterity bonus to AC (if any) regardless of being caught flat footed or snuck attack

Possessions: +1 full-plate, +2 keen dwarven waraxe, ring of protection +2, potion of cure serious wounds, horn of goodness

Dwur Templar: Male Dwur Ftr 6/Pious Templar1; CR 7; Medium humanoid; HD 7d10+28; hp 74; Init +1; Spd 20 ft; AC 25, touch 11, flat-footed 24; Base Atk +7/+2; Grp +10; Atk + 12 melee (1d8+7/x3, +2 warhammer) or +9 ranged (1d8/19-20, +1 heavy crossbow); Full Atk +12/+6 melee (1d8+7/x3, +2 warhammer); SA Dwarven traits; SQ: Dwarven traits, mettle; AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Knowledge (religion - Moradin) +6; Cleave, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer), True Believer, Rapid Reload

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Mettle (Su) A pious templar's special blessing allows him to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful will or fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will Partial", "Fortitude half" or similar entries can be negated through this ability.

Possessions: +2 full-plate, +2 warhammer, +2 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure serious wounds

Dwur Cleric: Male Dwur Clr7; CR 7; Medium humanoid; HD 7d8+14; hp 54; Init +0; Spd 20 ft; AC 24, touch 10, flat-footed 24; Base Atk +5; Grp +8; Atk + 11 melee (1d8+5/x3, +2 warhammer) or +6 ranged (1d8/19-20, +1 heavy crossbow); Full Atk + 11 melee (1d8+5/x3, +2 warhammer); SA Dwarven traits; SQ, Dwarven traits, turn undead; AL LN; SV Fort +7, Ref

+2, Will +8; Str 16, Dex 10, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb +8, Jump +8, Knowledge (religion - Moradin) +9; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer), Rapid Reload

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Cleric Spells Prepared (Clr 6/5+1/4+1/3+1/1+1; Save DC 13 + spell level): 0 – *resistance, detect poison, guidance, light, virtue x2*; 1st – *magic stone*, bless, command, divine favor, shield of faith, magic weapon*; 2nd – *shield other*, align weapon, bear's endurance, bull's strength, hold person*; 3rd – *protection from energy*, cure serious wounds, dispel magic, invisibility purge*; 4th – *spike stones*, divine power*

*Domain Spell. *Domains:* Earth, Protection – protective ward (1/day) for 1 hour, Turn or destroy air creatures as a good cleric, Rebuke, command or bolster earth creatures as an evil cleric

Possessions: +2 full-plate, +2 warhammer, +2 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure serious wounds

APL 12

Encounter Two: Journey into the Headlands

Advanced Wyvern: Gargantuan Dragon; CR 10; HD 11d12+69; HP 146; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 21, touch 6, flatfooted; 21; Base Atk +10; Grp +32; Atk +21 melee (2d6+12 plus poison, sting) or +21 melee (3d6+12, talon) or +21 melee (3d8+12, melee); Full Atk +21 melee (2d6+12 plus poison, sting) and +19 melee (3d8+12, bite) and +19 melee (3d6+10, 2 wings) and +13 melee (3d6+12, 2 talons); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low light vision and scent; AL N; SV Fort +13, Ref+7, Will+8; Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9

Skills and Feats: Hide +11, Listen +17, Move Silently +15, Spot +20; Ability Focus (poison), Alertness, Fly-by Attack, Multi-attack, Toughness.

Improved Grab (Ex): To use this ability a Wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and stings.

Poison (Ex) Injury, Fortitude DC 17 additional and Secondary damage 2d6 Con. The save DC is constitution based.

Encounter Five: Thegns that go Bump in the Night

Mazchedeen: Huge Aberration; CR 6; HD 12d8+66; hp 126; Init +2; Spd 40 ft., climb 20 ft.; AC 19, touch 10, flatfooted 17; Base Atk +7; Grp +7; Atk +16 melee (3d8+10, bite); Full Atk +16 melee (3d8+10, bite) and +10 melee (2d6+9, 2 claws); Space/Reach 10ft/10ft; SA Spit acid; SQ Blindsight 60 ft., adaptive camouflage, Suel failsafe; AL LN; SV Fort +8, Ref +5, Will+7; Str 30, Dex 14, Con 21, Int 9, Wis 15, Cha 10

Skills and Feats: Balance +9, Climb +9, Hide +14, Intuit Direction, Jump +7, Listen +6, Move Silently +8, Spot +8; Toughness, Toughness

Spit Acid (Ex): Mazchedeens can spit a steam of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful DC 16 Reflex save halves the damage.

Blind sight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Encounter Eight: The Flight

Ragnar, Champion of Moradin: Male Half – Elemental Dwur Ftr7/Dwarven Defender5; CR 14; Medium humanoid (outsider); HD 7d10+45, + 5d12 +30; hp 160; Init +1; Spd 15 ft.; AC 25, touch 10, flat-footed 20; Base Atk +12/+7/+2; Grp +17; Atk +21 melee (1d12+9/19–20/x3, +1 *dwarven waraxe*); Full Atk +21/+16/+11 melee (1d12+9/19–20/x3, +1 *dwarven waraxe*); SA Defensive stance 3/day, dwarven traits, spell like abilities - *magic stone, soften earth spike stone, and stone, stone shape, stone skin, wall of stone*, uncanny dodge; SQ Armour class bonus, dwarven traits, immunity to disease and effects from earth, poison immunity; AL LN; SV Fort +15, Ref +4, Will +7; Str 21, Dex 13, Con 22, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +10, Intimidate +6, Knowledge (religion - Moradin) +4, Jump +9; Cleave, Die Hard, Dodge, Endurance, Great Cleave, Power Attack, Toughness, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*).

Armour Class Bonus (Ex): The Dwarven Defender receives a dodge bonus to Armour Class

Defensive Stance (Ex): 1/day - When he needs to, a defender can become a stalwart bastion of defense. A defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 Constitution, +2 resistance bonus to all saves and +4 dodge bonus to AC

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Spell Like Abilities: 1/day – *magic stone, soften earth and stone, spike stones, stone shape, stone skin, wall of stone*. These spells are cast by a 6th level cleric

Immunity to Disease and other effects from Earth (Su): Half Elementals are immune to disease and effects from their own element.

Natural Armour (Su): Half-Earth Elementals have +3 natural armour

Poison Immunity (Su): Half Elementals gain a +4 racial bonus on Fortitude saves against poison

Uncanny Dodge (Su): Dwarven defender gains the ability to react to danger, he retains his Dexterity bonus to AC (if any) regardless of being caught flat footed or snuck attack

Possessions: +1 full-plate (spell resistance 13), +3 keen dwarven waraxe, ring of protection +2, potion of cure serious wounds,

Dwur Templar: Male Dwur, Ftr6/Pious Templar3; CR 9; Medium humanoid; HD 9d10+36; hp 94; Init +1; Spd 20 ft; AC 25, touch 11, flat-footed 24; Base Atk +9/+4; Grp +12; Atk + 16 melee (1d8+7/x3, +1 warhammer) or +11 ranged (1d8/19-20, +1 heavy crossbow); Full Atk + 16/+11 melee (1d8+7/x3, +1 warhammer); SA Dwarven traits; SQ: Dwarven traits, mettle, smite 1/day, damage reduction 1/-; AL LN; SV Fort +7, Ref +3, Will +2; Str 17, Dex 12, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Knowledge (religion - Moradin) +8; Cleave, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer), True Believer, Rapid Reload, Greater Weapon Focus (warhammer)

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Mettle (Su): A pious templar's special blessing allows his to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful will or fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will Partial", "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Once per day the pious templar may make a single melee attack with a +4 bonus and a damage equal to half the pious templar's level.

Damage Reduction 1/- (Ex): Starting at third level the pious templar has the ability to shrug off some amount of injury from each blow or attack.

Possessions: +1 full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure serious wounds

Dwur Cleric: Male Dwur Clr9; CR 9; Medium humanoid; HD 9d8+18; hp 66; Init +0; Spd 20 ft; AC 24, touch 10, flat-footed 24; Base Atk +6/+1; Grp +9; Atk + 12 melee (1d8+5/x3, +1 warhammer) or +7 ranged (1d8/19-20, +1 heavy crossbow); Full Atk + 12 melee (1d8+5/x3, +1 warhammer) and +7 melee (1d8+5/x3, +1 warhammer); SA Dwarven traits; SQ, Dwarven traits, turn undead; AL LN; SV Fort +7, Ref +2, Will +8; Str 16, Dex 10, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Climb +9, Jump +9, Knowledge (religion - Moradin) +11; Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer), Rapid Reload, Power Attack

Dwarven Traits (Ex): + 1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a + 2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal

Cleric Spells Prepared (Clr 6/5+1/5+1/4+1/2+1/1+1; Save DC 13 + spell level): 0 – *Resistance, Detect Poison, Guidance, Light, Virtue x2*; 1st – *Magic Stone**, *Bless x2*, *Command, Devine Favor, Shield of Faith, Magic Weapon*; 2nd – *Shield Other**, *Align Weapon, Bear's Endurance, Bull's Strengthx2, Hold Person*; 3rd – *Protection from Energy**, *Cure Serious Wounds, Dispel Magic x2, Invisibility Purge*; 4th – *Spike Stones**, *Cure Critical Wounds*, *Divine Power*; 5th – *Wall of Stone**, *Flame Strike*

*Domain Spell. *Domains:* Earth, Protection – protective ward (1/day) for 1 hour, Turn or destroy air creatures as a good cleric, Rebuke, command or bolster earth creatures as an evil cleric

Possessions: +1 full-plate, +1 warhammer, +1 heavy steel shield, +1 heavy crossbow, 2 +1 shocking burst heavy crossbow bolts, potion of cure serious wounds

Appendix 2: New Rules Items

Mazchedeen (Tunnel-hunters)

Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +4 (Dex)

Speed: 40ft., climb 20ft.

AC: 18 (+4 Dex, +4 natural)

Attacks: Bite +5 melee, 2 claws +0 melee

Damage: Bite 2d6+2, 2 claws 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spit acid

Special Qualities: Blindsight 60ft, adaptive camouflage, suel failsafe

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 14, Dex 18, Con 13, Int 9, Wis 15, Cha 10

Skills: Balance +7 (+4 Dex +3 ranks), Climb +7 (+4 Dex +3 ranks), Hide +14 (+4 Dex, +10 racial), Intuit Direction (+2 Wis, +3 ranks) Jump +7 (+2 Str, +5 Ranks), Listen +6 (+2 Wis, +4 ranks), Move Silently +6 (+4 Dex, +2 ranks), Spot +6 (+2 Wis, +4 ranks)

Feats: None

Climate/Terrain: Any underground

Organization: Solitary, pair, or pack (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Mazchedeens (Ancient Suloise: *maz* - tunnel, mine; *chedeen* - hunter) are specially bred through the foul sorcery of the Scarlet Brotherhood to fight in the subterranean cavern networks of dwarves and gnomes. Sleek quadrupeds with powerfully muscled limbs, Mazchedeens can run and climb on all fours, but frequently rear onto their back legs to rake foes with their cruelly curved fore-claws. Their long, horse-like heads have two vestigial eyes and a pair of slit-nostrils set above the extensive, fanged maw. Despite being sightless, Mazchedeens can navigate and locate foes without difficulty in complete darkness. Tunnel-hunters have extremely thick, rough, pigmented hide, which can change color to blend into the creature's surroundings, making them very difficult to spot when they are motionless.

Mazchedeens are thought to be one of the products of the Scarlet Brotherhood's diabolical monster breeding program. As such, they can understand commands in Ancient Suloise, but only if issued with a priming control phrase, known to the creature's Brotherhood

masters alone. Moreover, tunnel-hunters have been conditioned not to initiate combat with humans of pure Suel ancestry - a failsafe to prevent the creatures turning on their creators. It is a mystery how the sightless creatures discern Suloise from other humans. The Brotherhood uses the tunnel-hunters as shock troops to suppress the usually fierce resistance encountered in Dwur and noniz settlements. Tales from Irongate and the Hollow Highlands tell of creatures bearing a striking resemblance to Mazchedeens wreaking bloody havoc in clan holds and settlements in the years following the Greyhawk Wars. They are also used as "watchdogs" at the gates to sensitive Brotherhood strongholds, where their ability to distinguish non-Suel humans has been the undoing of many a would-be spy.

The reproductive cycle of the Mazchedeen is unknown and it is unclear what differences, if any, there are between male and female Mazchedeen.

Mazchedeens have no spoken language, but can comprehend commands issued in Ancient Suloise.

Combat

Mazchedeens are dangerous opponents, capable of using guile and tactics to undo their foes. Alone, they make full use of their climbing ability and natural camouflage to lie in wait and ambush unsuspecting targets, often clinging upside down to the roofs of caves and passages and then dropping onto passing victims. In groups, Mazchedeens like to swarm over their enemy, using their climbing ability to move over defensive lines, simultaneously overwhelming them and striking at the vulnerable spell-casters behind. In melee, their primary weapon is their vicious and toothy maw. Mazchedeens also make good use of their front claws, rearing up on their hind legs, or dangling down from cavern roofs to rake their victims. Particularly stubborn foes are dealt with by means of acid, secreted by glands in the creature's throat and spat into the faces of enemies.

Spit Acid (Ex): Mazchedeens can spit a stream of acid 5 feet high, 5 feet wide and 5 feet long, once every 1d6 rounds. The acid deals 4d4 points of damage. A successful Reflex save (DC 16) halves the damage.

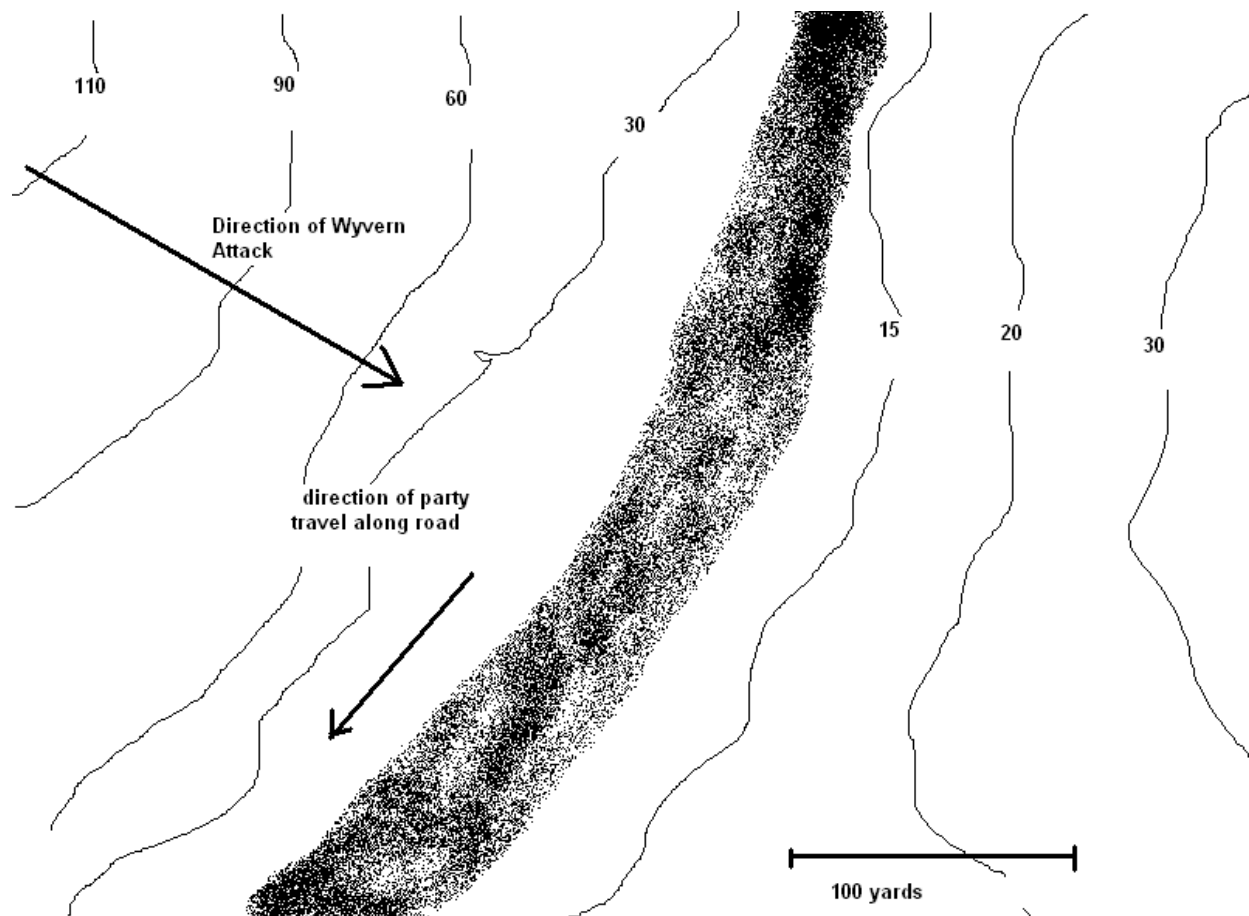
Blindsight (Ex): Mazchedeens can "see" to a distance of 60 feet by sensing vibrations.

Adaptive Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus to Hide checks.

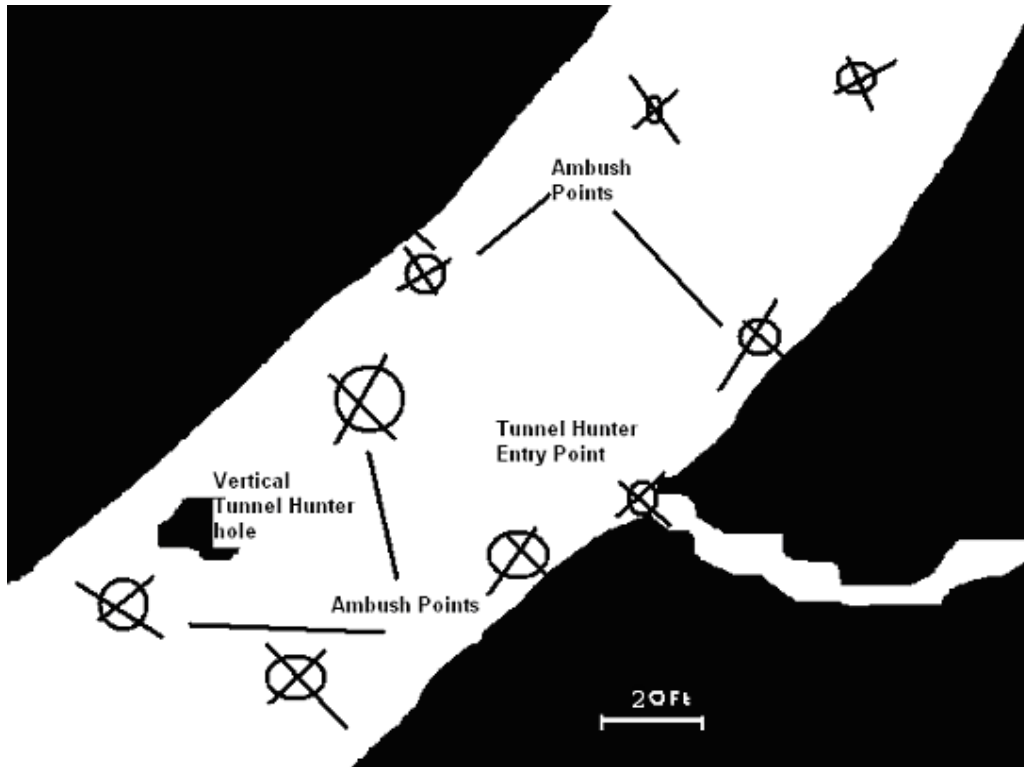
Suel Failsafe (Ex): Mazchedeens are bred to be unable to attack humans of purely Suel origin, unless attacked first, in which case they will defend themselves as normal.

Appendix 3 Maps

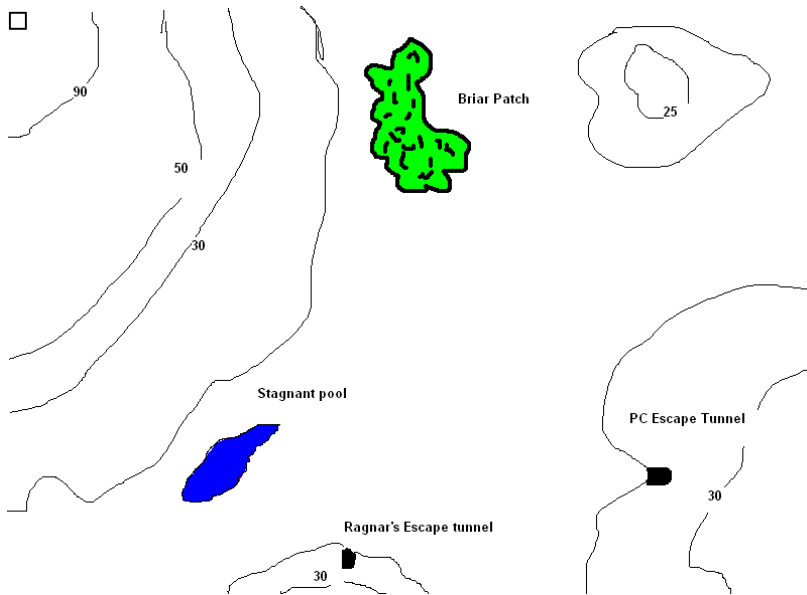
Encounter 2: Journey through the Headlands



Encounter 5 Thegns that go Bump in the night



Encounter 8: The Flight



Side View of Sarakast

