

Mines of Austor

Veluna001

A One-Round Living Greyhawk Adventure

by David Christ

The High Roads Trade Company needs your help. A caravan has not returned from its trip to a remote silver mine, and the Company wants to send you to get to the bottom of the disappearance. An adventure based around the area southeast of Devarnish. An adventure for characters levels 1-4.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Summary and Background

Judge Guidelines

This is the first regional scenario for the Veluna Region. This adventure also highlights some of the new features in Third Edition D&D so players and judges can explore the new system. Before running this adventure the DM should be familiar with both new Players Handbook and Dungeon Masters Guide before running this adventure. The judge should also familiarize himself with the Veluna Gazetteer, which is available on the Veluna Triad website at www.veluna.com. The gazetteer gives vital information on how certain classes and races are viewed in Veluna. While the adventure begins in Devarnish, almost all of the action occurs outside of that town, so DMs need only a passing knowledge of that settlement. A good working knowledge of Valkurl is helpful.

Adventure Background

The party, responding to various posting in inns and taverns, has gathered at a warehouse belonging to the High Roads Trading Company. The trading company has lost contact with one of their caravans while it was en route to the Lortmil Mountains. The caravan was going to pick up a load of silver at one of the Company's mining operations just south of Valkurl. The company wishes to hire a party to find out what the problem is and then take care of it. The caravan is over a week past due and the company fears bandits have sacked the shipment. The truth of the matter is that an evil priestess of Nerull, Fayreah, has taken over the mines themselves. She has turned the miners into her undead slaves and is using them to excavate a new tunnel. She believes that one of the Rings of Auster is hidden deep inside the cliff-side that the mine occupies. When the caravan arrived she overpowered the teamsters and turned them into zombies. The undead teamsters now help her dig.

After the PCs accept the company's offer they will travel to Valkurl. The most logical route is to follow the trade road west out of Devarnish to Valkurl. This trip takes one day on horseback or two on foot. Valkurl is a small town of 700 souls standing on the road leading out of the Lortmils on the way to Devarnish. Asking around town, the PCs should be able find out some information about the caravan and where it was heading. None of the townsfolk know what happened to the caravan. If a PC is from the area he can lead the party to the mines. If none

of the PCs are local a guide will be required. After a full day of exhausting hiking up the trail into the mountains, the party takes a need rest. That night a group of undead will attack them. She became aware of the PCs' presence via a spy in Valkurl. Arrogantly, she then assumes the party is taken care of and goes back to excavating the new tunnel.

If they survive the party should arrive at the mine site the next morning. They will find a ransacked campsite and no bodies. The wagon's axles are broken and are useless. If the party looks around enough they will encounter Pratchet, the lone survivor of the caravan. He tells the PCs about the caravan's attack by Fayreah's undead minions.

Pratchet is not telling the whole truth. While he was a member of the caravan he is a thief who had his own plans for some of the silver. Fayreah ruined that plan. The only reason he is waiting around is that he knows undead have no need for silver, and he is still hoping to steal some of the rich shipment...as soon as he builds up the nerve, or the undead finally run off. He can draw a crude map of the entrance of the mines.

Upon entering the mines the PCs will be attacked by the undead guarding the entrance area. The deeper they venture into the mine the more undead they will encounter. Fayreah will not be alerted to the PCs' presence until they enter the lower mines. There the remaining undead will make their final stand and Fayreah will escape First Ring of Auster. The party will recover some equipment and items left behind by Fayreah which could come in handy later on.

After the mines are cleansed of undead the party should return to Devarnish and collect their reward. During the trip back to Devarnish the party will be approached by Dar'en Silverwood—one of Veluna's secret defenders. Some in the party might recognize him. If not, he will introduce himself and question the PCs about their adventures in the mines. After hearing their tale he will thank them and then disappear into the night.

The party eventually returns to Devarnish. Any party member who reads the letter found among Fayreah's belongings has a chance to notice that the symbol emblazoned on the letter is that of Iron Rings Consortium. If this organization is approached they will deny any involvement in the mines and nothing will come of the accusation. The party returns to the High Roads Trading Company and receives their rewards.

Act One – Getting there is half the fun

Encounter One – The Proposition

It is early morning as you arrive at the meeting place described on the flier. You see that several other individuals have gathered here as well—at least you'll have some company on this trip. The flier's instructions were to meet at

this location at dawn. Having no other pressing matters to attend to and always willing to add a little coin to your purse, you decided to see what the job "for those of adventurous talent and stout hearts" is all about. As you look around a thin well-dressed man approaches. Two guards flank the man. He stops at the front of the group and raps his cane on the side of the building to get everyone's attention.

"Welcome gentleman (and ladies. I am Journeyman Ralish of the High Roads Trading Company. You have been gathered here for an important. We have lost contact with one of our caravans and fear the worst. We need you to follow their trail from Valkurl and determine the caravan's fate. Upon completion of this task return to our headquarters in the merchant quarters and you will be well compensated and allowed to keep whatever treasure you acquire that were not part of the original caravan or not company property. The caravan was last spotted heading out of Valkurl for our mines in the Lortmils. I think this would be a good spot to start looking. Any questions?"

If the PCs ask how much they will be compensated Ralish answers the following depending on Tier level: 35 gp for Tier 1 and 75 gp for Tier 2. The party will also have the thanks and appreciation of the High Roads Trading Company. He mentions that having such a large company as the High Roads as a reference is a benefit. Haggling may increase the pay up to 42 gp (for Tier 1) or 90 gp (for Tier 2), but this will be difficult to do—Ralish is a skilled negotiator. If the PCs attempt to negotiate a pay-raise have them role-play the encounter. Then, if they present convincing arguments as to why they deserve more money, have the Players make a Diplomacy check (DC20). A successful check will increase their pay promised to 38 gp (Tier 1) or 85 gp (Tier 2). If the PCs present even better reasons (and make a successful Diplomacy check DC 25) they will be promised the entire pay increase. Ralish will under no circumstances forward any money to the players. Ralish's stats are in the NPC section at the end of this scenario.

Ralish will provide the following information if asked:

- How long ago did the caravan leave?

"The caravan left Valkurl 10 days ago and was due back 6 days ago. The journey to the mine site from Valkurl is only about two days, so they should have been back long ago."

- What do you think happened?

"I personally think it was bandits though some in our organization think the teamsters in the caravan just ran off with the silver. Either way it's important that we deal with this situation in a quick and in firm fashion."

- Can you provide us with a guide?

"You may hire a guide in Valkurl. We will reimburse you for him if necessary when you return."

- What was the caravan hauling?

“They had foodstuffs and supplies when they left Valkurl. They were to drop the supplies off and reload with silver from the mines and return to Valkurl.”

Assuming the party accepts, Ralish wishes them good luck and tells them to hurry back as soon as possible with news of what happened.

Encounter Two – Follow the Yellow Brick Road

As your party reaches the top of what seems like the hundredth hill you have traversed in the last couple of days you see the town of Valkurl spread out before you. This small town covers the area between two hills as the road you are on winds down through the middle of it. The town is made up of residences on the eastern side that you are approaching and large warehouses or barn-like structures on the western end of the settlement. A large mansion sits outside of town on a hill overlooking it.

The trip to Valkurl takes two days on foot or one day by horse. The road from Devarnish to Valkurl is well kept and the traffic is light but constant. The trip is uneventful.

The mansion on the hill belongs to Baron Stephon Nital. He is currently out of town pursuing business in Veluna City and his staff does not know anything about a missing caravan. The town itself is unusual in that its economy is almost totally based on the traffic passing through it. As the natural stopping point between the mines in the Lortmils and the city of Devarnish it has grown over the past 100 years into a thriving community. The town contains an abundance of inns, taverns, and warehouses, which makes finding information on a particular caravan a daunting task. The DM can have the players ask around for however long he wants before they meet a woman who directs them to the Chug-n-Lug Tavern near the warehouses on the edge of town. If possible, the PCs should arrive at the tavern near dusk.

Following the directions given by the woman you arrive at what must be the Chug-n-Lug. This tavern is a large three-story building built of solid brick. Above the front door swings a sign with a man carrying a large keg on his back. Following behind the keg carrier there is a smaller man drinking from the opened spout. A large stable and loading area is attached to the tavern to the left. The front door is swung wide open and the sounds of drunk merriment come from within.

The Chug-n-Lug is the local tavern of choice for warehouse workers and the teamsters. The tavern is very busy. Around 50 patrons eat meals and drink as barmaids scurry around trying to keep up with all the business. If the PCs question the labors, it is not long before somebody remembers the caravan the PCs are looking for. A bald muscular man named Heron remembers talking to some little weasel faced man about it a few

weeks back. The men told Heron that he was off to do a pickup at the old Kerring silver mine. The caravan left the next morning and that was the last Heron saw of the weasel faced man and his caravan. A few other bar patrons remember the same person running his mouth about the caravan and how much money he was going to make. Nobody paid him much attention.

Standing near the door leading out to the stable area is Thadius Markei, a rogue working for Fayreah. He has been instructed to keep an eye out for anybody asking around about the caravan. Any PC who keeps an eye on the tavern room while others talk to the patrons has a chance to spot Thadius snooping around, or talking to tavern folk the PCs have already questioned. Have the lookout PC make a Spot check (DC 20) to clue in to his attention to party activity. After spotting Thadius, if they make a move towards him he ducks quickly out the door and disappears into the night (He will run outside and Hide (DC 18, +2 circumstance modifier for having many dark corners to hide). If the party catches up to him he will fight until he loses half or more hit points before surrendering. Thadius Markei's stats are in the NPC section at the end of this scenario. If the PCs are able to capture him he will tell them the following:

- Who hired you?

“I do not know. She paid me in gold and told me to keep an eye out for people asking about the caravan”

- Do you know where she is now?

“No. If I needed to get a hold of her I was supposed to leave her a note in a certain spot and she would get back to me.”

- What does she look like?

“She is a very dark and quiet woman. She has a symbol of three interlocking rings on the face of her robes. She gave me the creep, but her gold was good and that's good enough for me.”

If the party members try to leave a trap for Fayreah with a note the rouse will fail. She never shows up. Thadius does not realize that Fayreah had other spies in town as well and they are the ones picking up his notes. If the party tries to turn him over to the guard they just let him go, as he has not broken any laws.

Another, more discrete, spy watched as the party talked with the bar patrons and Thadius if they catch him. He reports back to Fayreah immediately.

If any of the party members are from the Valkurl area they will know where the Kerring mine site is. If there is no PC from the Valkurl area the PCs will have to hire a guide. With a little searching the party finds a guide willing to lead them to the mines for 9 sp a day. The guide's stats are in the NPC section at the end of the scenario.

Encounter Three – What goes bump in the night

The party will likely leave the next morning for the Kerring mine site. The mines are just a little over a one day hike up the hills, so the PCs will make it almost to the mines before having to call it a night. That night Fayreah's undead servants sent to kill them attack the party. She does not personally lead that attack. She believes the undead are more than enough of a match for that party and returns to the mine site to continue digging. The undead will not attack on the first or last watch. This encounter is a good chance to use the rules on donning armor (p. 105 of the *D&D Player's Handbook*).

The zombies, not the most graceful of undead, will shamble their way up to the PCs campsite. Unless the PCs did not set any watches, the watching PCs will have two rounds to wake-up their comrades and attack the zombies before the creatures are within melee range (i.e., the zombies start 60 ft. away from the PCs for combat purposes. The zombies will attack until they are destroyed.

Tier One:

Zombies (8): CR 0.5; Medium Undead (6 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ May only take partial actions in any given round, undead immunities; AL N; SV For +0, Ref -1, Will +3

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Tier Two:

Large Zombies (8): CR 1; Large Undead (9 ft. tall); HD 4d12+3; hp 29 (each); Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks +2 melee (1d8+4, slam); SD May only take partial actions in any given round, undead immunities; AL N; SV Fort -, Ref +0, Will +4

Str 17, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Encounter Four – A hole in the ground by any other name

As you near the location of the mines you notice crows circling in the air. You round the final bend in the trail and are greeted with a grisly sight; the wagons from what you assume is the caravan are scattered around a clearing. The horses that

drew them are ripped to pieces and the crows and other vermin feast upon the bits. The wagon's axles are broken in two, and the supplies the caravan was brining to the mines are scattered about. There are no human bodies anywhere to be found. To the right of the clearing you see a large dark opening in the cliff face, obviously the entrance into the mines.

The party arrives at the mine site in the afternoon of the second day of travel from Valkurl. The carnage they find is the work of the necromatrix and her minions. The only "survivor" of the assault is Pratchet the thief. As the PCs approach the clearing and the mine Pratchet watches from the woods. Any PC looking into the forest can roll a Spot check DC 18 to get a glimpse of Pratchet. If sighted Pratchet moves out into the open and will greet the party, happy to see other living beings, if not a little nervous of what he knows could spill out of the mines at any time. If none of the PCs spot him he will wait until they are about to enter the mine and then steps out into the clearing and calling to the party. Pratchet is a small weasel looking man. He is the caravan member who was running his mouth off at the Chug-n-Lug before the caravan left 10 days ago. Pratchet is a thief at heart. He was planning on robbing the caravan on the return trip to Valkurl. Those plans were ruined when the caravan was destroyed. A greedy man, Pratchets entertains the fantasy that the undead will eventually leave and he will be able to wander in and take the silver he planned on stealing anyway. He has also seen how slow the zombies move and thinks if he could just muster up the resolve to enter the mines, he could probably gather a king's ransom before the undead could catch him. This resolve is slow in coming. Pratchet's stats are in the NPC section at the end of this scenario. If asked what happened he relates the story below:

We arrived here eight or nine evenings ago and setup camp as we always did. While we did find it strange that the miners did not come to greet us, we knew that the mine was a fairly deep one, and figured they were hammering away at a new vein of silver. After we set up camp the boss sent in Scrant to let the miners know we had their supplies and ask them to come out and help unload. Scrant never came back. The boss sent in two more to see what was going on. Another handler and me set out into the woods to gather some wood for a fire at this time as well. I was returning to camp when I heard the screams. I ran up to the edge of camp and hid behind a tree. The campsite was in total chaos. Large rotting corpses swarmed out of the mine. They tore the campsite and workers apart. The man who had been helping me gather wood charged into the campsite to help our companions and was quickly torn to pieces. I learned from his example and ran into the woods as fast and far as I could. I returned the next morning to find what you see here now. All the bodies were gone and the wagons destroyed. I gathered what food I could salvage and hid waiting for somebody to come and see what happened to us.

Pratchet is visibly shaken but will answer the following questions if asked:

- What can you tell us about the creatures? How many were there?

It was hard to tell how many of them there were. Folks were running, screaming, dying. It was a mess. If I had to guess I would say more than a dozen but less than a score. There were two types of them: Large bugbear looking corpses with wicked axes and shorter evil looking creatures with nasty claws and fangs. I swear I saw some of the smaller ones looked like some of the miners I know dig here. I hope I am mistaken.

- Do you know anything about the mines?

This mine site is pretty new. I have been running routes into these mountains for 15 years now and only started coming here about two years ago. I have only been in the entrance area a few times but I can draw a map if you want (Give Players Handout #1)

Pratchet will under no circumstances accompany the party into the mines.

If the PCs hired a guide, he as well will not enter the mines, he will agree to wait one day for the party to return before heading back to Valkurl, as long as they pay him for the day. If the players leave anything outside with Pratchet, and the guide is not present, he will steal what he can and then run off, deciding to cut his losses. In most cases this will be the PCs' horses so they will have a long walk back.

Act 2: Who's afraid of the dark?

Room 1: Not me. You go first

The entrance to the mine stands before you. You smell the strong stench of death as flies buzz around your head. As you enter the mine, it takes your eyes a few seconds to adjust to the low light of the entrance area. The entrance room is a rough-cut cave approximately 40' wide and 30' deep. The mine entrance sits in the middle of the northern wall of the cavern. A small passage leads out of the far east corner of the room and doors are set in the south and west walls. Heaps of trash and rubbish are piled all over the room. Chunks of rotted flesh and pools of dried blood are lumped here and there on the floor.

Refer to the DM's Mine Map for the layout of the mines. The main entrance area is lit somewhat from light filtering in from outside but the rest of the mine is pitch black unless otherwise noted. The stench of decay in this room is very strong. All party members who enter the room must make a Fortitude Check at DC10 to avoid becoming sick to their stomachs. Those who fail are -1 on all Attack Rolls and skill checks while they are in the mines. The passage in the southeastern corner of the room leads deeper into the mines. The door on the southern wall is wood, while the one on the western wall is wood reinforced with iron. Hidden amongst the piles

of trash and rubbish undead wait to attack. Three rounds after the party enters the room they rise and attack. A Spot check at DC 20 will discover the undead before they attack.

Tier One:

Large Zombies (4): CR 1; Large Undead (9 ft. tall); HD 4d12+3; hp 29 (each); Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks +2 melee (1d8+4, slam); SD May only take partial actions in any given round, undead immunities; AL N; SV Fort -, Ref +0, Will +4

Str 17, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD: Undead Immunities. Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Tier Two:

Ghouls (6): CR 1; Medium Undead (5 feet tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Natural); Atks 1 bite/2 claws, +3 melee/+0 melee (bite 1d6+1 and paralysis, claws 1d3 and paralysis); SA paralyze; SD undead immunities; AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Search +6, Spot +7, Move Silently +7. Feats: Multiattack, Weapon Finesse (Bite)

SA: Paralyze—each melee hit from a ghoul can paralyze a living foe. Fortitude saving throw vs. DC 14 or be unable to move for 1d6+2 minutes. Elves are immune to the paralytic effect of a ghoul's attack.

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Because of the noise generated in room 4 no noise from a battle will reach deeper into the mines. If the players spend 20 minutes searching through the room the can find 8 short swords among the rubbish and refuge.

Room 2: Piles of Rocks

When the PCs examine the western door in Room 1, read the following:

The door before you looks like it was built to keep out an army. Thick iron bands bind the door together and an impressive looking lock sits below the handle.

Beyond this door is the silver ore ready to be transported into town. The door is locked. The lock may be picked at a DC of 28. The door is made of solid oak with iron banding and requires a Str check at DC 25 to bust open. It is very unlikely the party can enter this room. If they do manage

to get inside they find the piles of silver ore the caravan was sent to pick up. Remind the party that this is property of the High Roads Trading Company and, as per their agreement with that company, is not part of the treasure. If for some reason the party does make it out with the ore they will find it difficult to get rid of as only larger forges have the tools needed to refine the silver from the ore. The party will get about 2 pounds of silver (30 gp) out of each 100 pounds of ore they take after paying all the fees and taxes associated with silver smelting outside a guild or trade company.

Room 3: Home Sweet Home

What appears to have once been the miner's living quarters now looks like a trash dump. Splintered remains of beds, chests, and other assorted furniture lies strewn about the room.

Hidden amongst the trash is a small pouch of coins. This small treasure was once the saved wages of a miner. If the PCs search the room, have them all make Search checks at DC 18 to find the sack of coins. It contains 40 sp and 5 gp.

Room Four: It's the sudden stop at the bottom that hurts

The passage from the main room curves while sloping downward. As you continue down you start to feel a faint vibration in the floor and hear a rumbling noise from ahead. As you round yet another corner you see a large crevasse that rips across the mine passage. The rumbling noise is louder here—there is fast rushing water at the bottom of the crevasse. The crevasse is 14 feet wide and you can see planks that allow passage over the obstruction on the other side.

The miners have widened the passage to about 20 feet wide at this point. They use this water as an easy way to remove the rocks and trash they accumulate in the mines.

There are several ways the party can cross this obstacle. They can have a party member jump over and push the planks back over the crevasse. They can have a thief try to climb the walls on either side to reach the other side. Climb DC 18. They can head back up to the campsite and bring down some wood from the wagons to place across the crevice. The crevasse is 200 feet deep and ends in a rushing underground river. If any of the party members falls into the crevice without something tied to them or a way to stop their fall they will suffer 20d6 hit points of damage, a thus will probably die.

Room Five – The mines themselves

The passage continues for about another 200 yards past the crevasse before coming to a four-way junction. You can see

each of the four tunnels split again 20-30 yards down each branch.

These tunnels make up the bulk of the mine. They wind up and down and pass under and over each other. The miners just follow a vein of silver till it runs out then start on another. A pack of undead prowls these tunnels. The DM can choose to or not to use this encounter depending on how much time the players have left in the slot.

Tier One:

Zombies (6): CR 1/2; Medium Undead (6 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SD May only take partial actions in any given round, undead immunities; AL N; SV Fort -, Ref -1, Will +3

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Tier Two:

Large Zombies (6): CR 1; Large Undead (9 ft. tall); HD 4d12+3; hp 29 (each); Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks +2 melee (1d8+4, slam); SD May only take partial actions in any given round, undead immunities; AL N; SV Fort -, Ref +0, Will +4

Str 17, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Ghouls (1): CR 3; Medium Undead (5 feet tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Natural); Atks 1 bite/2 claws, +3 melee/+0 melee (bite 1d6+1 and paralysis, claws 1d3 and paralysis); SA paralyze; SD undead immunities; AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Search +6, Spot +7, Move Silently +7. Feats: Multiattack, Weapon Finesse (Bite)

SA: Paralyze—each melee hit from a ghoul can paralyze a living foe. Fortitude saving throw vs. DC 14 or be unable to move for 1d6+2 minutes. Elves are immune to the paralytic effect of a ghoul's attack.

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Room 6: New Excavations

The deeper you travel into the mines, the more rubble you see piled up at the edge of the mine tunnels. Ahead you see an odd looking tunnel dug into the side of one of the passages. It starts about three feet off the floor and its opening is some four feet in diameter. It stretches back about 40 feet before making a turn and then disappearing. You can see light flickering from a source around the corner but cannot see what is the source of the illumination.

This is the tunnels that Fayreah's undead slaves have been clearing since she took over the mines. The tunnel leads to the Temple of Austor. The tunnel into the temple was finished two days ago and most of the undead are now working on a new tunnel out the backside of the temple to the daylight. The newer tunnels and temple are lit by torches, as Fayreah and her lackeys need light to see by. Fayreah has trapped the tunnel near the corner the PCs can see in the distance. She has hidden poison gas pouches in the floor of the tunnel. Any character passing through the area has a 50% chance of breaking one of these bladders as they pass over it. A successful Spot check (DC 18) will detect the strange leather sacks (there are three of them, each coated on the inside with thick wax) stuck in crevices and nooks in the rough hewed floor. The gas quickly fills the entire tunnel (65' to either side of the actual contact—as long as it is within the 5' wide tunnel and not in a more open area, where it quickly dissipates). Poison Gas (DC 14, 1d3 Str/1d4 Str)

Room Seven : The temple time forgot

The tunnel comes to an end and you stand up in what appears to be the central chamber of an ancient temple. What it's doing buried under a mountain, you have no idea. The room is circular and approximately 30 feet in diameter. Six pillars are spaced evenly around the outside of the room. There is a door heading out at the far end of the room. In-between each of the pillars is a symbol of three interlocking rings, below each is some text written in an unfamiliar language. In the middle of the room is a small pedestal with a ring like indentation at its top.

This is the central room of the temple of Austor. The central pedestal once held one of the Rings of Austor, but someone already has taken the artifact. The indentation of the ring is about 8 inches in diameter. If the players copy down the runes on the walls give them Handout #2. The ruins are written in the ancient language of the Suel. A character with knowledge of Sueloise can translate the writing. As well a character with the Decipher Script skill can attempt to translate the writing (DC 20). If the party translates the writing give them Handout #3. The party can also have the writing translated by Dar'en Silverwood in Encounter 5. If the party makes too much noise here they will alert Fayreah in the next room. If the party set the trap off in the tunnel she is already aware of them (she

will smell the order of the poison). If she is aware of the party she sets a trap in Room 8 for the party. Once the trap is ready she flees through the escape tunnel with the ring. If she is not aware of the party when they approach room eight she does not have time to set the trap.

Note: What the party finds in room eight depends on whether Fayreah is aware of the party or not.

Room Eight: Shrine to the bad guy

If Fayreah is aware the party is approaching:

The door swings open without a sound and reveals a short hallway that leads to a room at the end of it. The circular room is 40 feet in diameter with a large altar near the far wall. Atop the altar are a ring of lit candles and pile of humanoid skulls in the center of the ring. The walls are of black marble with gray flecks. Spaced three feet apart down the left and right sides of the room are recesses set back into the wall shrouded in darkness. The room is chilly and the candles flicker as if there were a blowing breeze but to your touch the air in this room is still. A young elven man dressed in black robes with the same symbol of three rings that decorated the last temple chamber stands up from behind the altar and greets you.

"Welcome. You may call me Karn."

If the party does not attack immediately or ask any questions of Karn he continues. If they move forward to attack, Karn yells attack and the undead immediately swarm from their hiding spots along the wall recesses and attack the party. If this happens skip the next part of Karn speaking and proceed to the fight.

"You are already too late. She has gone before and taken the ring with her. I have been instructed to make sure you never leave here. Though, I could be persuaded to let you go if the price is right."

Karn has no intention of letting the party out of this room alive, if he can help it. He is just trying to stall as long as he can, letting Fayreah put some distance between herself and the temple. He is not taking any chances though. If a party member starts to move towards him he tells them to stop. If they do not stop he orders the undead to attack and joins the fight. If any of the PCs cast a spell or make any other hostile action he orders them to attack. If the PCs are willing to parley, he barter with them for 5 minutes or so in earnest, then will suddenly stop laugh evilly and then attack. Before leaving Fayreah casted Desecrate on this room giving the Undead boosted stats. Clerics suffer a -6 penalty to turn undead in this area. The undead stats below take into account the spell affects already. If somehow the party manages to negate this effect subtract 2 from all attack, damage, and saving throws and clerics will no longer suffer the turn undead penalty listed above.

Tier One:

Karn Priest of Nerull, male elf Clr2: Medium Humanoid (5 ft. 8 in. tall); HD 2d8+2; hp 16; Init +2 (Dex); Spd 30; AC 18 (+2 Dex, Chain Mail, Shield); Atks +3 melee (1d8+1 (crit 20), Masterwork flail, light); SA Spells; AL NE; SV Fort +3, Ref +2, Will +6

Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10

Skills: Concentration +6(+10), Hide +4, Spot +6, Listen +4, Knowledge (religion) + 2; Feats: Combat Casting

Equipment: Chain Mail, Shield, Masterwork Flail, Holy Symbol

Spells (4/3): o - cause minor wounds, detect magic, resistance, virtue; 1st- cause fear, entropic shield, protection from good.

Large Zombies (3): CR 1.5; Large Undead (9 ft. tall); HD 4d12+3; hp 29 (each); Init -1 (Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks +4 melee (1d8+6, slam); SD May only take partial actions in any given round, undead immunities; AL N; SV Fort -, Ref +2, Will +6

Str 17, Dex 8, Con -, Int -, Wis 10, Cha 11

Feats: Toughness

SD- Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Ghouls (1): CR 1; Medium Undead (5 feet tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Natural); Atks 1 bite/2 claws, +5 melee/+2 melee (bite 1d6+3 and paralysis, claws 1d3+2 and paralysis); SA paralyze; SD undead immunities; AL CE; SV Fort +2, Ref +4, Will +7

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Search +6, Spot +7, Move Silently +7. Feats: Multiattack, Weapon Finesse (Bite)

SA: Paralyze—each melee hit from a ghoul can paralyze a living foe. Fortitude saving throw vs. DC 14 or be unable to move for 1d6+2 minutes. Elves are immune to the paralytic effect of a ghoul's attack.

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

Tier Two:

Karn Priest of Nerull, male elf Clr4: Medium Humanoid (5 ft. 8 in. tall); HD 4d8+4; hp 26; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 18 (+2 Dex, Chain Mail, Shield); Atks +5 melee (1d8+1 (crit 20), Masterwork flail, light); SA Spells; AL NE; SV Fort +4, Ref +3, Will +7

Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 10

Skills: Concentration +8 (+12), Hide +4, Spot +7, Listen +5, Knowledge (religion) + 4; Feats: Combat Casting, Improved Initiative

Equipment: Chain Mail, Shield, Masterwork Flail, Holy Symbol

Spells (5/4/3): o - (2) cause minor wounds, detect magic, resistance, virtue; 1st- (2) cause fear, entropic shields, protection from good; 2nd- darkness, hold person, silence.

Ghouls (6): CR 3; Medium Undead (5 feet tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 Natural); Atks 1 bite/2 claws, +5 melee/+2 melee (bite 1d6+3 and paralysis, claws 1d3+2 and paralysis); SA paralyze; SD undead immunities; AL CE; SV Fort +2, Ref +4, Will +7

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Search +6, Spot +7, Move Silently +7. Feats: Multiattack, Weapon Finesse (Bite)

SA: Paralyze—each melee hit from a ghoul can paralyze a living foe. Fortitude saving throw vs. DC 14 or be unable to move for 1d6+2 minutes. Elves are immune to the paralytic effect of a ghoul's attack.

SD: Undead Immunities—immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort Save.

If Fayreah is not aware the party is approaching:

The door swings open without a sound and reveals a short hallway that leads to a room at the end of it. The circular room is 40 feet in diameter with a large altar near the far wall. The altar has a circle of lit candles on it and a pile of humanoid skulls in the center of the circle. The walls are of black marble flecked with gray. Spaced three feet apart down the left and right sides of the room are recesses set back into the wall cloaked in darkness. The room is chilly and the candles flicker as if a breeze is blowing but you skin feels that the air is still in the room. A human sized figure kneels in front of the altar and a woman dressed in dark black robes with the same symbol you saw on the walls in the last chamber stands behind it. To either side of the woman stands a feral looking undead creature. The woman behind the altar looks very surprised to see you.

If the party moves to attack immediately, then roll initiative normally. If they ask her who she is or pause for any reason, continue with the following.

"So you are still alive. I should not be surprised but I guess that is what I get for counting on those not of the faith." She looks down at the kneeling figure in front of her. "Karn. Take care of this riff-raff. I am needed elsewhere immediately." The figure on the floor stands up and turns to face you. You see an elven figure dressed in the same black robes as the woman. He yells attack and charges forward.

Roll initiative normally. All parties are aware and ready. Use the same tiered monsters from the other version of this encounter for this one as well. Fayreah will cast Desecrate on the first round and then ducks behind the

altar into the tunnel in the back wall and escapes. The two ghouls to either side of her follow behind her up the tunnel. They do not figure into the battle unless somebody manages to get into the tunnel and tries to catch up with her from behind. It is important that Fayreah escapes with the ring. It is very unlikely the party can stop her, but if they do manage to somehow defeat the ghouls she will collapse the tunnel behind her cutting off all pursuit. Fayreah's stats are listed in the NPC section in case they are needed. The tunnel leads outside to a spot about one mile from the campsite. It is easy to follow Fayreah's trail back to the main path before it disappears.

This marks the end of the mine section of this scenario. The party will have one non-combat encounter on the way back to Devarnish before they report to the High Roads Trading Company their findings.

Encounter Five: The Hero Checks In

The trip back to Devarnish is pretty much uneventful. During one of the nights on the trip back the party is approached by Dar'en Silverwood. Dar'en's stats are listed in the NPC section. He sneaks up to the camp and steps out from the shadows right in front of whoever is on watch. He asks them to gather together the party members because he has questions for them. He does not make any hostile gestures towards the party and seems friendly, if a tad aloof. Any player with Knowledge (Veluna) will know who he is automatically. If not then have the players that are native to Veluna make an Intelligence check at DC 15, they will recognize the name as one of the protectors of Veluna. He questions them about what they found in the mines. He wants to hear every detail. He will ask whether or not the PCs managed to get a look at who got away with the ring. He just nods his head at their answers and looks thoughtful. If asked questions about what is going on he replies that they need not worry about it and he will take care of it. He will translate the runes written on the walls in Room Seven if the party copied them down and could not read them themselves. After he is satisfied with their answers he thanks them and tells them Veluna appreciates their efforts and then disappears into the night.

Conclusion

The rest of the trip back to Devarnish is uneventful. On the way back to the High Roads Trading Company the party notices that the symbol for the Five Rings Consortium Trading Company is very similar to the symbols they found in the temple and on the evil priests. If this rival trade company is approached about similarities the PCs will be ignored. If they continue to question or become adamant that the Five Rings Consortium should be concerned about the similarity, they will be run off by men-at-arms and told by a consortium

"to stop bothering hard-working and profitable folk, you adventuring vagrants." While the similarity between the symbols of the Five Rings Consortium and the ones found in the temple, is just a minor detail in this adventure, it plants seeds for further adventures.

After they relay the story of their adventure to Ralish (and more importantly, tell him what became of the High Roads caravan) he nods his heads and thanks them very much for taking care of this situation. High Road will send a group of soldiers to the mine site immediately to finish clearing any stray undead out of them. He pays the party their compensation and tells them he is in their debt. At this time give all surviving party members one influence point in the High Roads Trading Company. This concludes part one of the Rings of Auster.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two:
Party captures/interrogates Thadius: 25 xp

Encounter Three:
Defeat Undead: 75 xp

Room One:
Defeat Undead: 50 xp

Room Four:
Cross over crevice without any damage taken: 25 xp

Room Five:
Defeat Undead: 75 xp

Room Six:
Disarm/Avoid Trap: 25 xp

Room Seven:
Translate runes on walls: 25 xp

Room Seven:
Translate/Copy Runes on walls and give information to Dar'en Silverwood 25 xp

Room Eight:
Manage to reach this room without alerting Fayreah: 25 xp
Defeat Undead and Karn: 100 xp

Total experience for objectives
Discretionary roleplaying award

450 xp
0-25 xp

Total possible experience

475 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter One

Tier One: 35 gold per person from the High Road Trading Comp.

Tier Two: 75 gold per person from the High Road Trading Comp.

Room One

- 8 Short swords (value 10 gp)

Room Two

- 40 sp per 100 pounds of ore hauled back to Devarnish.

Room Three

- 40 sp 5 gp

Room Eight

- 2 *potions of cure light wounds* (Value 50 gp, Common)
- Masterwork light flail (Value 308 gp, Weight 5 lb)
- 1 suit of chain mail (Medium, Value 150 gp, Weight 40 lb)
- 1 large steel shield (Medium, Value 20 gp, Weight 15 lb)

After the premiere run of this scenario all guild level members whose characters possess the masterwork light flail and whose alignments are LG, LN, or NG will be entered in the random drawing for the *Flail of Darkon*.

NPC Stats

Fayreah, Priestess of Nerull, female human Clr12; Medium Humanoid (5 ft. 8 in. tall); HD 12d8+24; hp 81; Init +6 (Dex, Improved Init); Spd 30; AC 24 (+2 Dex, Chain Mail +2, Shield +2); Atks +14/+9 melee (1d8+5, flail, light +3); SA Spells; AL NE; SV Fort +12, Ref +8, Will +14

Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 12

Skills: Concentration +15 (+19), all others N/A; Feats: Combat Casting

Equipment: Chain Mail +2, Shield +2, Flail, light +3, Ring of Deflection +2, Holy Symbol

Spells (6/6/5/5/4/3/2): 2nd – desecrate; all other N/A

Fayreah casts *desecrate* before the party enters room eight and leaves. If she is caught in Room Eight unaware she casts it on round one then flees. She is supposed to escape this part and the Dm should do all in his power to make sure she does. See room eight in the mines for details.

Thadius Markei, male human Rogr; Medium Humanoid (5 ft. 4 in. tall); HD 1d6+1; hp 6; Init +7 (Dex, Improved Init); Spd 30; AC 16 (Studded Leather, Dex); Atks +2 melee, +3 ranged (1d6+2 (Crit 19-20), short sword; 1d4+2 (Crit 19-20), daggers); SA Sneak Attack +1d6; AL CN; SV Fort +1, Ref +5, Will -1

Str 14, Dex 17, Con 12, Int 10, Wis 8, Cha 10

Skills: Bluff +3, Climb +4, Disable Device +3, Disguise +3, Escape Artist +6, Gather Information +3, Hide +6, Spot +2, Listen +2, Move Silently +6, Pick Pockets +2, Search +1, Tumble +4; Feats: Improved Initiative, Alertness

Equipment: Studded Leather, Short Sword, 3 daggers, 12 sp

Pratchet, male human Rogr; Medium Humanoid (5 ft. 11 in. tall); HD 1d6+1; hp 5; Init +6 (Dex, Improved Init); Spd 30; AC 15 (Studded Leather, Dex); Atks +3 melee, +2 ranged (1d6+3 (Crit 19-20), short sword; 1d4+3 (Crit 19-20), daggers); SA Sneak Attack +1d6; AL CN; SV Fort +0, Ref +4, Will +0

Str 16, Dex 14, Con 10, Int 12, Wis 10, Cha 10

Skills: Bluff +4, Climb +5, Disable Device +2, Escape Artist +5, Gather Information +4, Hide +4, Spot +3, Knowledge (Veluna) +3, Listen +3, Move Silently +4, Pick Pockets +3, Search +3, Tumble +4; Feats: Improved Initiative, Dodge

Equipment: Studded Leather, Short Sword, 3 daggers

Journeyman Ralish, High Roads Trading Company Merchant, male human Exp6; Medium Humanoid (5 ft. 6 in. tall); HD 6d6+3; hp 24; Init +6 (Dex, Improved Init); Spd 30; AC 15 (+2 Dex, +2 Ring of Protection, Padded Armor); Atks +6 melee (1d6+1 (crit 18-20), Masterwork Scimitar); AL LN; SV Fort +2, Ref +3, Will +6

Str 13, Dex 12, Con 10, Int 12, Wis 13, Cha 16

Skills: Appraise +10, Bluff +14, Diplomacy +9, Gather Information +7, Knowledge (Veluna) +6, Knowledge (Trading) +5, Listen +7, Sense Motive +7, Search +6, Spot +7; Feats: Alertness, Improved Initiative, Skill Focus Bluff, Toughness

Equipment: Padded Armor, Ring of Protection +2, Masterwork Scimitar

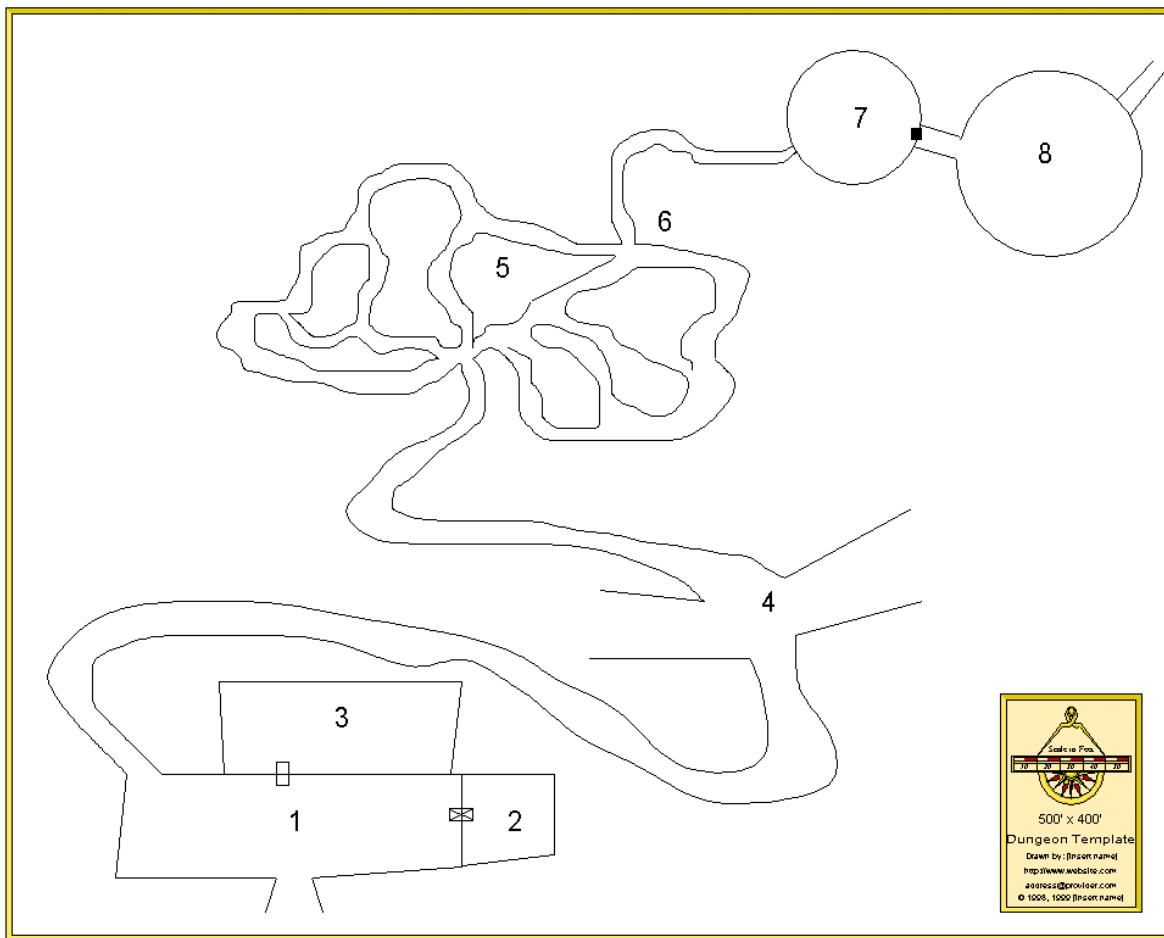
Kar'en Silverwood, Hero of Veluna, male human Ran10/Knight of Veluna/6; Medium Humanoid (6 ft. 4 in. tall); HD 10d10+20/6d10+12; hp 117; Init +9 (Dex, Improved Init, Magic Items); Spd 40; AC 26 (+3 Dex, Magic Items); Atks +24/+19/+14/+9 melee, +22/+17/+12/+7 ranged (N/A- he does not fight them); AL LG; SV Fort +15, Ref +9, Will +13

Str 18, Dex 16, Con 14, Int 14, Wis 15, Cha 16

Skills: Diplomacy +12, Hide +16, Knowledge (Veluna) +10, Knowledge (Divine) +8, Move Silently +15, Sense Motive +5, others N/A; Feats: Improved Initiative, Other N/A

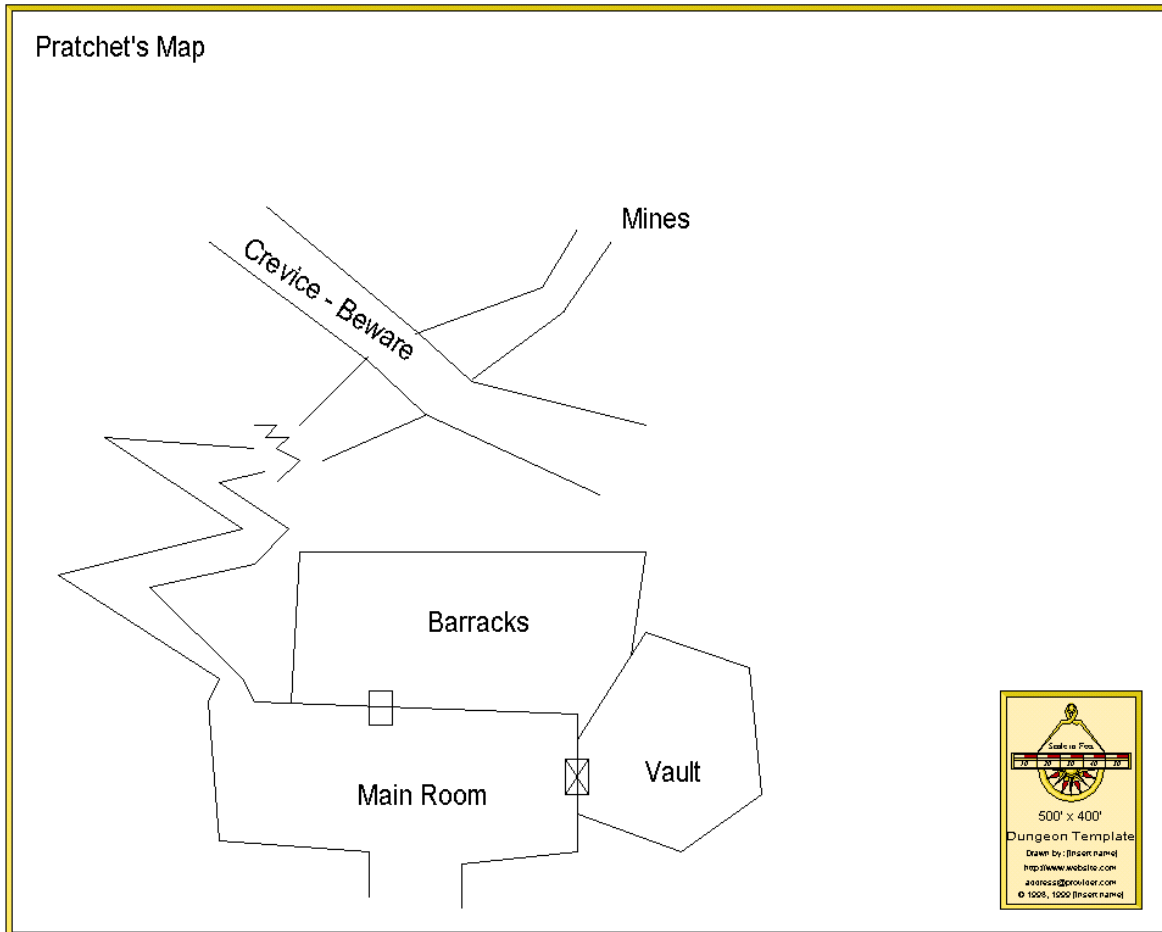
Equipment: Enough to make PCs drool. N/A for this scenario.

DM's Mine Map



Handout #1

Pratchet's Map of the Mines



Handout #2: Runes from Wall

Wall One:

ανδ της ονε ωηο ισ γονε γατηερεδ υπ ηισ ηοστς ανδ μαρχηεδ αχροσσ της φιελδς οφ Περε
ν ανδ φαχεδ της ηοστς γατηερεδ αγαινστ ηιμ. He ραισεδ ηισ μιγητψ στηελδ ανδ δαρκνεσ
σ χροσσεδ της συν ανδ της φορχεσ οφ λιγητ κνεω φεαρ φορ της φIRST τιμε.

Wall Two:

της πριεστεσσ ραν φαρ φρομ της φιελδς οφ Περεν. Τηουγη της φορχεσ οφ λιγητ ηουνδεδ ηε
ρ σο στη χουλδ νοτ φαιλ ιν ηερ μισσιον το ηιδε της ρινγ.

Wall Three:

της βαττλελινεσ οφ της φορχεσ οφ λιγητ δρεω ασιδε ανδ α μιγητψ χηαμπιον μαρχηεδ φορ
χε. He χαλλεδ ουτ το ουρ δαρκ μαστερ ανδ χηαλλενγεδ ηιμ. Ωιτη α ωαπε οφ ηισ ηανδ τη
ε χηαμπιον χρυμβλεδ ιντο δυστ ανδ της φορχεσ οφ δαρκνεσσ γρεω στρονγερ ωιτη χονφιδ
ενχε.

Wall Four:

ουρ μαστερ ραισεδ ηισ ηανδ το γιπε της σιγγαλ το χηαργε ωην ηε συδδενλψ παυσεδ. Ηι
σ αττεντιον δραων το αν οβφεχτ βεινγ χαρριεδ βψ α ηολψ μαν τηρουγη της φορχεσ οφ λι
γητ. Φεαρ φιλλεδ ηισ εψεσ ασ της πριεστ ραισεδ της σταφφ οπερ ηισ ηεαδ ανδ σλαμμεδ ι
τ ονχε ιντο της γρουνδ. Τηε δαρκνεσσ ιν της σκψ σηαττερεδ ανδ της λιγητ οφ δαψ βεατ δ
οων. Τηε φορχεσ οφ της δαρκ ονε δρεω βαχκ ανδ α χηεερ ωεντ τηρουγη της φορχεσ οφ γο
οδ.

Handout #3: Runes from Wall - Translated

Wall One:

and the one who is gone gathered up his hosts and marched across the fields of Peren and faced the hosts gathered against him. He raised his mighty shield and darkness crossed the sun and the forces of light knew fear for the first time.

Wall Two:

the priestess ran far from the field of Peren. Though the forces of light hounded her so she could not fail in her mission to hide the ring.

Wall Three:

the battle lines of the forces of light drew aside and a mighty champion marched force. He called out to our dark master and challenged him. With a wave of his hand the champion crumbled into dust and the forces of darkness grew stronger with confidence.

Wall Four:

our master raised his hand to give the signal to charge when he suddenly paused. His attention drawn to an object being carried by a holy man through the forces of light. Fear filled his eyes as the priest raised the staff over his head and slammed it once into the ground. The darkness in the sky shattered and the light of day beat down. The forces of the dark one drew back and a cheer went through the forces of good.