

“Mine is Mine...”

D&D 3rd Edition Living Campaign Module

12 levels of Players

DD Mullany

Module Information

Module Name

Mine is Mine

System

D&D 3rd Edition

Revision Number

V1.6

Date

16-08-2001

Acknowledgements

Sources, copyrights, inspirations, etc.

List of play testers

Module Level

(Beginner)

Module Nature

Problem Solving	(Little)
Combat	(Moderate)
Role-playing	(Lots)

Module Overview

Contents

Introduction,	Pg5
Encounter 1, Scene 1	Pg6
Encounter 2, Scene 1	Pg8
Encounter 3, Scene 1	Pg9
Encounter 4, Scene 2	Pg11
Encounter 5, Scene 2	Pg13
Encounter 6, Scene 2	Pg14
Epilogue	Pg15
Detailed Encounters Section	Pg16
Detailed NPC Section	Pg18
Experience and Treasury Summary	Pg20
Players Handouts	Pg21
Certificates and Influence Handouts	Pg22

List of handouts

The Document of agreement between the Master of Dullstrand (deceased) Kalag Retnev and The LOTI-in-Exile dated 564CY.

List of NPCs

The Ontess
Old Man Grundle
Jammarasu
Selya Morsk
Arlan Verba
Breath-of-Death, The Zel Clan Defender Master
Agony-is-Reward, The Zel Clan Defender Apprentice

List of Monsters

Camprats
Trolls

Setting Synopsis

The Dullstrand clans have become concerned at the state of relationships between themselves and The Lordship of the Isles. In 564CY, The Dullstrand Master backed an attempt by the Heir Apparent to The Lordship of the Isles, only to have the bid fail, and see Latmar Ranac gain the throne. Hastily, The Dullstrand Master commandeered Gnomeport ships to speed away the Heir to Dullstrand in exchange for access to The Lordships political weight to resolve the problems he was experiencing in Dullstrand at the time.

To his surprise, the LOTI-in-exile were not only ungrateful, but made a concerted effort to wrest control of Dullstrand away from the then Master, Kalag Retnev. The Dullstrand Watch managed to repulse the attack, but at the expense of the life of The Master himself.

The LOTI-in-exile fled to the south, and settled in Zel Lands, carving themselves out a niche for themselves so far away from Dullstrand's revenge. In the mean time, the Master's Seat in Dullstrand was hastily occupied by three of Dullstrand's "Inner Council", all of which proclaimed themselves the "new" Masters of Dullstrand, and things have simmered ever since.

At the Great Clan Meet of 590CY, The Hestmark Highlands Clans tabled a motion that a party of adventurers investigate the Clan Zel's complaints about the LOTI's treatment of their Clansmen, and to discover what the LOTI had managed to negotiate with the late Kalag Retnev concerning their fate. It has taken the Clans over a year to find the personnel for this mission, considering Clan ties, abilities and apparent insult potential and protocol.

List of Player Characters (Suggested)

- 1) A Fighter of 2nd Level
- 2) A Cleric of 2nd Level
- 3) A Thief of 2nd Level
- 4) Any other PC
- 5, 6, 7 & 8) Any other (OPTIONAL) PC

Story synopsis for the GM

The Player Characters must engage in discussion with The LOTI-in-Exile Court in order to acquire a copy of the document issued him by Kalag Retnev. They must then make themselves available to The LOTI-in Exile if necessary, and endure certain tasks that the LOTI may assign them to, in order to make their proposals more amenable. They must then investigate Clan Zel's position and take their observations back to the Clan Leadership.

This is not as easy as it seems because the PC's will be completely stumped if they are accompanied by Demi-Humans of any sort, and they must perforce side-step the letter of their instruction and engage in the spirit of their instruction. If the LOTI-in-Exile actually does get to see them, they will become captives of an interminable time and never complete their mission.

Thus, as Dullstrand Diplomats, they must take the first step in “doing whatever is necessary” in order to accomplish their goals. The success of the mission is dependant ONLY upon the return of the Slate of Copying, and a debriefing on their impressions of what is happening with the Zel.

Suggested time required for each section

30 minutes per Encounter x 6 = 180 minutes (including scoring and certification)

Designer's Notes

This is an attempt at making a political module for low-level characters. I have not tried to make the issues too pertinent, but have used them as an introduction to a Guild of The Dullstrand, and later; new prestige Classes, i.e. The Dullstrand Diplomat, and The Dullstrand Clan Defender.

In this Module, I have introduced some combat to keep the PC's going, but do not wish to obscure the path of the Module too much with this aspect, as Dullstrand will be facing some important decisions in the next little while, and negotiation is part of the National Character, so lets start using it.

The Module is presented for low-level characters who have to use their wit and cunning to Role-play certain portions of the Module, involve themselves in some combat and generally get used to the idea of what being a Player in the Living Campaign is all about.

This has been designed as a standard low-level Political intrigue, without too much complication. I have attempted to provide moral decisions and ethical considerations as the actual meat of the module without too much actual combat, but please feel free in dishing out damage in the “certain death” portion of Encounter 3 to illustrate the fragility of all life in The Dullstrand.

Module Body

Players' Introduction

The Ontess looks up at you, his snow-white hair and pink eyes seem to rake over you, chilling you even as you remember you were warned not to stare at his albino colouration unless you want to find yourselves at the bottom of “The Choke”.

“Very well,” his bass voice rumbles out of his huge barrel chest “It is then agreed on by The Clans. You will all do. I have these letters of introduction for you, as well as other things you might need.

“There are certain things to remember, naturally. We do not wish to anger the Heir-apparent, so you are to put yourselves at his disposal while you are in Zeltown and try to gain his, or especially his son’s trust.

“Second, you are to take this Slate of Copying and press it against the document Kalag Retnev issued him in 564CY. This Slate is magical, and will verify the Documents authenticity, as well as make a copy of it. This copy is to be returned to me. Do not lose the Slate... and do not break it.

Is this understood?” The Ontess glares at you.

“Third, you are to wear the seal of The Dullstrand Diplomats, and I would see no dishonour attached to this seal.”

The Ontess gestures to (six, seven or eight) silver shoulder badges heaped on the corner of his desk.

“You will, naturally return them as soon as you have completed this mission. Don’t lose them or try to sell them... Here is your 100gp advance each, another 100gp upon your return, as agreed. This will only be paid to survivors, as per the Diplomat Crops standard contract.

“Now stop wasting my time and get to it. I need this information returned at the soonest. Any delays might well see you doing time in a Porter’s route through the Highlands. This is important! Why are you still here...?”

Your interview is clearly over.

GM's NOTES:

The Ontess aspired to be the Clan Master of a large and powerful Suloise Clan. While still small in number, The Ontess had plans to demote The Svetlow in The Clan Meet in 565CY, claiming their complete control of Magisterial Process in Dullstrand Town as their right, and their staffing of The Watch as their right.

The LOTI chose to attack Dullstrand while fleeing their own rebellion and this while The Ontess was Master of The Watch. In the battle that claimed

Kalag Retnevs Life, The Ontess lost so many of his Clansmen and failed in his duty to protect The Master of Dullstrand that by the time The LOTI fled south, The Ontess’ political aspirations were over.

The Ontess still schemes and plots to acquire Great Clan Status, but the last 27years have seen him fail and become brutal and ruthless. He has made few friends in the mean time.

The new “Masters of Dullstrand” chose to discard The Ontess as part of their reforms, and although he has managed to increase his families numbers, he has no real power in Dullstrand since the LOTI invasion.

Nevertheless, The Ontess is acting as The Great Clans representative in this matter, reasoning that his hatred of the LOTI will keep him honest of double-dealing attempts in this sensitive matter.

GM's NOTES:

The Interview takes place in The Ontess’ Homestead in Dullstrands Merchant Row. It is a richly appointed room, lit with the red-orange glow of “glowstones” exported from The Limark in the Hestmark Highlands.

There are tapestries and rugs scattered over the smooth carved stone floor, and a light breeze in the room indicate other doorways and passages, although the PC’s can see none.

The Room is 30x30 feet square, and has one apparent exit, a 10 long wooden flight of stairs to the Hallway above the room, and through another door, the Streets of Dullstrand.

GM's NOTES:

If the PC’s mill around or look like they are a bit confused, The Ontess will issue them advice on how long the walk to Zel is, and they had best get started.

The use of Detect Magic on the Badges (Amulets) will detect the following on the sliding scale:

The Dullstrand Diplomat Amulets (6,7 or 8)

DC 12: each character receives a bonus and temporary “toughness” feat while wearing them.

DC 15: each amulet has a “locate object” effect on it. An Amulet can never be “lost” by the Diplomats.

DC 17: These Amulets provide a +2 Charisma check to NPC’s who recognise the Amulet for what it is.

Encounter 1 / Scene 1

GM's NOTES:

The PC's will not be able to find riding animals for the trip to Zeltown, nor will they be able to find any ships going that way for some weeks. If they wait for the ships that will eventually go in that direction, the cost of passage will be beyond their means as a party (300gp per PC, 500 per PC in excess of 4...)

Also, some of the intervening territory is some of the most hostile in The Dullstrand, and they should equip themselves with sufficient water. Thus they should consider a donkey to carry water for all of them, and itself. They will be able to use any of the five Porter way-stations between here and Zeltown for rest and protection, but the day trips are both arduous and thirsty work.

Each of the PC's will be able to fully refill at these way-stations, but will require some 1 litre of water per PC per hour, and the donkey needs 3 litres of water per hour, every hour. The strong, desiccating winds are especially bad for this time of year, and this results in the unusually large consumption of water.

Those PC's who wear metal armour whilst travelling will increase their consumption by a third i.e. an extra litre per person every other hour.

Water, however is free. All Dullstranders will NEVER charge anyone who needs water anything.

GM's NOTES:

Any Dullstrand Traveller may volunteer this information for a small donation, and if the PC" make no such arrangements, they will arrive at the first way-station a day later with 75% of their hit-points down from dehydration and exhaustion.

At this point they will be able to provision themselves with said donkey and said water supplies for a more reasonable fee than they would at Dullstrand (costs below...)

The way-stations are set seven hours of daytime travel apart, and it will take 5 days travel to reach Zeltown at a brisk pace.

GM's NOTES:

Dullstrand prices:

4 x 2l water-skins per person:	32sp
1 x Donkey:	50gp
40l water cask for donkey:	40sp

All the prices are for standard items of equipment, based on supply and demand, seasonal requirements and suchlike.

Waystation prices:

4 x 2l water-skins per person:	8sp
1 x Donkey:	12gp
40l water cask for Donkey:	20sp

READ TO PLAYERS:

It has been a long and arduous days travel. It seems that for every two steps forward, you take one sideways from the dry, relentless winds rushing hot and dry off the Hestmark Highlands. The dull soil of the highlands, baked dry for thousands of years seem to rob your very bones of moisture, while at the same time trying to blow you onto the beach, and thence into the sea. Still, you endure, and manage to travel the day through without much incident, when an engraved stone sticking out of the trail announces the Porters Way-station.

A rough pile of weathered rocks hunches on the side of the trail, the entrance wide enough for a wagon and six or eight draft animals to enter the safe, cool and wind-less underground... and rest.

The entrance passage drops ten or fifteen feet and opens into a fairly large artificial cavern around a cool deep pool of water, and several rooms carved into the rock. There are places for food preparation, functional latrines, and small globes with "continual light" scattered around the cavern.

The Way-station is quiet.

GM's NOTES:

This Way-station is quiet, but this is not unusual for this time of the year, and this season. It is staffed, however by the Guild, and usually by a veteran of the Guild who has done their time and bought themselves out of whatever debt got them into the Guild in the first place.

For the sake of brevity, these way-stations are all staffed by your generic, friendly old feeblewit who will ask for "donations" (if any) to be placed in the sealed box next to the pool. I will only provide one NPC in the [NPC Section, Pg18] for all five way-stations.

This person will also be able to equip characters who do not have the necessary items with them, "tsking" to themselves about the stupidity of travelling without preparations. You may play these series of encounters any way you wish, and add flavour to them as you see fit.

GM's NOTES:

Characters who do not have sufficient funds may (alarmingly) still procure these items without full charge. All that is required of them is to acknowledge an “Unspecified Debt...” to the Porters Guild at some time in the future.

Do not provide details or information, but jot down for the Register the names of the characters who choose to entertain this option...

Encounter(s):

GM's NOTES:

As far as encounters are concerned, Camprats are a perennial nuisance both for this time of year and in this part of Dullstrand especially.

This might seem a stupid encounter for the PC's, but combined with the heat and thirst modifiers, and one of the detailed “Camprat” encounters will probably kill their donkey and some of the PC's if they are played more than twice during their Travelling.

During this time play two (2) encounters from the **[Detailed Encounters, Pg16]** Section in the following way:

Roll 1D4+1 to find out the day in which they are swarmed

Roll 1D6+1 to find out the Hour in which they are swarmed.

Do this sequence twice, and then complete the

Camprats Encounter

READ TO THE PLAYERS:

In the dust and the wind, your visibility is virtually nil, but you are sure you have seen something moving on the ground, but are not sure what. Suddenly your donkey sets up a harsh, angry braying, and turning you see it kicking out at a swarm of small rodents who seem intent on both your water supplies and anything to chew...

Encounter 2 / Scene 1

READ TO THE PLAYERS:

The long trip south has been difficult, even though the tracks have become more regular and shows signs of undergoing some form of paving as soon as you enter Zel Territories.

You wonder what they are doing, down here? The hot wind blows off the brown arid Hills, promising to whip even more sand into your mouth if it were not for your face-cloth.

Further south, you see the Hills gradually give way to the rocky ruin of Sand Dunes and shattered Lava flows that mark Amel Territory, and beyond to the Scarlet Monks, and you shudder in the heat.

On the horizon, you see the green and fertile lands of the Zel, and their supposed allies, The court of The-Lordship-of-The-Isles-in-Exile. Far more green than you would expect, considering it is early summer. Once again you ponder what is going on.

GM's NOTES:

This should be the first introduction of what the LOTI are actually up to: plantation farming. While this concept is not unique on Oerth, it is certainly odd here in The Dullstrand.

While it seems innocuous at first, The LOTI have actually thought this through quite carefully, and control of the Food production in the area is the key to eventual domination of the whole of the Dullstrand.

Of course, this fact should not leap up and bite the PC's on the nose, but there is enough presented in the next few encounters to make this clear to them.

GM's NOTES:

The PC's will not be able to quite put their finger on what is happening, but any Druids in the PC party should be instilled with a faint feeling of dread.

What the LOTI are doing is not in the balance of things, but it is viable. It is up to individual characters to check their alignments and discuss what they feel about this very subtle encounter.

“Traditionalists” (or any Lawful characters) might have something to say about the way the face of the Dullstrand may well be changed by this apparent “miracle” of “making the desert bloom...”

Other characters may feel some vague unease about what this would mean for conditions that

may or may not change if this was introduced wholesale, or other, more traditional ways of life are disrupted or destroyed by organised plantation farming.

GM's NOTES:

Try and get Player Characters to speculate about what this will mean to their way of life in The Dullstrand in light of their characters perceptions. If this does not work, just move on without making too much of a fuss about this.

Also, as part of their speculation, try and see if you cannot get the characters to predict about what sort of a fuss this would cause with the Druids and the Rangers whose lifestyles may change irrevocably if this system is introduced more widely.

GM's NOTES:

This is a subtle encounter, and quite cryptic. The vague sense of unease can be played through as quickly or as slowly as possible.

Encounter 3/ Scene 1

READ TO THE PLAYERS:

You freeze suddenly, as a sound from the rocky Hills on either side of track rises above the side of the wind.

A large form detaches from the bluff and strolls up to you.: An ambush...

“Well, well, Little people, how nice of you to join us after stalking us for so long.”

“I am Jamarasu, and bid you welcome. I hope I am able to speak to my brothers on your behalf, but I fear it has been some time since they have listened to me.

“All I have been trying to do is to get to The Great Swamp, but I fear the sight of all this food has driven them beyond the ability to reason.

“Jamarasu barks out several words in Troll, but the only result is returned Troll laughter. Jamarasu looks pained and turns to you, apologetic.

“I am sorry, Little ones. But after they eat you, they will beat me soundly. I don’t know which of these things will pain me more...”

GM’s NOTES:

The PC’s are surrounded by a pack of marauding Trolls. They are hopelessly outnumbered and outgunned and are in the unenviable position of “certain doom”.

Jamarasu is the leader of this band of mobile stomachs and is so by virtue of his intelligence and spell-casting ability.

Unfortunately for Jamarasu, and because he is more intelligent, he is despised by the other Trolls who have all initially banded together to escape a Scarlet Brotherhood war-thrall breeding camp in the far south.

Jamarasu had hoped to travel quickly and quietly to The Great Swamp, but the other Trolls have decided to linger in The Dullstrand and cause havoc. This is against Jamarasu’s advice, and the ruckus they have created has attracted far too much attention for the Sorcerer’s liking.

GM’s NOTES:

Let the PC’s come to the realisation that they are severely exposed and are about to become Troll fodder before playing out the following encounter.

READ TO THE PLAYERS:

Jamarasu suddenly freezes, and pitches forward paralysed between your horses. All around you chaos erupts as belching flame and screams of agony from the other Trolls vie for attention in your consciousness. Soon all is quiet, and you are approached by two garbed figures, resplendent in Zel colours. The ease at which

they have dispatched the Trolls shocks you somewhat.

GM’s NOTES:

The sizzling hiss of Troll flesh accompanies the Zel Clan Defender and his apprentice into the PC’s company.

Jamarasu was mistaken in thinking that the PC’s were stalking them, in fact it was “Breath-of-Death” and “Agony-is-Reward”, the Zel Clan Defender and his apprentice. The PC’s blundered into the ambush lain by the Trolls, and the Zel had to change plans somewhat in order to spring his trap.

READ TO THE PLAYERS:

A tall, man approaches you, his mask glinting in the sunlight. He orders his shorter, stockier companion to pile the pieces into a pile, “for a clean, honest fire...”

He regards you thoughtfully for a few minutes, noting Diplomat Amulets (if any worn openly) before continuing...

“You have the right of capture, Clansmen.” He rumbles in a bass voice, not too friendly for all his saving your life.

“This creature, like all that are not human has sinned against the Zel, and I would inquire what you would with it.”

Jamarasu’s eyes, filled with terror beseech you silently from his prone position. “Please!” he whispers haltingly through enormous effort “I have treasure...”

The Clansmen continues, slowly. Not hearing the Troll’s plea to you.

“I am Breath-of-Death, and I am Zel. The other creatures have been identified as sinners against the Clan, and they have received their justice. Their accusers no longer walk this earth, nor do they live, but their voices are ours to hear from the Halls of Dust.

“While this thing is not mentioned as a sinner against Zel, it is obviously in the company of those who wreaked so much harm and ended so many lives. Thus it must share in its fate.

“Unless, you have counsel...It will before long.”

GM’s NOTES:

Agony-as-Reward will finish gathering what Troll parts are still large enough to burn and meticulously piles them into a large heap in the middle of the track.

Breath-of-Death will fold his arms in front of him and silently watch the Player Characters without saying a word until they have managed to decide what to do.

GM's NOTES:

As far as the Clan defenders are concerned, the following facts are known to them:

- 1) Jammarasu did not commit any of the slaughter the other Trolls did. This confirms his earlier admission that he was along with them perforce, more captive than leader.
- 2) Jammarasu's tracks often split off towards The Great Swamp, and were often dragged back by the other eight Trolls where a scuffling ensued, probably a beating. This also confirms things Jammarasu has admitted.
- 3) Jammarasu can probably be trusted to adhere to his word (He is Lawful Neutral!) and wants nothing more than to escape to a friendly environment and be left alone.

GM's NOTES:

Jammarasu is willing to ransom his life with treasure the other Trolls have accumulated. More detail on this is in the [Treasure Section, Pg20]

GM's NOTES:

Breath-of-Death and Agony-is-Reward will ascertain if the Player Characters have any strong feelings about Jammarasu, and offer to take him off your hands.

If the PC's decide to play it this way, the last they should see of the scene is Agony-is-Reward casually flipping a "fireball" over his shoulder at the Pile of Troll remains, and Breath-of-Death manhandling Jammarasu to his feet before they disappear to wind-swept visibility.

If the PC's think about this carefully, whatever they do actually re-inforces the notion that should be creeping into their mind that whatever they decided the fate of Jammarasu to be, reinforces whatever the Humans actually think about ALL Demi-Humans and non-Humans as well.

Sneak in the comment as the deal is done from either of the two Clan Defenders... maybe borne to the ears of the PC's by a trick of the wind "...Trolls, Dwarves, Elves... whatever..."

GM's NOTES:

The idea of this encounter is to introduce a moral dilemma, and hope the PC's will generate discussion on this. Clearly the innocence of Jammarasu has nothing to do with his survival potential.

If the PC's reinforce this with the NPC's, they are actually placing the same expectations of future treatment from the Humans by their actions. Thus the next time a Dwarf or an Elf is clearly innocent, they might well be executed anyway, because that is how the PC's have decided things work.

Let's see how the PC's run with this...

Encounter 4 / Scene 2

READ TO THE PLAYERS:

The Court of the Lordship of the Isles is impressive. Whatever they may have looked like when they arrived, certainly the influence of the LOTI have changed the appearance of the Zel Homelands into a “civilised” centre.

Buttresses, domes, balconies and plaza’s have become the dominant architectural forms and the small inlet that the Zel had been using for their Sea Trade is currently swarming with gantries and dredgers.

GM’s NOTES:

The LOTI will be quite firm with the PC’s. If there are any Demi-Humans in or with the Party, no matter how disguised, they will simply be ignored and will never receive their audience. You might think this unfair, but this is the way the LOTI work, and Demi-Humans are completely and utterly beneath the notice of the LOTI, and thus the PC’s are presented with a rather difficult quandry...

Humans who have been seen in the company of Demi-Humans, will suffer the same fate of complete ignorance even if they split away from the Demi-Humans after they have tried to get in once.

They might have to resolve this by fair means or foul, and consult the list of NPC’s [**Arlan Verba, NPC Section, Pg18**] who are able to assist them at any time. The LOTI will only deal with Humans who have business with them. If an “Elf-friend” or a “Dwarf-friend” or any “any-Demi-Human-friend” seeks an audience, they are ignored. Final...

As soon as a Human NPC has been conscripted into their service (see NPC lists for appropriate candidates...)

OR

if the party is entirely of Humans, the read-outs continue as presented.

READ TO THE PLAYERS:

A handsome, liveried man steps forward as you enter The Court, and asks you your business. He smiles courteously as he accepts your dockets and bids you to wait at one of the comfortable benches in the Hall...

The PC’s are free to sit for awhile and eavesdrop on some of the merchants and the plantation managers discuss the next crop and the volumes issuing from the new estimates of harvest time, whilst waiting for their audience.

GM’s NOTES:

Right, the game is afoot and the PC’s are probably going to get the royal run-around. Obviously the LOTI escaped their Kingdom with more than a Baron’s ransom in booty and finances and are currently altering the Zel Clan lands with a great amount of cash and gusto.

If the PC’s smell a rat, indeed there are rats aplenty... The LOTI-in-Exile is a political hot potato, and certainly has more than enough money and influence to rival all the other Clan Lords, plus they have one item, which is in short supply: Food.

The PC’s might be able to estimate the sheer volume of produce exceeds that of the rest of The Dullstrand by a fair amount. This is the chip that the LOTI intend to use in future to take over the running of The Dullstrand come the next Clan Meet.

READ TO THE PLAYERS:

The liveried man returns and bids you to wait for another interview to finish. It is a matter of minutes before a tall, heavy-set muscular woman issues herself out of the audience ante-chamber hall, her face stormy.

She looks up at you, and her plain face suddenly changes, thoughts flit almost visibly over her visage.

She walks towards the door, cutting over to intercept you. She whispers to you as she passes, “Meet me at the Plaza Inn this afternoon, if you please...”

You continue on towards the Audience ante-chamber hall, trying not to let on you have heard anything.

What would the Factor of The Morsk want with you, you wonder?

GM’s NOTES:

The PC’s are going to be bored out of their skulls after they enter the room, so set them up for all sorts of interesting diversions before they enter the room...

Also, if they have managed to hire an NPC from the candidates list, they are not going to be actively engaged in the proceedings anyway, so they are free to follow The Morsk Factor and attend to that first.

IF the players are all Human, and have been waiting in the Court Entrance, read the following to them:

READ TO THE PLAYERS:

So, you are issued into a large impressive ante-chamber where a number of richly-dressed scribes

are sitting, ink-stains visible on their fingers. One looks up bored, and says “Papers please...”

At the presentation of any of the Amulets, or letters of introduction from The Ontess, a slyly malicious smile crosses the face of the Clerk. “Hmmm...” he smirks “Utmost importance, vital business... indeed...”

“I shall fill out the necessary admittance forms for you, and will see if His Lordship will attach the same importance to your mission as your Factor in Dullstrand.” The Clerk looks almost pleased with himself. “Please put the location of your residence down here please, and we will be notifying you as soon as a slot become available.”

The Clerk smiles at you sunnily; “Thank you, and have a nice day...”

GM’s NOTES:

The chances of the PC’s now seeing the LOTI anytime soon have reduced to virtually nil, and this should be made apparent to them. As in all courts of high intrigue, the Chief Clerk has seen some advantages in playing the PC’s like a lute.

The Clerk, of course, is going to not only drag his heels getting the forms filled out, but will also make himself available for a number of serious bribes before the PC’s eventually get to see the LOTI.

The room is guarded by a score or so of very serious looking guards, and violence towards the Chief Clerk, or any of his staff is not a good idea. Especially considering the nature of the appointments of the PC’s as Diplomats.

Thus the PC’s have to think really hard with decreasing options.

GM’s NOTES:

If they have had to hire an intermediary, he or she will return to paraphrase the above information, and the PC’s are in the same quandary.

Encounter 5 / Scene 2

READ TO THE PLAYERS:

The Morsk factor is waiting for you as promised at the appointed time. She sips at a small glass of purple wine and looks you over once or twice. “So you are the ones sent by The Ontess to get a copy of the documents...”

“Well, Good Luck, “ she smiles fiercely “I might be able to assist in some way, because I have been trying to get to see that damnable document for six months.

“It might behoove you to listen for awhile otherwise you will be running around for months doing this small errand and that small errand until you are as sick of the LOTI as I am.

“In order for the slate to work, you have to press it against the document to get a copy. As it happens I know where they store the original document, and It would take very little effort for you to creep in tomorrow and accomplish your goals.

“I mention this because I will be seeing the LOTI tomorrow with a matter I have spent at least six months trying to get him to consider, and all of this is getting on my nerves. I would love a chance to make him look ridiculous...”

“It’s petty I know, but I have really lost my patience with these foreign devils...”

GM’s NOTES:

Salya, the Morsk Factor is speaking the truth. She is able to supply at length the details of what she has been doing for the LOTI, fetching this from a remote farmstead in the Highlands. Collecting that vintage wine for the Heir in Amel country, and so forth and so on.

The PC’s have been instructed by The Ontess to do exactly the same, but he has given the PC’s a Time constraint, so they are obviously not going to be afforded the Luxury of all of this delay.

Second, The Morsk Factor is IMPORTANT, and the PC’s are not. Salya Morsk is fourth of fifth in Line to actually lead the Morsk at a Great Clan meet, and she has been treated in this way. The PC’s must ask themselves literally; what are their other choices?

GM’s NOTES:

Salya Morsk has indeed maps and plans of the Palace, and an area of construction close to the room that the Document. As it happens, the LOTI are so smug in their superiority that they have not connected this gaping fact while they are reconstructing to be a security issue.

Salya Morsk also has details that the area is trapped (but she doesn’t know what with...) and

this is all the detail she has on this. No-one knows that she has been busy staking out the place in the six months she has been running around doing petty missions for the LOTI.

GM’s NOTES:

Salya Morsk will be able to supply details of the LOTI-in-Exile and his Heir. Her opinions are listed below:

- 1) The LOTI-in-Exile; is a tired, beaten old man who has been ousted from his position because of his flat disregard to listen to other people. He tried to match his strength against Latmar Ranac, and lost. Then he tried to match his strength against the “barbarians” at Dullstrand, and lost again. This has broken him, and he sits and stewes in despair and defeat in Zel Lands, taking small bitter pleasures from the chaos he has introduced into Dullstrand society, planning his return.
- 2) The LOTI-in-Exile Heir; a charming, dangerous man. Realising that he might actually inherit nothing from his Father, he has tried to position the LOTI court in as favourable a position as possible, specifically the one thing that Dullstrand has very little of: surplus food. He quietly steers his father into decisions that would benefit him, as well as making sure that the LOTI is in a position to dominate Dullstrand economically, if not by force.
- 3) The Chief Clerk; is a charming and utterly corrupt official who would bleed a stone dry if he had enough time. It seems that most of the stuff the LOTI gets to see has been tailored by The Chief Clerk to show himself in the best possible light at all times.

GM’s NOTES:

Salya will slide the documents over to the PC’s at the table, smiling all the while, apparently unconcerned that you are in broad daylight in a public place. No-one notices anything unusual.

GM’s NOTES:

The Plaza Inn is a high lifestyle Inn in the centre of the “new” Zeltown. A richly-appointed room may be had by Humans who present their Amulet for 10sp per night.

Demi-Humans who present their Amulets are shown to small rooms at the back, which while comfortable has nothing to compare it to the ones inside.

No matter how much the PC’s are willing to pay, Demi-Humans are given rooms for 5sp at the rear courtyard with the excuse that the rooms inside are “full”. If the PC’s complain, point out to them that the Plaza Inn is the classiest and most polite establishment in Zeltown, and that things are bound to get worse elsewhere.

Encounter 6 / Scene 2

READ TO THE PLAYERS:

Salya Morsk appears early before breakfast. “This is the last time we should be seen together, so this is the itinerary for today.” She smiles, showing her long, prominent Morsk teeth. “I will be in the Court Hall from ten in the morning until after noon.

“If you are to move, make sure I am in the Hall before you begin your run. I am sure they will come up with counter proposals and all sorts of things to slow me down, but I will make a good show of it.”

“Still, no matter what happens, you MUST be out of Zeltown and on the road by at least half past noon. That should give you two hours for a ten minute job... more than enough for even the most clumsy diplomat...”

She chuckles, then looks at you carefully “Destroy those maps and documents somewhere on the road. I might have my petty revenge on the LOTI, but if this comes out not even the Great Clans will be able to protect you from them. Be careful, kinsmen and good luck...”

Salya Morsk slips away down the corridor without a backward glance.

GM's NOTES:

From now on, the PC's can quite literally plan this anyway they want to, but the documents give them a straight walk-through, with you making it as tense or as easy as time permits. Here are some suggestions to assist:

- 1) With the construction area crawling with workers, Humans are able to disguise themselves as a common labourer and gain access past all of the construction work and crawl through into the chamber where the document is kept.
- 2) Demi-Humans are able to creep through a sewer into the construction site and crawl through into the chamber where the document is kept.
- 3) The trap is on the pedestal where the document is housed, and removing the document will set off the trap. The PC's should not realise that touching it, or pressing the Slate of Copying against it will not trigger it until they actively try and solve the workings of the trap. **[Detailed Encounters, Encounter #6, Pg 17].**
- 4) If the PC's walk around like they belong there, they will attract no attention at all. All of the construction is being done by complete strangers to each other, some as far away as Rel Astra, and many of them are so absorbed in their own work and creations that they do not deign to speak to others. The PC's should not be challenged on the way out, no matter how nervous they may be.

- 5) NPC's might bustle up to them to ask them if they think that the buttress looks all right, and is it not prettier than their rivals, and so forth. This should also be a way for the PC's to attract less attention to themselves by working on the rivalry between the different construction teams. This option is only open to Human and (possibly) a Dwarf PC.
- 6) Completely Demi-Human Parties will have to do the subterfuge-in-sewers thing, so they might encounter work gangs who are completely absorbed in sanitation construction for the same sort of effect

GM's NOTES:

Although it seems to be especially easy, it is not. This is just a masterpiece of planning by Salya Morsk, taken six months in the planning to accomplish. The PC's are just by affiliation doing the same thing that Salya is doing for the Morsk Clan.

The real and actual danger lies in the 50 Palace Guards that are watching the LOTI insult Salya publicly and song and dance her (legitimate) business during her three-hour audience. If any alarm is raised by having stupid PC's kill everyone they encounter, then the danger is very real...

GM's NOTES:

Let us count the ways in which tardy PC's may encounter a sticky end:

- 1) First, the LOTI Guards will easily take them out, and capture those not slain immediately.
- 2) Second the Morsk Clan Defender will probably have to salvage Morsk Honour by making sure the PC's do not implicate Selya in any way.
- 3) Third, Dullstrand will not in any way pay a ransom or salvage the wreck of the mission. The Amulets will be teleported away, and the PC's family must raise an enormous ransom if the PC wishes to be released from languishing forgotten and deserted in a LOTI dungeon.
- 4) Fourth, any character who is unlucky enough to be alive at the end of the mission will probably have to arrange release from the very crooked Chief Clerk, and this may well bankrupt everybody concerned.

GM's NOTES:

Assuming the terrified PC's are actually able to stay calm and not attract any attention, they should be gripping the Slate of Copying, mission successful and hoofing it out of Zeltown before the One Hour chimes ring out over the Plaza.

Players' Epilogue

READ TO THE PLAYERS:

Oh what a tangled Web... Clutching your prize you urge your water-carrying Donkey into the harsh winds and gritty air that marks your return to Dullstrand. Perhaps you have discovered a taste for this type of work, and perhaps not. One thing you might well consider is that thank all of the Good Ones that you are not a Demi-Human in Zeltown. Actually, come to think on it... anywhere in Dullstrand.

You have monstrously powerful Humans hunting you down for real and imagined insults to Clan Honour, you have powerful and bigoted foreigners turning you out into separate quarters and refusing to speak to you like you were an “untouchable”, or worse... a Porter. What your life would be like under those circumstances would be too miserable to consider.

But then, come to think on it... what would your Demi-Human friends think of you if they were exposed to this sort of treatment every day? How could you ever, really ever trust them completely? A chilling thought and one you may have to spend some time resolving

THANK YOU FOR PLAYING “Mine is Mine...”

Module Appendices

DETAILED ENCOUNTERS:

Encounter 1:

Camprats:

This Encounter may be played anywhere in the Hestmark Highlands, and as many times as the GM would wish to do this. Considering the vulnerability of the PC's to thirst and exhaustion, not more than 3 times maximum.

The number of animals in the encounter in the Wilderness should be:

Camprats: (2 per PC plus 1d12)

Camprats:

General:

CR: 1/8; Tiny Animal 1.5 foot long; HD 1/4d8; HP 2; Init +2 (Dex); Speed 15ft; Climb 15ft; AC 14 (+2 size, +2 Dex); Attack +4 melee (1x bite); Damage Bite: 1pt +4; Face/Reach 3ft; x2 0.5ft / 0ft; AL N; SV Fort +2; Ref +4; Will +1.

Stats:

Str 3, Dex 16, Con 11, Int 3, Wis 12, Cha 3

Skills:

Climb +12, Hide +18, Move Silently +10.

Feats:

Weapon Finesse (Bite +4).

SQ:

Scent (Ex) Rats can detect opponents within 30ft by sense of smell.

Camprats Special:

Gnaw Feat: Camprats are able to gnaw through leather, wood and soft materials in a single round.

Tactics:

If possible, Common Rats will attempt to swarm a single creature.

Camprats, however will attempt to gnaw anything large enough to be designated “food”, and then only concentrate on attacking other creatures.

Treasure:

These creatures do not hold, nor do they hoard treasure.

Encounter 3:

Trolls:

This Encounter is played on the outskirts of Zel town and is extremely dangerous for the PC's.

Fortunately, the PC's are incidental to the slaughter and this encounter is a device to introduce the Clan Defender Prestige Class.

The PC's should not actually engage in combat with the Trolls, maybe just with pieces after all the damage has been done, at most.

The number of Trolls in the encounter in the Wilderness should be:

Trolls: (8)

Troll Sorcerer: (1) Jammarasu [**Detailed NPC's, Pg 18**]

Trolls:

General:

CR: 5; Large Giant, 9' tall; HD 6d8+36; HP 42; Init +2 (Dex); Speed 30ft; AC 18 (-1 size, +2 Dex, +7 natural); Attack 2 Claws +9 melee, 1 Bite +4 melee; Damage Bite: 1d6+3; Claw: 1d6+6; Face/Reach 5ft; x 5ft / 10ft; AL CE; SV Fort +11; Ref +4; Will +3.

Stats:

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills:

Listen +5, Spot +5.

Feats:

Alertness, Iron Will

SQ:

Regeneration 5, Scent, Darkvision 90ft

Special Attack:

Rend (Ex): If a troll hits with both Claws, it deals an additional 2D6+9 points of damage.

Tactics:

Trolls have no fear of death, and will launch themselves into attack as soon as possible. For this Module, they will gloat a bit, enabling the PC's to sweat, a lot

Treasure:

These creatures have treasure stashed away that Jammarasu could show them, where he alive.

Encounter 6:

LOTI Security Trap:

This Encounter is placed in the room where the Document the PC's need to copy is in.

The reason for this detailed encounter is that the Trap is all of the following things:

A Gas Trap: CS 10, no attack roll necessary; Search (DC21); Disable Device (DC 25).

A Curse: CS 6, Fort -3, Area 5ft, All PC's are identifiable by the LOTI Court Clerics for the specific theft, and at are a -1 penalty in all checks until apprehended.

A poison needle Trap: CS 2, +8 ranged; Search (DC25); Disable Device (DC 20).

The trick is that any “Detect Magic” on the pedestal, or any Search on the Traps will indicate that the Document is trapped in a variety of ways; but a successful check (DC22) will show that all the Traps and Curses are only triggered when the document is removed from the pedestal.

The action of pressing the “Slate of Copying” to the document will not trigger any of the Traps, nor will it indicate to the LOTI that this action has been performed.

The appropriate Experience Award has been tallied if the PC's have worked this out in the **[Treasure and Experience Summary, Pg20]**

Extra NPC Information

1) The Ontess, male Human, War18

Str 18, Dex 15, Con 17, Int 13, Wis 10, Cha 10

The Ontess is a large man. He is also an albino, with hard colourless eyes, pale skin and snow-white hair.

Although already past 50 years old, it is difficult to tell his exact age because of both his looks and his habit of not being seen in sunlight or brightly lit rooms.

Once master of The Dullstrand Watch, The Ontess lost that position when the LOTI invaded, and the Inner Council closed ranks on him, destroying his political ambitions.

The Ontess, however ruined his Great Clan ambitions may have become, has still remained useful to the Masters. They have taken to giving him tasks sufficiently difficult for him to work on a new Prestige Class, The Dullstrand Diplomat.

The Ontess is tough, brutal and extremely belligerent, and instills fear where-ever he goes. The PC's should be made to feel this, He is a dangerous man to cross. People only ever tend to do this once... ever...

2) Old Man Grundle, male Human, War6

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

Old Man Grundle is a generic stereotype to place into whatever position when a Porters Guild Way-station manager is needed.

These are people who have worked for the Porters guild for a long time and have managed to remove themselves from the debt or circumstance that allowed them to be “attached” in the first place.

Years of transporting heavy cargo on their backs and walking through desolate terrain have made them fairly non-communicative and other-worldly (or “addled” if the GM prefers...)

They run the way-station as a service, but may profit from the additional services they offer over and above a safe room and water.

Mongo Flintheart is famous among the Way-station Managers as someone who has used their position to become fabulously wealthy, and there is some jealousy and envy expressed every time his name is mentioned amongst the other Way-station Managers.

3) Breath-of-Death, male Human

War10/Rog10/Sor10.

Str 17, Dex 17, Con 17, Int 17, Wis 14, Cha 17.

Breath-of-Death is the Zel Clan Defender Master, who is responsible for the defence of the Clan, its Honour and its well-being. Currently he is stalking a rogue band of Trolls who have wreaked havoc amongst Zel lands. He has found them in the position of ambushing the PC's and has introduced the most surgical methods possible for slaying them and rescuing the PC's.

A dour man, Breath-of-Death is uncomfortable with the arrangement the Zel and The LOTI-in-Exile have going and is certainly not impressed with the new plantation culture that has been introduced.

However, Breath-of-Death is completely loyal to The Zel, and obeys his commands literally and efficiently. His instructions are to slay those who have slain Zel... and that's what He will do.

GM's NOTES:

Breath-of-Death is a major player in subsequent interludes with The LOTI-in-Exile, and is introduced here to display his Prestige Class to the PC's.

5) Agony-is-Reward, male Human.

War10/Rog10/Sor9:

Str 17, Dex 18, Con 17, Int 17, Wis 14, Cha 15

Agony-is-Reward is the apprentice Clan Defender. There are only ever two of these Prestige Classes, considering the resources they consume in order to achieve this status. Agony-is-Reward is slightly less dour than Breath-of-Death, being younger and more progressive. He has listened to much of what is going on and is not pleased with the way in which the plantation culture is headed.

He is however, firmly supportive of the end result, enough food for The Dullstrand to lighten the deprivations the Clans have suffered for thousands of years.

GM's NOTES:

Agony-is-Reward is a major player in subsequent interludes with The LOTI-in-Exile, and is introduced here to display his Prestige Class to the PC's.

Agony-is-Reward will not speak to anyone in the presence of his Master, Breath-of-Death.

5) Arlan Verba, male Human, Bard3.

Str 12, Dex 15, Con 16, Int 17, Wis 12, Cha 17

Arlan Verba is a charismatic Bard who is touring The Dullstrand, bringing all of the latest Greyhawk, Rel Astra and Keoland tales and tunes to The Dullstrand.

He is young, attractive and pleasant. He is also a spy for an unnamed, (but luckily; unaligned...) Power, and collects information, tales of derring-do and otherwise all things of Dullstrand.

He has been getting quite bored just recently and is currently staying at the Plaza Inn where he has been wooing Selya Morsk unsuccessfully these last past weeks.

GM's NOTES:

Arlan is a trustworthy source to present the case of the PC's to The LOTI-in-Exile Audience Chamber if any or all of them are Demi-Humans and have been forced out of the LOTI Court.

He is also keen to bed Selya Morsk, simply because he has been unsuccessful up until now, and may quiz the Human PC's about her Clan in case he is missing something...

6) Selya Morsk, The Morsk Factor, female Human. War4/Rog4.

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

Selya Morsk has left Dullstrand six months ago to observe the LOTI Court and investigate the disruption of normal trade routes between Morsk Clan Lands and Zel Clan Lands. Being the Morsk Factor, she is fully cognisant of the Great Clan Meets edict regarding The LOTI. What her immediate goal is, is to discover why the Zel are no longer trading certain items back to the Morsk.

She has discovered to her horror that the Zel are reliant enough on LOTI produce to no longer require any reciprocal trade with the Morsk, thus isolating the Morsk in the Highlands.

In her presentations of issue to The LOTI, she has been sent on mission after mission to collect “presents” to make her case more appealing to the LOTI, and this absurd abuse of Power has angered her immensely. With the PC's, Selya

sees a way to avenge her Honour, and at the same time hurt the LOTI cause with the Great Clans of Dullstrand.

7) Jammarasu, male Troll. War8/Sor4.

Str 20, Dex 10, Con 15, Int 14, Wis 12, Cha 12

Jammarasu is a 6'8" mahogany coloured, smooth-skinned, black hair male Troll. By Troll standards, he is an unattractive runt.

Jammarasu escaped a Scarlet Brotherhood Warthral breeding camp in the Serpent Hills three months ago with 8 other Trolls. His original plans were to escape to The Great Swamp and live out a life of Relative ease and undisturbed meditation. However, as soon as they were free of the Warthral camp, the other Trolls decided that Jammarasu was too useful to just let go, because he could cast spells and understand “long-pig” language.

Thus began a raid to end all raids, and Jammarasu is both desperate and sickened with the carnage. Whenever he states any objections, he is beaten soundly by the other Trolls and sometimes burnt until he agrees with what they want. Jammarasu simply does not have the size or the fierceness to resist this for long, and does not regenerate as fast as the other Trolls.

GM's NOTES:

What Jammarasu will not tell the PC's, or omit in any conversation, is that all he can remember is the Warthral camp. His mother was human (which is why he can speak common) and he has a rough idea that she came from near The Great Swamp, which is why he wants to return there.

Jammarasu is not aware of his heritage, but is able to provide some information on future Scarlet Monk activity on the borders of Dullstrand based on what he has heard and listened to in his young life.

Jammarasu should be portrayed as a fairly tragic character whose attempts at redemption are largely dependant on what the PC's decide. When “tidied up”, very little of his Troll heritage is evident.

EXPERIENCE POINTS SUMMARY:

To award experience point to Players of this adventure, tally the following points for an Adventure total, then add discretionary awards to each player for a maximum sum of experience.

<u>Encounter 1</u>	
Rats	50xp
<u>Encounter 1 (again)</u>	
Rats	50xp
<u>Encounter 3</u>	
Trolls	200xp
<u>Encounter 6</u>	
Gas trap,	75xp
<u>Discretionary Awards:</u>	
For solving any LOTI quandry	50xp
For conduct during “theft” of document	50xp
Discretionary Role-Playing Awards	0-25xp
TOTAL POSSIBLE AWARD	500XP

TREASURE SUMMARY:

Certificates need to be issued for the following Treasures that have no obvious cash value as stated per room or per encounter.

The total treasure haul for this Module is as follows:

100gp per character on acceptance of the mission from The Ontess.

Troll Horde:

150gp

200sp

300cp

1gp wooden doll (Jamarasu’s) carved in Frens style

100gp per character on the successful return of the Slate of Copying to The Ontess in Dullstrand

NOTE: If Jamarasu is still alive, he will not voluntarily part with the keepsake doll. It was the last thing he has from his mother and will swap everything else to keep it.

Players Handouts # 1:

Copy of the LOTI-in-Exile agreement with Kalag Retnev:

Spring, 564CY.
Masters' Citadel, Dullstrand.

Your Lordship,

In this time of great trouble, it has come to my attention certain details regarding the strength of one Latmar Ranac, pretender to the throne of The Lordship of the Isles. While these details have been difficult to uncover, I believe that Honour bid me to now offer assistance where possible, considering all of the Lands of the Region would benefit from the cessation of hostilities that are brewing between us.

In order for The Town of Dullstrand to maintain its neutrality, and to continue in the spirit of profitable Trade, I have ordered a fleet of Gnomish sloops to be made available for transportation of your court to the Town of Dullstrand. Were the one named Latmar Ranac to make your current position untenable, I believe a change of strategy would be wise to consider.

Once in Dullstrand, The Masters' Citadel would be in a position to offer you whatever assistance you would need in order for you to hold what is yours by right. We would consider ourselves privileged to be in a position to assist you to regain what is rightfully yours.

We would then be in a position to evaluate your finances and see what Dullstrand Estates you would be able to afford, and how you could rebuild a viable position. In your sovereign Estates in The Lordship Of The Isles Territories, any reverses of fortunes in the brewing contest with Latmar Ranac would be alleviated were you to consider our offer.

Yours truly,
Kalag Retnev,
Master of Dullstrand.

INFLUENCE CERTIFICATES TO BE ISSUED:

Certificate Issue: 1 per Party Member, not tradeable

5 Influence Points with the Morsk Factor

These influence points will be useful in further adventures in The Dullstrand and in The Hestmark Highlands. The Morsk Factor remembers what your characters have agreed to do for her, and are willing to do you a favour in the future.

GM's NOTE ON ISSUING THIS CERTIFICATE:

This certificate may be issued if the PC's decide to follow The Morsk Factor's instructions and keep her name out of any further discussion regarding the acquisition of the Copy of the Document.

Certificate Issue: 1 per Party Member, not tradeable

5 Influence Points with Jammarasu, The Troll Sorcerer

These influence points will be useful in further adventures in The Frens Clan Lands and in The Hestmark Highlands (but not in the Town of Dullstrand). The Sorcerer remembers what your characters have done for him, and is willing to do you a favour in the future.

GM's NOTES ON ISSUING THIS CERTIFICATE:

This certificate may be issued if the Troll Sorcerer is alive at the end of the Encounter 3. Jammarasu is actually a Frens, and will discover this if he lives through the Encounter and is allowed to return to where he wishes to go.

Certificate Issue: 1 per HUMAN Party Member, not tradeable

1 Influence point with The Ontess and The Dullstrand Diplomats Corps.

This influence point will be useful in further adventures in The Hestmark Highlands, The Dullstrand and The Town of Dullstrand.

GM's NOTES ON ISSUING THIS CERTIFICATE:

This certificate may be issued if Human PC's complete the mission and return to Dullstrand with a copy of the Document, as instructed. The Dullstrand Diplomatic Corps will be inclined to use the PC's in future.