

ONWI5-01

Battle for Vandrell

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

Version 1.0

Round 1

By Alasdair Coutts and Andy MacPhee

Triad Reviewers: Jeny MacPhee & Hayden Smith

With thanks to Xan Ophis

The small town of Vandrell stands within the foothills of the mighty Headlands. For decades the ravages of war has ignored this hamlet; even the recent rebellion against the Scarlet Sign has had little or no impact, save the increased trade between Free Onnwal and the Ahlissan state on the back of their new alliance. However now a new threat from an unexpected quarter is about to descend on the inhabitants of this peaceful community.

NB. This module contains spoilers for the module ONW5-01. Players who have not yet played this module may wish to wait until they have done so.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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

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

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

Battle for Vandrell can only be played by 1st level characters. Characters higher than 1st may not play this module and are advised to create new characters to participate in this adventure.

Time Units and Upkeep

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

Adventure Background

At the beginning of the year 595CY the ancient Thane of the Dwur city of Sarakast, ancestral ruler of his people, was overthrown in a religious coup by Vagem Morathuan, the Prophet of Moradin and ruler of the city of Nerakern. Morathuan, a fanatical follower of Moradin, has spent his time consolidating his position, and extending his rule over Sarakast. A new theocracy has replaced the monarchy. The Thane escaped to the court of the Szek of Onnwal, and no longer retains his grip on power within Sarakast. Now the Prophet's true agenda becomes known. Removing the Thane was only the first part of his design for the future. His long dreamt crusade of eradicating the Flan tribes of the headlands and establishing a new Dwur empire seems closer to becoming a reality.

A fortnight before the module begins the newly resurrected champion of Moradin, Dengar, was dispatched with a mighty Dwur force into the headlands with the intention of establishing a forward staging area for the

crusade against the Flan. At first his army met with little or no opposition. Several small bands of Flan were encountered and quickly put to the sword. Two villages followed, put to the torch, as the warriors of the Flan gave their lives for the women and the young to flee further into the mountains.

Adventure Summary

Four days ago Dengar marched his force into a barren vale, pausing only to tear down the heathen and somewhat crude warning markers set up to ward the entrance. This was to prove a deadly mistake. This vale is home to elements of the growing menace that now plagues the headlands, which the Dwur have wrongly blamed on the Flan. Deep within the Headlands an ancient and implacable foe has been awakened by the reclusive Galai Iorn, a vicious band of cannibalistic Flan warriors, long isolated from the rest of the Flan tribes, although of late they appear to be joining forces with the Talamendes. The awakened presence has now chosen a vessel to be the figurehead of its army, and this army is almost ready to strike. Without knowing any of this Dengar leads his Dwur army into the valley, to their deaths.

The remains of the Dwur army quickly fled from the valley barely pausing for breath before the Galai Iorn give chase. With their preferred route back towards the Dwur citadels now cut off by the dream stealers, they are forced north towards the human lands. Dengar, fighting bravely with no thought to his own safety, is able to lead the battered force down out of the foothills towards the highway. Looking for a defensible place to hole up in Dengar's troops make their way to Vandrell, with the Galai Iorn hot on his heels.

Introduction:

The PCs are enjoying a relaxing meal late in the afternoon. Some may be natives of the town here after a hard day's work. Others will be traveling through, and staying for the night. They will have a chance to introduce themselves, take part in some games of chance and hear rumours about dark things stirring in the headlands.

Encounter 1 Unwanted Guests:

The guards at the gate blow the warning horn, rousing the entire town. Those that go to investigate find the remains of a Dwur force stumbling into the community, calling in Dwur for them to gird arms and defend themselves. Only one of the Dwur is willing to talk in common, a warrior named Thurgan. He explains that the entire community is in great peril as an army of blood thirsty Flan is about to descend upon them. If they do not fight then they will all die. Dengar orders Thurgan to organize the locals into bands numbering 4 – 10 to help hold the wooden palisades. Those that do not are forced to do so under threat of crossbows. The Dwur take over the tavern, roughly throwing out the old innkeeper and his family. They take a Flan prisoner inside.

Encounter 2 The Thin Red Line:

There is little time for the PCs to ponder the events of the last few moments, as a forward force of Galai Iorn attempt to storm the walls. The Dwur and the PCs must fight side by side if they are to clear the enemies. At the end of the battle the Galai Iorn are forced to retreat to the line of the hills and trees surrounding the small town. Most of the Dwur retreat inside the tavern.

Encounter 3 Decisions, Decisions:

During the night the Dwur disappear, leaving their Flan prisoner behind in the inn. What the PCs decide to do now will determine the encounter track they will follow for the remainder of the adventure.

3A) If they free the Flan warrior he is grateful to them. He offers to lead them away from the town as he has a plan that could succeed in getting through the enemy skirmish line. However, he will only take the entire party. It is a sizeable group or none at all. If they choose to follow then the PCs will follow adventure path A for the rest of the module.

3B) Thurgan returns to the tavern via a hidden mine entrance in the cellar. He is in fact a monk of Fortubo and cannot leave the villagers and the PCs to the fate intended by Dengar. He explains that he can lead some of the villagers to safety through the mines. However some will have to stay to defend the walls to give them time to escape.

A quick town meeting is called and most of the men are resolved to stay behind and guard the walls. If the PCs wish they can accompany the women and children as protectors through the mines. The villagers have to be organized into groups, with the PCs taking the lead. The first steps into the mines indicate it is likely to be hard going. PCs now follow adventure path B.

3C) If the PCs elect to remain on the wall they must attempt to organize the remainder of the townsfolk into an effective fighting force. They will have to choose a good site to fight from. The walls are breached in several places from the first attack and the gates have been forced. It is up to the PCs to help come up with ideas to breach these gaps. PCs now follow adventure path C.

Encounter 4:

4A) The Flan warrior intends to sneak to the hills close to the village and lure a group of Galai Iorn slavers into an ambush. Then, using their garb he will attempt to lead the PCs through the Galai Iorn lines. However, first they must overcome the slavers.

4B) Thurgan leads the way down into the mines hopes to lead them to freedom. However, Dengar has noticed his disappearance and has returned with a small group of Dwur to act as a rear guard. He orders his men to kill all the humans and the renegade Dwur. As the battle rages he slips further back into the mines.

4C) The PCs watch in horror as the main Galai Iorn force attacks the city. The section that they have opted to defend is soon attacked and they must fight for their lives. In a lull in combat they can see several breaches in the walls where hundreds of Galai Iorn pour into the town. Eventually there is no option but to surrender or die.

Encounter 5:

5A) The PCs have made it past the main body of the Galai Iorn assault force, and as such are perfectly positioned to watch as Vandrell is assaulted and falls. They can make a dash for safety as the battle rages behind them.

5B) Once the PCs have fought their way past the Dwur they can pursue Dengar. However, he has not gone far, and waits for them close by. Using his hammer, he causes the cave to collapse by destroying several support beams trapping them, they now have either to dig their way out or search for a new route.

5C) The PCs are captured and stripped of all their equipment and are brought to the attention of one of the Galai Iorn. He first questions them over the whereabouts of the Dwur, then about the military capabilities of free Onnwal in these parts. If the PCs don't cooperate they are beaten then chained.

Encounter 6:

6A) The Flan leads the PCs throughout the night, with Galai Iorn behind them and in front. Finally a small patrol comes across their trail and forces them to fight. If they can succeed getting past them then they can escape to the Merchant Way.

6B) Underground they come across the cave entrance but it is the burrow of a monster and they can fight it to escape.

6C) The Flan from encounter 3 arrives in the middle of the night while the Galai Iorn are sleeping, frees them, and then they have to fight their way past the same patrol as 6.

Encounter 7:

The PCs have made it to the relative safety of a road leading through the foothills of the Headlands when they come across a patrol on horseback from the Free State Army, which escorts them back to safety.

Encounter 1: Unwanted Guests

It is the month of Reaping and you find yourselves in the town of Vandrell, a small mining town set within a rugged valley to the south of Kildeer and Northwest of Northanchor in the Cantred of Dwur March.

While resting this evening in a warm comforting Inn, the Dancing Dwur by name, your enjoyment of the early evening festivities is rudely interrupted by a loud horn blowing from outside.

As one, the locals in the taverns tap room freeze, colour draining from their face. Some half stand, while others look like they are ready to hide under the tables. Before you can react a town guard bursts into the tap room and shouts; "An army approaches, I think they be Dwur!"

Here the PCs have a choice of going to investigate the commotion outside or waiting for the events of the module to come to them. If the PCs are local then they know that the horn that blew is the warning horn. The guards oversee the great device mounted on one of the gate towers. It is only ever sounded when the village is under attack. The call summons the village militia to arms, they are due to assemble outside front gate.

If the PCs are not local then this information can easily be gleaned from the stunned and curious villagers. Once outside they can proceed to the gate just in time to witness the arrival of the Dwur.

As you approach the gate you are astounded to witness a small army of Dwur march through into the town. There must at least two score Dwur, most battered and bloody. Several carry stretchers of injured warriors. Their leader is unlike any you have ever seen. Certainly he is a Dwur, but he is head and shoulders taller than any other Dwur you have ever seen. More dramatic is his skin, which has the appearance and consistency of solid stone. To all intents and purposes he is a walking statue. This leader halts his troops and starts barking out orders. Dwur warriors begin quickly manning the walls, girding their weapons and staring intently out into the twilight. The villagers stand around the group staring. It is several moments before the mayor arrives and begins demanding to know what is going on. Mayor Lambert waves at several Dwur, before their stone commander notices him. He barks out an order and a second Dwur moves over to the Mayor.

If the PCs wish to, it is not difficult to over hear the conversation between Lambert and the Dwur, who introduces himself as Thurgan. The Dwur quickly informs the mayor that a massive army of Flan is about to descend on the village. These cannibals are consorting with great

creatures of death. If they manage to get over the walls, then everyone in the village will die. Summarise this for PCs then read the following:

Obviously horrified, the mayor tries to ask questions, but is ignored as the stone Dwur once again barks orders in his native tongue. The mayor looks around for a few minutes before calling the captain of the guard over.

The PCs have several options at this point. Some may wish to find out what is happening, while others may wish to volunteer to help defend the village.

Find out more information – The PCs are free to attempt to talk to anyone they wish. Most of the Dwur will not say anything, certainly not under the watchful gaze of Dengar. If they specifically state they are looking to speak to a Dwur when Dengar is not about, and they can speak Dwur, allow them to make a Diplomacy check DC 15. If they succeed read the following:

'Aye, we are on a fool's errand here, this place will never hold against the Flan force coming, they command evil spirits.

The Dwur will say no more, as Dengar will appear. If the PCs look to speak to Thurgan, he will tell them their help will be needed if any are to survive. He also promises to seek them out later, to explain more.

The Mayor and the Guard captain are busy discussing how best to aid the Dwur in the defence of the town. If approached they accept any offers of help with gratitude. The Guard captain if pressed admits that the local militia is not really prepared to fight in a proper battle. Most are either too old or too young, as the best warriors are already in the Free Onnwal army. A Sense Motive check (DC 10) reveals that both men are extremely worried. Both hurry away after a short time to rally support.

Talking to the villagers shows how concerned most are. As the news spreads womenfolk and children are barricaded behind doors, shutters are closed, and very soon the place resembles a ghost town. PCs can make a Gather Information check to find a little information about the Dwur and the headlands. Successes are shown below:

DC	Dwur	Headlands
10	Most know that the Dwur have three great cities deep within the Headlands. They keep to themselves	The barbaric tribes of Flan live within the headlands, they are constantly at war with each other
15	The Dwur used to control much of the land around here, mining for iron and tin	One of the Flan tribes are known to be cannibals

20	The Dwur recently had a coup and the old Thegn has been removed and replaced by a Theocracy	The Galai Iorn tribe are known to be building up an army in recent years
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Offering to help – Assuming the PCs offer to help, they will be formed into a small group and assigned a section of the wall to defend. On one flank is a group of ill armed humans from the village militia, on the other a group of Dwur crossbowmen. Ahead in the gloom they can see torches trailing down from the hills.

Returning to the Inn – The PCs might want to return to the Inn, but they will find that difficult. The Dwur have positioned themselves around the inn and are not allowing any to approach. As the PCs watch a caged human, bound and gagged is carried through the front door, while the innkeeper and his family are escorted out front. The Dwur seem oblivious to the protests of the family. If asked the Dwur guards tell the PCs that they have commandeered the inn to use as a base of operations and sickbay.

If the PCs try to force their way in, or try to sneak a look inside begin encounter 2. Alternatively, move to Encounter 2 when the PCs are prepared to defend the wall.

Encounter 2: The Thin Red Line

The encounter starts when the Galai Iorn forces attack at dusk. The light is failing and only torchlight indicates where the enemy is. If the PCs have been assigned a section of the wall then read the following:

As you climb the ladder to the top of the palisade you gaze out at into the dusk. Ahead you see the peaks of the Headlands towering high into the darkening sky. A slow meandering line of burning fire snakes its way down towards the town. As the fire snake approaches, you can make out human forms carrying torches and weapons. As they approach drums rumble in the night. The Galai Iorn continue to chant their death march as they approach. They clatter their weapons against their shields. There must be hundreds of warriors. At one hundred yards the warriors stop. There is silence, punctured only by the sound of weeping from someone behind you. Several men to your left tremble, one turns and flees back into the village. The Dwur stand as silently as the Galai Iorn. Then suddenly the drums stop and the Galai Iorn run as fast as they can towards the walls. The Dwur loose several volleys of crossbow bolts, killing dozens, but the tide of warriors is unstoppable. Within seconds they are at the walls tearing over themselves to climb towards you.

The Galai Iorn are attacking all along the walls. The PCs will have to fight their share. Assuming they are able to defend themselves well enough the rest of village fights

heroically and is able to fend off the attack. The Galai Iorn, unused to defeat, retreat to outside bow range, along the edge of the hills. There they wait for their reinforcements.

If the PCs did not try and man a part of the wall read the following:

The sounds of the battle from the gates ring loudly in your ears. Perhaps you should have offered your aid, and not hid from your duties, however as you are thinking things over, the gates buckle violently and burst inward. A force of Galai Iorn rush inwards, they see you and rush forward.

APL2 (EL 4)

6 Galai Iorn Warriors: human, War 1, hp 9,9,9,9,9,9; see Appendix 1.

Tactics: The Galai Iorn are 300' away when the battle starts and will require 4 rounds of running to reach the walls (losing their Dex bonus to AC as they run). This should give the PC's enough time to prepare (as much as they can at first level) for the coming onslaught.

The wall is reasonably well built and it will be a DC 10 for the Galai Iorn to make their way over it and into the city. Remember that they will not be able to take 10 whilst climbing the walls as they are technically in combat at this stage. Climbing the Palisade requires 2 move actions or a single move action at a -5 penalty. Half the Galai Iorn will stay at the bottom for a round to provide covering fire with their longbows before attempting to join their companions at the top.

The top of the palisade provides cover to those behind it (+4 to AC). The PCs will also benefit from a +1 bonus to melee due to height advantage. This bonus disappears once the Galai Iorn reach the top.

Once the combat finishes, most of the Dwur run from the walls and form up outside the inn. They take their wounded into the inn, and then ring the building in a wall of steel. PC's can spot this odd behavior with a DC 5 Spot check. If the PC's notice this read the following.

As you scan the other palisades, you gaze is returned only by the determined faces of the villagers, there no longer appear to be any Dwur on watch!

If PC's try to investigate the inn at this point, have the townsfolk run up to them for assistance, asking questions etc. Anything to give all the Dwur time to make it to the Inn and break their way into the mines (it will not take them long to do this as Dengar knows of the tunnel's existence and simply needs time to break through to them). Once they have broken through the Dwur will barricade the doors to give them time to get away.

If PC's are persistent then the Inn is heavily guarded and the Dwur will not let them in under ANY circumstances. PC's should not be allowed to enter the Inn at this stage and any attempts to fight their way past will end nasty for the PC. Treat the Dwarves. In this case use the Templar stats from encounter 4B although there are 40 Dwur surrounding the Inn here who will not hesitate to knock the PC's into unconsciousness.

Encounter 3: Decisions, Decisions

Since the first attack faltered, the Galai Iorn appear to have withdrawn to the entrance of the valley and seem to be content with preventing anyone from leaving. It is almost as if they are waiting for something. Most of the Dwur seem to have fallen back to the inn. This encounter will go one of three ways, depending on what the PCs choose to do. This determines the adventure track they will follow for the rest of the module.

If none of the players succeed in noticing the Dwur have disappeared, have one of the other villagers sidle over to them and point it out!

If the PCs want to use this opportunity to investigate the inn, they will find it unguarded but barricaded from the inside. The Inn has numerous windows but these are all locked and shuttered.

Strong Wooden Door, Break DC 15, Open Locks N/A, Hardness 5, Hit Points 20

When they finally manage to enter read out the following.

As you burst into the inn the sight of empty tables and chairs greets you. The only signs of life come from the prisoner the Dwur brought with them as he tries to free himself. He stops struggling and examines each one of you in turn.

If any of the PCs are Flan, they will recognise the prisoner for what he is.

Ask the players for Spot checks.

DC 5 – The prisoner seems to be a human male...

DC10 – Despite being trapped in a cage, the human male appears to be bound hand and foot and gagged. He has a blue stripe tattooed across the bridge of his nose.

DC15 – Although the clothing the prisoner wears has more or less been reduced to rags, what little is left appears to be of a good quality. From the marks on the prisoner's wrists he has been a captive for quite some time.

Knowledge Local (Metaregion 5 – Splintered Suns)

DC 10 The blue stripe means that the prisoner is a member of the Ventonii tribe of flan.

DC 15 There are three different flan tribes Ventonii, Dumanoni and the Talamendes (who are thought to be allied with the Galai Iorn).

If the PCs decide to release the prisoner, and subsequently aid him, continue on with this adventure track (A). If they choose to investigate the route the Dwur took from the cellar, they trigger adventure track B. If they choose neither to help the prisoner, nor follow the Dwur, they trigger adventure track C.

On releasing the prisoner from his bonds read the following aloud.

As you free the captive human, he stands carefully stretching his limbs one after another. 'You have my thanks...I am Gearn of the Ventonii. I have been held a prisoner, some five days now...first by the Galai Iorn who attacked the patrol I was leading, and then by the accursed Dwur who slew those that had taken me captive some three days later.'

The stone one who led the Dwur either did not want to listen to me, or did not care what I had to say. After I spent a day pleading with them to free me, the only thing I received was this cloth in my mouth! He led his men straight into a Galai Iorn camp, which I had been trying to get them to avoid.'

Gearn stops for a moment, and a wicked grin spreads over his face; 'Still I suppose the damnable Dwur learnt their lesson...they certainly paid for their leader's stupidity with their lives.'

Although Gearn is anxious to be away from Vandrell, he will take the time to answer a few questions.

What is the difference between the Flan tribes?

I have little time to describe the differences in detail, for now let it be sufficient for me to say, you do not wish to become a prisoner of either the Talamendes or their Galai Iorn allies! At best they will kill you, they may feast on you or worse still feed you to their...' A sickened look comes over Gearn, 'Let's just say I was lucky not to share the same fate of those I was captured with'.

Why did they keep you alive?

'I truly have no idea, unless they had some knowledge of my parentage. My father is a leader in our tribe, but I am the youngest of a large family...I doubt my tribe would have much time for those that allow themselves to be taken alive'.

What happened to the Dwur?

'They all disappeared down those stairs...when they first came in the leader sent a group of men down looking for an entrance into what they called the Zell-Duuranak. Shortly after, they came back up and reported in to the stone-faced one. He then started

filtering his men down the stairs...I can only assume they found what they were looking for! It looks like there might be a way into the old tunnels – maybe even a way to get the villagers to safety before the Galai Iorn attack again.'

After answering the PCs questions, Gearn will continue:

My friends while I am grateful for you freeing me, I have no wish to wait behind these walls for the Galai Iorn to capture me again...now I have my freedom I intend to try an break through the enemy lines and back into the Headlands.'

He sizes your group up with a speculative look...'whilst I am confident I could make my way through the Galai Iorn lines on my own, I would be willing to take you with me...with a suitable disguise and my assistance we should be able to make our way through to what you call the Merchant Way. It'll be dangerous though – there's hundreds of them out there, and if we're caught, our best chance is to make them pay dearly for our lives. If we get past them, the Onnwal Army has regular patrols – perhaps if you reached them you would be able to maybe find some way of sending assistance back here...I shall give you some time to decide whilst I see if I can find something to eat'.

Allow the players a few minutes to decide if they are happy to go with Gearn.

When he returns Gearn looks expectantly at you all...'well have you reached a decision?'

The players may have further questions for the Flan – all that Gearn seems willing to disclose is that it will be a dangerous journey and unless everyone is willing to go he doubts a smaller force will succeed!

If the players are unwilling to commit to Gearn's scheme, Gearn will thank them once again for freeing him and take his leave, the players walk to the palisades with him, where he will climb down the other side and into the night. The PCs next actions will determine whether they now follow Track B or Track C.

If the players are willing to go with Gearn's crazy plan, give them time to gather any necessary belongings and then move on to encounter 4a (Track A).

Trouble shooting:

If at any point the players want to explore where the Dwur went, the stairs lead down into a small cellar. One of the walls has been torn down, and what looks like an old mine shaft leads deep into the Oerth. If they players insist on trying to explore further have them run into Dengar coming back from the tunnel triggering the start of encounter track B. Depending on where they were in

Encounter track A, you will probably have to alter the box text slightly.

Encounter 3B: And One Came Back

As the Flan noble makes his way over the barricades and into the night without a glance back, a noise from the inn draws your attention. Racing back, you are greeted by the sight of several of the villagers grappling with what looks like one of Dengar's Dwur soldiers.

A Listen check DC 10 (for those that speak Dwur) allows the PCs to hear the following:

'By Fortubo, will you tarkgel get off me?'

A successful Wisdom Check DC10 reminds the PCs that the voice sounds familiar - a little like the Dwur who helped them on the barricades last night.

The players should have little trouble convincing the villagers to release their prisoner. Whilst several of the villagers will look severely disappointed about being unable to vent their frustrations on the captured Dwur, most will understand the wisdom in at least listening to what Thurgan has to say. In the event of the players being unwilling to intercede in the matter, several of the younger hotheads will start beating on the Dwur. After several minutes of this he will be rendered unconscious - if the players allow these beatings, move onto Encounter track C, as by the time Thurgan wakes the Galai Iorn assault will have begun.

If the players intervene read the following out, or it time permits, use as the basis for a question and answer session:

The Dwur gets up and brushes himself down; he glares at the youngsters for a moment. Other than his basic uniform, he does not appear to be wearing any kind of armour.

'I'm sorry about what was done by my people, most of the soldiers felt bad 'bout leaving and running away from the fight, but Dengar...he's...well ever since...'. The Dwur stops for a minute and glances out the window... 'I suppose I'd best start at the beginning...yes..always the best place to start....first let me introduce myself.

'I am Thurgan, a follower of Fortubo and a Monk of the Khazuur-Maar'(Those who speak Dwur know this means 'Hands of Stone'). Pulling out an intricate necklace with a jewel encrusted hammer from under his robes, he reverently hangs it round his neck. 'A few months ago Vagem Morathuan, the Prophet of Moradin, strode into the Dwur city of Sarakast with a host of his followers in tow including that Dengar. He declared the legally elected ruler, Thegn Dorinuur a heretic in Moradin's eyes for consorting with humans and

considering rendering aid to them in their struggle against the Scarlet brotherhood. Anyhow some outsiders were caught up in the coup and with the help of some of my brotherhood they were able to smuggle the Thegn out of the city. Those of us who weren't killed in the fighting that day were conscripted in Vagem's army.'

'Vagem has some plan for this area, but I can't rightly say what it is...all I know is the he intends wiping out every trace of the Flan from the Headlands, that is what were doing before we came across a much larger force than Dengar had anticipated. He led us to Vandrell in order to gain access to the old mine...you see this building stands atop the entrance to one of our abandoned mines...Dengar needed the battle as a diversion so he could find some way through to the Zell-Duuranak. The only reason Dengar and his men fought so hard last night was to give his scouts time to explore the mines. Just as the fighting was beginning to lull his scouts found a way through the old mines to the Zell-Duuranak.the Dwur highway - underground passageways that traverse the headlands linking the Dwur cities and their outposts. By the time the fighting had ended last night Dengar had already started funnelling his men down into the mines. Didn't sit right with me...you tarkgel fought just as hard as the Dwur on the barricades, you have just as much right to know there is another way out of this mess that we brought down on your heads.'

'Now, we don't have the same head start that Dengar and his men have, but I reckon we have enough of the night left to gather the woman folk and children with a few armed volunteers we should be able to lead them into the mines and to safety... he pauses looking into the faces of the slowly growing crowd in the tap room, before continuing, them Flan isn't stupid though, so if they see the walls empty they might just get brave enough to try attacking again instead of waiting out on them hills, so most of you will have to stay behind in order to...well you get the picture.' Thurgan gives the stunned villagers another glance before straightening up, 'I wish there was more I could do...his voice trails off, I'll give you a few moments to talk things over'

With that he motions to your group and moves to one of the corners of the tap room...'my friends, I am truly sorry I cannot over more to these brave souls...you were a handy lot up on the barricades...would you be willing to come along and help guard those that I lead into the mines.' He glances over to the hastily convened town meeting...'although I don't know if they are willing to trust one such as myself...and who can blame them'

Thurgan will only accept the help of the players, if the entire party is willing to go with into the mines - if there is any degree of hesitation from any of the players, he will

nod and smile and give the players the same few moments he has given the rest of the village.

If the players go over to the town meeting, it seems the town is split 50-50 most of the men are willing to stay behind and give their wives and families time to escape, however they are not sure they want to trust their safety just to the Dwur, the players will be asked if they are willing to go with the woman and children as guards...and to watch the Dwur.

If the entire party agree to go with Thurgan read out the following box text, otherwise move onto encounter track 3c.

Within the space of few minutes a small group of women and children stand ready, clutching a few meager possessions and small number of spluttering torches. With a round of tearful farewells, Thurgan leads your small group down into the basement of the Inn. One of the basement walls has been partially opened up to reveal a gaping maw leading deep into the Oerth.

Encounter 3C: All Alone in the Night

This encounter opens as the PCs have decided to remain behind on the walls, and heroically defend the village giving the women and children enough time to flee down the old Dwur mines. Read the following to the PCs.

As you stand on the walls with the other men of the village, they watch dejected as the last of the refugees make their way into the old Inn and the hidden mines underneath. Most of the defenders have a sense of fatality as they stand in silence on the walls waiting for the inevitable attack. The damage done to the walls during the first attack is now all too obvious to you. In several places the wooden palisades have been breached, and the gates hang limply from their hinges. Out in the darkness beyond the village hundreds of torches begin to amass and the drums continually boom in the night.

It should be obvious to the PCs that the village won't hold for long. Unless the PCs take charge and do something, the demoralised force on the ruined walls will not be able to hold enough to give the other villagers time to escape. If no PC makes this connection allow them to either make relevant Knowledge checks (DC 10) or a Wisdom check (DC 12) to work this out. Assuming the PCs are not just going to wait for the inevitable then there are some things they can do to try and aid the situation. Keep count of the number of success made by the PCs.

Repair the breaches in the walls – A Knowledge (Architecture & Engineering) Check DC 10 will provide the players with information about the poor state of the

town's walls, including that they are unlikely to stand up to another assault in their current state.

There are several things PCs can attempt to make the walls more secure. They can make use of wood from the buildings to try and patch up the holes in the palisade. They can attempt to lay boulders or stones to create a barricade in front of the holes. Finally they can attempt to booby trap the gaps with falling boulders etc. Allow the PCs to come up with inventive plans. Use appropriate Craft skills to create something to plug the gaps (DC 12). A Strength check (DC 16) should be used to manoeuvre enough boulders to the walls. For each success the PCs make will count as extra time for the villagers to escape.

Tools can be provided by the townsfolk if asked for which will provide +2 circumstance bonuses to any skill checks bade to repair the walls.

Repair the Damaged Gate – As above, wood or stones from the village buildings can be used to block the gate. However, if the PCs have Craft: Carpentry or Craft: Blacksmith, they can repair the gate on a successful check (DC 15), this counts as two successes.

Tools can be provided by the townsfolk if asked for which will provide +2 circumstance bonuses to any skill checks bade to repair the gate.

Inspire the men to fight to the death – This is the chance for any inspiring bards in the party to shine. PCs should make an eloquent speech in order to try to inspire the men to fight like lions. If the player role-plays his speech give him a +2 bonus to his role. PCs should make a Perform or Charisma check. For every two full points beyond DC 15 the PCs should receive a success, i.e. a perform roll of 18 would count as 1 successes.

Lay traps for the Galai Iorn – Some rogues or rangers may wish to lay traps for the Galai Iorn, either in the gaps in the walls or outside the walls before the village. Allow PCs to come up with probable traps. Craft: Trap, Survival, or similar skills should be used (DC 15).

Anything else they can think of – For any other reasonable idea the PCs come up with allow them to at least try. DC for checks should be either 12 or 15. Remember to keep track of each success.

Once the PCs have tired of making preparations read the following:

Suddenly someone on the wall shouts, "They're coming! Gods, there are so many of them." You have only a few moments to get to the wall before the enemy is in sight.

Encounter 4

Encounter 4a: Over the Wall

After the assault on the village, the Galai Iorn have retreated, presumably to wait for reinforcements. Gearn tells the PCs that there are likely to be roving patrols, but it should be possible to slip past these, and around the main body of the army. Alternatively, the PCs may wish to deliberately ambush a patrol to steal their gear, in order to look less suspicious if they are stopped. The most obvious feature of the Galai Iorn warriors is the black tattoos that they wear – a Disguise check DC15 will enable the PCs to mimic the tattoos using ash or dirt and so on.

Gearn will lead the PCs over the wall, and into the night. Allow them to make Move Silently and Hide checks, opposed by the Galai Iorn warriors. The sheer number of warriors outside the wall makes it inevitable that the PCs will eventually be spotted, but if they are relatively sneaky, they may make it past most of the lines before being spotted. The PCs will have to make it past 6 patrols before they are clear of the lines. Assume the PC's are 60 feet away from all patrols they encounter giving the Galai Iorn a -6 modifier on their Spot and Listen checks to spot the PC's. It should be possible for the PC's to avoid the patrols entirely if they take enough care. If the PC's avoid all the patrols award full XP (but no Treasure) for this encounter.

Use this opportunity to detail the number of warriors that are arrayed here. They have mostly set camps for the night, and numerous small fires burn. The sounds of war drums, and a low chanting can also be heard.

APL 2 (EL4):

6 Galai Iorn Warriors: human, War 1, hp 9,9,9,9,9,9; see Appendix 1.

The patrol the PCs encounter is carrying out a random sweep, not expecting to find any enemies. If the PCs thought to disguise themselves, they may be able to avoid conflict. If any of the PCs speak Flan, they can attempt to Bluff or Intimidate the patrol into letting them past, without a fight, although the DC for this is high (DC25). If they fail to convince the patrol, then combat ensues. Assume Gearn is dealing with his own opponent in this combat, and is not available to help the PCs.

Encounter 4B: Going Under Oerth

With Thurgan striding out ahead, you delve deeper into the abandoned mine workings. For a start the passage way is wide and you can easily walk three or four abreast. However as you got deeper down, the passage way narrows. Every so often a side passage shoots of from the main tunnel, however Thurgan

presses on following the trail blazed by the remnants of the Dwur force several hours ago.

After descending for about half an hour, the tunnel starts to flatten out, the passage way widens again as you reach what looks like some kind of marshalling area, broken barrels and tools lie in several piles in the middle of the room. Three smaller tunnels lead away deeper. At the entrance to the middle passageway Dengar stands quietly watching your progress into the room.

If any of the players speak Dwur they will be able to follow the conversation below...

'Well Thurgan', rumbled Dengar... 'so you have taken to consorting with outsiders... how typical of one of your kind... if I had my way I would put all the non-believers to death as an example to those that considered going against Moradin's will in the future...'

As Dengar talks to Thurgan a small party of Dwur appear at the entrance to one of the other tunnels. Noting their arrival Dengar draws his axe and advances towards Thurgan. The Dwur glance over to their leader then back in your direction before hefting their axes and charging towards you.

APL 2 (EL 4)

Templars (4): Male Dwur, Ftr1;hp 13,13,13,13; see appendix I.

If any of the PCs show any sign of attempting to help Thurgan before all the Dwur fighters are killed, then have the Dwur attempt to charge past the group towards the villagers. On no account should the PCs be allowed to take part in Thurgan's conflict with Dengar. As soon as the Dwur are defeated read out the following box text.

As the last of your foes fall, your attention is drawn towards the conflict raging at the other end of the cavern. A shout from one of the children momentarily distracts Thurgan; Dengar takes full advantage by landing a mighty blow knocking Thurgan to the ground, bleeding profusely from a wicked looking gash in his head.

Dengar then turns and strides towards the middle tunnel, as you move forwards Dengar turns and utters a single word 'Goodbye' and swings his mighty axe at one of the beams supporting the entrance to the tunnel. As he removes his axe he turns and runs down the tunnel. The ancient beam splits, giving in to the weight it has borne for years, and weakening the surrounding support beams. A trickle of falling earth soon gives way to a deluge and in seconds the entire

area surrounding the entrance to the passage Ragnar took is covered.

Encounter 4C: Last Stand

This encounter opens with the Galai Iorn attacking the village of Vandrell. The amount of time the PCs are able to hold off the gathering hordes of the dark Flan depends entirely on the amount of preparations they made in the previous encounter.

The PCs may make whatever preparations they wish while the Galai Iorn are charging the wall. It will take 4 rounds for them to reach the bottom of the wall, and then an extra round to get past any traps that have been set for them (if PC's have been particularly ingenious give them more time). Thus PCs with bows may wish to shoot at their enemies for that many rounds.

At the end of that time the section of wall/gate/breached section of palisade that the PCs are manning will be attacked by a war party of Galai Iorn.

APL 2 (EL4):

6 Galai Iorn Warriors: human, War 1, hp 9,9,9,9,9,9; see Appendix 1.

Tactics: The Galai Iorn are 300' away when the battle starts and will require 4 rounds of running to reach the walls (losing their Dex bonus to AC as they run). This should give the PC's enough time to prepare (as much as they can at first level) for the coming onslaught.

The wall is reasonably well built and it will be a DC 10 for the Galai Iorn to make their way over it and into the city. Remember that they will not be able to take 10 whilst climbing the walls as they are technically in combat at this stage. Climbing the Palisade requires 2 move actions or a single move action at a -5 penalty. Half the Galai Iorn will stay at the bottom for a round to provide covering fire with their longbows before attempting to join their companions at the top.

The top of the palisade provides cover to those behind it (+4 to AC). The PCs will also benefit from a +1 bonus to melee due to height advantage. This bonus disappears once the Galai Iorn reach the top.

Once the warriors of the first wave have been defeated count the number of successes that that were amassed by the PCs in the last encounter. Use that to determine which text to read out to the PCs next.

0 – 2 successes – The village doesn't hold for long, there is too many holes in the walls and defenders morale is to low. Read the following to the PCs.

The fight is brutal and agonisingly short. Within moments hundreds of Galai Iorn swarm over the walls. The gates are quickly seized and hundreds more pour into the main square of the village. All around you the defenders fall to the spears of the evil Flan. Within a few small minutes the village is taken. Here and there small bands of defenders surrender their weapons and are bound hand and foot. Before long your party is surrounded and a Galai Iorn elder cries out in broken common for you to drop you weapons. In your hearts you know you have not given the fleeing villagers enough time to escape.

3 – 5 Successes – The villagers put up something of a spirited fight, holding the Galai Iorn at bay for some time. Perhaps the temporary repairs hold a little longer than anyone expected. Read the following to the PCs.

As the Galai Iorn swarm around the defenders on the wall their frustration becomes evident. For almost half an hour the villagers fight with the courage of knights, driving the Galai Iorn back time and time again. Then in the distance in the gloom you notice a section of the wall fall to the enemy. The Galai Iorn seem to hold back for some reason, something else is attacking the wall. You gaze deep into the night but are unable to determine what is killing so many of the defenders. Then the Galai Iorn swarm through the gap on the wall and within a few small minuets the village is taken. Here and there small bands of defenders surrender their weapons and are bound hand and foot. Before long your party is surrounded and a Galai Iorn elder cries out in broken common for you to drop your weapons. At least you held out for as long as you could. You feel that you may have given them villagers enough time to escape. At least you hope so.

6+ Successes - The battle becomes remembered in legend, as the PCs and the villagers fight heroically. Read the following to the PCs:

Time and time again the Galai Iorn throw themselves against the wall. However, the defenders fight like heroes of another age. As your gaze sweeps the palisade wall, your heart swells with pride as you witness the glorious struggle. Eventually the Galai Iorn are repulsed, and disheartened, they stumble back across the plain to the tree line. The cheers ring out among the remaining defenders on the walls. Feeling like giants you stand on the wall taunting the defeated Flan warriors. Then you notice dark shapes floating through the nights towards the walls, over the heads of the retreating Galai Iorn. As they approach the lights on the Palisades they become a lot clearer. Their forms are translucent, shadows; their presence stains the very air. As they begin their approach some of the defenders loose arrows, throw captured spears, but to no avail. The creatures quickly swarm over the walls, as they touch the defenders the

men scream, a sound that shatters the night. The fallen defenders look as if their life has slowly been drained away, elderly twisted faces and shocking white hair is all that remains of once young warriors. Quickly the remaining defenders turn and flee from these creatures, abandoning the walls. With a roar the Galai Iorn turn and charge the walls once again. Here and there small bands of defenders surrender their weapons and are bound hand and foot. Before long your party is surrounded and a Galai Iorn elder cries out in broken common for you to drop you weapons. At least you held out for as long as you could. In your heart you know that they have managed to escape.

If the PCs feel like fighting on some more, then it is easy enough to have them overwhelmed by the scores of Galai Iorn. Once their weapons have been taken they will be bound and left lying on the village square with the other captives. The Galai Iorn continue to search for the missing Dwur.

Encounter 5:

Encounter 5a: Race Through Darkness

'Your journey through the main body of the Galai Iorn force complete, Gearn calls a halt for a short time. You make a cheerless camp in a small incline, all too aware of the fresh warriors steadily making their way towards the main host. As dawn begins to break, and a watery sun rises above the horizon, the main attack begins.

It is short, and brutal. Although the few remaining defenders struggle valiantly against the invading horde, they are rapidly overcome and a Galai Iorn tide surges across the walls. All too soon afterwards comes the telltale glow of fires being set, and prisoners are hauled back to the camp.'

The PCs at this point may wish to return to help the villagers. Make it clear that this is a very bad idea, as they cannot take on the army by themselves. Gearn will be only too happy to point this out. Once the main force has engaged the village, Gearn suggests that this would be a good time for them to move out.

The PCs should be able to slip past the stragglers easily, so long as they are not stupid and deliberately draw attention to themselves. Keep them on their toes by asking for Move Silently and Hide checks every often, or for Spot and Listen checks.

After several hours travel, the PCs will eventually reach a small path through the hills that leads to a junction on the main road.

Encounter 5B: Ah Rocks

As from the cave-in subsides you peer through the dust to try and spot Thurgan.

Use the following Spot check DCs to determine what the PCs see.

DC 5	You can see earth, stone, rocks...you're fairly sure you are underground.
DC 10	The tunnel that Dengar went down has completely disappeared...both the entrances to the other two tunnels have partially collapsed.
DC 15	Over by the edge of the fallen earth and stone, you can see what looks like the top half of a Dwur trapped under a couple of old beams and earth.

If none of the players spot Thurgan, allow them listen checks. A Spot check DC 12 will succeed and allow coughing can be heard over by the edge of the debris.

It will take a DC15 Strength check to free Thurgan from the collapsed beams and earth. He appears to be unconscious. A Heal Check DC 15 indicates that Thurgan seems to be stable for the moment, but the wound to his head is severe – he will need at least one point of magical healing to be brought round.

If the party has no magical healing available, several of the women will volunteer to carry the Dwur on a stretcher. Both the entrances to the other tunnels are partially covered – it will take the party 10 to 15 minutes to clear each entrance.

Left Tunnel

The left hand tunnel leads to a dead end – rotting wooden shelves along the wall indicate it was probably once some sort of storage area.

Right Tunnel

The right hand tunnel looks comes to a sudden ends after 60 feet or so, however about halfway down a rough tunnel intersects leading upwards. It does not appear to have the support beams that all the tunnels you have used so far had.

If any of the players have the Track feat, ask them for a Survival Check.

Survival Check (DC15): *This appears to be the work of some sort of burrowing animal. You are not entirely sure what it could be as the tracks you do discover*

don't appear to come from any animal you have come across.

If Thurgan has been healed he will suggest that the players scout up the tunnel ahead to see if it leads to a usable exit. Not quite recovered from his injuries he will fall after them with the women and children. If he is unconscious, then one of the older women will make a similar suggestion if the players seem unwilling to go up the tunnel.

Encounter 5C:

This encounter opens with the PCs the captives of the Galai Iorn. They are questioned and possibly witness the torture of some of the villagers. The Galai Iorn take great delight in explaining their fate.

At some point the PCs will try to escape their bonds. This is certainly possible but very difficult. A Strength check (DC30) is required to break their bonds, while an Escape Artist (DC25) can also allow them to slip from their bonds. If PCs suggest they are using a sharp rock or some such to help them then allow them a +4 to their attempt. If they do escape then they must make their way past the scores of Galai Iorn guards in order to escape to the tree lines. If they do manage to accomplish this feat, the Flan warrior who will offer to lead them to safety will meet them. From this point you can run the remainder of the module.

For several hours you are left lying in the centre of the village square. The other survivors are close by. Many of them are wounded, and they moan in pain. As you watch you can see the Galai Iorn take the entire village apart. They seem to be searching for something, but that is not stopping them from helping themselves of everything of value either. Your equipment is all gone, they have stripped you bare of anything you could possibly make use of. Eventually several Galai Iorn, accompanied by an elderly warrior come over to the survivors and take a small group into the inn. All is quiet for a few moments, and then the screaming begins. After a half hour or so, they return the men, badly beaten and cut and select another group to repeat the same procedure. Finally it is your turn to be dragged into the inn.

The PCs are dragged into the inn, which has been turned upside down. To increase suspense, select only two of the PCs to be dragged inside, and take them aside to run this part of the encounter. The Dwur dead that were left behind, have been mutilated. While searching is clearly going on in the background one of the elders orders the heroes dumped on the floor and he begins by threatening them.

“You will answer questions, you will no tell lies, and I will know if you do. You will tell only truth, or you will know pain...perhaps you know pain anyway eh? Ha! The old man chuckles at his own mirth then

motions for the younger warriors to keep their spears on you.

Things may look very bad for the PCs, but the elder doesn't actually want to injure them badly, he needs them to be able to walk into the hills. He begins by asking them some questions. PCs may try to lie to him, or they may refuse to talk at all. If the PCs don't respond to his questions, then the Galai Iorn warriors beat them with the end of their spears. Each hit will do 1d4 subdual damage. Once the PCs have been beaten unconscious, they are dragged back to the main square. To the others this will look like a severe beating; therefore you can play up their fear. At this stage there is no indication that their friends are only unconscious and not dead. The old man is hard to bluff, he has a Sense Motive of +8, and those that are caught lying are automatically beaten unconscious as above.

Questions asked	Answers expected
Where are the Dwur?	They have fled down ancient tunnels hoping to escape
Where are the women?	Fled into the Dwur tunnel
Where is the son of the Chief of the...?	We freed him and he escaped in the confusion
Did you send anyone for help?	Yes

Once the questioning is over the PCs are dumped bruised but otherwise unhurt in the centre of the village square. Those that were knocked unconscious wake up a few minutes later. As before the PCs may attempt to try and escape, but the same penalties as before will probably prevent them.

Encounter 6:

Encounter 6A: Just when you thought it was safe:

After several hours of trekking through the bleak foothills of the Headlands, trying to stay within cover, and avoid the remaining Galai Iorn who roam the landscape, you stumble across a small path. Little more than an animal track, Gearn assures you that it leads to the main road, and relative safety. However, before you can pick your way through the scree leading to the path, you hear the ominous sound of a drum not more than a hundred feet behind you, and closing fast.

Unknown to the PCs, they have been spotted by a Galai Iorn hunting party who split off from the main force in search of food. The hunting party, confident in their superiority makes no attempt to hide their presence, and moves rapidly to engage the PCs.

APL2 (EL 4)

6 Galai Iorn Warriors: human, War 1, hp 9,9,9,9,9,9; see Appendix 1.

The terrain the PCs are currently in has rocky scree underfoot, which counts as hindered terrain, thus affecting movement. This adds 2 to the DC of all Balance and Tumble checks made on this terrain.

Encounter 6B: We're not alone down here...

After several hours of following the twisting tunnel upwards, the gradient gradually levels off and the tunnel widens to 10 feet; up ahead you catch a glimpse of light...it seems you have finally found a way out. The small patch of light disappears and then reappears. It appears there is one final obstacle standing between your band of refugees and salvation.

Some or all of the players may wish to try and sneak up to find out what it is they are facing. Unfortunately for them the creature in question is a Mazchedeen, the result of foul Suel experimentation. See Appendix II for more information.

Allow the players in question to roll hide and move silently checks...and make opposed checks for the Mazchedeen. Once the players are within 60 feet, the mazchedeen is alerted to their presence due to blindsight. As soon as the creature becomes aware of the players, either by way of a failed Hide/Move Silently check or the fact that they have come within 60 feet it will move towards them and attack. Between the fading light coming in from the tunnel entrance and whatever light the players themselves are carrying the party will have no trouble in seeing the Mazchedeen charging towards them.

Read out the following box text then roll for initiative.

Ahead, silhouetted in the fading daylight, you can see a sleek quadruped shape pacing back and forward. As you move closer it seems to tilt its head as if listening intently for a moment. Then it rears up on its hind legs before returning to all fours and charging towards you, its tongue lolling about inside a fanged maw.

APL 2 (EL 3)

Mazchedeen (1); Medium Aberration; hp 22; see Appendix I.

The entrance of the creatures burrow looks out over the northern end of the valley, away from the direction the Galai Iorn came from. From your vantage point you cannot see Vandrell itself, but columns of smoke that rise from that area tell a story of their own.

Encounter 6C:

This encounter opens as the PCs are being led into the mountains with one of the slavers. The PCs are to be taken to the Galai Iorn lands to be converted into Dreamstealer spawn. However, the Ventonii tribesman, whom the PCs may have freed earlier has been watching proceedings and waits to try and rescue them.

It is now fast approaching dawn, and for several hours you have been simply lying, watching the dismantling of the village. The Galai Iorn seem intent on taking absolutely everything of value, including dressed stone and wooden planks back into the mountains with them. The survivors have also been taken away in groups of five and ten. Robed Galai Iorn figures arrive, choose a group, shackle them together at the necks and wrists then lead them out of the village towards the mountains. Now it appears to be you turn as a man points to you and Galai Iorn spearmen prepare you to be shackled.

Once again all doesn't look as bad for the PCs as it could be. Here in the village surrounded by so many of the evil Flan, they have no chance of escape. However, in the mountains escorted by only a few warriors should be another matter. The slavers taunt the PCs by sharing their equipment and weapons among themselves. After a while they are ready to march into the mountains.

You notice as you are led from the town through the gates, that the majority of the Galai Iorn army are marching due south into the headlands, you however are being led towards the tree line to the south east.

Allow all the PCs to have a Spot check (DC18) as they enter the tree line. If they succeed, they catch sight of someone watching them from the edge of the trail. However, he is gone before they can get a good look.

After several exhausting hours marching, you captors order a short rest, while they prepare some food for themselves. As the early morning sun filters through the forest your captors sit to break their fast, paying little or no attention to you.

As soon as the slavers are eating the Ventonii warrior selects one of the PCs, either the one that set him free in the village, or the strongest looking warrior. Both the Flan and the PC will have to work quietly in order to free the others. Ask the PCs to make opposed Move Silently checks

as they free themselves. The Galai Iorn (already eating a hearty meal) have a +1 Listen modifier but are distracted eating their breakfast (+5 DC). In all give the guards a -4 penalty to their Listen check to hear the PC's. If they are alerted to the PCs, combat starts immediately.

The PCs gear is between them and the Galai Iorn, along with the other stolen equipment. It is unlikely that they will be able to don their armour during the fight, but they should be able to grab a weapon or spell components pouch.

If the PC's are in mortal danger Gearn will attempt to hold off the Galai Iorn while the PC's to the extent he will give his own life (although whether he dies or not may never be found out)

APL2 (EL4*):

4 Galai Iorn Warriors: human, War 1, hp 9,9,9,9; see Appendix 1.

* The number of warriors is reduced to take account of the fact that the PCs do not have all their equipment in this combat.

Once the PCs have destroyed the Galai Iorn the young Flan offers to lead them north to the road that will take them to safety. If the PCs don't want to take his advice, they can simply march out on their own, but it is likely that none of them will leave the hills alive.

Encounter 7:

Assuming that the PCs decided to take the Flan warrior up on his offer to lead them to the road, read the following to the PCs. Alternatively, the PCs may enter this encounter having been lead here through the tunnels by Thargan, or by having defeated a Galai Iorn hunting party.

As early morning light continues to greet your descent from the forested foothills, you can see a column of smoke rising up from the direction of Vandrell. Though the village is too far away to see, it is clear that the buildings have been torched. Gearn, points to the road, clearly visible. "Here I must leave you, but know that we will always remain friends, you have earned that right." With that he turns and heads back into the hills, without a backward glance. There is little left for you to do but continue towards the road.

The PCs can continue their travels for several hours before they come across the ambush. A hundred Galai Iorn spearmen wait ahead in hills surrounding the merchant road. Their mission is to capture any survivors from Vandrell and prevent them warning the human settlements from the north.

As you march north wearily down the road you notice several bluffs on either side of the road. You stop,

suddenly wary of the ominous hills. Then your heart sinks as the sight you dreaded most greets your unbelieving eyes. Scores of Galai Iorn spearmen move from concealed positions from the bluffs and take up positions on the road in front of you. Thunder rolls ominously as the Galai Iorn begin their charge.

The PCs may of course roll for initiative. It will take four rounds before the Galai Iorn are in a position to attack the PCs. Allow them to use any missile weapons or spells that they have left for three rounds then read the following:

The Galai Iorn are almost upon you, the sound of thunder grows louder, dust rolls behind the charging flan, and then...then a miracle happens. The thunder is not a herald to a mighty storm, but the advance guard to a company of Free Onnwal cavalry. The horsemen, their lances lowered catch the Galai Iorn completely off guard and in a matter of moments the warriors are either killed or scattered. The company commander rides up to you and speaks; "We saw the smoke. Are you from Vandrell? Can you tell us what happened?"

Its up to the PCs to now explain what has happened to them in this very long night. The commander, will be shocked at the destruction of the town, and will take them back to his officer to relate the tale. From there he assures them they will be free to go. Once back at Sornhill, the PCs learn that they were not the only survivors, but many more died that night, during the Battle for Vandrell.

After the PCs are returned to safety, some weeks later they receive a message from the survivors of the attack on Vandrell. The villagers, having petitioned their Cantred Laird (Baron Elwerd Coriell), have sent money, as a reward for the PCs assistance, to a total of 100gp per PC.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2:

Defeat Galai Iorn warriors
APL2 120 XP

Encounter 4:

Defeat Dwur or Galai Iorn warriors
APL2 120 XP

Encounter 6:

Defeat tunnel hunter or Galai Iorn warriors
APL2 120 XP

Discretionary Role-playing Award

APL2 90 XP

Total Possible Experience:

APL2 450 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2:

APL 2: Loot: 121 gp; Coin: 15 gp; Magic: 0 gp

Encounter 4A or 4C:

APL 2: Loot: 121 gp; Coin: 20 gp; Magic: *potion of cure light wounds* x 4 16 gp

Encounter 4B:

APL 2: Loot: 223 gp; Coin: 20 gp; Magic: *potion of cure light wounds* x 4 16 gp

Encounter 6A:

APL 2: Loot: 121 gp; Coin: 15 gp; Magic: 0 gp

Encounter 6C:

APL 2: Loot: 80 gp; Coin: 10 gp; Magic: 0 gp

Conclusion:

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

Total Possible Treasure

Route A

APL 2: Loot: 363 gp; Coin: 150 gp; Magic: 24 gp -
Total:537gp

Route B

APL 2: Loot: 344 gp; Coin: 135 gp; Magic: 16 gp -
Total:495gp

Route C

APL 2: Loot: 322 gp; Coin: 145 gp; Magic: 24 gp -
Total:491gp

Appendix 1

APL 2

Encounter 2:

Galai Iorn: Male human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 13) [[+1 Dex, +4 masterwork Hide Armour]; Base Atk +1; Grp +4; Atk +4 melee +4 melee (1d6+4, shortspear) or +3 ranged (1d8, longbow); Full Atk +4 melee (1d6+4, shortspear) or +3 ranged (1d8, longbow); AL LE; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +5, Intimidate +3, Listen +1. Spot +1; Combat Reflexes, Dodge.

Possessions: shortspear, longbow, 30 arrows, masterwork Hide armour, 10 gp in coin.

Encounter 4b Going under Oerth

Dwur Fighter: Male Dwur Ftr 1; CR 1; Medium humanoid; HD 1D10+3; hp 13; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +1; Grp +4; Atk + 5 melee (1d8+3/x3, masterwork warhammer) or +2 ranged (1d8/19-20, masterwork heavy crossbow); Full Atk + 5 melee (1d8+3, x3, masterwork warhammer); SA Dwarven traits; SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb -1, Jump -7, Knowledge (religion) +2; Power Attack, Weapon Focus (warhammer)

Dwarven Traits (Ex): +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants through defensive training; Darkvision 60 ft; Stone cunning; Dwarves receive a +2 racial bonus to checks to notice unusual stonework; Skills; Dwarves receive a +2 racial bonus to Appraise checks and Craft or checks that are related to stone or metal. +2 racial bonus to saves against spells and spell like effects. Stability, A Dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground)

Possessions: Masterwork banded mail, warhammer, masterwork heavy steel shield, masterwork heavy crossbow, 20 crossbow bolts, *potion of cure light wounds*.

Encounter 4c: Last Stand

Galai Iorn: Male human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 banded mail]; Base Atk +1; Grp +4; Atk +4 melee +4 melee (1d6+4, shortspear) or +4 ranged (1d8, longbow); Full Atk +4 melee (1d6+4, shortspear) or +3 ranged (1d8, longbow); AL LE; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Listen +1. Spot +1; Combat Reflexes, Dodge.

Possessions: spear, longbow, 30 arrows, masterwork banded mail armour, 10 gp in coin, *potion of cure light wounds*.

Encounter 6b We're not alone down here...

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

Skills and Feats: Balance +7, Climb +10, Hide +14, Jump +7, Listen +6, Move Silently +6, Spot +6;

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

Blindsight (Ex): Mazchedeens can "see" (by hearing) to a distance of 60 feet by sensing vibrations. A deafened Mazchedeen is unable to use its blindsight and all opponents have total concealment against it.

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

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

Climb (Ex): Creatures with a Climb speed have a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb and wall or slope with a DC of more than 0, but it can always choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double its given climb speed (or its base land speed whichever is lower) and makes a single climb check at a -5 penalty. Creatures cannot run whilst climbing. A climbing creature retains its Dexterity bonus to Armour Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Encounter 6c:

Galai Iorn: Male human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 banded mail]; Base Atk +1; Grp +4; Atk +4 melee +4 melee (1d6+4, shortspear) or +3 ranged (1d8, longbow); Full Atk +4 melee (1d6+4, shortspear) or +3 ranged (1d8, longbow); AL LE; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Listen +1, Spot +1; Combat Reflexes, Dodge.

Possessions: masterwork spear, longbow, 30 arrows, masterwork studded leather armour, 10 gp in coin.

Appendix II New Rules Items

Mazchedeen (Tunnel-hunters)

Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +4 (Dex)

Speed: 40ft., climb 20ft.

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

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

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

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

Special Attacks: Spit acid

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

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

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

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

Feats: None

Climate/Terrain: Any underground

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

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

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

Mazchedeens (Ancient Suloise: *maz* - tunnel, mine; *chedeen* - hunter) are specially bred through the foul sorcery of the Scarlet Brotherhood to fight in the subterranean cavern networks of dwarves and gnomes.

Sleek quadrupeds with powerfully muscled limbs, Mazchedeens can run and climb on all fours, but frequently rear onto their back legs to rake foes with their cruelly curved fore-claws. Their long, horse-like heads have two vestigial eyes and a pair of slit-nostrils set above the extensive, fanged maw. Despite being sightless, Mazchedeens can navigate and locate foes without difficulty in complete darkness. Tunnel-hunters have extremely thick, rough, pigmented hide, which can change color to blend into the creature's surroundings, making them very difficult to spot when they are motionless.

Mazchedeens are thought to be one of the products of the Scarlet Brotherhood's diabolical monster breeding program. As such, they can understand commands in Ancient Suloise, but only if issued with a priming control phrase, known to the creature's Brotherhood masters alone. Moreover, tunnel-hunters have been conditioned not to initiate combat with humans of pure Suel ancestry - a failsafe to prevent the creatures turning on their creators. It is a mystery how the sightless creatures discern Suloise from other humans.

The Brotherhood uses the tunnel-hunters as shock troops to suppress the usually fierce resistance encountered in Dwur and noniz settlements. Tales from Irongate and the Hollow Highlands tell of creatures bearing a striking resemblance to Mazchedeens wreaking bloody havoc in clan holds and settlements in the years following the Greyhawk Wars. They are also used as "watchdogs" at the gates to sensitive Brotherhood strongholds, where their ability to distinguish non-Suel humans has been the undoing of many a would-be spy.

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

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

Combat

Mazchedeens are dangerous opponents, capable of using guile and tactics to undo their foes. Alone, they make full use of their climbing ability and natural camouflage to lie in wait and ambush unsuspecting targets, often clinging upside down to the roofs of caves and passages and then dropping onto passing victims. In groups, Mazchedeens like to swarm over their enemy, using their climbing ability to move over defensive lines, simultaneously overwhelming them and striking at the vulnerable spell-casters behind. In melee, their primary weapon is their vicious and toothy maw.

Mazchedeens also make good use of their front claws, rearing up on their hind legs, or dangling down from cavern roofs to rake their victims. Particularly stubborn foes are dealt with by means of acid, secreted by glands in the creature's throat and spat into the faces of enemies.

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

Blindsight (Ex): Mazchedeens can "see" (by hearing) to a distance of 60 feet by sensing vibrations. A deafened Mazchedeen is unable to use its blindsight and all opponents have total concealment against it.

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

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

Climb (Ex): Creatures with a Climb speed have a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb a wall or slope with a DC of more than 0, but it can always choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double its given climb speed (or its base land speed whichever is lower) and makes a single climb check at a -5 penalty. Creatures cannot run whilst climbing. A climbing creature retains its Dexterity bonus to Armour Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.