

IUZ3–07

Infiltration

Part One Of “The Howling Hills Saga”

A One–Round D&D LIVING GREYHAWK®
Iuz Borderlands Meta–Regional Adventure

Version 1.0

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For over a century, the proud Wolf Nomads have been denied access to their sacred ancestral burial site located in the Howling Hills – a place now under the control of Iuz The Evil. A nomad foray during the 580's had early success but eventual failure, and it seems the only way to retake the Wegwiur Thralls is to have a group of cunning adventurers infiltrate the tomb, and secure it from the inside. But who would be mad enough to undertake such a mission? A Living Greyhawk adventure for characters ranging from levels 3 to 13.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in 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.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Adventure Background

The Wegwiur Thralls are an old Wolf Nomad burial site situated approximately 40 miles inside the border of the Land Of Iuz; and on the western edge of an area more commonly, and terrifyingly, referred to as “The Howling Hills”. The Thralls are also 28 miles NE of the bend in the Blackwater River, and 80 miles south of the western side of the dreaded Cold Marshes.

The Wegwiur Thralls are a series of caves which contain the remains of the greatest Wolf Nomad warriors who have fought to keep the borders safe from Howling Hills marauders for over 2,000 years. The site has continuously been a place of pilgrimage for young warriors who believe that a journey to the caves will present the opportunity for an old warrior spirit to enter the body of the youth, and make him or her similarly wise and powerful. There is no doubt that this, in reality, has been documented as occurring on several occasions (but only for those born Wolf Nomads).

More recently, just over one hundred years ago, the Wegwiur Thralls came under the control of Iuz The Old. The Wolf Nomads were denied access to their traditional burial site, and Urzun orcs were set to guard the entrances. Inside, clerics of Yurtrus (under the command of clerics of Iuz) desecrated the tombs – and left foul guardians in place to ward off potential intruders. It is also rumored that the clerics stole bodies from the tombs and raised them as terrible undead warriors. These foul creatures now patrol the Howling Hills and fill the ranks of the Urzun garrisons on patrol there.

News of such desecration reached the Wolf Nomads and made them vengeful. In 586 CY, the nomads launched an offensive against the Wegwiur Thralls in an attempt to take control of the western edge of the Howling Hills. It was led by a Paynim mercenary named Tang The Horrific, who convinced the nomads that they must rise en masse and “march to the Hills”. The campaign, whilst initially successful, was eventually a disaster. Though the nomads inflicted nearly 4,000 casualties on Iuz, over 1,500 of the Wolf Nomad’s best warriors were slain in a single battle, and the campaign was lost. Brave survivors still shiver whenever the “Inhuman Gargantuan”, who desecrated the nomad troops, is mentioned or whispered about.

Tang The Horrific escaped the battlefield like a coward and is supposedly in hiding somewhere north-east of The Howling Hills. Tarkhan, fearless leader of the Wolf Nomads, would pay dearly to see this traitor’s head returned to him set securely on a very long, sharp pole. But that is another story ...

It is now seven years since “The Long March”, and the Wolf Nomads are ready to attempt another assault on the Wegwiur Thralls ... but they need help.

Being mostly shahmans and barbarians, the nomads lack the collective expertise amongst their own people to face “The Gargantuan” again and traverse the dangerous burial site (where it lives) once the Urzun guards are defeated. The latest plan is to secretly send a group of adventurers in through the least guarded entrance of The Thralls. It will be the job of the adventurers to make the burial site safe and secure. They will only have 11 hours in which to do this, as the Urzun guard changes every 12 hours.

The party must be out of the burial site by midnight, because at that time the nomad war brigand will attack from the south, thus ensuring that the remaining Urzun guards are at their weakest (and most tired). This means, however, that the adventurers must overcome some Urzun guards and infiltrate the burial site in broad daylight (around midday).

Adventure Summary

During the **Introduction**, the players find themselves in Wolf Nomad territory, and heading towards the capital called Eru Tovar. They think they are answering a call for adventurers to help clear humanoid invaders raiding from Blackmoor into the Burneal Forest – but this quest will alter fairly quickly ...

In **Encounter One**, the PC’s meet Head Chieftan, Tungra Stillwater. He has seen the resume of the party and believes he has a mission of far greater importance (and richer rewards) than the Forest Quest. Stillwater explains the mission to the players : infiltrate and secure the Wegwiur Thralls – an old ancestral burial site now under the control of Iuz and his Urzun orcs. Once done, the nomads will be able to launch an attack on the Thralls, and not have to worry about anything nasty coming at them from within The Thralls (which is what happened during a previous attempt – see Adventure Background).

In **Encounter Two** the PCs will infiltrate Iuzian territory and journey along the “Trail Of Death” – where the PC’s will (by chance) meet up with Silas Gribble. Silas is raiding “lesser” thralls around the primary Wegwiur Thralls of their burial treasures. He secretly sells the items back to families in Eru Tovar who he has convinced that the items are those belonging to their ancient family ancestors. A third of the money he keeps for himself – the other two-thirds goes to paying off various Urzun commanders in the region. The “lesser” Thralls *do not* contain relics of any great importance (or religious significance). Silas can give the party some information about their journey ahead (and what’s going on in the Howling Hills in general). If, however, the PC’s tell him their “mission”, he will betray them and this will mean

the party will have to battle *many* orcs in one possible conclusion to this scenario (**Conclusion B**).

In **Encounter Three**, the PC's will come to a back entrance to the Thralls which is little used (and only guarded by a small compliment of Urzun orcs). The party will need to overcome the orc guards and enter the tomb.

In **Encounter Four**, the PC's will meet the first of their undead encounters (depending on the APL at which this scenario is played).

In **Encounter Five**, the PC's will meet the second of their undead encounters (depending on the APL at which this adventure is played).

In **Encounter Six**, the PC's discover that the forces of Iuz have established an underground laboratory capable of constructing golems. The room has several silent *alarm* spells cast on it which signal that an intruder has invaded the thralls. As the players search the laboratory, a secret door swings open and a golem attacks! The PC's battle a golem (more commonly referred to as "The Inhuman Gargantuan") Which type of golem depends on the APL at which this adventure is played. Where all the other golems are which have been created remains a mystery ...

In the **Conclusion A**, the PC's return via the Trail Of Death and see the nomad onslaught take place in the distance (from the top of a hill). It appears the nomads are successful ... for now.

In **Conclusion B**, the PCs may also have to fight an orc garrison (but only if they told their mission to Silas Gribble, and he betrayed them). Regard-less, the Wolf Nomads win their battle and secure the Wegwiur Thralls at last.

Introduction

Read this to players as the adventure begins :

You are starting to think that this journey was a mistake. Two weeks ago you all left the comforts of your homeland to join a growing caravan of crusading adventurers headed for the vast expanses of the Wolf Nomads. The tattered poster tacked to the noticeboard of your local tavern said that Tarkhan, leader of the fearless Wegwiur, was seeking adventurers to lead skirmishes against small but nasty groups of humanoid horrors coming down from Blackmoor and invading the northern reaches of the Burneal Forest. Considering that nobody has seen or heard anything about Blackmoor in over 50 years, blatant curiosity, mixed with a handsome promise of rewards, has led many of you to come to Eru Tovar in search of a job.

But the journey has been difficult. The first of the bitterly cold northern winds are starting to sweep

the plains and, whilst some nomads offer shelter willingly, others turn their heads away and groan about "strangers", "magic", and "evil forbodings". Even friendly nomads rustle their charms and trinkets whilst chanting whispered prayers whenever you're around. At night, strange rituals are performed just out of camp, and the howls of wolves become one with the howls of humans – as if all of them understand each other as one. In the mornings, you awaken to find that strange pentagrams have been drawn in the sand around your camp – though nobody recalls having seen anyone come and go or set off any alarms.

When at last you reach Eru Tovar, you realize that it is as you've heard of it in the legends. Huge, sturdy, colorful tents litter the landscape – mixed in with poorly built permanent structures here and there. As you get closer you realize that there are no streets, no alleyways, and no real "edge" of the city; just one sprawling mass of cloth tents, stone walls, cattle, and humanity all writhing on a barren plain in an attempt to eke out some existence. If fact, there are so many poor and so many beggars underfoot, that your horses cannot help but scatter them aside – their pleas making you sadly realize that you are unable to help – and too out of place to make a difference.

Eventually, your group is met by a nomad male who appears linked to the leader they call Tarkhan. He has very poor Common, and appears agitated.

"The chak-quoah welcome you," he says, "You are needed much. Much money for you we give. Much killing you do for us. Now you tell me your names and specialties and I tell the chak-quoah. Then they come for you and you get started ..."

DM's Note : If anybody asks, the word "chak-quoah" is explained as meaning "those chiefs who will be your employers in this venture".

It is now time for each player to introduce him or her self to the man who calls himself **Tenvu Kalak** (Male human Com3/Exp3). Tenvu takes scrappy notes on each person, and thanks him or her politely, but insincerely.

Have the the PC's make Sense Motive checks (DC 18). If they succeed, they realize that Tenvu is not so much interested in "who" they are, but moreso "what" special professional skills each PC has to offer. He seems *especially* interested in any clerics or paladins. Tenvu politely ignores any questions asked of him even to the point of rudeness if any PC persists.

If any PC refuses to give his/her name and information to Tenvu, then that person's name will not be read out by Tungra Stillwater in Encounter One and thereby not get invited to go on the Special Mission. The ignored party member will need to convince Tungra to

go along (Diplomacy check DC 8+APL), or have another party member try and convince (Diplomacy check DC 12+APL). Failing this, Tungra will let the party member go, but will instruct **Tenvu Kalak** to “watch that one very carefully”.

Before Tenvu leaves, the PC's are invited to look around the Eru Tovar Marketplace. The players may use this opportunity to make purchases for any item that they could normally buy at the end of this event (but not the items gained in this event), but all items are 20% above PHB, DMG, or Builder-Book requirements due to the depressed economy of this place. There is also no item here worth more than 2,000gps.

After any purchases, move on to Encounter One.

Encounter One Tungra Stillwater

After a short while, a bull-horn sounds across the market place and the crowd grows quiet and moves aside. This has signaled the arrival of one of the great tribal chiefs – Tungra Stillwater. Stillwater gathers all the adventuring groups who arrived this afternoon together, and begins to assign duties to those who gave their names. Most adventurers are posted somewhere in the vicinity of the Burneal Forest – but your party is not.

Stillwater waits for the other adventurers to be led away, then signals for those of you remaining to follow him.

He leads you to a large tent situated near the outskirts of the town. The tent is surrounded by hundreds of smaller tents, with dozens of campfires, and possibly two thousand nomads of all genders, ages, and professions. About a third appear to be warriors – and they are practicing drills with almost alarming tenacity, ferocity, and expertise! They look like they are ready to fight in a large battle ... at any moment soon ...

Tungra Stillwater leads you inside his tent. The interior is beautifully painted with frescos depicting grasslands, corn, dancing deer, antelopes, and rampaging cattle. He sits on a plush cushion and begs you to sit down the same in front of him. To his right, he introduces a man called Jed-dah, his eldest son; to his left sit seven women of various ages whom he introduces as his “beautiful wives”.

“And now,” he says in broken common, “The reason why I have separated you from the others ...”

The DM Should Then Paraphrase The Following :

Tungra Stillwater has chosen these adventurers because he believes they are suited to a special, more illustrious,

mission. He explains that the mission is dangerous and involves traveling into enemy territory (Iuz). The difference between the Burneal Missions and this one is that whilst it brings more rewards, there is a good chance that only **half** of the adventuring party will return alive.

Tungra Stillwater will not relay anymore information until everyone in the party agrees to do the job. Then he continues ...

First, Tungra will relay the situation and events outlined already in the **DM's Introduction** (see earlier). He does not know “what” the “foul guardians” are, nor what the “inhuman gargantuan” actually *is*. He is only sure that they exist, and that the party must “destroy them all” if the Nomads have any chance at all of retaking the thralls.

When they leave, Tungra says the PCs will have to leave all horses and ponies behind. The fastest and safest way (in order to ensure secrecy) is along an old nomad pilgrim's trail which has since been blocked in many parts due to earth tremors. The party will need to climb up and down some difficult surfaces quite a few times in order to get to the Wegwiur Thralls. The trail cannot be seen from the air as it weaves in amongst overgrown copses and corn fields. If the party *flies* to the thralls (and don't use the trail), then they only have a 20% chance of seeing the correct entrance from the air – otherwise they enter via a more heavily guarded entrance with 3 times more Urzun Orcs in defense – and miss Encounter Two. Tungra relays that the trail leads to an entrance in the thralls situated in the NW (north-west). There are other more heavily guarded entrances in the NE, SW, and SE. The Urzun hardly watch the NW entrance, as the trail is impossible to move an army along it – particularly one with cavalry. The bulk of the Urzun Army is situated at Krangord, some 25 miles to the south of the thralls. If the PCs stick to the trail, they will come across the “back entrance” soon enough.

Tungra says that when the Urzun guards are overcome, the PCs are to enter the burial site and secure it from within. Once secure, the PCs must return to the northern entrance and set fire to the Urzun Battlement. The glow will signal that the party has succeeded, and that the thralls are now secure. When the party hears the Tovar Horn blow three times, they will know that the Nomads have understood, and that they are ready for an attack on the greater Urzun defense – one which will rightfully restore the sacred burial grounds to the Wolf Nomads. Success should be certain because the Urzun will not be able to use the creatures they have locked in the thralls, because the party will have already overcome those creatures on the inside.

If the party asks for a map of any kind, the chieftain will sadly state that nobody official has actually *been* to the thralls in over 90 years – not since Iuz and the Urzun

took it from the Nomads. Anybody from that time who might have been able to draw a map is not long dead (and buried themselves).

If the party enquires about “what to expect”, the chieftain will simply say :

“I imagine you will encounter hoards of the very worst undead creatures that have ever risen on the face of Oerth. There is also talk of things far worse ... things that cannot be described by any who now live ...”

The party will be able to tell deceased nomad warriors from evil undead corpses because the nomad warriors were laid to rest wearing beautiful necklaces and crowns made out of the horns of the wild deer that roam the northern plains.

If the players ask : “What is our reward”?, Stillwater explains :

“The Urzun use the thralls to hide treasure stolen from raids on Kobold tribes up north in the Cold Marshes. Your party can take for yourselves any of that treasure which you can find (as it will belong to the Urzun). The Nomads do not bury their dead warriors with anything other than their weapons and crowns, and you are asked to leave all such things in tact if encountered.”

The chieftain makes it VERY plain to the party that they MUST secure the thralls and send the signal ON TIME. The nomad brigand will depend upon it. If no signal is given by near-to-high moon (quarter to midnight), then the brigand will know that all is lost, and the attack must be called off. There will not be another opportunity like this for another 7 months.

Therefore, the party will take about 5 hours to traverse the trail, then a further 12 hours or so to secure the thralls once they enter. If they leave at dawn tomorrow, the time frame will be safest and optimal (as the trail is too dangerous to traverse at night). During the battle, the party should hide nearby and should victory come to the nomads they will be found and brought back as heroes to Eru Tovar. If they fail, their bodies will most probably be turned into undead – and forever walk the thralls as guardians of Iuz.

Finally, Tungra urges the party to keep the location and details of their mission a secret. He reminds them that there **“are many spies in the service of The Old One walking the land as we speak.”**

The chieftain then asks the party if anybody has any further questions. The party is welcome to stay free of charge in nearby tents, then leave at dawn tomorrow.

Tungra’s close servant, Tenvu Kalak (whom you met earlier), will be your guide to the start of the trail.

The party is also able to return to the marketplace to purchase anything else they think they might need before they leave early the next morning. There will *not* be enough time to shop before they leave tomorrow.

Move on to Encounter Two.

Encounter Two

Silas Gribble

Read to players :

Morning breaks, and as you rise and prepare yourselves for what may very well be a suicidal mission, you notice that, overnight, thousands of Wolf Nomads have descended upon Eru Tovar. Tribe by tribe, the warriors are being sorted out, and placed into battalions. Line after line, the warriors stretch out across the edge of the city like ants.

“It is time to leave,” says Tenvu, your guide. “Come, follow me.”

As you walk silently northwards, you hear the chants and war-crys of over 7,000 nomads, echoing into the distance. Your only hope is that Iuz, the Old One, is not listening. Suddenly, you all realise that the fate of thousands – and thousands more – rest on your very shoulders. Now you understand that you must succeed ... or die trying. These proud people will not settle for anything in-between.

At first, your journey easily follows a dry river bed and the chill autumn air is cold but refreshing. After an hour, though, you come over a ridge and suddenly notice that the landscape is changing – for the worse. Red dirt quickly turns sooty black. Green scrub becomes brown, dead brush. Round hillocks turn to jagged precipices dotted with the colonies of millions of termites ... and worse. The sky is a broiling, seething cauldron of thick sludge – and early drops of rain sting like acid as it starts to whip your faces, necks, legs, and arms.

“This is the border to the Land Of Iuz, and there is the trail ...” says Tenvu pointing to a narrow track which already is obscured by rock and underbrush. “The trail is not well guarded. You are lucky in that. Go now. I go to join my brothers on the battlefield. May your gods honour ours and grant us victory before this day is out.”

DM Note : Give the PCs a chance to say goodbye and ask any last minute questions, then read on :

There is no doubt that the trail is difficult. Quickly, you realise that any horses or ponies brought along this route would have seen certain death. During the second hour of your journey, the trail winds up hill and down dale – over boulders and through tight rocky crevasses. In the third hour, the trail unexpectedly turns underground. Thankfully, it is not too deep, and the gigantic spiders which you see sitting atop their webs have fat bellies and appear to be content with eating the large termites you have occasionally glimpsed out of the corners of your eyes.

Eventually, the trail returns to the light (or what passes as light in this gods-forsaken land), and it is the fourth hour since you left Eru Tovar. Quite suddenly, you see what appears to be a lone, male, humanoid figure with a wispy beard and a hunched, elderly disposition sitting to the right of the road, on a rock, about 80 feet ahead of you up the trail. The figure has built a makeshift campfire and appears to be boiling a billy whilst gnawing on some tough beef jerky. There is a large backpack by his left hand side.

At this point the DM should set up the battlemat, and place the party in marching order 80 feet back from another figure representing the stranger. The party should *not* be able to guess whether this will be a role-play or a combat encounter. Remember, this is the Land Of Iuz. The players should be scared every moment they take a step in this place ...

Spot Checks : Give each party member a Hide check (with plusses if they say they are Moving Silently or some other). If any PC fails to beat DC 15+APL, then they have been spotted by the stranger. Read the appropriate text. If nobody is spotted, then read the appropriate text.

If Any PC Is Spotted :

The stranger cocks one eye menacingly in your direction. He stops chewing on the beef jerky, frowns, and starts to move his left hand towards his backpack ...

If No PC Is Spotted :

The stranger does not appear to notice you, as he gags and spits the beef jerky on the ground. He starts to pour hot sludge from his billy can into a corroded tin cup ...

DM's Note : If the PC's are spotted, roll for Initiative immediately. If the PCs are *not* spotted, then play this out as you see fit (depending on what the players do).

The stranger is Silas Gribble (not Old Iuz as some might quiver to think!).

☛ **Silas Gribble** (LE Male Human Exp5, 27hp). His full statistics can be found in the Appendix.

Silas has been raiding “lesser” thralls around the primary Wegwiur Thralls of their burial treasures. He secretly sells the items back to families in Eru Tovar who he has convinced that the items are those belonging to their ancient family ancestors. A third of the money he keeps for himself – the other two-thirds goes to paying off various Urzun commanders in the region. The “lesser” Thralls, in reality, *do not* contain relics of any great importance (or religious significance). The latest batch of pilfered items are stashed in his backpack (of which he is most protective).

In Round 1 (on his turn) : Silas Gribble will grab his backpack with his left hand and drag it between his legs. He will hunch over it and scream : “Don't hurt me! Don't hurt me! Please!”

In Round 2 (if the party are attacking him still) : Silas Gribble will fall to the ground cowering, dribbling profusely, and pleading for his life.

What If The Party Kills Silas?

If they kill him cleanly, then they can search him (and his backpack). He has *no* gold pieces or items on his person, but the backpack is a different matter. Inside are five very old, dusty wooden artefacts dating back hundreds of years. The items are non-magical and are as follows :

- 1 small hand-size wooden horse
- 1 small hand-size crossbow (replica only)
- 1 small wooden doll
- 1 little wooden dog with black stones for eyes
- 1 small wooden antelope in a resting position

The items (Knowledge Appraise DC 10+APL) are probably not worth much to anybody except those who might value them personally. There is nothing else in Silas' backpack except for a packet of beef jerkeys and some tea leaves. He does not even possess a weapon.

If the party use fire, acid, or crushing area damage to kill Silas, then when the party open his backpack, everything in it is damaged and destroyed beyond recognition.

What If The Party Talks With Silas?

Depending on what they do to him in Rounds 1 and 2, Silas might appear quite congenial. If they *do not* attack (or cast spells on him) then he will tell them about himself and his work on a Gather Information check (DC 6+APL). If the party attacks him (or casts spells on him) then he will be harder to converse with and require a Gather Information check (DC 12+APL). He is quite

proud of his sneaky exploits and likes to brag. Otherwise he will be gruff, blunt, and want to move on his way (towards Eru Tovar).

Silas will also ask the party what *they* are doing on *this* trail (which he thought very few people knew about).

Now, the party may answer this in all sorts of ways, but if *any* PC conveys about even a *hint* of “Wegwiur Thralls + Invasion” (or variants thereof), the DM should make a note of it. If a PC tells him a false story (but mentions the Wegwiur Thralls), then the DM should make a secret Bluff vs. Sense Motive check to see whether Silas suspects something more sinister is going on. If so, the DM should make a note of that, too.

Of course, Silas will honestly tell the party that he never goes near the Wegwiur Thralls, as they are heavily guarded – particularly for a man who can’t fight. He knows nothing about the Wegwiur Thralls except some of the recent stories he has heard :

- **That there are many undead inside** (True).
- **That Priests Of Yurtrus have been raising undead from within the thralls and placing them on patrols with Urzun Orcs in and around the Howling Hills** (True).
- **That one particular priest, Zandzibar, has taken up full-time residence in the thralls to hold back a foul creature he unleashed from the underworld – a shadow dragon!** (False – Bluff vs. Sense Motive). The priest part is true, but he’s creating golems (which the party won’t find out until later).
- **That he (Silas) stays clear of the Groaning Mines, nearby, as there is something going on there between the Urzun based at Krangord Keep and the forces of the Old One who rule in Kendragund, capital city of The Howling Hills** (True).

Under no circumstances will Silas show the PCs what is in his backpack. If they force him, he makes them grasp the backpack from his bony fingers whilst screaming out. If this happens, the party finds what is described in the previous section.

What If The Party Captures Silas?

Silas Gribble has been a successful thief mostly because he is great at getting himself out of sticky situations. He has an excellent Escape Artist check (see his stats) and will try to break every bond, noose, gag, whatever every 1 minute of player time. This clearly (INT check DC 10) is going to slow the party down to half speed (as well as blow any chances they have of surprise anywhere). Even if they don’t bind him, he coughs, snots, dribbles loudly, mumbles, chortles, and is a real pain in the backside.

The DM should play this by ear, but it is *not* a best option for the party to take Gribble with them.

What If The Party Lets Silas Go?

If the party lets Silas go (in whatever direction – but preferably towards Eru Tovar), and they *have not* revealed their mission (see above), then the party will play **Conclusion A** at the end of this scenario. Therefore, Silas Gribble will *not* betray the party to Urzun guards, though Silas will continue to ply his deceptive trade (at least for now).

If the party lets Silas go (in whatever direction – but preferably towards Eru Tovar), and they *have* mentioned some, all or part of their mission (see above); then the party will play **Conclusion B** at the end of this scenario. Silas Gribble, fearful that the thralls will be cleared, and maybe invaded – thus cutting off his revenue from surrounding thralls – will betray the party to the nearest battalion of Urzun Orcs. It takes the Orcs until near-to-high moon (quarter to midnight) to reach the outside back entrance to the thralls where they meet the party in a final showdown (which is clearly stacked in their favour).

After the party have dealt with Silas Gribble (in one way or the other), move on to Encounter Three.

Encounter Three Entrance To The Thralls

Read to players :

The final hour of your journey towards the Wegwiur Thralls is fraught with more climbing, squeezing, and jumping – enough to possibly cause some of you great problems ...

DM Note : Get every PC to make a Fortitude Save DC 8+APL or suffer the effects of being “Fatigued” as described in the DMG. PCs with the feat *Endurance* get +4 to this saving throw. Note also that such fatigue can be removed by spells such as *lesser restoration* and such.

Eventually, in the near distance, a series of low but jagged cliff faces come into view. You are clearly approaching the place known as the Wegwiur Thralls – whilst in the far distance you see higher rock edifices which you figure must be the dreaded Howling Hills!

Now, on either side, the trail is surrounded by tall, crumbly mounds – much like the termite mounds you saw earlier, only slightly different in colour and shape. Then, one of you sees a giant wasp fly from the top of one of the mounds! It flies about

not appearing to notice you, then seems to visit another mound nearby. It looks as though whilst you stay on the trail, you will not bother the giant wasps ... and they will not bother you.

DM Note : Some PCs might want to do a Knowledge Nature check (DC 14) to determine this for sure.

Also, it is handy if (at this point) the DM places down an already prepared battlemat, or draws a diagram, of what is about to be described. This will help players visualise this encounter more appropriately. Get the players to place their figurines in the area of (1) on the DM map. A full DM map is provided in the Appendix. Then read :

After another 30 minutes or so, you appear to be very close to what you might figure is the back entrance to the thralls. Then, as you round a corner, you see what appears to be a fortified entrance!

From where you are standing, the trail proceeds for 35 feet then stops at a cliff face which is 40 feet high. Cut into the cliff-face are a series of small, crumbling steps leading up to what appears to be a 5ft ledge covered in sharp spikes sticking outwards. Beyond the ledge is a large, enclosed two-storey pill-box – with several tiny slits facing outwards on both levels towards the steps and the trail. The way the pill-box is positioned makes you realise that anyone (or thing) inside could effectively cover both the steps and the trail with no problem (particularly from the upper level). Behind the pillbox is a sheer cliff-face going upwards on 150 feet. Cut into the cliff-face are some more steps, going up to an oval-shaped entrance situated behind the pill-box. You might be able to see more, and act more effectively, if you moved closer ...

DM's Note : Because of the huge wasp nests, the PCs can see the geography, but it is heavily obscured. A PC who wished to fire a ranged weapon at the pill-box, or cast a spell on it (or inside it) would definitely need to move to the square on the trail between (1) and (3) in order to be effective.

Similarly, the Urzun Guards do *not* spot the PCs until one of them moves to the square on the trail between (1) and (3) – or the party attack or give their positions away.

If any PC tries to sneak up and hide behind wasp mounds, they will be instantly attacked by one or more Giant Wasps (whose loud attack buzzing signals the Urzun Guards). Remember, the Giant Wasps *only* attack if any PC goes off the trail and tries to employ “tactics” of some kind (ie. Hide, get cover, etc). The DM might even have one of the wasps “buzz menacingly” at any PC who

looks like going near a mound, thus **using the wasps as a “warning” rather than a “set encounter”**. That's why they haven't been factored into the total EL of this encounter.

APL 4

➤ **Giant Wasp (1):** hp 32. See *Monster Manual*, page 207.

APL 6

➤ **Giant Wasps (2):** hp 32 each. See *Monster Manual*, page 207.

APL 8

➤ **Giant Wasps (4):** hp 32 each. See *Monster Manual*, page 207.

APL 10

➤ **Giant Wasps (6):** hp 32 each. See *Monster Manual*, page 207.

APL 12

➤ **Giant Wasps (8):** hp 32 each. See *Monster Manual*, page 207.

If wasps are killed, and the party persists in going near the mounds, more wasps will arrive immediately thereafter until the party “gets the hint”. Of course, by this time, the Urzun Guards will be well and truly alerted.

All of the Urzun Guards in the pill-box are extremely vigilant. They are tough, though low in numbers because attacks are not usually expected from this quarter. They constantly have their light crossbows loaded and cocked ready to fire if anyone approaches (a readied action).

As soon as any PC is in a position to be seen (and effectively hit) by one of the Urzun Guards, ie. On the path near or past the mid-way point between (1) and (3), then they will immediately open fire. This is the orcs action in a surprise round. Any PC that is shot, or any PC that succeeds at a Spot skill check (DC 20) can also act in the surprise round.

As soon as the orcs have had their readied shots, roll for the main Initiative.

It may be (via circumstances not described) that initiative has already begun by this point.

About Urzun Orcs

Upon seeing any of the Urzun orcs up close, a PC might know this information if they have Knowledge (History) or (Local) or (Dungeons) and make a check DC 6+APL.

Urzun Orcs are tougher than regular orcs, though less intelligent. They use their high strength, constitution, hit points and toughness feat to see them through battles. Urzun placed on sentry duties (like the ones listed below) are always the strongest and best Urzun available (which is why they have maximum hit points for their hit dice).

They prefer to use heavy maces and clubs in close melee, and crossbows in ranged combat. They are noted for their ritual face-paining and scarring of their faces and upper bodies.

Most of the Urzun in the land of Iuz are dominated by priests of the orcish deity, Yurtrus. It is not uncommon to see high level Urzun commanding undead, and leading such hoards into battle.

It is rumored that Iuz has the most difficulty controlling the brutish anger of the Urzun, though he has promised the Urzun first blood when (or if) he ever allows them to take back the land in which the Urzun were first spawned ... the Sepia Uplands ...

APL 4

➤ **Urzun Guard, Orcs (4):** hp 14 each. See Appendix II for further statistics.

APL 6

➤ **Urzun Guard, Orcs (6):** hp 14 each. See Appendix II for further statistics.

APL 8

➤ **Urzun Guard, Orcs (5):** hp 14 each. See Appendix II for further statistics.

➤ **Ogre (1):** hp 29. See *Monster Manual 3.5* page 199.

APL 10

➤ **Urzun Guard, Orcs (7):** hp 14 each. See Appendix II for further statistics.

➤ **Ogre (1):** hp 29. See *Monster Manual 3.5* page 199.

APL 12

➤ **Urzun Guard, Orcs (5):** hp 14 each. See Appendix II for further statistics.

➤ **Ogre, 4th Level Barbarian (1):** hp 79. See *Monster Manual 3.5* page 199.

Urzun Tactics And Battlement Defenses

The slats through which the Urzun shoot their crossbows is only 1.5ft x 1.5ft square. This gives the orcs a +8 bonus to their AC due to the cover provided by the pill-box, and +4 to any saving throws versus spells (such as *fireball* which might explode nearby). Any damage resulting from such an area effect only does half damage upon the

orcs, anyway (due to them gaining *improved evasion* as a result of their cover (see PHB 3.5 page 152). Remember that any PC who wants to shoot a spell *inside* the pill-box must make a Spot check Vs. Orc Hide check (which is at +11 due to cover) in order to see inside to “target” their spell.

The Urzun orcs will always be firing from the *upper story* of the pill-box (unless there are more than 3 on guard).

The sheer cliff-face is a natural rock wall leading up to the orc pill-box, and is 40ft high. It has a Climb DC of 25. Any PC who fails and falls takes 4d6 damage.

The crumbling, winding steps leading up to the pill-box are covered in rubble. Any PC traversing these steps moves as if passing through *Difficult Terrain* (see PHB 3.5 page 148).

The sharp spikes guarding “the ledge” all the way around the perimeter prevent any creature small or larger from passing. The only way to pass is to “rip out” (remove) each spike in order to pass. Removing one spike takes 1 round and a STR check DC 16. Removing 2 spikes allows a small-size PC to pass; whilst removing 3 spikes allows medium-size PCs to pass. Four spikes must be removed to let any large PCs through. Of course, the Urzun Guards will take “pot shots” at anyone who tries to remove any spikes. Jumping over the spikes is DC 10+APL (as is tumbling over them). Anyone failing their check falls on 1d4 spikes (each doing 1d2 points of damage).

☛ **Spikes:** AC 10, Hardness 5, hp4, STR check DC 16 to remove.

Any PC/PCs using *fly* or *levitate* will be surprised to see that the Urzun Guards also have 3 slats in the ROOF of the pillbox as well! This cannot be seen ordinarily from the trail. The orcs upstairs will, of course, take “pot shots” at any flying PC’s and will probably target them first due to their possible spell-casting capabilities.

If the pill-box is breached (and it *can* be via a 10ft wide door at the middle back of the pill-box facing the cliff-face), and if any Urzun (and Ogre) are still alive, they will draw their heavy maces and go into close melee. They will never surrender!

Treasure Found In The Battlement

Each Urzun Guard has a light crossbow with 50 bolts a heavy mace, and scale mail armour. They have just been paid their weekly wage, so each has a pouch on his person containing some gold. Yes, Iuz pays the Urzun well so he retains both their loyalty and strength on his side!

APL 4–L: 26 gp per character; C: 20 gp per character.

APL 6– L: 26gp per character; C: 40 gp per character.

APL 8– L: 42gp per character; C: 40gp per character.

APL 10– L: 42gp per character; C: 100gp per character.

APL 12– L: 52gp per character, C: 100gp per character.

Any ogre present (at APLs 8-12) carries no loot of any worth other than poorly designed weapons.

Inside The Entrance To The Thralls

After the PCs have defeated the orcs they will no doubt walk up the steps to the entrance to the thralls. It is a cave-like entrance, though anyone who is dwarven or who has ranks in Knowledge (Stonework), will discern that this entrance was artificially carved out of the rock some 1,000 years ago.

As soon as anyone walks, or looks, inside – read the following :

Inside the entrance you see a large vacant chamber with a set of spiraling stone steps going downwards in the middle of the chamber. The steps only allow one person width at a time, so you will need to walk down single file (and nominate your marching order). There is no light in here, beyond that which the sunlight provides shining in from the outside. You are certain that as soon as you descend the stairs you will be plunged into darkness.

The DM may like to have the PCs determine a marching order here, as well as decide who lights torches, etc. Because of the spiraling nature of the staircase, a torch or lantern only shines 5 feet in this area before being dissipated by walls. This means that unless a PC has darkvision (not just low-light vision) that PC will need to light a torch to see where he/she is going.

When ready, the DM should describe how the PCs are descending downwards in his/her own words. It is a long way down and, being careful, takes the party 30 minutes of time.

If anyone asks, an INT check DC 10 reveals that the party are on track with time (unless they wasted time capturing Silas) and figure that it is now about 1 hour after high sun (midday).

When the party reaches the bottom of the stairs, proceed to **Encounter Four**.

Encounter Four The Thralls – Areas 1 to 6

The DM should now need to refer to the map, [The Map Of The Wegwiur Thralls](#), which can be found in the Appendix. The creature/s guarding these areas are encountered in Area 4, and will not engage until any PC

comes within the 5ft square north of Area 4A (partially blocked by a wall).

Area 1

This area is the 5ft square at the bottom of the stairs leading down from the outside (Encounter Three). The area is dirty and very dusty. An INT check DC 6+APL reveals that this route into the thralls has not been used for a long time. The passageway has a floor to ceiling height of 10 feet. The stonework is rough-hewn, and of barbarian-like quality (PC dwarves will shake their heads and sigh with angst).

This means that all movement through the thralls is as if moving through *Difficult Terrain* (see PHB 3.5 page 148).

Area 2

This roughly-made iron door is rusty and decaying. It opens outwards (away from the PCs), and does not have a lock. It seems like it hasn't been opened for a long time, and the rust around the hinges suggests that the door will be difficult to open quietly. Any PC with ranks in Disable Device can attempt to remove the hinges (and the door) in a quiet and efficient manner (DC 10+APL). If this is done, then the guardian/s in Area 4 will not hear the party enter (and not get a surprise attack). If the party force the door open (ie. bash it), it only takes a combined STR check of 16 (but it makes a big noise – thus alerting the guardian in Area 4 – causing it to make a surprise attack at the appropriate moment).

Area 3

Read this to the players as soon as they remove the iron door (or bash it in) :

It appears as if you have finally reached the actual burial site itself. The chamber you have stumbled upon is centuries old, and is large enough to hold about 36 corpses. The chamber is divided into 12 niches, each with a tier of 3 slabs – one on top of the other. A wall divides each niche and separates it from the others. From where you stand you can see that some slabs are empty – whilst others contain the skeletal remains of single humanoids, dressed in the fineries of those who might have perished in battle. Resting on their chests, still clutched in their hands, are their greatswords – whilst on each head rests a crown made from the antlers of local deer. There are hundreds of miles of thick cobwebs on the roof (and stretching down and around those corpses which remain). The webs do not, however, appear near the empty niches – and the thousands of small spiders scuttling around do not seem to pose any imminent

danger. The floor is, strangely, clean; and you see a fairly new iron door has been fitted to an archway to the north of the chamber.

Iron Door : The “new iron door” refers to Area 6.

Warning! Thick Cobwebs : Before players enter, get them to make a Spot check DC 10. Those who make it realise that all the thick cobwebs in the area might help to conceal creatures should a fight break out at some stage (25% concealment). The DM must take this into account during any melee (for *both* sides of the fight).

Empty Niches : If players ask which niches are “empty”, say that there is no pattern; and point to about half that they might see from standing in Area 2 (the doorway).

Door At Area 5 : Remember ... unless a PC actually moves into the diagonal west of Area 5, they will not notice the door which is the main feature of Area 5!

Squeezing Rules : Medium size PCs moving through this chamber may sometimes have to “squeeze” through squares due to walls (thus those squares are worth 2 moves instead of 1 move under D&D 3.5 Ed. Rules).

Exploring Niches : Any PC exploring a niche finds nothing more than what is described above (except for Area 4A). If any PC decides to remove a greatsword or crown (or multiples thereof), the spirits will be angry and inform the shamans of the Wegwiur Tribes at the time of the incursion (midnight). Those PCs who removed Wegwiur treasure (even if they replaced it) will not receive the Favour Of The Wegwiur (found on the Adventure Certificate) at the end of this scenario. The greatswords are rusty and worthless. The crowns look like silly hats or halos to outsiders and are similarly worthless.

Area 4A

This is where the guardian/s of this chamber reside. They have been instructed to guard the Urzun treasure chest stashed in the middle tier of the niche found in Area 4A. As soon as any PC steps in the square directly north of square 4A, then then one (or the only) guardian takes a 5ft step to square 4B and attacks. If the PCs did not bash in the door, then there is no surprise attack. Roll initiative normally. If the PCs were noisy, the/a guardian/s get a surprise attack.

If there are two guardians, then the second will emerge and attack (if possible) from the square directly north of 4B (and fall in diagonally behind guardian #1). If

there are three guardians, then the third will emerge from the area marked as “5” (and attack if possible).

If “turned” by a cleric or paladin, these undead will retreat to Area 5 (or as near to it as possible).

APL 4

Ghouls (3): hp 13. See *Monster Manual 3.5* page 119.

APL 6

Wights (3): hp 26 each. See *Monster Manual 3.5* page 255.

APL 8

Spectre (1): hp 45. See *Monster Manual 3.5* page 232.

APL 10

Spectres (2): hp 45 each. See *Monster Manual 3.5* page 232.

APL 12

Bodaks (2): hp 58 each. See *Monster Manual 3.5* page 28.

Treasure

Sitting in the niche marked 4A is a large treasure chest. PCs can do a Knowledge (local) check to notice it is a chest of orcish design. The chest has a large new lock on it (Open Lock DC 14+APL). The chest may be “bashed” open, but any potions or wands inside will be found irreparably broken once the chest is opened. The chest may be carried by two people with a combined STR of 16. If the chest is carried out unopened, then it will be opened back in Eru Tovar (and the contents revealed there).

APL 4–L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character).

APL 6–8– L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Potion Of Barkskin +4 (75gp per character).

APL 10– L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Oil of Greater Magic Weapon +3 (150gp per character), Potion Of Barkskin +4 (75gp per character).

APL 12– L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Oil of Greater Magic Weapon +3 (150gp per character), Potion Of Barkskin +4 (75gp per character), Cape Of The Mountebank (840gp per character).

The DM should remember that these items are not “labelled” and, apart from the mithral shirt and mithral shield, the PCs will need to cast *identify* (or use some other means) in order to know what these items

specifically “do”. However, back in Eru Tovar, the Wegwiur will identify them for free.

Area 5

The highlight of this area is a brand new iron door. The door does not appear to be locked (or jammed). The door opens inwards (towards the PCs).

As soon as the PCs open this door, move on to Encounter Six.

Area 6

The highlight of this area is a brand new iron door. The door does not appear to be locked (or jammed). The door opens inwards (towards the PCs).

As soon as the PCs open this door, move on to Encounter Five.

Encounter Five The Thralls – Areas 7 to 9

Read this to the players as soon as they open the door :

At first sight, this long hallway simply has five niches all in a row (much like the previous chamber); however, you quickly realise that these niches have been reserved for warriors who were the greatest of them all. The swords are silver, and the crowns are more ornate and better crafted to fit the heads of the deceased. The niche furthest west is empty, as is the niche in the middle. There is a newly installed iron door down the eastern end of the corridor.

The same fire rules apply here as in Encounter Four. Any searching of niches uncovers the same tribal treasures earlier encountered.

Area 7

As soon as any PC steps on the western square which is diagonal to Area 7, the PC must make a Listen check (DC 12+APL) to hear the guardian hiding in the niche. If they hear, roll initiative straight up for everyone. If they don't hear, the guardian steps out in front of the PC (from Area 7) and does a surprise attack on the PC.

APL 4

☛ **Mummy** (1): hp 55. See *Monster Manual 3.5* page 190.

APL 6

☛ **Spectre** (1): hp 45. See *Monster Manual 3.5* page 232.

APL 8

☛ **Bodak** (1): hp 58. See *Monster Manual 3.5* page 28.

APL 10

☛ **Devourer** (1): hp 78. See *Monster Manual 3.5* page 58.

APL 12

☛ **Dread Wraith** (1): hp 104. See *Monster Manual 3.5* page 258.

Treasure

The treasure guarded in this niche can be found stashed in the highest tier of the three tier niche. It is another chest – same as the last (see Encounter Four).

APL 4-6– L: 0; C: 0; M: *Ring Of Jumping* (208gp per character).

APL 8-10– L: 0; C: 0; M: *Arcane Scroll Of Summon Monster V* (108gp per character), *Arcane Scroll Of Heroism, greater* (138gp per character), *Ring Of Jumping* (208gp per character).

APL 12– L: 0; C: 0; M: *Arcane Scroll Of Summon Monster V* (108gp per character), *Arcane Scroll Of Heroism, greater* (138gp per character), *Pipes Of Haunting* (500gp per character), *Ring Of Jumping* (208gp per character).

The DM should remember that these items are not “labelled” and the PCs will need to cast *identify* (or use some other means) in order to know what these items specifically “do”. However, back in Eru Tovar, the Wegwiur will identify them for free.

Area 8

The highlight of this area is a brand new iron door. The door does not appear to be locked (or jammed). The door opens inwards (towards the PCs).

Area 9

The PCs should immediately recognise that these steps are identical to those they originally came down when they first entered the thralls. An INT check DC 10 will figure that these steps must go up to another, yet more heavily guarded entrance, into the Wegwiur Thralls. If any PC starts to go up (to “take a look”), remind them that it took 30 minutes to originally get down, and will take at least 45 minutes to walk back up. A further INT check DC 10 will remind the PC that this is *not* their *objective* – and time is running out ...

Failing this, if any PC (or party) goes up top, give them one final warning. Read :

You hear the sounds up ahead of many many orcs. There appear to be many more here than what you

encountered upon infiltration. To go any further will certainly alert them to your presence ...

If the PCs still proceed, they are surprised (and attacked) by **twice** the number of Urzun orcs (and ogres) they encountered in Encounter Three. Even if they survive this, by the time they get back down, there is not enough time to finish the mission. When they leave, they will encounter **Conclusion B** if that is the case – except there will be **twice** the number of orcs mentioned in the text.

Encounter Six

The Thralls – Areas 10 to 14

Area 10

After passing through the corridor from **Area 5**, the players come to another door of similar design (see map). The door opens inwards (away from the party). When any PC opens this door and looks into **Area 10**, read :

Upon opening the door, you come across quite an unexpected sight. This is a large, fully lit chamber freshly decorated in the most bizarre and frightening frescos you have seen in a very long time. The frescos appear to almost leap out of each wall as if they were begging to live; though each fresco ironically portrays large creatures wreaking death and destruction on hamlets, villages, towns, and cities. There is one type of creature (and the story of it's havoc) depicted on each wall.

The eastern wall (the one where your door is) shows a large pathetic creature made up of odd, sewn-on body parts (some of which are clearly both male and female, with some body organs turned inside-out or sickeningly protruding from its head or gullet). This ungodly creature, clearly standing at least 10 feet tall, is swallowing villages piece by piece.

The western wall (opposite you) shows a large, grinning, grey, “blob-like” creature with eyes – sitting on top of several young mothers whilst their children cry in terror nearby. The women are screaming for help, but they are doomed, as their intestines can already be seen spewing forth from their mouths.

The southern wall, to your left, reveals the fresco of a large creature made up of rocks from the oerth. It is standing upright – approximately 10 feet tall – and is pounding the body parts of victims on a table, whilst servants then scrape the tender “meat” into a pot to bake a huge pie. In a separate frame there is a family of nobility sitting at a table. A mother is clearly looking for her children – who are strangely late. A servant watches grinning as the father takes his first bite ... of pie ...

The northern wall, to your right, is only half painted. It seems that the painter has knocked down most of the burial niches that once filled this room – though a few remain in ruins – and this is preventing the fresco from being finished – yet. The fresco is of some kind of large humanoid in iron-clad armor – though it appears that this armor is unremoveable. The iron-man is holding an unfinished figure in one hand (and smiling fondly), whilst squeezing the innards out of what was once young, human flesh, with the other ...

In the centre of the room is a very long bench. On the bench are dozens of alchemical beakers, vials, and jars – most filled with strange concoctions – others with eyes, tongues, ears, noses, and other organs. In the far south/west corner are scraps of metal, and the floor is covered in globules of clay. There are also several rocks stacked hurriedly in the north/east corner (to your right).

There is only one other door in the chamber, and it is to your left (in the south/east corner of the room). It is new, and made of iron.

The room is lit by torches in sconces on the walls – one every 10 feet of the chamber.

A Search of the knocked-down burial niches discovers 10 skulls belonging to 10 remaining skeletal bits and pieces (including their ordinary greatswords and crowns – all broken and smashed). An INT check DC 12 reveals that this chamber should have housed about 32 dead warriors – but there is no sign of them now ...

Area 11

This is a long bench as described above. A Knowledge (Arcana) check DC 12+APL will determine for sure that this bench (and chamber) has been (or is being) used for the construction of golems. A Track + Survival check DC 12+APL will ascertain that somebody was here only 24 hours ago, and that he or she came and went via the south/east door (which is not locked, and opens inwards towards the PCs).

A thorough Search (DC 12+APL) of the cluttered bench reveals :

APL 4 Only: There are 4 adamantine weapons on the workbench – a short sword, a bastard sword, a mace, and a scimitar. Each of them have the Symbol Of Iuz inscribed upon it. A WIS check DC 10 will reveal that whilst it might be safe to touch or use these weapons, it might not be wise to take them out of the thralls (as such items serve as beacons through which evil finds its mark). Even after realizing this, any PC who takes an adamantine weapon from the thralls takes 1d4 permanent CON damage and gains the Ire Of Iuz (see Items For Adventure Certificate at end of this scenario).

All APLs:

- The organs in jars are fresh human remains – maybe only 2 or 3 days old.
- There are various scalpels, tongs, seutures, and other terrible equipment used in torture and human experimentation on the table. There is also a medium-sized chest filled with gold pieces (unlocked and untrapped).
- There also appears to be a note of some kind on the table. If anyone says they are picking it up and reading it, hand them **Player Handout #1**.

Treasure: Some Treasure (according to APL) is found in the bench square furthest west – so make sure you get the PCs to place their figurines along the bench and tell you exactly which parts of the bench they are searching.

APL 4– L: 0, C: 0; M: Heward's Handy Haversack (167gp per character).

APL 6– L: 0, C: 0; M: Heward's Handy Haversack (167gp per character), Wand Of Charm Person (63gp per character).

APL 8– L: 0, C: 0; M: Heward's Handy Haversack (167gp per character), Lens Of Detection (292gp per character), Wand Of Charm Person (63gp per character).

APL 10-12– L: 0, C: 0; M: Circlet Of Persuasion (458gp per character), Heward's Handy Haversack (167gp per character), Lens Of Detection (292gp per character), Wand Of Charm Person (63gp per character).

The DM should remember that these items are not "labelled" and the PCs will need to cast identify (or use some other means) in order to know what these items specifically "do". However, back in Eru Tovar, the Wegwiur will identify them for free.

As Soon As The Treasure On The Bench Is Picked Up:

The DM should read the following to the players :

As soon as you pick up the item, you cannot fail to hear an ominous sound ... that of the slow but deliberate opening of a cold stone door – somewhere near you! Frantically searching, your eyes rest upon the southern wall, near to the south/east doorway. There, you see a 10ft x 10ft secret panel slowly sliding upwards into the ceiling! And beyond the secret door you see a creature so terrible, it makes your blood run cold and makes you wish you'd never come here!

APL 4

It is clearly an automation of some kind, standing 10 feet tall and nearly as wide. It looks as though it was constructed, perhaps too hastily, from a grizzly assortment of decaying human body parts, which

have been stitched and bolted together. It smells faintly of freshly dug earth and dead flesh ...

☛ **Golem, Flesh (1):** hp 59. See *Monster Manual 3.5* page 135. This creature has reduced hit points due to the fact that it was created too hastily. It also only has one arm, so can only deliver *one* Slam Attk per round (instead of two).

APL 6

It is clearly an automation of some kind, standing 10 feet tall and nearly as wide. It looks as though it was constructed from a grizzly assortment of decaying human body parts, which have been stitched and bolted together. It smells faintly of freshly dug earth and dead flesh ...

☛ **Golem, Flesh (1):** hp 79. See *Monster Manual 3.5* page 135.

APL 8

It is clearly some kind of human-like automation sculptured from soft clay, standing 10 feet tall and nearly as wide. Its chest is overly large, with arms attached by thick knots of muscle at the shoulder, hanging down to its knees. It has no neck, and the large head has broad, flat features. Its legs are short and bowed, ending in wide, flat feet. It smells faintly of wet clay ...

☛ **Golem, Clay (1):** hp 90. See *Monster Manual 3.5* page 134.

APL 10

It is clearly some kind of human-like automation sculptured from hard stone, standing 10 feet tall and nearly as wide. It resembles a roughly chiseled statue of a soldier ...

☛ **Golem, Stone (1):** hp 107. See *Monster Manual 3.5* page 137.

APL 12

It is clearly some kind of human-like automation sculptured from wrought iron. Standing 10 feet tall and nearly as wide, it resembles an armored giant ...

☛ **Iron Golems (2):** hp 129. See *Monster Manual 3.5* page 136.

Whatever the guardian, it belows with rage and seeks to protect that which it has been commissioned to guard.

The DM should now roll initiative. The golem will fight until destroyed. If it can, it will move so that it positions itself between the bench and the east door through which the PCs first entered the room.

Area 12

This is a 10ft wide secret door. The door is so well hidden that only those PCs who actively say they are searching for secret doors along the south wall have a chance of finding it (Search check DC 14+APL).

If found, a Disable Device (DC 12+APL), will unlock the mechanism and allow the door to be slid, manually, upwards.

As soon as the door starts to be opened, magic takes over and it strangely rises by itself, revealing the golem behind it.

Paraphrase what is said in [Area 11](#), and roll for initiative. The golem will attack whoever is nearest first of all.

Area 13

This is some kind of “storage area”. An INT check DC 8+APL will have a PC consider the idea that this area is where already constructed golems might be kept until needed. Unfortunately, at least two which might have been here are gone. It is impossible to tell where they went (or what kind they were). There is also no evidence as to when they will be back.

There is nothing else in this area.

Area 14

The PCs should immediately recognise that these steps are identical to those they originally came down when they first entered the thralls. An INT check DC 10 will figure that these steps must go up to another, yet more heavily guarded entrance, into the Wegwiur Thralls. If any PC starts to go up (to “take a look”), remind them that it took 30 minutes to originally get down, and will take at least 45 minutes to walk back up. A further INT check DC 10 will remind the PC that this is not their objective – and time is running out ...

Failing this, if any PC (or party) goes up top, they are surprised (and attacked) by 3 times the number of Urzun orcs encountered in Encounter Three. Even if they survive this, by the time they get back down, there is not enough time to finish the mission. When they leave, they will encounter Conclusion B if that is the case – except there will be twice the number of orcs mentioned in the text.

Conclusion A

Run this conclusion if the PCs never told Silas Gribble the details of their mission; and if no PC ever went up the other sets of stairs and attracted the attention of the larger groups of orcs.

As soon as the PCs are sure they have secured the thralls, read the following passage :

You are now very sure that the thralls are secure, and that should the Wegwiur succeed in their attack up top, the battalions of nomads are now safe from the terrible golem which resided here and killed so many of them when last they fought.

But who is the creator of the golems? Where are the two that were missing? Where are the bodies of the ancient nomad warriors who have been stolen from their resting place?

There is no time to answer these questions now. Slowly, but surely, you trundle back up the steps on the way you came in. It is near midnight, and at the Urzun battlement, you gather up the furniture inside, chop down the few trees which are growing far enough away from the giant wasp nests, make a large bonfire – and set fire to the lot!

As the fire burns, and a huge glow grows, you hear the sounds of horns in the distance! Hiding as instructed, you hear a wild and terrible battle raging in the distance. The battle goes on for so long, that you all slowly drift asleep ...

*You are awakened in the morning by a grinning **Tungra Stillwater** :*

*“Wake up, my friends and drink our wine of celebration! We have liberated that which we came for, and you have made that certain for us! For this, you have our eternal favour, and I invite you back to **Eru Tovar** for further celebrations as well as appraisal of your well earned rewards!”*

*With that, you start to leave the Wegwiur Thralls and, as you do, you look back to see thousands of Wolf Nomads cheering and swarming over their ancient burial site ... and then you see the first young warriors in over a century prepare to enter the thralls to receive the **Blessing Of The Elder Spirits** – and you realise that, for now, a small piece of **The Land Of Iuz** exists no more; and rests rightfully in the hands of a few thousand nomads and their children, who will never forget the night that 3,000 Urzun Orcs were killed ...*

And not one single nomad life was lost ...

THE END

Conclusion B

Run this conclusion if the PCs told Silas Gribble the details of their mission; and if any PC went up the other sets of stairs and attracted the attention of the larger groups of orcs. This combat is NOT calculated in the total Els of this scenario due to the fact that it is “punnishment” for those parties who inadvertently betray the nomad’s plea for secrecy.

As soon as the PCs are sure they have secured the thralls, read the following passage :

You are now very sure that the thralls are secure, and that should the Wegwiur succeed in their attack up top, the battalions of nomads are now safe from the terrible golem which resided here and killed so many of them when last they fought.

But who is the creator of the golems? Where are the two that were missing? Where are the bodies of the ancient nomad warriors who have been stolen from their resting place?

There is no time to answer these questions now. Slowly, but surely, you trundle back up the steps on the way you came in; but as you exit the cave in the vicinity of the Urzun battlement, you hear an orcish voice in broken common come from inside the battlement :

“Drop your weapons, infiltrators! This is Commander Grogg!”

At this point, Commander Grogg explains how they came to know about the party’s infiltration of the thralls. Let the party kick themselves for talking to Silas Gribble, or wasting time back on the stairs inside. Then, continue ...

“There are too many of us for you to win! Prepare to surrender or die!”

If the party surrender they are taken to Doraaka as slaves and are never heard from again. Game Over.

If the party choose to make a “final stand”, then roll for initiative and play it out.

APL 4

👉 Urzun Guard, Orcs (6): hp 14 each. See Appendix II for further statistics.

APL 6

👉 Urzun Guard, Orcs (8): hp 14 each. See Appendix II for further statistics.

APL 8

👉 Urzun Guard, Orcs (12): hp 14 each. See Appendix II for further statistics.

APL 10

👉 Urzun Guard, Orcs (14): hp 14 each. See Appendix II for further statistics.

APL 12

👉 Urzun Guard, Orcs (16): hp 14 each. See Appendix II for further statistics.

Tactics: Half the Urzun fight with light crossbows from within the battlement, and try to pin the party down quickly. The other half come running around the corners of each side of the battlement to attack with their heavy maces in melee.

Treasure: These Urzun fight with maces and crossbows not worth taking or selling. These guys are truly infantry scum. Neither do they have any money.

Development: Is is very possible that the party will dispatch the orcs and win. If they do not, then proceed to Conclusion C.

If the PCs defeat the Urzun Orcs, continue reading :

It is near midnight, and at the Urzun battlement, you gather up the furniture inside, chop down the few trees which are growing far enough away from the giant wasp nests, make a large bonfire – and set fire to the lot!

As the fire burns, and a huge glow grows, you hear the sounds of horns in the distance! Hiding as instructed, you hear a wild and terrible battle raging in the distance. The battle goes on for so long, that you all slowly drift asleep ...

You are awakened in the morning by a grinning Tungra Stillwater :

“Wake up, my friends and drink our wine of celebration! We have liberated that which we came for, and you have made that certain for us! For this, you have our eternal favour, and I invite you back to Eru Tovar for further celebrations as well as appraisal of your well earned rewards!”

With that, you start to leave the Wegwiur Thralls and, as you do, you look back to see thousands of Wolf Nomads cheering and swarming over their ancient burial site ... and then you see the first young warriors in over a century prepare to enter the thralls to receive the Blessing Of The Elder Spirits – and you realise that, for now, a small piece of The Land OF Iuz exists no more; and rests rightfully in the hands of a few thousand nomads and their children, who will

never forget the night that 3,000 Urzun Orcs were killed ...

And not one single nomad life was lost ...

THE END

Conclusion C

Run this conclusion if the party all die, or get captured by the Urzun and taken away.

Read to the players :

As you might imagine, the Wolf Nomads never received your signal, and so never attacked that night. But the story of your party's bravery in infiltrating the Wegwiur Thralls inspired others to follow after you ... and succeed!

And so it came to pass that, after an entire century or more, the Wegwiur Thralls eventually were passed back into the hands of the Wolf Nomads. The final battle took place one month later under dire conditions. Just as all seemed lost, the battlefield came alive with hundreds of ghostly images – all wielding their greatswords and singing the ancient nomad songs. They were the ancestor spirits, fighting one last fight ... and winning ...

That night, over 3,000 Urzun orcs were killed in battle, and Old Iuz gave up a little chunk of his land. And not one single nomad life was lost.

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 One

No experience awarded.

Encounter Two

No experience awarded.

Encounter Three

Defeating the Urzun Guards.

APL4 90 xp; APL6 120 xp;

APL8 150 xp; APL10 150 xp; APL 12 180 xp

Encounter Four

Defeating the guardian of Area 4.

APL4 120 xp; APL6 180 xp;

APL8 210 xp; APL10 270 xp; APL 12 300 xp

Encounter Five

Defeating the guardian of Area 7.

APL4 150 xp; APL6 180 xp;

APL8 240 xp; APL10 330 xp; APL 12 330 xp

Encounter Six

Defeating the golem.

APL4 180 xp; APL6 210 xp;

APL8 300 xp; APL10 330 xp; APL 12 450 xp

Role-Playing Award (Optional)

Award this only if the players played their characters in role (and if they achieved Conclusion A only).

APL 4 108 xp; APL 6 180 xp;

APL 8 225 xp; APL 10 270 xp; APL 12 315 xp

Total possible experience :

The total in brackets designates the total minus the added optional role-playing award.

APL 4 (540) 648xp

APL 6 (690) 870xp

APL 8 (900) 1,125xp

APL 10 (1,080) 1,350xp

APL 12 (1,230) 1,545xp

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 (sell value)

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

Nothing but the worthless knick-knacks in Silas' backpack (which he stole from other thralls).

Encounter Three:

APL 4-L: 26 gp per character; C: 20 gp per character.

APL 6-L: 26gp per character; C: 40 gp per character.

APL 8-L: 42gp per character; C: 40gp per character.

APL 10-L: 42gp per character; C: 100gp per character.

APL 12-L: 52gp per character, C: 100gp per character.

Encounter Four:

APL 4-L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character).

APL 6-8-L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Potion Of Barkskin +4 (75gp per character).

APL 10-L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Oil of Greater Magic Weapon +3 (150gp per character), Potion Of Barkskin +4 (75gp per character).

APL 12-L: 0, C: 0; M: mithril shirt (92gp per character); mithral heavy shield (85gp per character), Oil

of Greater Magic Weapon +3 (150gp per character), Potion Of Barkskin +4 (75gp per character), Cape Of The Mountebank (840gp per character).

Encounter Five:

APL 4-6-L: 0; C: 0; M: *Ring Of Jumping* (208gp per character).

APL 8-10-L: 0; C: 0; M: *Arcane Scroll Of Summon Monster V* (108gp per character), *Arcane Scroll Of Heroism, greater* (138gp per character), *Ring Of Jumping* (208gp per character).

APL 12-L: 0, C: 0; M: *Arcane Scroll Of Summon Monster V* (108gp per character), *Arcane Scroll Of Heroism, greater* (138gp per character), *Pipes Of Haunting* (500gp per character), *Ring Of Jumping* (208gp per character).

Encounter Six:

APL 4-L: 0, C: 0; M: Heward's Handy Haversack (167gp per character).

APL 6-L: 0, C: 0; M: Heward's Handy Haversack (167gp per character), Wand Of Charm Person (63gp per character).

APL 8-L: 0, C: 0; M: Heward's Handy Haversack (167gp per character), Lens Of Detection (292gp per character), Wand Of Charm Person (63gp per character).

APL 10-12-L: 0, C: 0; M: Cirlet Of Persuasion (458gp per character), Heward's Handy Haversack (167gp per character), Lens Of Detection (292gp per character), Wand Of Charm Person (63gp per character).

Total Possible Treasure

APL 4: L: 26gp per character; C: 20gp per character; M: 552gp per character - Total: 598gp per character.

APL 6: L: 26gp per character; C: 40gp per character; M: 690gp per character - Total: 756gp per character.

APL 8: L: 42gp per character; C: 40gp per character; M: 1228gp per character - Total: 1310gp per character.

APL 10: L: 42gp per character; C: 100gp per character; M: 1836gp per character - Total: 1978gp per character.

APL 12: L: 52gp per character; C: 100gp per character; M: 3221gp per character - Total: 3373gp per character.

Items for the Adventure Record

☛ **Favour Of The Wolf Nomads** : This favour gives the recipient a +2 bonus on all Diplomacy checks when dealing with native Wegwiur tribes-people anywhere on the face of Oerth.

☛ **The Ire Of Iuz** : Due to your actions in removing some adamantine weapons from the Wegwiur Thrall, you have drawn His attention upon yourself. Therefore, in any battle (ie. A melee involving initiative) that involves any minions of Iuz, *you* attract *their* attention above and beyond anyone else. His minions might single you out for attack ahead of other more perceivable threats if convenient. There is, therefore, a 5% chance in any battle with any of Iuz's minions that one of them will be granted the benefit of an aid spell and a single true strike spell against you in order to increase its chances of striking down an enemy of Iuz the Old.

Item Access

APL 4:

Mithril Shirt (Adventure, DMG)
Mithral Heavy Shield (Adventure, DMG)
Ring Of Jumping (Adventure, DMG)
Heward's Handy Haversack (Adventure, DMG)

APL 6:

Potion Of Barkskin +4 (Adventure, DMG)
Wand Of Charm Person (Adventure, DMG)

APL 8:

Arcane Scroll Of Summon Monster V (Adventure, DMG)
Arcane Scroll Of Heroism, greater (Adventure, DMG)
Lens Of Detection (Adventure, DMG)

APL 10:

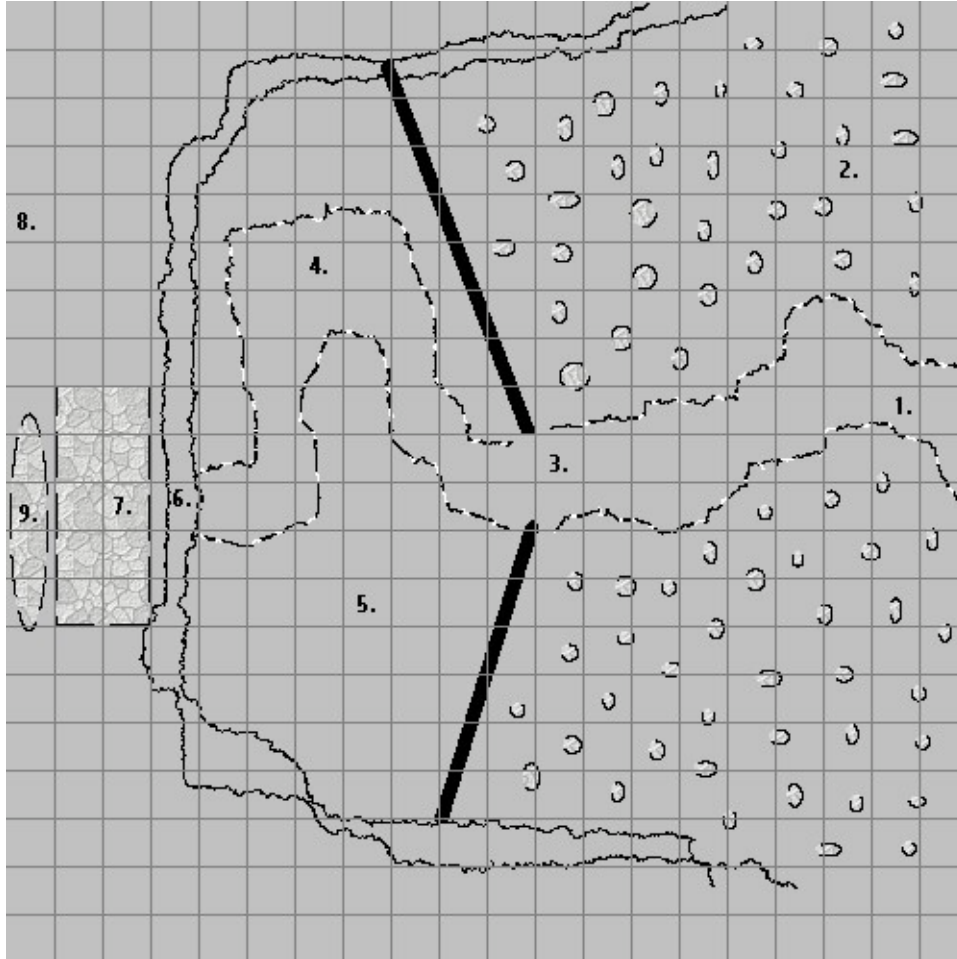
Oil Of Greater Magic Weapon +3 (Adventure, DMG)
Cirlet Of Persuasion (Adventure, DMG)

APL 12:

Pipes Of Haunting (Adventure, DMG)
Cape Of The Mountebank (Adventure, DMG)

Encounter Three : Entrance To The Thralls

1 square = 5 feet



AREA 1 : This is where the PCs figurines are placed at the start of this encounter.

AREA 2 : These little bumps are symbolic of all the wasp mounds (each 15 foot high) which surround the trail in this area.

AREA 3 : This is where the trail ends and small narrow steps start to lead upwards. The crumbling, winding steps leading up to the pill-box are covered in rubble. Any PC traversing these steps moves as if passing through *Difficult Terrain* (see PHB 3.5 page 148).

AREA 4 : This is a flat platform 15ft long and 12ft wide.

AREA 5 : This is a sheer cliff face – 40 feet high. There are no hand-holds and has a Climb DC of 25.

AREA 6 : This is “the 5ft ledge” covered with sharp spikes sticking outwards.

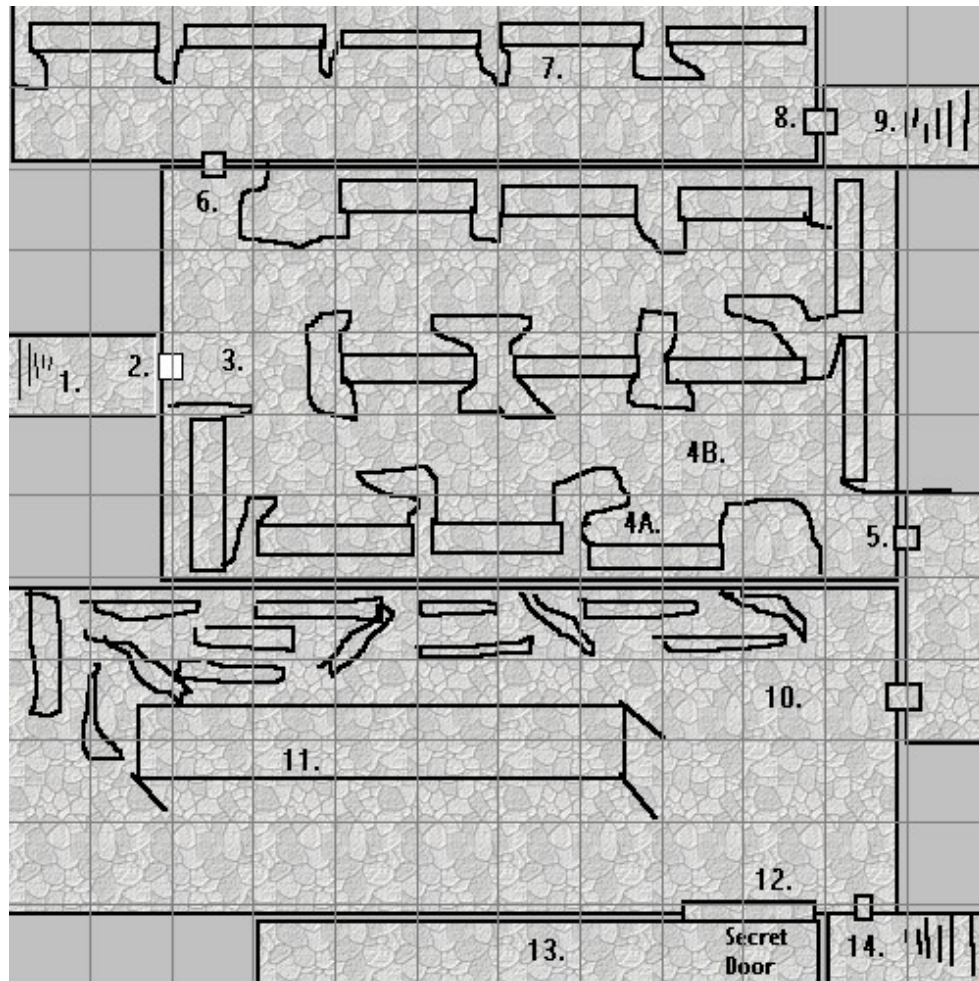
AREA 7 : This is a two-storey pill-box with three slats cut into each level so that missile weapons may be fired from inside. There is a 10ft wide iron door in the middle of the lower floor facing towards the cliff-face (not the direction the PCs come from). It is shut, and locked from the inside (Pick Locks check DC 15+APL to enter). Otherwise, the door is AC 10 with Hardness 8 (hp15).

AREA 8 : This is the 150ft sheer cliff face going upwards.

AREA 9 : This is the oval-shaped entrance into the Wegwiur Thralls. There is no “door”. It is just an opening (like a cave entrance). Inside the cave entrance is a series of steps winding down into the burial chambers.

Map Of The Wegwiur Thralls

1 square = 5 feet



Look for the map key in the main text of the scenario (Encounters 4 – 6)

Appendix II

Monster Statistics

Encounter Two

☛ **Silas Gribble:** Male Human Exp5: Medium Humanoid ; HD 5d6+5 (Expert) ; hp 27; Init -1; Spd 20; AC 12 (Flatfooted: 12 Touch: 9); BAG -1/-1; Full Attk -1 (1d3-1, Unarmed); AL LE; SV Fort + 2, Ref + 0, Will + 6; STR 9, DEX 9, CON 12, INT 18, WIS 14, CHA 10.

Skills: Appraise + 12, Bluff + 10, Climb + 4, Craft (Metalworking) + 10, Decipher Script + 12, Diplomacy + 2, Disable Device + 7, Escape Artist + 4, Gather Information + 8, Intimidate + 2, Intuit Direction + 8, Listen + 3, Open Lock + 2.

Feats: Armor Proficiency: light, Blind-Fight, Endurance, Simple Weapon Proficiency, Skill Focus: Bluff.

Encounter Three and Conclusion B

☛ **Urzun Guard, Orcs:** Medium Humanoid (Orc) CR 1; HD 1d8+3; hp 14; Init +0; Spd 30ft (6 squares); AC 14 (touch 10, flat footed 14) AC 22 (with pill-box cover); Atk Melee +5 Heavy Mace (1d8+4); Ranged Light Crossbow +1 (1d8, 19-20); Grapple +5; Space/Reach 5ft/5ft; SA None; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +4, Ref +0 (+4 with cover), Will -2; Str 18, Dex 11, Con 16, Int 6, Wis 7, Cha 6.

Skills and Feats: Hide +1, Spot +1; Toughness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell. However, in Encounter 3, the orcs are stationed in a battlement with only minimal light intrusion (thus, they are not affected unless they actually go outside). In Conclusion B, it is midnight, so daylight is not an issue (unless the spell is cast).

Urzun Society

Urzun Orcs are tougher than regular orcs, though less intelligent. They use their high strength, constitution, hit points and toughness feat to see them through battles. Urzun placed on sentry duties (like the ones listed below) are always the strongest and best Urzun available (which is why they have maximum hit points for their hit dice).

They prefer to use heavy maces and clubs in close melee, and crossbows in ranged combat. They are noted for their ritual face-paining and scarring of their faces and upper bodies.

Most of the Urzun in the land of Iuz are dominated by priests of the orcish deity, Yurtrus. It is not uncommon to see high level Urzun commanding undead, and leading such hoards into battle.

It is rumored that Iuz has the most difficulty controlling the brutish anger of the Urzun, though he

has promised the Urzun first blood when (or if) he ever allows them to take back the land in which the Urzun were first spawned ... the Sepia Uplands ...

Player Handout #1 : The Letter Found On The Table In The
Wegwiur Thralls (IUZ3-07)

My dear Batfy,

I want to start by thanking you for your continuing work on the Golem Project. My master is keen to see as many of his underlings engaged in this pursuit as is demonically possible. Recently, one of our project towers was raided and several Golems were destroyed by meddling do-gooders from the south. It is comforting to know that (at least) this project of yours is safe.

As you may or may not know, I recently lost a varrangoin whom I had raised and treated as a son. His name was Chi Chi, and he was slain during a recently failed operation in the Perrenland city of Traft. The box containing this letter also contains Chi Chi's heart. I want him resurrected, Batfy! I want you to do this for your old friend. And I don't want my master knowing about it!

Go immediately to the Dread City Of Kendragund. Seek out Eorhilled The Dealer. Join with him in the ancient ceremony of Kaled-Kali. But shroud yourself in secrecy!

When Chi Chi has returned, feed him some local peons as fast as you can (or he will turn on you)! Then let him gather a new force of other varrangoin. Help him as much as you can!

Now go quickly and, whatever you do ...

Don't drop the box.

Yours in blood,

PANSHAZEK

Of the Greater Bonehart