

PER3–03

The Yeti's Tooth

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

Version 1

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Many thanks must go to several co-writers: Stephen Daniels (for Encounter 2), Bruce Legge (for Encounter Six), and Justin McGuire (for Encounter Ten). Thanks also to Mark Somers (Australia) and Jason Bulmahn (USA) for proofreading and editing this scenario.

An unexpected visit from a clandestine clan member supplies you with the location of the next part of the Sturgenblood Totem – the fabled yeti's tooth! The trouble is that all the other clans are after it as well, and are hiring on other adventurers in an effort to stop the totem from being reassembled! Be the first to reach it – or the first to die. This scenario is the second scenario in the “Hollows Of Mordaine” series. It is suitable for play at APLs 4, 6, 8 and 10.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in grey boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Note: LIVING

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

	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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the first part of this series, “The Wyvern’s Claw”, player characters (PCs) found a strange totem pole which they discovered was the fabled artefact called “The Sturgenblood Totem”. The totem was originally created by the Ur-Flan mages over two thousand years ago so that they could enslave the early tribes of Perrenland and use the people of the land as thralls. But the totem was disassembled by an invading Oeridian clan. The pieces of the totem were scattered all over Perrenland. Now that the totem has been re-discovered, and several pieces of it reassembled, it will only be time before this evil artefact once again falls into devilish hands. Therefore, the PCs have decided to finish the reassembling themselves. They already found the Wyvern’s Claw in the ancient city of Dagovach in Part One. In this part they will find the Yeti’s Tooth. Once these pieces are in place, the totem will supposedly open up and reveal a map which will lead the PCs to The Hollows Of Mordaine. Only deep within The Hollows can the totem be destroyed once and for all.

Since the discovery of the Sturgenblood Totem nearly a year ago, the clans of Perrenland have become increasingly concerned. Most believe that should the PC’s actually find the Yeti’s Tooth and reassemble the totem, then the party will venture to the Hollows Of Mordaine in order to destroy it – thus preventing the totem from falling into the hands of any single clan who might dominate the others. But there are a few in each clan who would like to either curry influence with the PCs (thus trying to persuade them to hand over the totem to *their* clan); or find the yeti’s tooth before the PCs in order to use it as a bargaining tool. To help make either event more probable, the clans have banded together into temporary alliances called “triads”:

The Hüssens have allied with the Mörngenroods and the Rosrijders.

The Weisspeers have allied with the Vestmeers and the Vossers.

The Roodbergs have allied with the Oostmeers and the Vuurzwards.

Through months of research, clan scholars have discovered that the fabled yeti’s tooth can be found somewhere deep beneath an active volcano called Mount Hellspaar – located south of Niederschlauss in the Northern Clatspurs. The research has also uncovered that this volcano is home to many foul creatures, and that the yeti’s tooth resides deep within the volcano in a temple dedicated to Joramy (in the hope that nobody would ever be foolish enough to actually *go* there and try to get it).

Each triad has employed their own seers and shamans (the Old Kerk will have nothing to do with this rot) to uncover the safest and fastest route to the yeti’s tooth (and thus the centre of the volcano). Each triad has

kept these routes secret from rival clans – though some gentle but serious teasing has nearly brought several clans to the brink of civil strife. Each triad believes that *they* know exactly where the tooth is, and which is the safest and fastest way to get it.

As it is the Perrenland summer solstice in 24 hours, and the snow in the Clatspurs will be minimal during this brief window, the triads have decided to conduct an onslaught on poor Mount Hellspaar whilst they still can. During this adventure, one triad will be successful in “hiring” the PCs (who have the totem). Those triad clans not fortunate enough to employ the direct services of the PCs will send out NPC adventurers who they will implore to reach the yeti’s tooth before the PCs do.

Adventure Summary

Introduction

The PCs are staying overnight in Dreichen (Niederschlauss) when they are visited by a clandestine clan member representing one of the triads. In return for allowing triad representatives to travel with the party when they eventually go to The Hollows Of Mordaine, the clan member will tell the PCs where the yeti’s tooth can be found, and how to get there via the safest and fastest route. The PCs may also visit the Town Hall to gather information about Mount Hellspaar (and Joramy) before they leave.

Encounter 1

The PCs come across a band of slaughtered ogres at the top of the Clatspur Ranges. The ogres appear to have been killed by a party of adventurers such as themselves. It appears the PCs are not alone on their journey to Mount Hellspaar!

Encounters 2, 3, 4, and 5 (The Hüssen/ Mörngenrood/ Rosirijder Route)

These encounters take the PCs via an entrance puzzle; some cloakers; a gargoyle; and some red slaad outsiders.

Encounters 6, 7, 8, and 9 (The Weisspeer /Vestmeer / Vosser Route)

These encounters take the PCs via an entrance puzzle; some hell hounds; some firenewts; and a nishruu (who is hungry for magic!).

Encounters 10, 11, 12 and 13 (The Roodberg/ Oostmeer/Vuurzward Route)

These encounters take the PCs via an entrance puzzle; some magmin; some grell; and a jovoc (demon).

Encounter 14

In this encounter the PCs reach the Temple Of Joramy. The temple's new guardian is a nasty fire genasi called Zax, who isn't about to give up the tooth (and the temple's treasure) without a fight.

Encounter 15

In this encounter the PCs meet up with an opposing group of NPC adventurers from a rival clan triad. As the PCs have the tooth – this encounter has two possible resolutions: diplomacy or bloodshed. Either one is a viable (but character changing) option for *each* of the PCs...

Before The Game Starts...

Before the game begins, the DM must take note of which clan each player belongs to (and also those who do not belong to a clan). Use the form in Appendix II if you like in order to gauge which players might be more inclined to band together in alliances. Ultimately, you need to note *which clan triad* visitor will approach *which particular* PC/PCs so that "the offer" can be made. The visitor who approaches the PC will be from the triad alliance the *majority* of PCs might be aligned with. In the absence of any majority (or no clan allegiance) then the *Roodberg/Oostmeer/ Vuurzward* alliance will be the *default*. See Appendix II for more details on this.

A Further DM Note

The author of this scenario has purposefully *not* included maps of the inside of the Mount Hellspaar Volcano. If you are using a battle mat, you will find all the dimensions and descriptions you need of each area within both the player's and DM's text associated with each encounter. The DM is encouraged to "play cinematically" at all times, and not bog the action down too much in petty dimensions which, inside a rumbling volcano, change quite regularly...

Introduction The Visitor

Read this to the players at the start of the adventure:

Summer solstice, this year, has been unusually warm for the northern reaches of Perrenland. An outbreak of cackle fever in Traft City has caused you to move south-east and take up brief residency in the village of Dreichen in Niederschlauss. Normally, adventurers are not welcome in this bastion of the wealthy elite, but as Orgus Bildgear is still the resident mayor of Dreichen he has vouched for you based on your exemplary work already done in the Canton of Traft.

Arriving around lunchtime, you find yourselves in a popular local tavern known as The Celestial Badger.

DM's Note: The Celestial Badger can be found at #6 on the map of Dreichen and in the Appendix notes.

The fare here is excellent and your hostess, Naerie Gildenhoff, is an adept tavern owner and manager. Throughout the afternoon and early evening, Naerie occasionally sits and listens to your tales of adventure and, every once in a while, recounts one or two of her own. It seems that Naerie is an accomplished wizard who has recently inherited The Celestial Badger from her mother, Aerie, who died of old age just over a year ago. Naerie wishes she was still adventuring, but admits that business is good – as well as being much safer. Naerie tells you that she "keeps her hand in" by solving local mysteries with her friend (and familiar) Princess Micaela the cat who you have noticed sits strangely pining at one of the large open windows of the downstairs establishment.

DM's Note: If anyone asks Naerie about her cat, Naerie is very open and tells the PCs about Micaela's story. If anybody goes over to Micaela and pats her kindly, the cat will look up and speak in a polite but sorrowful voice to the PC. Micaela will only say what is written in the Appendix. More of Micaela's story will be revealed in future modules. If any PC tries to hurt or badly harass Micaela or Naerie, then 40 men and women of the 1st Auszug will arrive from Fort Niederschlauss within 5 rounds, arrest the offending PC. After a brief 2 hour detention and "grilling", the PC will be released, but will now suffer a -4 reaction penalty whenever dealing with city militia, government/business persons, or nobility in Traft Canton for one entire year. This penalty should be written in the Play Notes section of the PC's A.R.

As the evening wears on, you all get very tired and retire to your rooms. Each room sleeps two persons, and you should now tell your DM who is sharing rooms with whom.

DM's Note: At this point the DM should know who "the visitor" will visit. See Appendix II for more information if you are unsure. Once you know where everyone is sleeping (and with whom), you should attach "the visitor" to the appropriate room. Then, you should *send away from the game table* all persons other than the two who are sleeping in the chosen room. Tell the other players to "return to the table in 7 minutes". If other players are standing guard, they'll have to be specifically guarding the window outside "X" player's specific room (and voluntarily state so) when you ask where people are

sleeping. But if anyone would logically see the window opened by the invisible visitor, then let that PC stay as well. As the visitor is a high level *Sorcerer/Rogue* (stats can be found in Appendix III), the visitor will cast *dispel magic* (silent and still) on the room before entering (so that any “alarms” are dispelled as well).

This encounter also assumes that PCs are sleeping in their “nightclothes”. Any PC who says they are going to bed still wearing *any* type of armour should be warned that he/she will suffer a –2 circumstance penalty on all attack and skill rolls the following day (due to an uncomfortable sleep).

When ready, read the following to the remaining/chosen PC's:

After a busy day travelling, eating, and chatting with Naerie Gildenhoff you quickly fall asleep and have some of the sweetest dreams you've had for quite some time. Your dreams, however, are shattered when you suddenly realise that you have been awoken by the cold and hurried clasp of a stranger's hand upon your shoulder!

“Awake!”, the female visitor exclaims in a harsh whisper, “Awake, clansman! I must speak with thee, and impart a message from our pfaltzgraf!”

Get the *other* PC in the room (if there *is* another PC) to make a Listen check (DC 18+APL) to hear the whispering. If so, this PC can awake and react *next round*. If the other PC fails, then he/she sleeps through this entire encounter (or until purposefully awoken). The DM should then continue – speaking to the “chosen” PC :

Astutely, you observe that this nearly silent visitor is dressed in the full regalia of your own clan colours. It appears that this visitor has silently climbed the wall outside The Celestial Badger, and into the PC's room through the window. You quickly realise that there is no way much of this could have been achieved without the use of strong magic, most probably emanating through the visitor herself – who is now standing by your bedside eager to impart more information to you.

DM's Notes: Paraphrase the following information depending on what the chosen PC (or the other awakened PC) ask :

Name

- ☛ The Hüssen-led triad send a female called “Kalinda Krull”.

- ☛ The Weisspeer-led triad send a female called “Hestie Huffrada”.
- ☛ The Roodberg-led triad send a female called “Vlutilda Yodel”.

Profession

- ☛ Sorcerer. Quite powerful. She will *not* divulge she is a rogue.

Purpose

- ☛ The clan needs the help of the chosen PC and his/her party of adventurers!
- ☛ The clan knows that the party has the Sturgenblood Totem which was recently partly reactivated by the discovery of the Wyvern's Claw in the ancient evil city of Dagovach.
- ☛ The clan has heard that the PCs need to find the fabled “Yeti's Tooth” and place it in the totem before the whereabouts of the Hollows Of Mordaine can be revealed.
- ☛ The clan has, through painstaking research, discovered the location of the Yeti's Tooth. It is located in a temple once dedicated to the fire god, Joramy, deep beneath Mount Hellspaar – an active volcano which can be found in the Northern Clatspurs.
- ☛ Unfortunately, a number of rival clans have also discovered this information, and she is glad that she got to the party first!
- ☛ Although there are several rumoured entrances and passageways into the temple (all of them traversing the bowels of the bubbling volcano), the clan believes that they have found the safest and fastest route to the yeti's tooth – which is rumoured to be guarded by a terrible creature conjured by the priests who built the temple complex deep within the volcano hundreds and hundreds of years ago.
- ☛ The priests built their temple as a tribute to the great yeti who guarded the lands around the volcano, and who kept strangers from infiltrating their temple.
- ☛ The real life yeti, along with the priesthood, have disappeared. The priests supposedly quested deep within the volcano in search of unknown forces about 800 years ago. Such forces, no doubt, still keep one watchful eye on the temple and the volcano – as it is a valuable gate into the Prime Material world.
- ☛ The fastest way to the temple is to cross the Lake Quag Estuary via The Punt. Then, follow the trail up and into The Clatspurs. After a half-day's journey (quite easy at this time of year), the PCs will see Mount Hellspaar off to the west. From there it is another 4 hour journey to the base of the mountain range which harbours the old volcano. The party needs to “follow the cedar trees along the blue gravel

path". Although the party will observe other routes, it is important that they take this one.

What Does The Clan Want In Return?

The clan wants the party to take the visitor with them when they go to the Hollows Of Mordaine to destroy the totem once and for all. [Name Of Visitor] want to witness the complete and final destruction of the totem – thus ensuring that the totem can never fall into the hands of rival clans who might use the totem to dominate others. Any Sense Motive check (DC 5) or Detect Lie will discern that she is telling the absolute truth. The reward for the PCs will be anything they find on the journey – plus a position of honour within their clan!

If The PC Agrees:

Then the visitor will give the PC a map and directory of the region (*Appendix IV*), and general directions on the fastest way to the temple (and the Yeti's Tooth). The visitor tells the PCs that they must leave *by mid-morning of the new day*. The journey must be urgent because the other clans have hired other adventurers to find the tooth via other paths and if they find it first then they will use it to blackmail the PCs for sure.

If The Chosen PC Doesn't Agree To The Quest

Then the visitor sighs and frowns and tells the PC that they have no loyalty to their clan. They are now disgraced. Their name will be called out by Skatemgulers as a curse-word that drives brave warriors to fight so that they do not ever have to face the shame that the PC has brought upon him/herself. Make a BIG deal of this, then give the PC another moment to reconsider. If they don't agree – immediately – then the visitor *very quickly* slips back out through the window and down the wall into darkness and oblivion. No amount of scrying will discern where she went.

Take the player's clan membership cert and write VOID across it. That PC is now clanless, and has -2 to his/her charisma ability score during *every* regional scenario due to the sheer hatred all clans will now have towards this PC. This should be noted in the Play Notes of the A.R. Have a new Visitor go to the PC of the clan most next represented to speak with another member of the party in the same way. If no one agrees, then the game will slow down and the PCs will quickly realise that there's not much for them to do in this scenario apart from walk around Dreichen.

What If The Other Room-Mate Causes Trouble Or Raises The Alarm?

Then The Visitor will nicely ask the shouting PC to be quiet, but if this fails she casts a readied teleport immediately and gets out of there.

Note : It may be that some PCs may be "itching for a fight". If this is the case, then their lack of "care and due caution" should not be rewarded by presenting them with a battle.

The Visitor's Statistics

Can be found in Appendix III.

Once Everything Is Agreed To ...

The visitor will tell the PC that she will contact him/her in the future regarding the journey to The Hollows (should the PC retrieve the tooth, of course). The visitor will then silently slip back out through the window and start climbing down the wall. About half way down, she disappears...and cannot be tracked.

After The Visitor

The DM should ensure that the above encounter has a sense of urgency to it. The whole piece must play out in about 5-7 minutes of real time. Don't let the chosen PC/PC's procrastinate. Make them decide what to accept or not accept.

When the other players come back in, it will be up to the other two chosen PCs to convince them of what's going on. All manner of role-playing might occur here. If anyone refuses to "work for another clan" then you can't do much about that. If they refuse to go on the adventure – full stop – then they don't go. The scenario is over for them. Give good role-playing rewards to those PCs who *resist or have doubts* about the whole thing, but who find creative reasons to go along anyway.

If anybody goes to try and find other clans or messengers let them. They won't find anybody else, as the clans have hired people from all over Perrenland to help search for the tooth.

In the morning, the PCs may go to the Town Hall, or to the local Old Kerk in order to find out more about Mount Hellspaar or Joramy. If so, give them Player Handout #1: *Joramy (And Her Relationship with Mount Hellspaar)*.

They will find NO information on the *specific* priesthood that used to occupy the temple beneath Mount Hellspaar. It appears that such detailed information has been lost to history.

Once players are ready to leave Dreichen sometime mid-morning, proceed to Encounter One. If anyone asks, riding mounts are allowed on The Punt, and are quite acceptable on this journey at this time of year.

Encounter One The Clatspur Pass

Read to the players:

The journey from Dreichen and across the Lake Quag Estuary via The Punt is extremely uneventful. Recently, another group of adventurers hunted the various nasty creatures of the estuary to near extinction. It will be some time before any return or grow again in strength.

DM's Note: The punt is run by Jan and Karl Spoormaken and family. They charge 2gp per person to cross (3gp extra for a cart). Horses and livestock go for free.

However, it is said that Karl Spoormaken often asks obviously wealthier travellers for some "other" form of payment for ferrying (such as treasure titbits, magic items and jewellery). Those who refuse to pay often disappear or are found "floating". Today, however, Spoormaken is feeling kinder than usual and won't harass the PCs. The journey on The Punt from Estuare to The Farmlands takes 1d4+1 hours depending on the currents.

Beyond The Punt you see the road leads to a fork – going both east and west. Last time, you turned east and went to Dagovach... Today, you must turn west and take the treacherous mountain path which leads up into the Clatspur Ranges.

As you climb the winding path, you realise how dangerous such a climb would be at any other time of the year. Above you, huge glacial peaks rise up majestically – the highest of which are still completely snow-covered and foreboding. About half-way up, the track narrows so that you can only ride or walk in a single file... below you, the sheer drop from the edge of the path goes straight downwards: approximately 750 feet. If you were attacked at this point, somebody would die for sure...

DM's Note: Pause here dramatically. Look at the players... then continue reading/paraphrasing.

Eventually, at 1,500 feet, you reach the top of the mountain pass. The temperature here is around –6 degrees Celsius (quite warm actually). In the distance you see what appears to be a mountain fort of some kind, but you don't have time to stop and sight-see... ahead looms Mount Hellspaar!

DM's Note: You might like to show players the regional map of the Northern Clatspurs at this point. PC's may wish to roll Lore Checks to see what they know about

various places on the map. The DC is set at 20 for all APL's. Refer to Appendix IV for this information. After 5 minutes or so, continue reading...

As the path widens to 15 feet across, it meanders up hill and down dale (but never very high or too low in this part of the Clatspurs). At times, you are literally left breathless by the majesty of the huge snow-capped mountains looming in the east; the random groves of tall pine trees which spot the landscape; and the sheer cliffs which rise up hundreds of feet above either side of the pathway every now and then. Eventually, the cliff faces give way to more open crags; and with Mount Hellspaar now quite close, the setting seems strangely foreboding and very dangerous.

Beyond some jagged rocks, your party comes upon a band of four ogres who appear to have been effectively dispatched. The ogres have been thoroughly looted. One ogre appears to have been beaten to an absolute pulp, whilst another is burned. A third ogre died from a sword wound to his back, and the last is extremely bruised (but otherwise has no obvious wounds).

DM's Note: A Heal check (DC 11+APL) on each ogre will reveal that each ogre is very dead, as well as determine that the first ogre was most probably killed by a fighter-type wielding a great sword. The second was killed by either a wizard or sorcerer using *burning hands*. The third was killed by a rogue-type person (there is evidence of a "sneak attack"); and the last ogre was killed by somebody with skills in martial arts.

A Search check (DC 8+APL) on the bodies of each of the fallen ogres reveals pouches reveals the following items (clearly demonstrating that those who slayed the ogres were in a hurry) :

Treasure: Each ogre is carrying a pouch with gold pieces in it. They each also have a longspear and are wearing hide armor. Also, in one of the pouches is a few magic trinkets, depending on APL.

APL 4–loot(20 gp), coin-(40 gp), *Potion of Remove Disease* (62 gp), *Potion of Cure Serious wounds* (62 gp).

APL 6–loot(40 gp), coin-(70 gp), *Potion of Remove Disease* (62 gp), *Potion of Cure Serious wounds* (62 gp), *Potion of Neutralize Poison* (62 gp).

APL 8–loot(120 gp), coin-(100 gp), *Potion of Remove Disease* (62 gp), *Potion of Cure Serious wounds* (62 gp), *Potion of Neutralize Poison* (62 gp), *Potion of Heroism* (75 gp).

APL 10–loot(120 gp), coin-(200 gp), *Potion of Remove Disease* (62 gp), *Potion of Cure Serious wounds*

(62 gp), *Potion of Neutralize Poison* (62 gp), *Potion of Heroism* (75 gp), *Wand of Bulls Strength* (375 gp).

A Search check (DC 11+APL) of the area around the bodies reveals a tattered note which appears to have been scrunched up and thrown away. It reads:

“Expect ogres on your way to Mount Hellspaar. Dispatch them quickly. You must reach the tooth before those who have the totem”. – signed X.

X = DM should insert a chosen opposition clan triad here. It is this band the PCs will meet in the final encounter.

At some point, the DM should remind the party (via INT checks DC 12) that the sun is waning and it will be dark within a couple of hours. The party must reach Mount Hellspaar before sunset.

Now move on to Encounter 2, 6, or 10 depending on the primary clan affiliation of your PC's.

Encounter Two

(The Hüssen/ Mörgerrood/ Rosrijder Route)

Sacrifice At Joramy's Door

You journey onwards for around two hours. Slowly, but surely, Mount Hellspaar volcano begins to loom more prominently as you turn off the main trail and head towards the fiery peak – smoking ominously in the dusk of twilight. Before too long, the secondary trail becomes harder to traverse, and you notice many other trails veering off from the one you are on – all leading towards different points at the base of the volcano.

DM's Note: PCs with ranks in Wilderness Lore must make a check (DC 11+APL). Those who succeed notice that at least one other group of four or more riding horses have been through here earlier today – but it appears that at one point they took a different trail towards the base of the volcano. By all accounts, they have taken “the long way around” probably due to a lack of correct information. If the PCs decide to follow the “other trail”, then they will become lost (as the “other party” has a map of that trail and the PCs don't).

Get players to make Wilderness Lore checks (DC 11+APL) to find *their own* trail again. If everyone fails to find the trail, then everyone must make Constitution checks (DC 10+APL). Those who fail their check lose 1 temporary point on CON. This is due to fatigue brought on by “bush bashing” in near freezing conditions. This effect is cumulative depending on how long it takes to find their own trail again.

Once back on their “own” trail, read this to the PCs:

After negotiating some rough descents and climbs, the trail ends at a cliff face surrounded by a clearing ringed by large boulders and tall pine trees growing close together. In the centre of the cliff face is a small cave opening.

Clearing dimensions = 20ft x 20ft.

Cave opening = 2ft wide x 5ft high. Tall PCs will have to bend down to get through. Horses and ponies will *not* fit through the opening and will need to be tethered outside.

As it is nearly dusk, PCs will need to light torches (or use darkvision) to see through the crack of the entrance. Once someone has done this, read:

Peering inside, you see a small square-shaped cave. Wisps of smoke trickle outwards and upwards from fissures in the cave walls (which have a dark red hue about them). Touching the wall, you feeling that it is warm, but not hot. Then you notice that directly across from the entrance, in the middle of the back wall, is a narrow stone door. The door appears to have symbols inscribed upon it (but you can't see them unless you move closer).

Cave dimensions = 10ft x 10ft

Stone door dimensions = 5ft wide x 7ft high

Working on the assumption that members of this temple would need to gain access easily, and yet keep foes out, the door inscription/puzzle is easy to follow once the secret is known. PCs who think cleverly should enjoy this challenge. If anyone makes a Knowledge (*Religion*) roll (DC 14+APL) they deserve a few hints – perhaps telling them that Joramy's priesthood often sacrifice small drops of their own blood during high ceremonies or that Joramy is renowned for hiding things in plain sight or stating the obvious.

What The Party Sees

Once somebody walks through the crack in the cave entrance and across the room to the stone door, read:

Set in the door is the symbol of Joramy, and a single sentence written in what appears to be the language called Ignan.

WHAT THE SENTENCE SAYS :

[Must read or speak Ignan to understand]

“The Goddess loves those who sacrifice in her name and shed their own blood. She embraces those who

see the point of her argument and trace her name on nature's rock."

Closer examination (i.e. a successful Search check) reveals the following information:

DC 10: traces of long dried blood can be found on the rock surface of the door.

DC 10+APL : the blood appears to spell out letters (in the Ignan language). It spells "Joramy".

DC 12+ APL : There is a small needle in the letter T of "point".

The sacrifice mentioned is impaling one's finger on the hidden needle (which deals 1 damage) and tracing the name of Joramy in the person's own blood. Only then will the door open. Only one person in the party needs to do this. Then the door will open, and will stay open for 24 hours.

Consequences Of Failing To Sacrifice

Although this is a puzzle, there is no trap set off as a consequence of failure. The PCs can "bash" the door in (or push it in using brute strength) if they simply can't work out the puzzle.

☛ **Stone Door:** 12 in. thick; hardness 8; hp 180; break (DC 32). The door can be forced to open on a combined strength check DC 10+APL.

What if the party opens the door through the use of brute force?

Then Joramy will be angry that there are those who would enter her domain without making the appropriate sacrifice! The DM should make a note of this and, as a result, Zax (see Encounter 14) will have maximum hit points for his Hit Dice when the PCs meet him later!

Encounter Three

(The Hüssen/ Mörgerrood/ Rosirijder Route)

The Bridge

Read to the players:

Beyond Joramy's door you see a narrow set of steep stone stairs winding downwards into the dread heart of the volcano. It is definitely getting warmer now, though not enough to bother you too much (in fact it is quite pleasant considering the temperature outside is still very cold). The stairs appear to wind down a core of some kind, so you cannot see ahead of you more than 15 feet at a time – and that is when using torches or darkvision.

Stair dimensions = 5ft wide

DM's Note: Get whoever is out front going down the stairs to make a Search check DC 10+APL. If they succeed, the PC realises that the stairs are safe and that nobody has walked this way in hundreds of years. If they fail, then frown and make them *very scared*.

Walking carefully downwards, the journey takes you nearly two hours. Eventually, the stairway ends at a precarious ledge. Extending outwards from the ledge is a rope bridge that travels to another narrow ledge on the other side. The bridge is fairly long and very narrow, and crosses a huge crevasse. Below, in the darkness of the crevasse, you hear bubbling lava, and the smell of sulphur is very strong (though not overwhelming). Above you, is sheer darkness – and no roof to the crevasse can be observed. On the other side there appears to be a doorway (but no door) – with more steps leading downwards.

Precarious ledge = 10ft long, 5ft wide

Ledge on the other side of bridge = 10ft long, 5ft wide

Bridge dimensions = 50 feet long, 5ft wide

DM's Note: The rope bridge is quite safe, though old and creaky. The PCs should be extremely wary, and you should put on your most serious face when describing the "frayed edges" and "tangled mass of ancient rope interlacing" to them if they ask for a closer look.

As the party crosses the bridge, or moves on the ledges, they need to Move Silently in order to *not* alert the cloakers who live in a lair above the bridge (which *cannot* be found even if the PCs can fly up and look).

Even PCs who fly or teleport across the crevasse will need to make Move Silently checks in order to "set down" quietly. Every PC who crosses must make the following check:

ALL APLs

Move Silently DC 6+APL.

It is quite possible that all the PCs will get across without alerting the cloakers. That's fine. Just the paranoia will be worth it. Remember to get players in certain armours to roll their checks with the appropriate penalties. Anybody silly enough to bring an animal down here will *not* be able to silence it. At the appropriate moment (DM's choice) it barks, squeaks, whistles, or caws madly – because it senses danger above. This immediately alerts the cloakers.

As to *when* the cloakers attack we'll leave that up to you, the DM. Make it *cinematically appropriate and exciting!*. The cloakers will *swoop down* out of the darkness and attack the most vulnerable PCs first (probably those PCs flying or levitating, followed by

those on the bridge, etc). Get players to make Spot checks (DC 14+APL) to see them first and get a partial attack before rolling initiative. Those PCs who fail their Spot check will *not* be able to act during the surprise round.

It is *not possible* for PCs to fall off the rope bridge or the ledge during any battle – but the DM might get players to make fake Balance checks if they are in melee. Make them feel as if one false move could topple them down into the abyss.

APL 4 (EL 4)

☛ Cloaker (1): hp 45 each; see *Monster Manual*.

APL 6 (EL 6)

☛ Cloakers (2): hp 45 each; see *Monster Manual*.

APL 8 (EL 8)

☛ Cloakers (4): hp 45 each; see *Monster Manual*.

APL 10 (EL 9)

☛ Cloakers (6): hp 45 each; see *Monster Manual*.

Of course, PCs can *run across* the bridge and down the stairs on the other side – i.e. Trying to outrun the cloakers. If they do that good luck to them. The cloakers won't pursue.

Encounter Four

(The Hüssen/ Mörgerrood/ Rosrijder Route)

Hopscotch

Read to the players:

The steps beyond the bridge and the crevasse go forever downwards, spiralling it seems towards the first layer of an unknown abyss. Maybe one, maybe two, maybe three hours go by... and you are starting to reconsider whether the route you have been shown by your benefactor is, in fact, the fastest way to the fabled Yeti's Tooth. But you know you cannot rest because there are others who are already on another trail, and who may get there before you.

Eventually the steps come to an abrupt end. In front of you is a long chamber (with a high ceiling). The floor is decorated in mostly black squares – with random red squares here and there. The red squares each have a series of archaic symbols on them ranging in number from 1 to 4. The red square with only one symbol is closest to the you. The red square with four symbols is furthest from you. The distance between the red square with one symbol and the red square with two symbols is quite small. The distances progressively get harder until the distance between

the square with three symbols and the square with four is quite large. At the far end of the room sit two nasty looking gargoyle statues. They are stony-eyed, but do not appear to be moving at all. There is no apparent exit from this chamber except by going back the way you came.

Long Chamber = 40ft wide, 80ft long.

Ceiling = 20ft high.

Dimension of each square = 5ft x 5ft.

DM's Note: Each square, whether black or white, is 5ft in diameter. The idea here is to JUMP (i.e. Make progressive Jump checks) from red square to red square until one PC reaches square 4 without falling over and subsequently touching a black square. Only by someone jumping in *this order* will the *secret door beneath the gargoyles' platform* open up and reveal a set of stone stairs going further down. Any action other than that which is described above will *not* open the gargoyle's platform.

When the PCs enter the room, a *wall of force* currently separates the gargoyles from the rest of the room, preventing them from shooting at them from a distance. As soon as someone jumps onto the first red square, the *wall of force* dissipates from in front of the gargoyles. At the same time, another *wall of force* comes up between the jumping PC and the other PCs – effectively cutting them off from each other. Nothing – not even *dispel magic* will make the *wall of force* go away.

If the jumping PC gets to square 4 then the *wall of force* dissipates and the rest of the PCs can walk calmly across the floor and down to the gargoyle's platform at the far end. If a PC falls (i.e. Fails to make any single Jump) then the gargoyle will attack the PC and cause him/her to fight. If the PC defeats the gargoyle then the platform door opens and the *wall of force* dissipates. If the PC fails to defeat the gargoyle (read "kill") then the PC's body is teleported back to where the others are waiting at the "start point". The undefeated gargoyle teleports back to its platform and "the game" begins again.

If any PC's attempt to *fly* or *teleport* to any of the squares, then the gargoyles attack. They know how the game "should be fairly played".

APL 4 (EL 2)

Jump from Start to Red Sq. 1 = 5 feet (DC 5)

Jump from Square 1 to Sq. 2 = 10 feet (DC 8)

Jump from Square 2 to Sq. 3 = 15 feet (DC 11)

Jump from Square 3 to Sq. 4 = 20 feet (DC 14)

☛ Gargoyle (1): hp 15; see *Monster Manual*. The other gargoyle never moves and is an actual statue.

APL 6 (EL 4)

Jump from Start to Red Sq. 1 = 10 feet (DC 8)

Jump from Square 1 to Sq. 2 = 15 feet (DC 11)

Jump from Square 2 to Sq. 3 = 20 feet (DC 14)

Jump from Square 3 to Sq. 4 = 25 feet (DC 17)

➤ **Gargoyle (1):** hp 25; see *Monster Manual*. The other gargoyle never moves and is an actual statue.

APL 8 (EL 6)

Jump from Start to Red Sq. 1 = 15 feet (DC 11)

Jump from Square 1 to Sq. 2 = 20 feet (DC 14)

Jump from Square 2 to Sq. 3 = 25 feet (DC 17)

Jump from Square 3 to Square 4 = 30 feet (DC 20)

➤ **Gargoyle (1):** hp 35; see *Monster Manual*. The other gargoyle never moves and is an actual statue.

APL 10 (EL 8)

Jump from Start to Red Sq. 1 = 20 feet (DC 14)

Jump from Square 1 to Sq. 2 = 25 feet (DC 17)

Jump from Square 2 to Sq. 3 = 30 feet (DC 20)

Jump from Square 3 to Sq. 4 = 35 feet (DC 25)

➤ **Gargoyle (1):** hp 45; see *Monster Manual*. The other gargoyle never moves and is an actual statue.

After The Gargoyles

After either the jump is made in sequence or the guardian gargoyle is *killed* – then the secret door opens under the platform and the party may continue on downwards. The steps are identical to those encountered already in the cavern complex.

Encounter Five

(The Hüssen/ Mörgerrood/ Rosrijder Route)

At Joramy's Portal

As you leave the guardian gargoyles behind, the path continues to take you ever downward. It is not long before you realise that the temperature is rising to levels that may soon become unbearable. A low rumbling sound pervades the atmosphere – a sound which signals that the bowels of the volcano are restless and that an eruption might occur some time in the next year or two.

After another hour or two, the stairs start to widen and the descent becomes less steep. Eventually the staircase ends at the entrance to a huge chamber. On the far side of the chamber (in the middle) is a double doorway. The doorway is consumed in fire and nothing can be seen beyond it. In the centre of the cavern is a round, medium-sized fountain on a square base. The fountain has water in it, but there are blue flames engulfing the top of the water. There appears

to be something inscribed on the fount, but you can't read it from where you're standing.

Huge chamber = 80ft x 80ft

Double doorway = 10ft x 10ft

Square base of fountain = 10ft x 10ft base

Before you can move forward, a strange bi-pedal creature steps through the flaming doorway. The creature looks like a cross between a lizard and a frog. It has deep red skin tones and is at least 10-12 feet tall. What is particularly striking is that it has three perfectly formed arms with what appear to be very sharp claws. You also notice that the creature appears to be on the brink of expressing great chaotic rage – but is holding back so that it may speak to you through clenched teeth:

"My master knows you have come for that which his people have guarded since the last of the clerics passed from this Oerth. He regrets to inform you that you cannot have the Yeti's Tooth, and that to give it to you would not only destroy his organisation – but your own clans as well. Turn back now. You have wasted your time. Have a nice day."

The creature is a **Red Slaad** (see *Monster Manual* p.166). When it speaks it stands in a 5ft square nearest the flaming doorway. The nearest PC should be at least 75 feet away from the Red Slaad on the opposite site of this huge cavern.

Unless the PCs apologise and turn around and leave (and do not return) then *the Red Slaad will attack* the second any party member tries to either negotiate or attack or do anything other than leave. The Red Slaad attacks with extreme rage and without prejudice.

At APL 4 and 6, only one Red Slaad will attack the party. At APLs 8 and 10, the original Red Slaad will attack the party in Round 1. In Round 2, more Red Slaadi run through the flame door to support the original Red Slaad.

Remember that any more Red Slaadi joining the battle after Round 1 will come in at the top of the initiative round.

Also remember that the original Red Slaad has 3 arms, but other slaadi joining the battle will have other peculiarities (see below).

APL 4 (EL 4)

➤ **Red Slaad – Three Armed (1):** hp30. As per *Monster Manual* page except that his peculiarity is that he has a very narrow mouth (which means his bite damage is reduced by 2). He also has reduced hit points due to the fact that he has lived away from his home plane of existence for longer than the other slaadi who guard the

volcano. Finally, he does not possess the implant ability that most other slaadi do.

APL 6 (EL 7)

🔥 **Red Slaad – Three Armed (1):** hp52. As per *Monster Manual* except that his peculiarity is that he has 3 arms (which means he gets 3 claw attacks per round instead of only 2).

APL 8 (EL 9)

🔥 **Red Slaad -Three Armed (1):** hp52. As per *Monster Manual* except that his peculiarity is that he has 3 arms (which means he gets 3 claw attacks per round instead of only 2).

🔥 **Red Slaad – Wide Mouthed (1):** hp52. As per *Monster Manual* except that his peculiarity is that his bite damage is +2 on top of normal damage.

APL 10 (EL 10)

🔥 **Red Slaad -Three Armed (1):** hp52. As per *Monster Manual* except that his peculiarity is that he has 3 arms (which means he gets 3 claw attacks per round instead of only 2).

🔥 **Red Slaad – Wide Mouthed (1):** hp52. As per *Monster Manual* except that his peculiarity is that his bite damage is +2 on top of normal damage.

🔥 **Red Slaad – Blade-Like Claws (1):** hp52. As per *Monster Manual* except that his peculiarity is that each claw has extra sharp claws that do +1d6 damage extra each time a claw attack hits a victim.

The Flame Door And The Fountain

Any PC trying to simply walk or run through the flaming doorway will discover that the doorway itself is magical. Those entering the doorway (without being followed by the nishruu) will become engulfed in magical flames (as per a Fireball doing 1d6 damage per ½ APL at which this scenario is played – Reflex Save for half damage). This damage is given every round the victim stays within the flames (eg. Tries to move forwards rather than backwards into the slaad chamber). The flames *cannot* be doused by *any* means – magical or otherwise.

The only way through the door is to dive into the fountain with the blue flames. If players read the inscription on the base, it reads:

“Joramy requests nothing more than total immersion in the faith.”

PC's who dive in (only 1 per round allowed), or immerse themselves in the fountain over their heads get sucked down into the fountain and disappear. Once *every* PC has dived in, the entire group will appear wet (but standing

upright) in the chamber of **Encounter 14**. PCs left at the fountain will not know what has happened to their comrades. PCs who dive directly in, or immerse themselves immediately take *no damage from the blue fire*. PCs who dilly dally (ie. Try to float, bathe, stick only one arm in first, or a leg) will take 1d4 damage per ½ APL at which this scenario was played for every round they dally (Reflex Save for half damage allowed).

Once all the PCs have dived in (or immersed themselves), move on to **Encounter 14**. Those PCs who *purposefully* “stay behind” and do not immerse get *locked out* of **Encounter 14** once the fire genasi appears. They will only be able to rejoin their party once the fire genasi is destroyed and they get magically teleported back with the party into **Encounter 15**.

Encounter Six

(The Weisspeer/Vestmeer/Vosser Route)

The Old Dwarven Way

You journey onwards for around two hours. Slowly, but surely, Mount Hellspaar volcano begins to loom more prominently as you turn off the main trail and head towards the fiery peak – smoking ominously in the dusk of twilight. Before too long, the secondary trail becomes harder to traverse, and you notice many other trails veering off from the one you are on – all leading towards different points at the base of the volcano.

DM's Note: PCs with ranks in Wilderness Lore must make a check (DC 11+APL). Those who succeed notice that at least one other group of four or more riding horses have been through here earlier today – but it appears that at one point they took a different trail towards the base of the volcano. By all accounts, they have taken “the long way around” probably due to a lack of correct information. If the PCs decide to follow the “other trail”, then they will become lost (as the “other party” has a map of that trail and the PCs don't).

Get players to make Wilderness Lore checks (DC 11+APL) to find *their own* trail again. If everyone fails to find the trail, then everyone must make Constitution checks (DC 10+APL). Those who fail their check lose 1 temporary point on CON. This is due to fatigue brought on by “bush bashing” in near freezing conditions. This effect is cumulative depending on how long it takes to find their own trail again.

Once back on their “own” trail, read this to the PCs:

After negotiating some rough descents and climbs, the trail ends at a cliff face surrounded by a clearing ringed by large boulders and tall pine trees growing

close together. In the centre of the cliff face is a small cave opening.

Clearing dimensions = 20ft x 20ft.

Cave opening = 2ft wide x 5ft high. Tall PCs will have to bend down to get through. Horses and ponies will *not* fit through the opening and will need to be tethered outside.

As it is nearly dusk, PCs will need to light torches (or use darkvision) to see through the crack of the entrance. Once someone has done this, read:

Peering inside, you see a small cave. Wisps of smoke trickle outwards and upwards from fissures in the cave walls (which have a dark red hue about them). Touching the wall, you feeling that it is warm, but not hot. Then you notice that directly across from the entrance, in the middle of the back wall, is a narrow stone door. The door appears to have symbols inscribed above it (but you can't see them unless you move closer).

Cave dimensions = 10ft x 10ft

Stone door dimensions = 5ft x 5ft

The party has encountered an entrance into an abandoned Dwarven complex that used to operate on this side of the volcano. If any of the PCs are dwarven, they will instantly realise the heritage of this entranceway (but nothing more). Otherwise, those PCs with Knowledge (Races) or Knowledge (Stonework) can make a check (DC 8+APL). Otherwise it's a straight INT check (DC 18) to realise.

The entrance is blocked by a heavy stone door on the far side of a small entryway. In front of the door the stone floor is covered by dust. It is obvious that no-one has passed this way in a *long* time.

The door is protected by a puzzle. A clue to the puzzle is given in an inscription beside the door, written in Dwarven.

In a 1 foot cubic alcove to the left of the door are 5 buttons, each made from a different mineral, and the following inscription written in Dwarven:

"Moradin! Bless the gems that you provide us! From the softest first – to the hardest last. All praise be to thee!"

The description of the buttons, and the mineral it is made from, is as follows:

1. a cream coloured triangular crystal; it looks like a piece of limestone (calcite)

2. a very small octahedral crystal with a brilliant shine, embedded in a black block (diamond)
3. a clear six-sided tapered crystal; it looks like a piece of cut glass (quartz)
4. a tabular translucent crystal with a soft pearly lustre; it looks like a piece of alabaster that has flaked off around the edges (gypsum)
5. a purple cubic crystal with a vitreous lustre (fluorite)

The key to the puzzle is the hardness of the five minerals. The dwarves who mined these caves were well aware that different minerals were easier (or harder) to cut and shape into pretty baubles and gifts to their god, Moradin. Each button must be pressed once, in ascending order of hardness of the mineral. The minerals in ascending order, along with their respective hardness are:

1. button 4 – Gypsum (softest)
2. button 1 – Calcite
3. button 5 – Fluorite
4. button 3 – Quartz
5. button 2 – Diamond (hardest)

The PCs can puzzle out the correct code by a number of different methods:

- working the puzzle out first go. This opens the door without any further ado. If the puzzle is not solved first time around, then the PCs may push or bash the door down (see consequences detailed below).
- making an appropriate Knowledge or Profession check DC 20; e.g. Knowledge (engineering) or Profession (siege engineer or miner) to determine the hardness of the buttons
- making an appropriate Search check DC 35 to notice the correct order of hardness of the buttons. Dwarven PCs get +2 to this check.

Once all 5 buttons have been pressed in the correct order the door unlocks and swings open. The door will stay open for 24 hours, then automatically close.

If the PCs try to take any of the gems from the puzzle, then Moradin will be displeased (see consequences detailed below)

Consequences Of Failing To Solve The Puzzle

Upon pushing all 5 buttons, if the sequence is incorrect, the last button pushed glows red hot dealing 1d4 points of damage to the PC pushing the last button. The PCs can "bash" the door in (or push it in using brute strength) if they simply can't work out the puzzle.

☛ **Stone Door:** 12 in. thick; hardness 8; hp 180; break (DC 32). The door can be forced to open on a combined strength check DC 10+APL.

What if the party opens the door through the use of brute force?

Then Moradin will be angry that there are those who would enter his domain without considering his puzzle! The DM should make a note of this and, as a result, Zax (see Encounter 14) will have maximum hit points for his Hit Dice when the PCs meet him later!

After the party has opened the door, move on to **Encounter Seven**.

Encounter Seven

(The Weisspeer/Vestmeer/Vosser Route)

The Food Chain

Beyond Joramy's door you see a narrow set of steep stone stairs winding downwards into the dread heart of the volcano. It is definitely getting warmer now, though not enough to bother you too much (in fact it is quite pleasant considering the temperature outside is still very cold). The stairs appear to wind down a core of some kind, so you cannot see ahead of you more than 15 feet at a time – and that is when using torches or darkvision.

Narrow stone steps leading downwards = 5ft wide

DM's Note: Get whoever is out front going down the stairs to make a Search check DC 10+APL. If they succeed, the PC realises that the stairs are safe and that nobody has walked this way in hundreds of years. If they fail, then frown and make them *very scared*.

Walking carefully downwards, the journey takes you nearly two hours. Eventually, the stairway opens out into an extremely large cavern. From where you are standing you can see what appears to be an exit directly across from you on the other side of the cavern.

Large cavern = 100 feet long, 60 feet wide.

DM's Note: Get the PC at the front of the marching order to make a Spot check (DC 8+APL). If he/she succeeds, read the following:

From where you are standing you also notice that the floor of this cavern is strewn with the bodies of humanoids in varying stages of decay – ranging from skeletons to fresh kills. You also notice that the fresh kills have smoke still rising from the carcasses...

DM's Note: The closest body is a fresh kill and is about 20 feet away. A PC would have to walk up to it to examine it further. Once someone has done this (or the party starts to walk through the cavern), read the previous description and add:

The body directly in front of you appears to be a fresh kill. The creature is humanoid in shape, but is red in colour and has the appearance of an large baby with the head of an old man. There is smoke still rising from the body.

A Knowledge (Creatures) or (Elementals) at DC 8+APL will reveal this creature to be a deceased *magmin*. An INT check DC 18 will reveal the same information.

A Heal check at DC 8+APL will reveal that this creature died from having its throat torn out then, once dead, the gut was chewed open and the entrails devoured. The smoke comes from the seemingly natural properties associated with the creature itself.

For The DM: The PCs have stumbled upon an ancient food chain. The *magmin* who live elsewhere in the volcano come here to hunt and and strangle hell hounds with their bare hands! The hell hounds expect the *magmin* and use those they kill as food themselves. At the moment, the hell hounds seem to have the upper hand: all the deceased in the cavern appear to be *magmin*. The hell hounds are the pets of the fire *genasi* from **Encounter 14** who are left to breed and roam freely throughout the volcano.

As soon as the PCs are half-way across the cavern towards the exit, read:

Suddenly, you hear loud and terrifying baying and barking mixed with the scurrying of feet running up some stairs towards you! Then, out of the exit opposite you, runs a pack of ghastly dogs that are the size of a dwarf or small human. They have rust-red fur, black teeth, black tongues, and terrible glowing red eyes! They are running towards you, and look like they haven't eaten today... yet...

The DM should roll initiative at this point. Regardless of what the PCs roll, the hell hounds will all go *one initiative notch higher than the best PC roll*. Therefore, the hell hounds will go first in Round 1, and they will move to fan out, surround the PCs, and *breathe* their Breath Weapons towards the party so that they get as many as is possible. Any hell hounds still alive in Round 3 will *breathe* again if they are able as well. After they breathe, the hell hounds will attack with their *bites*.

APL 4 (EL 4)

🔥 Hell Hounds (2) : hp20 each. See *Monster Manual*.

APL 6 (EL 6)

🔥 Hell Hounds (3) : hp26 each. See *Monster Manual*.

APL 8 (EL 8)

🔥 Hell Hounds (6) : hp26 each. See *Monster Manual*.

APL 10 (EL 10)

🔥 Hell Hounds (12) : hp26 each. See *Monster Manual*.

After the battle with the hell hounds, the players may walk through the exit on the other side of the cavern where they see another long set of narrow stone steps leading downwards.

Encounter Eight

(The Weisspeer/Vestmeer/Vosser Route)

Deadly Passage

The steps beyond the chamber of the hell hounds go forever downwards, spiralling it seems towards the first layer of an unknown abyss. Maybe one, maybe two, maybe three hours go by, and you are starting to reconsider whether the route you have been shown by your benefactor is, in fact, the fastest way to the fabled Yeti's Tooth. But you know you cannot rest because there are others who are already on another trail, and who may get there before you.

DM's Note: At this point ask players to pass you their character sheets. Make a Search check (DC 16+APL) for any elven or rogue PCs. Those who succeed will notice that these steps are flanked at various intervals by what appear to be secret doors which have been very cleverly disguised. Anybody trying to open the doors will *not* be able to (though let them roll and try). These doors lead to crawl passages used by the firenewts to control this sector of the volcano (as well as keep themselves safe from the ravaging hell hounds).

Eventually the steps come to an abrupt end. In front of you the steps open up onto a long flat passageway. At the end of the passageway you see more steps (though wider this time) going downwards.

Long flat passageway = 20ft wide x 80ft long

DM's Note: The complete 5ft strip (floor and airspace) at the half-way point of the passage is alarmed (Search DC 25, Disable Device DC 25).

Unless a PC finds and disables the alarm, anyone moving through this passage will set off the alarm.

As soon as this happens read :

As you move forward, a deafening alarm suddenly screams out from all around you, and you see an iron grate starting to come down at the far end of the passage. Then you notice that a similar iron grate is closing just behind you (blocking the steps you just came down)! You figure that, with a few seconds, the passage will be sealed and you will all be trapped like rats in a cage!

DM Note: Roll for initiative.

Some PCs may want to run back up the stairs they just came down. As they don't have to move far, there's no tumble roll needed here. Let them move as far as they want (or can) in 1 round. Then stop.

Some PCs may want to run flat out towards the closing grate, and attempt to tumble under it before it closes. PCs will need to state they are *running* then *tumbling* under the grate (DEX check DC 6+APL to make it fast enough to the end; then a Tumble check DC 11+APL). Those who fail the DEX check bash headfirst into the grate and do 1d6 damage to themselves. Those who fail the tumble check get pinned to the floor by the spikes on the end of the grate (doing 6d6 damage). The grate requires a STR check DC 14+APL or Escape Artist check (DC 11+APL) to lift and escape from. That can be attempted next round.

Some PCs might just move out into the passageway and go on guard or cast defensive spells. That's ok too.

In Round 2, secret doors belonging to the firenewts will open up and firenewts will come crawling through – angry at the intrusion and armed to the teeth.

The DM needs to be inventive here. The firenewts scent the PCs and will attack them so that they must fight one-on-one if possible. Doors will open near lone PCs, or where fewer PCs are. PCs trapped outside the passage (eg. On the stairs at either end), will have doors open up near *them*. If all the PCs are in the passage – bunched up – then the firenewts will open doors either side of them so that they trap most in the range of their *breath weapons* (which the firenewts will do as their first action).

By the way, the firenewts will *definitely* avoid having any attacks of opportunity made against them (if possible). Remember also that the firenewts enter this encounter at the *top* of the melee initiative. Those PCs who *ready* an action may only either *move* or *attack* once the firenewts appear (in order to go before the firenewts). Also note that the firenewts attacking on stairs will always come out of a secret door *above* a PC (so that they get +2 to hit, and the PC takes a –2 penalty to his/her AC).

When ready, read the description below:

Just when you thought this couldn't get any worse, a number of secret doors start opening up around you! Crawling out of these hidden passages come red lizardfolk-type creatures with glowing skin and searingly hot chainmail. They are cackling a gruesome chant as they show you their longswords and open their sharp-toothed maws to breathe fire in your general direction!

APL 4 (EL 4)

🔥 **Firenewts (4):** hp11 each. See Appendix III for statistics.

APL 6 (EL 6)

🔥 **Firenewts (7):** hp11 each. See Appendix III for statistics.

APL 8 (EL 8)

🔥 **Firenewts (10):** hp11 each. See Appendix III for statistics.

APL 10 (EL 10)

🔥 **Firenewts (13):** hp11 each. See Appendix III for statistics.

After The Battle

After the battle, the PCs may loot the firenewts of their swords and armour – but they have no other items on them. PCs who try to go through the newt's secret doors need to crawl on their hands and knees. This makes using a torch impossible. Even if the PC crawls for 30 minutes, they find nothing and the DM should play up the futility (and waste of valuable time) such action is taking.

When the players are ready to continue down the stairs at the end of the passage, go to **Encounter Nine**.

Encounter Nine

(The Weisspeer/Vestmeer/Vosser Route)

Having Magic For Dinner

As you leave the firenewts behind, the path continues to take you ever downward. It is not long before you realise that the temperature is rising to levels which may soon become unbearable. A low rumbling sound pervades the atmosphere – a sound which signals that the bowels of the volcano are restless and that an eruption might occur some time in the next year or two.

After another hour or two, the stairs start to widen and the descent becomes less steep. Eventually the staircase ends at the entrance to a large chamber. On the far side of the chamber (in the middle) is a double doorway. The doorway is consumed in fire and

nothing can be seen beyond it. In the centre of the cavern is a round, medium-sized fountain on a square base. The fountain has water in it, but there are blue flames engulfing the top of the water. There appears to be something inscribed on the fount, but you can't read it from where you're standing.

Large chamber = 80ft x 80ft

Double doorway = 10ft x 10ft

Square base of fountain = 10ft x 10ft base

DM's Note: At this point get the PCs to make a Spot check DC 11+APL. Those who make it, or who walk at least 10 feet into the chamber, read:

You suddenly notice a strange, red, swirling, misty shape lurking over in the far left-hand corner of the chamber. It appears to be about 10ft in diameter. Within the shape you catch chaotic glimpses of gnashing teeth, grasping claws with razor-sharp talons, and single bulbous eyes just staring out into the emptiness of a fathomless void. This "thing" sends shivers up and down your spines, and whilst it does not exactly radiate "evil"... it doesn't look particularly "friendly", either.

This "thing" is a nishruu (see Appendix III for statistics). This creature belongs to the fire genasi from Encounter 14, and it lives here and "feeds" off the magic emanating from the flaming doorway and the portal within the fountain. Sadly for this poor creature, it has gotten bored with the taste of this magic, and is very cranky that no other lovely treats have come its way of late...

Until now.

APL 4, 6, 8, and 10 (EL 5)

🔥 **Nishruu (1):** 70hp. See Appendix III for statistics.

As soon as the PCs step into the chamber, the nishruu will move in order to engulf the PCs. Roll initiative. The nishruu will be drawn to (or centred upon) the PC with the **most** magic (or the magic with the highest levels of power). The DM may need to briefly collect the player's character sheets and jot down some notes about their magic items before he/she proceeds. The DM also needs to be very familiar with how the nishruu works as a creature (see Appendix III).

Once the nishruu feeds, and absorbs magic, it moves on to the *next* PC, and so on. If a "target" PC runs through the flaming doorway (whilst yelling "din dins!" or "mum mums!" or "snack time!" etc), the nishruu will follow and, thus, nullify the doorway flames long enough for the rest of the PCs to run through into the chamber inhabited by the fire genasi (see Encounter 14). Otherwise, the only

way through to the next chamber is by jumping into the fountain (see below).

However, whilst ever the nishruu is over the fountain (eg. Feeding on a “target” PC’s magic), then the fountain *also* will *not* work! Any PCs immersed in the fountain whilst the nishruu is hovering over it will take 1d4 damage per ½ APL at which this scenario was played.

Thus, the nishruu has to be either:

1. Completely sated on the magic brought in by the PC’s; or
2. Lured by one PC over to the corner (whilst the other PCs jump into – and through – the fountain portal). The last PC will then have to outrun the nishruu (opposing DEX checks) to dive in the fountain and go through before the nishruu engulfs the PC and sucks his/her magic (plus nullifies the fountain again).

The DM should remember that the nishruu cannot and will not physically harm the PCs. It makes snapping and “yapping” noises like a very hungry (but deadly) little puppy. Its damage reduction can be avoided by hitting it with +1 or better magic weapons, but the weapons become drained of magic for the entire duration of Encounter 14. See Appendix III for more.

The Flame Door And The Fountain

Any PC trying to simply walk or run through the flaming doorway will discover that the doorway itself is magical. Those entering the doorway (without being followed by the nishruu) will become engulfed in magical flames (as per a Fireball doing 1d6 damage per ½ APL at which this scenario is played – Reflex Save for half damage). This damage is given every round the victim stays within the flames (eg. Tries to move forwards rather than backwards into the slaad chamber). The flames *cannot* be doused by *any* means – magical or otherwise.

The only way through the door is to dive into the fountain with the blue flames. If players read the inscription on the base, it reads:

“Joramy requests nothing more than total immersion in the faith.”

PC’s who dive in (only 1 per round allowed), or immerse themselves in the fountain over their heads get sucked down into the fountain and disappear. Once *every* PC has dived in, the entire group will appear wet (but standing upright) in the chamber of **Encounter 14**. PCs left at the fountain will not know what has happened to their comrades. PCs who dive directly in, or immerse themselves immediately take *no damage from the blue*

fire (unless the nishruu moves over it). PCs who dilly dally (ie. Try to float, bathe, stick only one arm in first, or a leg) will take 1d4 damage per ½ APL at which this scenario was played for every round they dally (Reflex Save for half damage allowed).

Once all the PCs have dived in (or immersed themselves), move on to **Encounter 14**. Those PCs who *purposefully* “stay behind” and do not immerse get *locked out* of **Encounter 14** once the fire genasi appears. They will only be able to rejoin their party once the fire genasi is destroyed and they get magically teleported back with the party into **Encounter 15**.

Encounter Ten

(The Roodberg/Oostmeer/Vuurzward Route)

Let The Flame Glow Green

You journey onwards for around two hours. Slowly, but surely, Mount Hellspaar volcano begins to loom more prominently as you turn off the main trail and head towards the fiery peak – smoking ominously in the dusk of twilight. Before too long, the secondary trail becomes harder to traverse, and you notice many other trails veering off from the one you are on – all leading towards different points at the base of the volcano.

DM’s Note: PCs with ranks in Wilderness Lore must make a check (DC 11+APL). Those who succeed notice that at least one other group of four or more riding horses have been through here earlier today – but it appears that at one point they took a different trail towards the base of the volcano. By all accounts, they have taken “the long way around” probably due to a lack of correct information. If the PCs decide to follow the “other trail”, then they will become lost (as the “other party” has a map of that trail and the PCs don’t).

Get players to make Wilderness Lore checks (DC 11+APL) to find *their own* trail again. If everyone fails to find the trail, then everyone must make Constitution checks (DC 10+APL). Those who fail their check lose 1 temporary point on CON. This is due to fatigue brought on by “bush bashing” in near freezing conditions. This effect is cumulative depending on how long it takes to find their own trail again.

Once back on their “own” trail, read this to the PCs:

After negotiating some rough descents and climbs, the trail ends at a cliff face surrounded by a clearing ringed by large boulders and tall pine trees growing close together. In the centre of the cliff face is a small cave opening.

Clearing dimensions = 20ft x 20ft.

Cave opening = 2ft wide x 5ft high. Tall PCs will have to bend down to get through. Horses and ponies will *not* fit through the opening and will need to be tethered outside.

As it is nearly dusk, PCs will need to light torches (or use darkvision) to see through the crack of the entrance. Once someone has done this, read:

Peering inside, you see a small cave. Wisps of smoke trickle outwards and upwards from fissures in the cave walls (which have a dark red hue about them). Touching the wall, you feeling that it is warm, but not hot. Then you notice that directly across from the entrance, in the middle of the back wall, is a narrow stone door. The door appears to have symbols inscribed above it (but you can't see them unless you move closer). To the right of the door is a niche (or small alcove) about head height. Within the alcove is a small blue flame burning brightly and quite intensely.

Cave dimensions = 10ft x 10ft

Stone door dimensions = 5ft x 5ft

Any PC making a Search check (DC 20+APL) notices that the door pivots inwards. PCs checking out the symbols above the door find them written in archaically inscribed Common:

"To appease the goddess, make the flame glow green. But remember, she is not greedy."

One of the PCs must hold a *copper coin* in the blue flame in the alcove. This will cause the flame to "glow green". At this point, the door pivots open (and stays open for 24 hours before automatically closing).

Consequences Of Failing To Solve The Puzzle

If anything not made of copper is thrust into the flame, it flares out, striking the PC that thrust the item in dealing 1d4 points of fire damage. The PCs can "bash" the door in (or push it in using brute strength) if they simply can't work out the puzzle.

🔨 **Stone Door:** 12 in. thick; hardness 8; hp 180; break (DC 32). The door can be forced to open on a combined strength check DC 10+APL.

What if the party opens the door through the use of brute force?

Then Joramy will be angry that there are those who would enter her domain without considering her puzzle!

The DM should make a note of this and, as a result, Zax (see Encounter 14) will have maximum hit points for his Hit Dice when the PCs meet him later!

After everyone is through the door, move on to Encounter Eleven.

Encounter Eleven

(The Roodberg/Oostmeer/Vuurzward Route)

Children Of A Fire God

Beyond Joramy's door you see a narrow set of steep stone stairs winding downwards into the dread heart of the volcano. It is definitely getting warmer now, though not enough to bother you too much (in fact it is quite pleasant considering the temperature outside is still very cold). The stairs appear to wind down a core of some kind, so you cannot see ahead of you more than 15 feet at a time – and that is when using torches or darkvision.

Narrow set of stairs = 5ft wide

DM's Note: Get whoever is out front going down the stairs to make a Search check DC 10+APL. If they succeed, the PC realises that the stairs are safe and that nobody has walked this way in hundreds of years. If they fail, then frown and make them *very scared*.

Walking carefully downwards, the journey takes you nearly two hours. Eventually you come across a huge underground cavern. There appear to be no obvious exits from this cave apart from going back the way you came.

Huge underground cavern = 100 feet long x 80 feet wide.

The cavern itself is foreboding and mysterious. The walls and floor are made of a deep red rock formation which appears much like lava which has cooled, yet retained its original coloration. Scattered throughout the cavern at random intervals are seven medium-sized craters which rise just 3 feet or so from the cavern floor. You see steam coming from each of the craters, and you hear the bubbling of what sounds like either lava (or very hot water) coming from within the craters. The ceiling is about 80 feet up, and you can just make out small cracks in the roof which clearly act as natural ventilation shafts for this chamber.

Crater dimensions = 5ft x 5ft in diameter.

DM's Note: This cavern is home to a number of Magmin. The Magmin live both in the cavern and in the lava pits beneath the bubbling craters. Mostly, they feed

off hell hounds and firenewts, but recently the hell hounds and firenewts have been besting them in battle, so at this point in time they're pretty hungry (and very dangerous).

On the far side of the cavern (opposite the stairs) there is a 5ft x 5ft secret door. It's not very well hidden and can be found on a Search check (DC 6+APL). The door pivots around and will spring back in place unless spiked.

As soon as the PCs (or the majority of the PCs) are about halfway across the cavern, get them to make a Spot check (DC 11+APL) to see the magmin leaping like jack-in-the boxes (and yelling "Achi-fi!") from the craters. In their hands are granite-like tools which closely resemble crude knives and forks. Those PCs who do not spot the magmin do not get a partial action during the surprise round. After this, roll for initiative.

APL 4 (EL 5)

☛ **Magmin** (2): hp9 each. See *Monster Manual*.

APL 6 (EL 6)

☛ **Magmin** (3): hp9 each. See *Monster Manual*.

APL 8 (EL 8)

☛ **Magmin** (6): hp9 each. See *Monster Manual*.

APL 10 (EL 10)

☛ **Magmin** (12): hp9 each. See *Monster Manual*.

Magmin Tactics: They are ravenous and hungry, and will opt to surround the party ASAP and try to eat them. If a party member goes down unconscious (-1 to -10hp), the magmin who killed that PC will kneel down and start to cut into the PC and tear flesh to eat. This will do 1d4 points of damage per round. Remember that the PC is *prone* during such attacks.

The magmin carry no treasure, and the dinner implements are not good enough to use as weapons. When a "knife/fork" hits a PC during melee it just does the normal "touch" fire damage listed in the *Monster Manual*.

After this encounter the PCs really need to find the secret door which takes them further down. If they don't find it through Search checks, then they will find it by pushing on every 5ft section of the back wall. This, of course will waste their time and not get them the extra experience points listed at the end of this scenario. Once the PCs find the secret door and go through, move on to **Encounter Twelve**.

Encounter Twelve

(The Roodberg/Oostmeer/Vuurzward Route)

Instant Coffins

The steps beyond the chamber of the magmin go forever downwards, spiralling it seems towards the first layer of an unknown abyss. Maybe one, maybe two, maybe three hours go by... and you are starting to reconsider whether the route you have been shown by your benefactor is, in fact, the fastest way to the fabled Yeti's Tooth. But you know you cannot rest because there are others who are already on another trail, and who may get there before you.

After a while the stairs end at a thin, long corridor which stretches out ahead of you. At the end of the corridor you see what appears to be a stone door. There also appears to be passageways going left and right.

Long thin corridor = 5ft wide x 80ft long

DM's Note: Get PCs to make a Spot check DC 8+APL (but don't tell them the DC!). If they make it then read to them the following (or read it when anyone gets half way down the long corridor):

You notice that in the 5ft square of stonework directly in front of the far stone door, there appears to be a thin, carefully obscured, beam of white light running from the left corridor through to the right corridor. You cannot see the origin or end point of the beam due to the obscuring walls of the long thin corridor.

DM's Note: This is actually a trick within a trap set by the grells who live in this part of the volcano. The idea is to make any intruders think that there is a trap associated with the *end* of the corridor, therefore making them think there's no reason to *search* the trapped floor of the long thin corridor. In fact, the beam of light is just light channelled through natural means from up top. It is *harmless* and unimportant (as is the 5ft x 5ft alcoves which PCs will discover to the left and right of the stone door).

The *real trap* lies in the 5ft x 5ft square just 60 feet down the corridor (from the stairs) – or 20 feet back from the stone door. The trap is a pressure plate which, when stepped on, causes spring-loaded iron walls to shoot up between every 5ft square of the corridor (all the way down) – thus turning each 5ft cell into a "mini-coffin" large enough to hold just one large, medium, or small creature of roughly humanoid shape (eg. one single PC in this case). PCs still standing on the stairs will *not* be affected by this trick/trap.

The *real*/trap can be found only on a Search check DC 20+APL. It can be disabled with a Disable Device check DC 20+APL.

As soon as a PC steps on the 60ft square the trap is set off. Read the following:

Suddenly, the area underneath your foot sinks down a notch and you hear... click. Within what seems like an instant, thick iron walls are rising quickly either side of every 5ft increment along the corridor! It appears that within another few seconds each 5ft square will become a single isolated cubicle...about the size of a coffin!

When the pressure plate is first stepped on (and the walls spring up), some PCs might ask for a Dex Check in order to leap into another square (partial action). Of course, they *can't* leap into a square that is already occupied, but they *might* want to leap into an unoccupied square. Let them *try* to do so, but as the iron walls come up very fast, the PC will have to beat a DC of 15 (Dex) to make it. If the PC fails to make the check, then they get trapped and cut by the sharp edge of the rising wall – taking 1d6 damage per APL at which this scenario was played (Reflex Save DC 11+APL for half). Ouch. Just remember that PCs can only take a *partial action* at this point!

Once any/each trapped PC is secure within a cell, read:

The silence within this iron and stone coffin is literally frightening. There is no way to hear any of your comrades, and any attempts at cutting, bashing, or banging on the walls goes unheeded. All that is below you is a stone floor. All that is above you (about 5 feet above your head) is a stone ceiling.

The DM should now decide (perhaps randomly depending on the number of trapped PCs) which PCs get attacked by a grell.

Allow all the PCs a moment of horror. Let them try one round of anything they like. Of course, a few PCs might be able to *teleport* or *dimension door* out of here. If they do, then good luck to them!

Some PCs might Search the floor (nothing) or ceiling (sliding trap door 3ft x 3ft DC 10+APL).

After each PC has had their turn, get *each PC who is going to be attacked by a grell* to make a Listen check (DC 6+APL). If they make it then they hear a 3ft x 3ft trap door slide open above them, and...

Suddenly a trap door opens above you! To your absolute horror, you hear a high pitched squealing sound, and see a terrible tentacled creature with a

bulbous brain-like head and sharp beak looking like it's just seen its first meal in a very very long time...

At this point the DM should roll for initiative. Remember that the stats below refer to the number of grell which attack. They should be split up so that they singularly attack designated PCs. In some cases, PC will be attacked by more than one grell – one after the other (depending on who gets trapped, etc).

APL 4 (EL 3)

☛ **Grell (1):** hp32. See Appendix III for creature statistics.

APL 6 (EL 5)

☛ **Grell (2):** hp32. See Appendix III for creature statistics.

APL 8 (EL 7)

☛ **Grell (4):** hp32. See Appendix III for creature statistics.

APL 10 (EL 9)

☛ **Grell (7):** hp32. See Appendix III for creature statistics.

The 3ft x 3ft trap opening is large enough for the grell to get through, but not a small, medium or large humanoid. Once the grell is dead (or even beforehand if the PC is not being attacked, or willing to endure free attacks by the grell) a PC can climb up the wall (Climb DC 6+APL) and reach up and through the trap door (which stays open). Up and inside the trap door is a lever. Pulling this lever will release ALL the walls along the passage. Of course, some comrades might still be fighting grell – but this will give other PCs the chance to lend a hand.

After the grell are defeated and the walls are down, the end stone door can be slid sideways to reveal another steep set of steps going down.

Move on to **Encounter Thirteen**.

Encounter Thirteen

(The Roodberg/Oostmeer/Vuurzward Route)

Nasty Little Bugger

As you leave the previous encounter behind, the path continues to take you ever downward. It is not long before you realise that the temperature is rising to levels that may soon become unbearable. A low rumbling sound pervades the atmosphere – a sound which signals that the bowels of the volcano are restless and that an eruption might occur some time in the next year or two.

After another hour or two, the stairs start to widen and the descent becomes less steep. Eventually the staircase ends at the entrance to a huge chamber. On the far side of the chamber (in the middle) is a double doorway. The doorway is consumed in fire and nothing can be seen beyond it. In the centre of the cavern is a round, medium-sized fountain on a square base. The fountain has water in it, but there are blue flames engulfing the top of the water. There appears to be something inscribed on the fount, but you can't read it from where you're standing.

Huge chamber = 80ft x 80ft
Double doorway = 10ft x 10ft
Square base of fountain = 10ft x 10ft

Before you can move forward, a strange and terrible creature steps through the flames in the opposite doorway. The creature is about 4ft tall, bloated, hairless, and somewhat humanoid. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer. An immediate pungent odour fills the chamber. It grins through white bony teeth, then it shows you its long spindly arms – then hands: huge, three-fingered bony talons glowing red and forever stained the colour of fire and of blood! You also notice that the creature appears to be on the brink of expressing great chaotic rage – but is holding back so that it may speak to you in a nasty, squeaky voice through clenched teeth:

“My master knows you have come for that which his people have guarded since the last of the clerics passed from this Oerth. He regrets to inform you that you cannot have the Yeti's Tooth, and that to give it to you would not only destroy his organisation – but your own clans as well. Turn back now. You have wasted your time. Have a nice day.”

The creature is a **Jovoc Demon** (see Appendix III). When it speaks it stands in a 5ft square nearest the flaming doorway. The nearest PC should be at least 75 feet away from the Jovoc on the opposite site of this huge cavern.

Unless the PCs apologise and turn around and leave (and do not return) then *the Jovoc will attack* the second any party member tries to either negotiate or attack or do anything other than leave. The Jovoc attacks with extreme rage and without prejudice.

At APL 4 and 6 only one Jovoc will attack the party. At APLs 8 and 10, the original Jovoc will attack the party in Round 1. In Round 2, more Jovoc run through the flame door to support the original Jovoc. At no stage will any of the Jovoc attempt to *summon tanar'ri*. This is because they are extremely confident in besting these

intruders on their own and wish to impress their “master”.

Remember that any more Jovoc joining the battle after Round 1 will come in at the top of the initiative round.

APL 4 (EL 4)

🔥 **Jovoc Demon (1)**: hp26. See Appendix III for creature statistics. Also note that this Jovoc's fast healing is 3, not 5.

APL 6 (EL 6)

🔥 **Jovoc Demon (1)**: hp42. See Appendix III for creature statistics.

APL 8 (EL 8)

🔥 **Jovoc Demons (3)**: 36hp each. See Appendix III.

APL 10 (EL 10)

🔥 **Jovoc Demons (6)**: 36hp each. See Appendix III.

The Flame Door And The Fountain

Any PC trying to simply walk or run through the flaming doorway will discover that the doorway itself is magical. Those entering the doorway (without being followed by the nishruu) will become engulfed in magical flames (as per a Fireball doing 1d6 damage per ½ APL at which this scenario is played – Reflex Save for half damage). This damage is given every round the victim stays within the flames (eg. Tries to move forwards rather than backwards into the slaad chamber). The flames *cannot* be doused by *any* means – magical or otherwise.

The only way through the door is to dive into the fountain with the blue flames. If players read the inscription on the base, it reads:

“Joramy requests nothing more than total immersion in the faith.”

PC's who dive in (only 1 per round allowed), or immerse themselves in the fountain over their heads get sucked down into the fountain and disappear. Once *every* PC has dived in, the entire group will appear wet (but standing upright) in the chamber of **Encounter 14**. PCs left at the fountain will not know what has happened to their comrades. PCs who dive directly in, or immerse themselves immediately take *no damage from the blue fire*. PCs who dilly dally (ie. Try to float, bathe, stick only one arm in first, or a leg) will take 1d4 damage per ½ APL at which this scenario was played for every round they dally (Reflex Save for half damage allowed).

Once all the PCs have dived in (or immersed themselves), move on to **Encounter 14**. Those PCs who

purposefully “stay behind” and do not immerse get *locked out* of **Encounter 14** once the fire genasi appears. They will only be able to rejoin their party once the fire genasi is destroyed and they get magically teleported back with the party into **Encounter 15**.

Encounter Fourteen

The Yeti's Tooth Revealed

After *all* PC's have jumped into the fountain and immersed themselves, read:

You appear to have now found yourselves transported to an even deeper level of the bubbling volcano! Giddily, you stand precariously on an extremely flat precipice with no perceivable exit. All around you, great thick lava streams flow only yards below where you stand and it seems like, at any moment, the lava will spill over the square precipice and engulf you all! Terrible, oppressive heat is already searing the flesh from your bones, and the miasma-filled air is starting to choke your lungs and threaten your very existence. In front of you, just slightly back from the edge, stands a well dressed, red-headed humanoid with a white goatee beard and skin as black as coal. His ears are slightly pointed and his breathing sounds like the very heart of the volcano about to erupt. In his hands he holds a well crafted great sword. Around his neck is a simple chain upon which rests a large... tooth...

Flat precipice = 50ft x 50ft

Position of Zax at start of melee = 5ft back from the edge

DM's Note: At this point the DM should pause. Some PCs will just rush the guy and hoe in. That's OK. They're angry. Let them vent their rage. Other PCs might want to ask the **Fire Genasi** (called “Zax”) some *simple* questions.

If asked, Zax will tell the PCs his name. He will tell them that they are on the first level of a deep temple dedicated to his god, Joramy. The temple's levels are portals within the volcano, guarded by many complex tricks and passwords. Joramy *herself* does not want the PCs to go any further, though he would have preferred they had not come *this* far.

The Priests of this temple *never* left it. They simply went on a retreat – deeper into the volcano – where they now reside in peace with their god until the day that fire consumes the Oerth once and for all. Then, and only then, will the Priests return to The Land and rule as rightful kings over the thralls who survive the coming holocaust.

The priests acquired the Yeti's Tooth quite by chance when they used to roam the upper world. It was given as payment by a wise hermit to prevent Joramy allowing her

child, Mount Hellspaar, from unleashing hell upon all northern Perrenland.

The tooth was given to Zax, The Guardian, to take care of. He and his kind have lived here for eons. To die in this volcano is their destiny.

But Mount Hellspaar grows restless, and she has asked Joramy repeatedly why she cannot play...

So Joramy has relented and, like all good mothers, she will not let a mere trinket, or bargains made with upperlanders, stand in the way of her loving child. The deal is off.

The PCs can *have* the Yeti's Tooth *if* they can *take* it from Zax (who has grown accustomed to it). Regardless of anything, Mount Hellspaar *will* erupt sometime in the near future (though the exact time is not said).

Zax is reluctant to talk and goads and taunts the PCs as he reveals snippets of information. Eventually he “strokes the yeti's tooth with his fingers and says – come and get it!” This should make the PCs act. If it doesn't, Zax moves and strikes at one of *them* first.

The Battle With Zax

The DM should make this battle as climactic and *cinematic* as possible.

Zax is a dastardly swashbuckler type who roars with malicious laughter as he goads and taunts the PCs during their fight with him.

Any PC who attempts to bull rush Zax (or grapple with him or trip him) whilever he is in a 5ft square leading to the edge of the platform, and succeeds, must make a Balance Check (DC 6+APL). This includes Zax. If either party fails, then that party goes spinning off the platform and into the lava stream.

The PC (incl. Zax) must immediately make a Reflex saving throw (vs. Fire) at DC 6+APL (20d10/save for half damage). If the PC (or Zax) makes the save, then he/she can make a Swim check (DC 4+APL) to swim back to the ledge and haul themselves back up and out of the lava. Those who fail their Swim checks (incl. Zax) have their body (including that of Zax) instantly swept away into the bowels of the hungry volcano, never to be seen again.

If Zax gets knocked into the lava, then the force of the blow will wrench the Yeti's Tooth necklace from around his neck and it will fly through the air towards the nearest PC. Have him/her make a DEX check (DC 4+APL) to heroically catch it! If he/she fails, then it simply lands at their feet.

APL 4 (EL 6)

☛ **Zax, The Fire Genasi:** 50hp. See Appendix III for creature statistics.

APL 6 (EL 8)

☛ **Zax, The Fire Genasi:** 70hp. See Appendix III for creature statistics.

APL 8 (EL 10)

☛ **Zax, The Fire Genasi:** 90hp. See Appendix III for creature statistics.

APL 10 (EL 12)

☛ **Zax, The Fire Genasi:** 110hp. See Appendix III for creature statistics.

At higher levels, Zax has some impressive feats and abilities. The DM is encouraged to use everything at his/her disposal to make this battle thrilling and climactic.

The DM should also remember to play Zax at maximum Hit Points for his APL if the players failed to solve the puzzle associated with the earlier entrance door.

If, during the battle, any PC tries to snatch/yank the tooth from around Zax's neck, then get them to make a base touch attack at -4. Such an attempt is a full round action. If the PC is successful, then the entire party is instantly transported back, and find themselves in **Encounter Fifteen**. The party, though they have the tooth, will miss out on acquiring Zax's personal treasure (though they *do* get full XP for defeating/overcoming him).

After The Battle

As soon as *any* PC removes/takes the Yeti's Tooth from around Zax's neck then the entire party is transported back, and find themselves in **Encounter Fifteen**. The party, though they have the tooth, will miss out on acquiring Zax's personal treasure (though they *do* get full XP for defeating/overcoming him). If the necklace is caught after Zax falls into the lava, then the PCs will get transported at a cinematically appropriate moment (DM's decision).

If any PC/PCs search Zax's body *after* his death (or during a "prone moment"), they find that he has several compartments cleverly sewn into the inside folds of his garments. Inside the garments are quite a number of priceless pieces of jewellery and gems (which Zax planned to spend in the outside world after the holocaust).

Treasure:

APL 4 – gems, jewellery, and normal great sword (worth variable gp – see Treasure Summary), coin – (0 gp), *magic items* (None).

APL 6 – gems, jewellery, and masterwork great sword (worth variable gp – see Treasure Summary), coin – (0 gp), *magic items* – (None).

APL 8 – gems, jewellery (worth variable gp – see Treasure Summary), coin – (0 gp), *magic items* – (+1 great sword).

APL 10 – gems and jewellery (worth variable gp – see Treasure Summary), coin – (0 gp), *magic items* – (+2 great sword).

Encounter Fifteen The Other Team

As soon as the Yeti's Tooth (or the necklace it is attached to) is removed from Zax, the entire party – including any unconscious or present dead (ie. those not swept away in the lava) – are teleported back to a chamber with the fountain in it. This is, however, *not* the *same* chamber from which *they* came.

Read the following:

As soon as you touch the yeti's tooth, a blinding light flashes in front of your entire party's eyes and you all feel yourselves weightless and spinning in a void of what appears to be harmless flame and fire. Then the light subsides, and you feel your feet upon solid rock once again. You seem to be back in the room with the fountain (and right next to it in fact) – except that this room appears a little different...

Suddenly you realise that you are not alone! You have teleported into the middle of another battle!

Here, the DM must decide whether the NPCs are fighting either the last of the slaad, or the last of the jovoc demons. Even if the PCs encounter the Weisspeer/Vestmeer/Vosser triad (who as PCs would be meeting the nishruu), in *this* instance they will meet either a slaad *or* a jovoc (DM's choice of whatever the PCs *didn't* fight).

There is a creature who is fighting ferociously. Also present are four adventurers : a fighter, a wizard, a rogue, and a thin bald-headed man attacking with his bare hands. They are engaged in combat with the creature, and both sides appear badly injured. Your party also sees a set of steps leading upwards – clearly the exit...

DM's Note: The PCs have several options here. As they have teleported in during a combat, they get to *each* make a partial action (in order of their Dexterity scores).

Option 1: Immediate Exit. There is nothing stopping the party skirting around the battle and running full speed out of the chamber via the exit. The adventurers involved in the battle will be triumphant (eventually) and will continue on to find the yeti tooth

(which will fail). They will *never again* come into contact with the PCs.

Option 2: Help The Adventurers. The party may help the adventurers defeat the creature. This should be easy, as the creature only has 5hp left, and as the PCs came into the battle at the top of the melee round, they all go first – followed by the creature, followed by the adventurers. If the PCs help the adventurers, then *all* the PCs will get a +4 circumstance bonus on their *diplomacy/intimidate/bluff checks* in the “Bargaining” section of this scenario (see below). The stats for the adventurers can be found in the NPCs section of the DMG pages 49-57. They are all Level 3 human adventurers (male).

Option 3: Help The Creature. The party may help the creature defeat the adventurers. Each adventurer only has 3hp remaining. The stats for the adventurers can be found in the NPCs section of the DMG pages 49-57. They are all Level 3 human adventurers (male). As the PCs came into the battle at the top of the melee round, they all go first – followed by the creature, followed by the adventurers. If the PCs help the creature, then *all* the PCs will get a -4 circumstance bonus on their *diplomacy/intimidate/bluff checks* in the “Bargaining” section of this scenario (see below) – if any of the adventurers are left alive to “bargain”, that is.

Option 4: Stand And Watch. The PCs may stand and watch the battle play out. It ends pretty quickly with the monk of the adventurer’s party doing a flurry of blows on the creature’s head – sending its brains scattering across the entire chamber. After the battle, the adventurers notice the PCs and turn to them to “bargain” (see below). The PCs suffer a -2 *diplomacy/intimidate/bluff check* on all rolls because they did not help the adventurers out.

Bargaining

The adventure party has been sent by an opposing clan triad (the DM should put in here the names of the clan *most* opposite to the PC mix) to recover the Yeti’s Tooth. They are all *neutral* in their alignment, so they are prepared to do whatever it takes to get the tooth and get paid for “the job”. The leader of the group is Bizwack, the bald-headed monk. The stats for the adventurers can be found in the NPCs section of the DMG pages 49-57. They are all Level 3 human adventurers (male).

If the PCs took **Option 2**, then Bizwack and the others start out Indifferent, though cautious, towards the PCs (see Table 5-4 on page 149 of the DMG). They will ask the PCs if they *have* the yeti’s tooth (or know where it is). If they are moved (via a particular check) to Friendly (DC 15), then the NPCs will believe whatever the PCs tell them (ie. “Tooth? What tooth?”); or if the PCs admit to

having the tooth, Bizwack and his team just sigh and realise that they were beaten to it by the better team. If moved to Helpful, then Bizwack will show the PCs the way out of the volcano, and implores that the PCs stop by his monastery (The Monastery Of The Sleeping Fist) for tea and crumpets.

If the PCs took **Option 3**, and any of the adventurers are left alive, then they start out Hostile towards the PCs (see Table 5-4 on page 149 of the DMG). They will figure that the PCs *have* the yeti’s tooth in their possession and, unless they hand it over immediately, the PCs will sorely *pay* for their “evil deeds against humanity” on this day. Let any PC with ranks in Scry make a check (DC 12) to realise that “someone is watching them all from afar”. Unless the PCs manage to change *at least one* NPC attitude to Friendly (DC 35), then every PC who committed a hostile act against the NPCs will receive the “Wrath Of The Clan Triad” at the end of this scenario. This should also be noted in the “Play Notes” section of the AR.

If the PCs took **Option 4**, then Bizwack and the other NPCs start out as Unfriendly towards the party. They will *suspect* that they have the yeti tooth, and will posture and cajole the PCs into handing it over (“Or we’ll do to youse, what we just did to THAT” – and point at the creature). If they are moved (via a particular check) to Indifferent (DC 15), then they won’t attack the PCs (though they will still defend themselves if the PCs attack first). If moved to Friendly (DC 25) or Helpful (DC 35), then see **Option 2** effects above. If they remain Unfriendly, then they will attack the PCs immediately. The PCs should recognise these adventurers as being green around the gills and more bark than bite. They should aim at subduing rather than killing them. Should the PCs *kill* any of the NPCs, then the effects mentioned in **Option 3** (above) kick in, and all hostile PCs receive the “Wrath Of The Clan Triad” at the end.

IMPORTANT: Only allow ONE of EITHER diplomacy, bluff, or intimidate checks by any THREE of the PCs – full stop. No other rolls can be made, because the NPCs will get tired of “talk and bluff” after 3 rounds.

What If The PCs Hand Over The Tooth?

If the PCs hand over the tooth, then the NPCs will leave quite chuffed. However, the PCs *will* get it back again, because the PC’s “clan visitor” sends spies to *steal back* the tooth... ready for the big finale in the scenario, “The Hollows Unveiled”.

Treasure Gained (If NPC Team Is Defeated)

No treasure is gained by the PCs if they fight the opposing team. Any weapons, armor, or goods gained through fighting the other team are so old and worn that they sell for zero value on the market.

Conclusion

Only read this if the PCs leave Mount Hellspaar *with* the yeti's tooth. If they don't have the yeti's tooth (very rare), then paraphrase this differently, taking into account the previous section.

So, with the yeti's tooth in hand, you trek back up and through the Mount Hellspaar volcano. It seems that the second adventuring party cleared the way for you. Once outside, you start back down the trail they eventually takes you past where you first saw the dead ogres. It is here that you discover that the other adventuring party must not have killed all the ogres in this region, as you find the bones of another adventuring party not far from where you found the original battle. The bodies have been picked clean, and there is no sure-fire way of telling which clans these adventurers might have represented (though you can all probably guess).

Back in Dreichen, you return to The Celestial Badger, and ask Naerie to pour you a strong ale and give you all some privacy in the meeting hall. It is here that you take out the Sturgenblood Totem and lay it gently on a table... ready for the moment you've all been waiting for...

Taking the tooth, you place it where it rightfully goes – just below the wyvern's claw...

... and...

TO BE CONCLUDED...

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.

Introduction

Individual role-playing awards should be given here depending on how well (and loyal) the PCs play their clan affiliations (or lack of affiliation).

APL 4: 0-30xp; APL 6: 0-90xp; APL 8: 0-112xp; APL 10: 0-135xp.

Encounter Three (Hüssen Quest)

APL 4: [choose either] All PCs get over the bridge and through door before all cloaklers needed to be defeated...120xp

[or] Defeating *all*/attacking cloaklers regardless... 80xp

APL 6: [choose either] All PCs get over the bridge and through door before all cloaklers needed to be defeated...180xp

[or] Defeating *all*/attacking cloaklers regardless...140xp

APL 8: [choose either] All PCs get over the bridge and through door before all cloaklers needed to be defeated...240xp

[or] Defeating *all*/attacking cloaklers regardless...200xp

APL 10: [choose either] All PCs get over the bridge and through door before all cloaklers needed to be defeated...270xp

[or] Defeating *all*/attacking cloaklers regardless...230

Encounter Four (Hüssen Quest)

APL 4: Jumping squares without waking the gargoyle...60xp

[or] Defeating the gargoyle... 60xp

APL 6: Jumping squares without waking the gargoyle...120xp

[or] Defeating the gargoyle... 120xp in total.

APL 8: Jumping squares without waking the gargoyle...180xp

[or] Defeating the gargoyle... 180xp in total.

APL 10: Jumping squares without waking the gargoyle...240xp

[or] Defeating the gargoyle... 240xp in total.

Encounter Five (Hüssen Quest)

APL 4: Defeating the slaad...120xp

APL 6: Defeating the slaad...210xp

APL 8: Defeating the slaad... 270xp

APL 10: Defeating the slaad...300xp

Encounter Seven (Weisspeer Quest)

APL 4: Defeating the hell hounds... 120xp

APL 6: Defeating the hell hounds... 180xp

APL 8: Defeating the hell hounds... 240xp

APL 10: Defeating the hell hounds... 300xp

Encounter Eight (Weisspeer Quest)

APL 4: Defeating the firenewts ...120xp

APL 6: Defeating the firenewts ...180xp

APL 8: Defeating the firenewts ...240xp

APL 10: Defeating firenewts ...300xp

Encounter Nine (Weisspeer Quest)

Every PC gets through the fountain unharmed, and no more than one PC gets affected by the nishruu ... 150xp for all APLs.

Encounter Eleven (Roodberg Quest)

APL 4: Defeating the magmin... 150xp
APL 6: Defeating the magmin... 180xp
APL 8: Defeating the magmin... 240xp
APL 10: Defeating the magmin... 300xp

Encounter Twelve (Roodberg Quest)

APL 4: Defeating all the grell... 90xp
APL 6: Defeating all the grell... 150xp
APL 8: Defeating all the grell... 210xp
APL 10: Defeating all the grell... 270xp

Encounter Thirteen (Roodberg Quest)

APL 4: Defeating the Jovoc... 120xp
APL 6: Defeating the Jovoc... 180xp
APL 8: Defeating the Jovoc... 240xp
APL 10: Defeating the Jovoc... 300xp

Encounter Fourteen (All Quests)

APL 4: Defeating Zax, taking his treasure, and acquiring the yeti's tooth... 180xp;
[or] Only defeating Zax and getting the tooth... 120xp
APL 6: Defeating Zax, taking his treasure, and acquiring the yeti's tooth... 240xp;
[or] Only defeating Zax and getting the tooth... 200xp.
APL 8: Defeating Zax, taking his treasure, and acquiring the yeti's tooth... 300xp;
[or] Only defeating Zax and getting the tooth... 260xp.
APL 10: Defeating Zax, taking his treasure, and acquiring the yeti's tooth... 360xp;
[or] Only defeating Zax and getting the tooth... 320xp.

Encounter Fifteen (All Quests)

Taking Option 1 or 3: No experience points.
Taking Option 2: APL 4: 30xp; APL 6: 90xp; APL 8: 112xp;
APL 10: 135xp.
Taking Option 4: APL 4: 15xp; APL 6: 30xp; APL 8: 55xp;
APL 10: 65xp.

Total possible experience (regardless) :

APL 4: 675xp; APL 6: 900xp; APL 8: 1,125xp; APL 10: 1,350xp.

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*, *analyse dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewellery, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 4: L: 20 gp; C: 40 gp; M: 124 gp
APL 6: L: 40 gp; C: 70 gp; M: 186 gp
APL 8: L: 120 gp; C: 100 gp; M: 261 gp
APL 10: L: 120gp; C: 200 gp; M: 636 gp

Encounter Eight (Weisspeer Quest Only):

APL 4: L: 174 gp; C: 0 gp; M: 0 gp
APL 6: L: 261 gp; C: 0 gp; M: 0 gp

APL 8: L: 435 gp; C: 0 gp; M: 0 gp
APL 10: L: 870gp; C: 0 gp; M: 0 gp

Encounter Fourteen:

APL 4: L: 540 gp; C: 0 gp; M: 0 gp
APL 6: L: 790 gp; C: 0 gp; M: 0 gp
APL 8: L: 1,170 gp; C: 0 gp; M: 195 gp
APL 10: L: 1,905gp; C: 0 gp; M: 695 gp

Encounter Fifteen:

Any weapons, armour, or goods gained through fighting the other team are so old and worn that they sell for zero value on the market.

Total Possible Treasure

Note: These maximum values exceed the cap for this adventure. No character may earn more than the maximums listed on the Adventure Record.

APL 4: L: 734 gp; C: 40 gp; M: 124 gp – Total: 898 gp
APL 6: L: 1,091 gp; C: 70 gp; M: 186 gp – Total: 1,347 gp
APL 8: L: 1,725 gp; C: 100 gp; M: 465 gp – Total: 2,290 gp
APL 10: L: 2,895 gp; C: 200 gp; M: 1,331 gp – Total: 4,426 gp

Special

The Yeti's Tooth. The Yeti's Tooth is a lost (now recovered) part of an artefact called The Sturgenblood Totem. When placed into a slot beneath the wyvern's claw (on the totem), the totem opens up to reveal a map which shows the location of the legendary Hollows Of Mordaine. The totem was made deep within the hollows, and can only be destroyed by taking it there and performing a yet to be revealed ceremony. The totem is only magical if placed in The Weld (found in the Hollows). Doing this is an evil act and will cause any PC performing such an action to become evil (and thereafter unplayable).

Items for the Adventure Record

☐ The Yeti's Tooth

Every PC who played this scenario receives this item (though there is only ever ONE tooth in existence at the table when the players get together for The Hollows Unveiled). The Yeti's Tooth is a lost (now recovered) part of an artefact called The Sturgenblood Totem. When placed into a slot beneath the wyvern's claw (on the totem), the totem opens up to reveal a map which shows the location of the legendary Hollows Of Mordaine. The totem was made deep within the hollows, and can only be destroyed by taking it there and performing a yet to be

revealed ceremony. The totem is only magical if placed in The Weld (found in the Hollows). Doing this is an evil act and will cause any PC performing such an action to become evil (and thereafter unplayable).

☐ The Wrath Of The Clan Triad

[x _____] where x = the names of the triad clans whose wrath the PCs have gained. This item is gained if any of the NPCs in Encounter Fifteen are killed. PCs who gain the wrath of a clan triad will make all future diplomacy, bluff, and intimidate checks versus any NPC or non-party PC from that Clan Triad at –2. This wrath lasts until the *permanent* death of the affected PC. This declaration may even include gaining the wrath of one's own clan. Should this occur, then that PC is no longer a member of his/her clan and has been ostracised. The player must give the DM his/her clan cert, and the DM must write "Void" across it and sign/date the cert.

Item Access

APL 4: - Potion of Remove Disease, Potion of Cure Serious Wounds.

APL 6: - all of APL 4, Potion of Neutralize Poison

APL 8: - all of APLs 4-6, Potion of Heroism

APL 10: - all of APLs 4-8, Wand of Bull's Strength, +2 Great sword.

Appendix I: The Village Of Dreichen

The Village Of Dreichen is situated in The Collective Domain Of Neiderschlauss. It is a companion village to both Estuare (first introduced in the module “The Wyvern’s Claw”) and Sturm. If Estuare is the “Gatehouse” of Niederschlauss, then Dreichen is the “Show pony”.

As a result, Dreichen has taken on an “upper class” air to it. Those who can afford to live in Dreichen do so simply so that they can raise themselves above the squalor from which they (most probably) originally came. Even the land that Dreichen is built on is raised up just enough so that the increasingly opulent buildings on the rise in Dreichen “overlook” the “lesser” villages (and poor folk) of Estuare and Sturm. On a clear night, “Slum watching” through spy-glasses is a favourite pastime of Dreichen elite.

To even **enter** Dreichen, you have to produce a “letter of introduction” from a **known** Landgraff, Lady Landgraff, Obstergraff, Pfaltzgraf, Hetmann, or wealthy merchant (usually situated in either Dreichen herself, Traft, Clatspurg, Swartzenbruin or Krestible). Another way is to pay the exorbitant (once off) entrance tax of 500gps. You can also enter if you are a Lieutenant or higher in rank in a standing army unit (with proof of rank), or have a Recreation Pass from an Obster Felhauptmann (officer) situated in Sturm.

Adventurers usually enter Dreichen by way of a “letter of good repute” which is earned by performing a “brave deed” for any one of the Niederschlauss communities (or Forts). A similar letter from The Peacekeepers Of The Pass (situated in the Clatspurs) will also give you entrance; as will a letter confirming brave deeds performed for the Old Kerk (or any of the Priesthoods associated with the Old Kerk). As the only Bard’s Guild (in Traft Canton) outside of Traft City is situated in Dreichen, a letter confirming membership of a reputable bardic community will also gain you entrance.

Guards in the employ of Fort Niederschlauss (the best) stand firmly at the village gates, eager to scrutinize all who beg to enter (and strangers get a particularly chilly welcome).

The Village Of Dreichen Map Key

E. Entrances x 2 : These gateways are patrolled by the very best guardsmen from Fort Niederschlauss. The gates are guarded day and night. Entrance through these gates is described above.

Guards (x2 at each gate): Male human War10; hp 62. Magic Items: Ring Of True Seeing (each).

1. Town Square: The town square acts as a general public meeting place and forum area. It has some lovely

gardens planted, along with fountains, and a statue of Eissen Bierstout, town founder, brandishing a sword in one hand and a symbol of the Old Kerk in the other. The Mayor (and other dignitaries) often stand on the steps of the Town Hall and speak to the people who stand and listen from the Town Square.

2. The Palatial Court: This beautifully constructed Inn is one of the finest structures in town. The Inn is run by **Traminer Delveren** (Male human, Brd5/Exp4, hp28) who was a Bard in his younger years, and still is a member of The Bard’s Guild in the village. He speaks Common, but with a sharp, clipped, Perronese accent.

3. The Town Hall: This building is truly a wonder to behold. It is really something you would see in Traft or Schwartzenbruin (or even Greyhawk City itself). As you enter, you are greeted by a large Entry Chamber and a double staircase leading up. To your right sits **Fraulein Schust**, in an open office. Fraulein Schust is the Town Clerk, and generally the person you deal with on a day to day basis regarding town matters. Fraulein Schust is very efficient and very snobby. You can’t see *anybody* without an appointment. If it’s urgent, she’ll fuss and slow you down as much as possible by getting you to fill out *Urgency Forms* which will be delivered within 1d4 hours to those you urgently need to see. Downstairs is the Public Library. Upstairs are the Council Chambers and the Office Of The Mayor and other bureaucrats.

4. The New Quarter: This is a new housing district for local aristocracy who can afford to buy property here. It mainly caters for rich merchants or sages who are seeking to retire somewhere safe and quiet.

5. The Old Kerk: Three Priests work in this popular church :

Pater Winston Aldrick (Priest Of Allitur, The Ethical) : Male human Clr7; hp 32.

Reverend Mater Thyri Wiccan (Priestess Of Pelor) : Female human Clr8; hp 38.

Pater Elias Augen (Priest Of Rao) : Male human Clr9; hp 42.

6. The Celestial Badger: This is a very comfortable tavern run by **Nearie Gildenhoff** (Female human Wiz9; hp 32). Nearie enjoys the tavern life, but still longs to travel and adventure. She has been known to accompany visiting adventuring bands of good repute in the past, or even travel to Traft to help authorities solve crimes and mysteries. Nearie sees herself as somewhat of an “amateur sleuth”.

Her tavern is clean, and well stocked. It has become the preferred drinking hole of “the locals”, as well as passing adventurers.

A regular at the bar is Naerie's special companion: her familiar who calls herself "Princess Micaela" (her full name is Micaela Arabella Donatella Madrigal). It is well known that as patrons gain Naerie's trust, they also gain the trust of Princess Micaela. As a result, Princess Micaela can often be found sitting on the bar, or in her silken bed by the hearth, telling stories of her past 3 lives to those who will listen. She is a lively, black and white cat with fine (almost Burmese-type) markings. On full moons, Micaela sits by an open window (if available) and pines for her long lost love: the irascible Tom-cat called "Mister Mog". Perhaps the most famous cat in all of Oerth, Mog disappeared along with his master some seven years ago. Micaela's origins (and the whereabouts of Mister Mog) are another story – best left told if ever you visit ...

7. The Wishing Well: The wishing well is where many of the villagers draw their drinking water (or rather their servants do...).

8. Griffons Exotic Goods: Found just west of the Town Hall in the business district, this quaint shop deals in some of the strangest (and sometimes dangerous) artefacts and paraphernalia this side of the Clatspurs.

9. Dreichen General Goods And Services: This store is run by **Wilhelm Waddell** and his wife **Bruinhilda**. The Waddells are extremely stoic, old-fashioned, church goin' folk. They sell all your standard goods (incl. adventuring supplies). They also sell herbs and creams for ailments; as well as give hair-cuts and shaves.

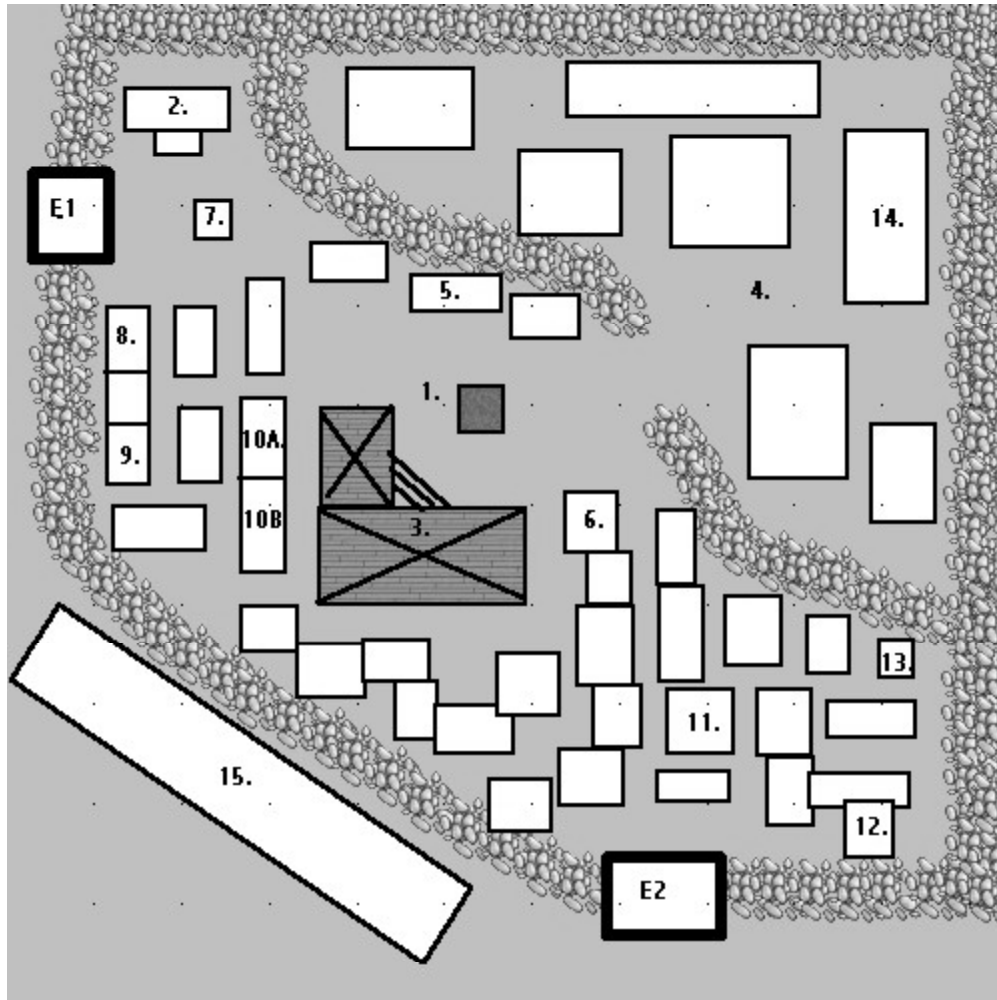
10a and 10b. The Watchhouse And Court: The captain of the guard is **Captain Vocoss** (Human male, War9, hp 50).

11. The Bards hall And Schoolhouse: The bard shchool regularly puts on plays and performances during the weekend evenings. During the week they run the little school inside the hall. There are 5 bards here besides the Master Bard **Everyn Armitage** (Human half-elf, Brd6; hp 27). Everyn is good friends with Naerie Gildenhoff and Princess Micaela. He sometimes accompanies Naerie on her "sleuthing" adventures when he gets the chance. He is actually madly in love with Naerie, but believes that she would never marry a "lowly performer" such as himself. Besides, Micaela gets very indignant whenever Everyn gets "too close" to Naerie.

12. Home Of The Company Of The Griffon. See #8 on this Map Key for further information.

13. Chando The Wizard's Tower. Chando is a really really old bloke who stutters and is extremely senile (Male Human Wiz10; hp 28). Some visitors think that he's a true genius in disguise, but he's actually an idiot with more stupid luck than anything else.

THE VILLAGE OF DREICHEN



Appendix II: Clan Allegiance Form

Write the PC Name and Player's name next to their clan/triad allegiance name. Consider **then** where the **majority** of the PC's allegiances might fall. If any player does not belong to a clan, then write their name down next to the **Roodberg/Oostmeer/Vuurzward** columns. Players **must** show you their clan membership **certificate** as proof of their belonging to a clan. If they do not, then they are deemed "clanless" for this adventure.

The "visitor" will come from the clan triad with the most number of PCs represented in the group (or Roodberg by default). The "visitor" will visit the room of the first clan member mentioned in the Triad. Ie. She will visit Hüssens before Mörgenreods, and Mörgenreods before Rosrijders, etc.

Clan Triad	PC's Name	Player's Name
Hüssens/ Mörgenreod/ Rosrijder		
Hüssens/ Mörgenreod/ Rosrijder		
Hüssens/ Mörgenreod/ Rosrijder		
Hüssens/ Mörgenreod/ Rosrijder		
Hüssens/ Mörgenreod/ Rosrijder		
Hüssens/ Mörgenreod/ Rosrijder		

Clan Triad	PC's Name	Player's Name
Weisspeer/Vestmeer / Vossier		
Weisspeer/Vestmeer / Vossier		
Weisspeer/Vestmeer / Vossier		
Weisspeer/Vestmeer / Vossier		
Weisspeer/Vestmeer / Vossier		
Weisspeer/Vestmeer / Vossier		

Clan Triad	PC's Name	Player's Name
Roodberg/ Oostmeer/V.Ward		
Roodberg/ Oostmeer/V.Ward		
Roodberg/ Oostmeer/V.Ward		
Roodberg/ Oostmeer/V.Ward		
Roodberg/ Oostmeer/V.Ward		
Roodberg/ Oostmeer/V.Ward		

MAJORITY ALLEGIANCE : _____

Appendix III: NPC and Creature Stats

INTRODUCTION

☛ **The Clan Visitor:** Female Human Sor10/Rog4; Medium Humanoid ; HD 10d4 (Sorcerer), 4d6 (Rogue); hp 48; Init +7; Spd 30; AC 13 (flat-footed 10); Atk +7 base melee, +11 base ranged; AL N; SV Fort +4, Ref +10, Will +8; STR 9, DEX 17, CON 11, INT 11, WIS 11, CHA 18.

Skills and Feats: Alchemy+4, Climb+16, Concentration+17, Knowledge (arcana)+16, Move Silently+20, Spot+3; Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Spell Focus: Enchantment, Still Spell.

Spells Known (Sor 9/5/4/3/2/1): 0 – Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Open/Close, Prestidigitation, Read Magic, Resistance; 1st – Change Self, Charm Person, Comprehend Languages, Hypnotism, Shield; 2nd – Alter Self, Cat's Grace, Knock, See Invisibility; 3rd – Dispel Magic, Hold Person, Slow; 4th – Lesser Geas, Polymorph Self; 5th – Teleport.

Spells Prepared (6/6/6/6/5/3).

Possessions: None except the clothing she wears.

Physical Description: This NPC carries no weaponry and does not believe in weapons or the use of them. If physically threatened, she will do everything possible to defend herself, then escape.

ENCOUNTER EIGHT

☛ **Firenewts**, Male Firenewts CR 1; Medium Fire Reptilian; HD 2d8+2 hp11; Init +1 (Dex); Spd 20ft (chainmail), 30 ft (natural); AC 16 (touch 11, flat-footed 15); Atk +2 melee (longsword); Face/Reach 5 ft. by 5 ft./5 ft.; SA Breath weapon; SQ Fire sub-type; SR Nil; AL NE; SV Fort +1, Ref +4, Will +3; Str 10, Dex 13, Con 13, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +4, Ride +5, Spot +4; Mounted combat (giant strider).

Breath Weapon (Su): Single opponent. Must be within 5 feet. Deals 1d6 damage (Reflex save DC 12 for half damage).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: 1 x Chainmail armor, 1 x longsword each.

ENCOUNTER NINE

☛ **Nishruu:** Large Outsider (Chaotic); HD 9d8+30; hp70; Init +4 (Improved Initiative); Spd Fly 20ft (perfect); AC 9 (-1 size); Atk None; Face/Reach 10ft x 10ft/5ft.; SA Absorb magic; SA Gaseous form, damage reduction 20/+1, cold resistance 10, immune to mental

influence, vulnerabilities, charge magic; AL CN; SV Fort +9, Ref +6, Will +10; STR 0, DEX 10, CON 16, INT 13, WIS 15, CHA 13.

Skills and Feats: Knowledge (Arcana) +13, Knowledge (the planes) +13, Listen +14, Move Silently +12, Search +10, Spellcraft +13, Spot +14; Improved Initiative, Iron Will, Toughness.

Absorb Magic (Su): Nishruus feed on magic, and absorb magic they touch, whether it takes the form of spells cast at the creature, magic items it envelopes, or even spellcasters within its misty body. This unusual diet has the following effects:

- ☛ A nishruu absorbs damaging spells cast at it, permanently gaining hit points equal to the damage which the spell would have dealt. The only exceptions are cold and fire spells which deal damage – then dissipate after 1 round.
- ☛ A nishruu absorbs non-damaging spells cast at it, gaining 1 hit point per level of the spell. Mind-control spells and illusions have no effect upon it whatsoever.
- ☛ A nishruu in contact with a magic item with charges drains 1d4 charges from the item upon initial contact, and the same for every round thereafter.
- ☛ A nishruu in contact with a magic item without charges (eg. a +1 sword) negates the item as long as the item remains in contact with the nishruu. In this scenario, the item will not function again throughout this encounter, *plus* Encounter 14. The item will re-gain functionality in Encounter 15.
- ☛ If a PC enveloped by the nishruu attempts to use a potion or scroll, the magic does not take effect until Encounter 15.
- ☛ Artefacts do not operate while in contact with a nishruu, and will not operate again until Encounter 14.
- ☛ Spellcasters (both arcane and divine) lose one prepared (or known) spell, chosen randomly, upon initial contact with the nishruu. Each round the spellcaster is in contact with the nishruu, the caster loses an additional randomly selected spell. Each time the caster loses a spell, he/she must make a Will save (DC 15) or suffer the effects of a *feeblemind* spell. Lost spells will be once again available to the caster in 24 hours.

Gaseous Form (Ex): Since its body is composed of mist, a nishruu shares some of the characteristics of a creature in gaseous form. It can pass through small

holes or narrow openings and has damage reduction 20/+1.

Immune To Mental Influence (Ex): Unaffected by charms, compulsions, phantasms, illusions or morale effects.

Vulnerabilities (Su): A *rod of absorption* or a *ring of spell turning* has a 5% chance of destroying a nishruu outright with no harm to the item. If it fails, then the item is affected as described above. Nishruus are also poisoned by *salt*. A handful of salt deals 2d10 points of damage to a nishruu. Treat this as a ranged touch attack with a range increment of 5 feet with a maximum range of 10 feet.

Charge Magic (Su): When a nishruu is slain, its body dissipates and drifts away. Any magic item with charges which is enveloped within the nishruu when it dies gains an additional 1d6 charges. Similarly, a magic weapon which strikes the killing blow against a nishruu gains some spell-storing ability *until the end of this scenario*. The spells stored within are:

- ☛ Ice Storm (Save DC 22)
- ☛ Blink
- ☛ Mirror Image
- ☛ Ray Of Enfeeblement (Save DC 13)

Physical Description : Weird, misty creatures from another plane, nishruus “eat” magic. They are 10ft in diameter, and constantly seek to “feed” off magical energies – no matter what or where. They are particularly drawn to “new tasting” magics if they become weary of “old tastes”.

Nishruus do not use physical attacks, and they disregard physical attacks made on them (though these attacks bypass the creature’s damage reduction if magic weapons are used). They move fearlessly and relentlessly towards sources of magic. PCs can stand within the form of a nishruu without harm (except for spellcasters as noted below) and their attacks automatically hit the nishruu if such attacks can affect gaseous creatures.

This creature can be found on page 67 of the Monsters Of Faerun resource book.

ENCOUNTER TWELVE

☛ **Grell :** Male grell CR 3, Medium-sized aberration; HD 5d8+10; hp32; Init +2 (Dex); Spd 5ft, fly 30ft; AC 16 (+2 Dex, +4 natural) touch 12, flat footed 14; Atk 10 tentacles +4 melee, and bite –1 melee; Dam Tentacle 1d4+1 plus penalisation, bite 2d4; Face/Reach 5ft x 5ft/5ft (10ft with tentacles); SA Improved grab, paralysis; SQ Blindsight 60ft, flight, immunities, tentacle regeneration; AL NE; SV Fort +3, Ref +3, Will +4; STR 12 (+1), DEX 15 (+2), CON 14, INT 10, WIS 11, CHA 9.

Skills and Feats : Hide +12, Listen +4, Move Silently +12, Spot +8; Flyby attack

Improved Grab (Ex): If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. If the grell succeeds in the grapple, then one tentacle has wrapped around the victim and does automatic tentacle damage each round the grapple holds. The grell can grapple multiple times depending on how many tentacles are left to use on an opponent.

Paralysis (Ex): A grell’s tentacles are lined with small spiny barbs. Any creature hit by a grell’s tentacle must make a Fort save DC 14 or be paralysed for 4 rounds.

Blindsight (Ex): A grell is blind, but it manoeuvres just as if it had sight.

Flight (Ex): A grell can move, float and fly as if affected by a permanent *feather fall* spell.

Immunities (Ex): Grell are immune to electricity and paralysis effects.

Tentacle Regeneration (Ex): A PC can attack a grell’s tentacle only when that tentacle is wrapped around the PC. Then, the tentacle has an AC 19 (touch 12) and can withstand 12hp of damage. Once cut off, the tentacle will regrow in 24 hours, but the hit points lost do *not* come off the grell’s overall hp total.

This creature can be found on pages 121-122 of the Monster Manual II sourcebook.

ENCOUNTER THIRTEEN

☛ **Jovoc Demon (Tanar’ri):** Male Small Outsider; HD 4d8+18; hp varies with APL; Init +2 ; Spd 30ft; AC 16 (touch 13, flat-footed 14); Atk 2 claws +6 melee and bite +1 melee; Dam 1d3+1 claw, 1d4 bite; Face/Reach 5ft by 5ft/5ft; SA None; SQ Aura Of Retribution, DR 5/silver, fast healing 5, outsider traits, SR 13, tanar’ri traits; AL CE; SV Fort +7, Ref +6, Will +4; STR 12, DEX 15, CON 16, INT 7, WIS 10, CHA 7.

Skills and Feats : Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7; Multiattack, Toughness.

Possessions: None.

Aura Of Retribution (Su): This effect is always in place within a 30ft radius spreading outwards from the Jovoc. Whenever a creature takes damage from any source, every *non-demon* within the area takes an *equal amount of damage*. A successful Fort save (DC 15) halves the damage. Eg. If Regdar deals 12 points of damage to the Jovoc, then all PCs, familiars, or other creatures (besides the Jovoc or other Jovocs) also take 12 points of damage. If they save, they take 6 points only. If the Jovoc does 3 points of damage to Jozan, then all *non-demons* within 30 feet of the Jovoc *also* take 3hp damage. This damage *cannot* be reduced or

negated by *any means* (incl. via damage reduction, barkskin/stoneskin spells, etc). The damage is dealt *directly* to the hp total of the victim.

Fast Healing (Ex): Jovocs regenerate at a rate of 5hp per round (including regeneration after zero hit points!).

Tanar'ri Traits: Demons have 60ft darkvision, and are immune to electricity and poison. They also have acid resistance 20, cold resistance 20, and fire resistance 20.

ENCOUNTER FOURTEEN

APL 4

🔥 **Zax, The Fire Genasi:** Male Fire Genasi (Planetouched) Genasi1/Ftr6; Medium Humanoid ; HD 1d8 (Fire Genasi) + 6d10+24 (Fighter); hp50; Init +5 (Improved Initiative); Spd 30; AC 14 (+3 Studded Leather Armor, +1 Dex); Atks +9/+1 (2d6+1, Greatsword); AL N (NE); SV Fort +11, Ref +5, Will +5; STR 13, DEX 13, CON 18, INT 16, WIS 12, CHA 12.

Possessions: Greatsword, Studded leather armor, jewellery and gems (see Treasure Summary)

Skills and Feats : Balance +6, Escape Artist +4, Sense Motive +4, Spot +4, Tumble +5; Cleave, Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus: Greatsword.

Reach To The Blaze (Sp): Once per day the fire genasi can cause any non-magical flame within a 10ft radius to either diminish to coals or flare to the brightness of daylight and double its normal radius of illumination. This magical light does not change light or heat intensity, and lasts for 5 minutes.

Fire Resistance (Ex): Fire Genasi gain a +1 bonus on all saving throws against fire spells and effects. This bonus increases by +1 for every five additional levels the genasi acquires. Zax currently has a +2 bonus.

APL 6

🔥 **Zax, The Fire Genasi:** Male Fire Genasi (Planetouched) Genasi1/Ftr8; Medium Humanoid; HD 1d8 (Fire Genasi) + 8d10+32 (Fighter); hp70; Init +5 (Improved Initiative); Spd 30; AC 14 (+3 Studded Leather Armor, +1 Dex); Atks +13/+3 (2d6+3, Greatsword, Masterwork); AL N (NE); SV Fort +12, Ref +5, Will +5; STR 14, DEX 13, CON 18, INT 16, WIS 12, CHA 12.

Possessions: Greatsword, studded leather armor, jewellery and gems (see Treasure Summary)

Skills and Feats : Balance +8, Escape Artist +4, Sense Motive +4, Spot +4, Tumble +9; Cleave, Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus: Greatsword, Whirlwind Attack.

Reach To The Blaze (Sp): As per APL 4.

Fire Resistance (Ex): As per APL 4.

APL 8

🔥 **Zax, The Fire Genasi:** Male Fire Genasi (Planetouched) Genasi1/Ftr10; Medium Humanoid; HD 1d8 (Fire Genasi) + 10d10+40 (Fighter); hp 90; Init +5 (Improved Initiative); Spd 30; AC 14 (+3 Studded Leather Armor, +1 Dex); Atk +16/+6 (2d6+6, Greatsword +1 magical); AL N (NE); SV Fort +13, Ref +6, Will +6; STR 14, DEX 13, CON 18, INT 16, WIS 12, CHA 12.

Other Possessions: Greatsword +1, Studded Leather Armor, jewellery and gems (see Treasure Summary)

Skills and Feats : Balance +13, Escape Artist +4, Sense Motive +4, Spot +4, Tumble +10; Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus: Greatsword, Weapon Specialization: Greatsword, Whirlwind Attack.

Reach To The Blaze (Sp): As per APL 4.

Fire Resistance (Ex): Fire Genasi gain a +1 bonus on all saving throws against fire spells and effects. This bonus increases by +1 for every five additional levels the genasi acquires. Zax currently has a +3 bonus.

APL 10

🔥 **Zax, The Fire Genasi:** Male Fire Genasi (Planetouched) Genasi1/Ftr12; Medium Humanoid; HD 1d8 (Fire Genasi) + 12d10+48 (Fighter); hp 110; Init +5 (Improved Initiative); Spd 30; AC 14 (+3 Studded Leather Armor, +1 Dex); Atks +18/+8/+3 (2d6+7, Greatsword +2 magical); AL N; SV Fort +12, Ref +5, Will +5; STR 15, DEX 13, CON 18, INT 16, WIS 12, CHA 12.

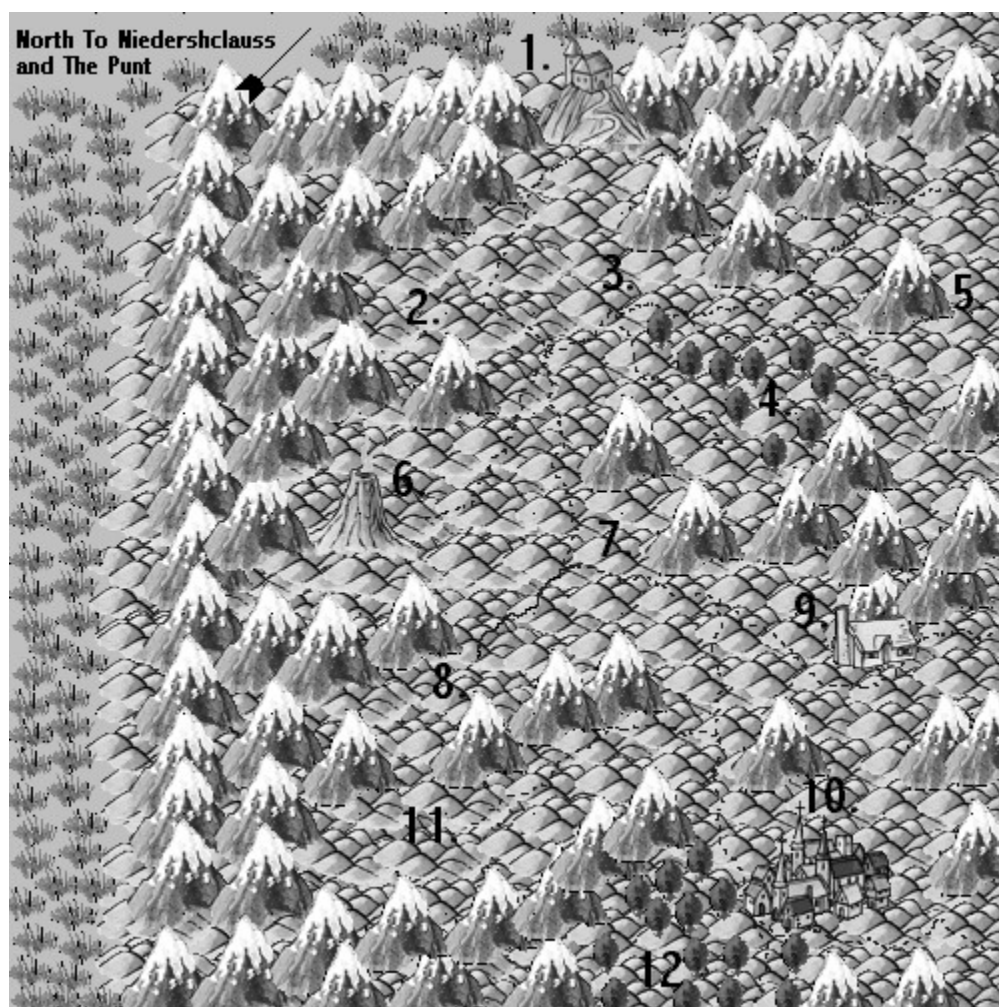
Other Possessions: Greatsword +2, Leather Armor, jewellery and gems (see Treasure Summary)

Skills and Feats : Balance +17, Escape Artist +4, Sense Motive +4, Spot +4, Tumble +12; Cleave, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus: Greatsword, Weapon Specialization: Greatsword, Whirlwind Attack.

Reach To The Blaze (Sp): As per APL 4.

Fire Resistance (Ex): Fire Genasi gain a +1 bonus on all saving throws against fire spells and effects. This bonus increases by +1 for every five additional levels the genasi acquires. Zax currently has a +3 bonus.

Appendix IV: The Clatspur Ranges – Map And Directory



NORTHERN CLATSPUR RANGES

Map Key

- 1. Peacekeeper Pass/Peacekeeper Camp.** This pass sits nicely at the 2,000 foot mark after a steep climb from the savannah below. These militia are totally unconnected to the Perrenland Auszug, and are a group unto themselves. They have been a militia traditionally commissioned to guard the Northern Clatspurs for over 1,500 years. The men and women of the Peacekeepers Of The Pass are mostly drawn from the ranks of youth (16yrs +) from the town of Liesenbrau (see #10), though the officers are usually in their late 20's/early 30's. It should be noted that the Peacekeepers are an NPC organisation and may *not* be joined by PCs at this time (593/594CY).
- 2. Abandoned Human Mines.** These were the original mines owned and run by the invading Roodberg clans around 2,000 years ago. Why they were abandoned has been lost to antiquity, and the Peacekeepers advise adventurers not to go there for safety (eg. construction) reasons.
- 3. Abandoned Dwarven Mine/Stronghold.** These mines were abandoned by the Gunderson dwarves over 1,000 years ago. Legend has it that something so evil dwells here that even the dwarves were too timid to stay around.
- 4. The High Woods, Evil Druid's Grove, and the Gnoll Encampment.** This large alpine woodland is both beautiful and deadly in parts. The western half of the wood is home to some high elves; whilst the eastern half is dominated by an evil annis who calls herself "Mathildaa". She has convinced some weak minded evil druids that she is a "wood nymph"

(yeh, right...) and they have taken to her and worship her as their leader. Even the Peacekeepers are afraid of these people, and they are extremely hard to find given their natural talents. It should also be noted that, recently, a savage gnoll encampment opened up on the southern edge of this wood. Peacekeepers say that the gnolls who reside and hunt here are larger and more vicious than regular gnolls. Some packs have been seen hunting as far south as Liesenbrau, and is rumoured that their favourite meal is “roasted small child”.

5. The High Peaks. At 10,000 feet, these mountains are some of the highest in the Clatspur Ranges. It is said that the yeti still lives up here, and plots revenge on those who pulled his tooth out over 1,700 years ago. Anybody not born in an alpine region makes all rolls/checks at -4 in this region due to the extremely high altitudes.

6. Mount Hellspaar Volcano. It is rumoured that this volcano is rumbling again, and might “blow” sometime in the near future.

7. Tinkerholm. Situated at 5,000 feet above Lake Quag, Tinkerholm is a gnomish settlement of some 2,300 gnomes. Most of them work the Gnomish Ore Mines (see #8), and ply their trade (mostly children's toys) with Liesenbrau, Niederschlauss, and Traft City.

8. Gnomish Ore Mines. A bustling, hustling network of mines all run by gnomes who live in Tinkerholm.

9. Fort Eleanfrau. This is the primary training ground and living quarters for the Peacekeepers Of The Pass.

10. The Mountain Township Of Liesenbrau. This town of 2,500 people sits at nearly 8,000 feet above Lake Quag. The people are a jovial, hard-working lot. They love song, beer, and sex. They also don't mind doing all three of these in one of the many taverns in town. The Liesenbraus are renowned mountain climbers, and the mountaineers know The High Peaks and The High Pass (the slippery, almost impassable “track” over the range and into the Vesve Forest on the other side). Anybody not born in an alpine region makes all rolls/checks at -2 in this township due to the extremely high altitudes.

11. Clan Foehammer (Dwarven Stronghold). This is where the dwarves from the stronghold at #3 (above) came when they abandoned the old mines. The dwarves of this stronghold don't like humans in particular, and many of them have evil intent. The dwarves are led by Thrangor Harpenlard XVI. He is a cussing old bastard who regularly brings members of his clan into Tinkerholm and Liesenbrau to “stir the locals”. The dwarves do most of their trade with the Roodbergs down in Clatspurgen. Recently, some elves from the High Woods found an ancient “sacred site” only 1 mile from the Foehammer stronghold. When some elves came to pray, they were warned away and in the heat of the argument one of the youngest and most beautiful elves was ruthlessly slain by a Foehammer axe which (apparently) “slipped”

Player Handout #1

Some Information On Joramy and her relationship with Mount Hellspaar Volcano

Most of this information is taken from the Living Greyhawk Gazetteer, pages 173 and 174. Only give this to the players if they go to the Dreichen town hall to research Joramy.

Joramy (JOR-um-ee) is the Oerth goddess of fire, volcanoes, wrath, anger and quarrels. She is hot tempered but generally good natured. In portraits, she is often portrayed as a plain woman with fiery hair and one raised fist. Joramy says argues for the sake of arguing, and uses emotional ones when rational arguments fail. She is supposedly on good terms with most non-evil gods, but is prone to disliking and arguing with Rao, Delleb, and Zodal. As these gods are primarily worshipped as part of Perrenland's Old Kerk, Joramy feels threatened of late, and is rumoured to be considering using Mount Hellspaar as a threat to make those gods pay more attention to her. If this should occur, the townships of Niederschlauss and Liesenbrau would be utterly devastated and all life there would cease to exist.

Clerics of Joramy make good political leaders and revolutionaries. They are willing to defend their ideals to the death and have a gift for inspiring others (both good and evil) to do the same. Many of the clerics work as diplomats for small but aggressive nations, where their tendency to escalate talks into heated arguments makes their nation appear stronger than it is. Clerics of Joramy go adventuring so they can find new people to argue with, as well as new causes to champion.

Joramy's domains are destruction, fire, and war. Her weapon is the quarterstaff.
