

Under Dark & Misty Ground: Dzeebagd

Davis Chenault



Death in the Treklant Part 2

From the Tower of the Dog to the wilds of the Goblin Kingdoms, your search for the Princess Evanna has led you far into the trackless wastes of the Treklant. Here are ancient ruins, dungeons dark and cold and monsters of myth. Dzeebagd is a dungeon in every sense of the word. The wilds around this old ruin are filled with monsters to challenge the most daring of adventurers, but the dungeon itself is filled with ancient mysteries that only the very clever, very strong, or very lucky are likely to survive. Welcome to the 2nd part of Death in the Treklant.

UNDER DARK AND MISTY GROUND

DZEEBAGD

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This module is designed for characters of 2-4th level with a challenge rating of 2-3.

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OGL

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“I believe our sun is setting my dear cousin,” Me’enup wheezes in a nearly inaudible tone and stares into the warm stagnant pool of water at his feet. The stifling and earthy odor of the tunnel fills his nostrils and months of accumulated filth forces pain to his eyes. “It seems fate has dealt us a horrible blow... I pray and no answers are forthcoming... I cannot clear my mind nor find balance. I am dying my cousin and it seems you all must die with me!”

Tu’ulan looks up at Me’enup with his unblinking eyes, remorse wrinkling the scales at the back of his mouth,

“I know m’Lord, we all feel the time is near. We can run and hide no longer. I am lame; my brother has lost all his strength, your wife is dying and your child... I yearn to see the sun’s eye shine upon my home, to feel the breeze from our high keeps, to walk the paths of my forefathers. This will never again be, I am ready m’Lord.”

The pronouncement is final and the knell of death struck clear in the red wavering light of the fire. Me’enup places his talons tenderly upon the brow of his cousin . . .

REFEREE’S ADVICE: Henceforth, it has been declared that all who run, referee or administer modules produced by Troll Lord Games shall, at the table, be referred to as “THE TROLL LORD” and all individuals who play in said games shall be named “THE TROLLS.” Further, before the beginning of each adventure, all the players should holler in unison a rousing “Troll Lords”!

THE REFEREE’S ADVICE (THE TROLL LORD)

Only the referee should read this module, with those boxed sections in italics read aloud to the players. Do not make maps available to the players until the adventure’s end, except the regional map located on page 39. The party should contain

4–8 characters of levels 2–4 (the average level should be 3 and cumulative levels should be @16). A Ranger, Cleric, and several Fighters will greatly enhance the party’s chance of survival.

The module continues the adventure began in Vakhund – Into the Unknown, though it can be played independently. If used as a continuation of Vakhund, alter the Magdole Gang’s makeup in accordance with previous occurrences. All other events and encounters can remain unchanged.

PLOT SYNOPSIS

The module takes place in a swampy upland named the Dampfrat. The Dampfrat borders the frontier region of a sparsely inhabited land. The Zjerd, a tribe of ruthless goblins, control it. Dzeebagd is an abandoned fort centrally located in the Dampfrat. Several unrelated plots are unfolding here when the characters arrive.

First, a princess, Evanna Rothenheimer, was kidnaped by a local bandit organization and taken to Dzeebagd for safekeeping. She is being given over to a “neutral” third party until the negotiations for her release are settled. (See *Vakhund: Into the Unknown*, for further details on her kidnaping.)

Second, there is a group of refugees hiding in the dungeon at Dzeebagd. They are being hunted down and systematically killed by assassins sent to the Dampfrat for that express purpose. The assassins are currently roaming the Dampfrat awaiting their next chance to strike.

Finally, a local warlord is gathering an army for conquest. He is attempting to reclaim Dzeebagd in an effort to broaden his sphere of influence.

The characters arrive in this milieu of activity to be pushed and pulled in many different directions. The plots are detailed in the appropriate sections of the module.

INVOLVING THE PLAYERS (THE TROLLS)

If the players are continuing the adventure from Vakhund, they are looking for Evanna. Otherwise, the following lists possibilities for placing the players in the Dampfrat:

- 1: The Rothenheimer family has hired the players to locate and rescue Evanna.
- 2: A local Baron has hired the players to reconnoiter the Dampfrat and Dzeebagd to determine the nature of goblin activity in the region.
- 3: A noble has hired the players to find out why a group of adventurers entered the Dampfrat some months previous and what happened to them.
- 4: The players have been hired to locate a stronghold controlled by the infamous Magdole Gang. It is believed that Dzeebagd may be their stronghold.
- 5: The players are exploring and mapping an otherwise poorly known region.

Other reasons can easily be developed and those listed should be altered to complement the campaign setting in which the adventure is placed.

PART 1: OVER DARK AND MISTY GROUND

The player's are traveling to the Dampfrat, a dismal upland swamp fed by hot springs, geysers and innumerable underground waterways. To enter the Dampfrat, one must travel through an uplift of steep cliffs, precipitous rock faces, and boulder fields called the Shatten Escarpment. The lands of the Dampfrat are ostensibly controlled by the Zjerd, ruthless and warlike goblinoid tribes adapted to these swamplands. Yet, the Zjerd exert little true control over these lands. Other denizens walking its dark pathways include giants, trolls, wolves, bandits and the dreaded saber toothed tiger (The Zwitter Rorer).

SHATTEN ESCARPMENT ENCOUNTER TABLE

Check for encounters 6 times during the day and 3 times at night when the players are on the trail. If the players are traveling far off the trail, check 3 times during the day and 1 time at night. An encounter occurs on a 1 on d10.

- | | |
|----|--------------------------|
| 1: | Sumpfgroll (Marsh Troll) |
| 2: | Zjerd |
| 3: | Smiledon |
| 4: | Elothere |
| 5: | Miiween |
| 6: | Tracks |
| 7: | Wolves |
| 8: | Dead Elothere |

All encounters are described in the following section.

ACROSS TWISTING PATHS AND TUMBLING ROCKS

If this adventure is being run as a continuation of Vakhund, the module picks up when the characters leave Jzunad. If not, the players enter from any appropriate peripheral area of the Dampfrat.

Upon leaving Jzunad, a rocky path trails up a series of ridges jumbled with massive sandstone boulders, crumbling cliff faces, and thick underbrush. Giant firs, heavy with a scent of pine and dark with green needles, shadow the trail while a dusky sky boils with fierce intent.

There are few trails through the Shatten Escarpment. They are rocky, steep and occasionally difficult to navigate. They also act as funnels for those traveling in and out of the Dampfrat, thus, the chances for encountering something or someone is relatively high. Use the table below for encounters in the Shatten Escarpment. It can take anywhere from 1 to 2 days to navigate the trails leading through the area.

1: SUMPFGROLL (MARSH TROLL)

This moldering blue-skinned troll is heading to the lowlands for easy prey and, he hopes, a little loot. The troll's name is Cheeztnov. He does not care to fight, but if he perceives the party as weak, he attempts to bluff and threaten them into giving him food and/or

gold. He will exchange information about the Dampfrat with the players if they approach him properly, but the information will be lies or of a nature to cause the players mischief. If threatened, Cheeztnov runs away while intoning eternal revenge. He will call on his brothers for help as they are, he says, "nearby ugly lowlanders, my brudders Kluartz and Treznond are nearby!". His brothers, however, are not in the vicinity.

REFEREE'S ADVICE: Do not indicate to the players that this is a troll. When or if it dies, let it appear dead to the players. He may come back in future adventures and trolls have awfully long memories.

Cheeztnov carries a large mallet for fighting and several bags full of foodstuffs. He wears a thick bearskin cape and a tattered, yellow, wool skirt. He smells like rotting fish. He carries several of his prized possessions: a thick gold band being used as a bracelet (25gp), a string of pearls (70gp) tucked safely away with his jerky, and a thick leather belt, studded with glass gems, wrapped tightly about his waist (10gp). He has also managed to scare up some coin on this trip: 3gp, 25sp, and 55cp.

CHEEZTNOV, SUMPFGROLL (He is a neutral evil creature whose vital stats are HD 3d8, HP 25 and AC 16. His prime attributes are physical. He attacks with a large mallet (1d8) or with claws (1d4) and a vicious bite (1d6). His significant attribute is strength 20. He is able to regenerate and fire/acid deal normal damage.)

NOTES: The only manner to utterly destroy a Marsh Troll is to burn the head and spinal column to cinders including the associated bones. Generally, the only method of attaining the temperatures needed to accomplish this is by magical fire or furnace. The Marsh Troll recovers from death very slowly. Once at 0 hp, the troll heals 1 hp a day. If reduced to -11hp or lower, the troll heals at 1 hp a month. Only one portion of the body, the largest, will heal.

2: 3-10 ZJERD (1D8+2)

These stealthy forest goblins, upon encountering the party, will not initiate hostile actions unless necessary. All the Zjerd carry bows and melee weapons. They are traveling towards Jzunad and then on to Mejketek. Morale is high since there is a shaman, Yedem, traveling with them. He carries several precious items with him for trade in Mejketek, including three rubies (20 gp each), a platinum head band (35 gp), and a jeweled dagger (12 gp – the jewels are poor quality and the blade is poorly set. The dagger is -2 for combat purposes.). Each of the Zjerd carry 10 – 30 cp. If forced to fight, they scatter into the woods and use hit and run tactics to escape or defeat the party.

THE ZJERD: This is a vicious race of goblinoids. In centuries past, they split from their cousins, the Kdyz, over territorial disputes and moved to the Dampfrat. From here, Keretzeva the father of the clan, planned a conquest of the Graffenvold. His plans came to naught as family and tribal disputes escalated into open warfare and the Zjerd splintered into ever smaller groups. They have resided in the Dampfrat for many years, grown accustomed to its difficulties and nursed their heritage, creating a hardy, but divisive and warlike race.

The Zjerd are taller than most of other goblinoids, but thinner. They have a very light green skin that yellows with age. Their ears are large and keen, and their eyes are bright and shifty. Hair grows on only a few, but is considered a sign of leadership.

They are not altogether cowardly but prefer tremendous odds before entering the fray. Though not as industrious or as learned as their cousins, the Kdyzj, the Zjerd have a keen sense in battle and instinctively understand warfare. In combat, they prefer to use ranged weapons to soften up the enemy. They then charge into the fray led by a priest and warlord, carrying their sundry swords and pole arms.

Tales of and desires for conquest still echo in Zjerd halls and their kings rise and fall on their ability to fulfill this unrequited dream. They primarily worship Mortzva, the handmaid to the fates. They believe that Mortzva, when he decides the time is right, will deceive the fates and arrange for the Zjerd great conquest and magnificent reward.

REFEREE'S ADVICE: The trails through the escarpment are 10 – 20 miles long. The time it takes to traverse the escarpment depends upon the party's speed. Due consideration should also be given to the players and referees desires. Should either want to get to Dzeebagd hurriedly, a one day trip is all that is necessary or, if the players seem interested in the escarpment, then it should take several days of travel. The map of the region is intentionally absent of an absolute scale so that the referee may alter it as necessary.

YEDEM, ZJERD (He is a chaotic evil creature whose vital stats are HD 3d8, HP 8 and AC 13. His primary attributes are mental. He attacks with a short bow (1d6) or short sword (1d6). He can cast spells as a 3rd level cleric. Suggested spells, Level 0: create water, detect poison, light, detect good; Level 1: command, cure light wounds; Level 2: hold person)

YEDEM'S FAMILIAR, Bat (This neutral creature's vital stats are HD 3d6, HP 3 and AC 16. Its primary attributes are physical. It attacks by biting for 1d4 points of damage.)

ZJERD (These neutral creatures vital stats are HD 1d6, HP 3 and AC 12. Their primary attributes are physical. They attack with a short sword (1d6) or short bow (1d6).)

3: SMILEDON

This saber-toothed tiger is looking for easy prey. If a character is scouting or wanders far from the party, the tiger will attack him if he appears vulnerable. The nature of these hunters is such that, when faced with numerous foes, they back down.

SMILEDON (These neutral creatures vital stats are HD 7d8, HP 43 and AC 12. Their primary attributes are physical. They attack with claws (1d8) and a bite (3d6).)

4: 1–4 ELOTHERE

1–4 giant boars are foraging for food. As winter has arrived, the Elothere have become more aggressive. If they are disturbed, 1 or 2 will attack. Killing any one of the Elothere will cause the others to run squealing into the woods.

ELOTHERE (These neutral creatures vital stats are HD 4d8, HP 23 and AC 16. Their primary attributes are physical. They attack with a gore attack for 1d8 damage.)

5: 3–6 MIIWEEN (1D4+2, SEE PG 14)

These are small, female snow-fairies. They are friendly but usually timid. In this instance, they follow the party for a while to determine their general disposition (having recognized them as unusual travelers in the region.) If the party appears congenial or good natured, they make contact and travel with them for 1–2 days. They gladly exchange knowledge of the Dampfrat for good stories and gracious hospitality. When they leave the characters, they heal any wounded players and give one, if deserved, a chime that, when struck in the clear night of a full moon, will let the Miiween know that the character is in need. If so chimed, they will, if possible, come to the characters aid. Other than the chime and some weapons, the Miiween carry nothing with them

MIIWEEN (These chaotic good creatures vital stats are: HD 1d6, HP 2 and AC 16. Their prime attributes are mental. They attack with a tiny dagger (1d4). They can cast clerical spells. Suggested spells, Level 0: create water, purify food and drink, light; Level 1: cure light wounds x2. Special Abilities: fascinate (see below, New Monsters). Miiweens have the ability to fascinate their victims. Miiweens can cause a single creature to become fascinated with them. The creature to be fascinated must be able to see and hear and must be within 90 feet. The distraction of a nearby combat or other dangers prevents the ability from working. The target can negate the effect with a wisdom saving throw (CL 1). If the saving throw fails, the creature sits quietly and listens to the song for up to 4 rounds. While fascinated, the target's wisdom checks suffer a –4 penalty. Any potential threat allows the fascinated creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.)

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The Miiween appear as small females with pointed ears, skin as pale as the moon, fiery red hair, large eyes, and broad wings of the most brilliant colors. They speak in very high pitched tones that sounds like singing.

6: TRACKS

The players find the tracks of a giant in the snow and mud. The tracks lead to a large, recently used fire pit, with a half butchered elk dangling limply from a tree nearby. It will be fairly easy for the players to Track the giant if they so choose (CL 1), but he is traveling far and fast. The giant's name is Maximillian and he is searching for a Kreut. Tracking Maximillian is outside the purview of this module, but feel free to elaborate as necessary.

KREUT: When the world was young and the Gods warred for dominion, Heimdal and Inzae clashed in the skies above. Heimdal climbed high into the night and wrestled the stars from the heavens and sent them hurling down at Inzae, the Earth Dragon. The stars split and sundered upon her back, shattering into millions of shards that scattered far and wide across the world. The shards, the Kreuts, have been collected from time immemorial by the Trottigen Giants and placed in sacred groves and religious centers as an act of thanks to Heimdal for driving Inzae into the sea.

7: 8–12 WOLVES

There are 8–12 ferocious wolves on the prowl. They follow the party for a long time looking for a weak character or straggler to attack. They stick with a basic attack plan and try to lead one of the characters off to attack him individually. They fight ferociously to protect any kill. If no prey becomes available during the day, they await nightfall and attack the camp, again focusing on one character, especially anyone that steps out of the firelight.

REFEREE'S ADVICE: "Wild" carnivores, especially pack hunters, are not mindless killing machines. They are efficient, quick, brutal, and powerful. Their environment requires cunning and caution for they instinctively know that a single wound or broken bone can be a death sentence. When faced with superior odds or a powerful foe they will rarely stay to fight. Generally the only time they will give themselves entirely to the fight is in defense of the young. Play these hardy, rare, and beautiful beasts accordingly.

WOLF (This creature's vital stats are HD 2d8, HP 12 and AC 14. Its primary attributes are physical. It attacks by biting for 1d6 points of damage. Special Abilities: Trip, Scent (p. 83 Monsters & Treasure))

8: DEAD ELOTHERE

The party finds a dead elothere. At first glance, it appears to be nothing unusual. However, if investigated, the party discovers a harness on it and a successful wisdom Check (CL 2) indicates it was killed by a weapon and not other beasts. It has been dead for less than a day. No tracks can be found leading away from it.

MALICIOUS DAYS AND MALEFICENT NIGHTS

When the players approach the end of the Shatten Escarpment and enter the Dampfrat proper, read the following:

As the trail gains in elevation, a silky snow falls softly atop the trees and a frigid air chills your bones. The sun sets, the cliffs diminish, and the ridge line is crossed. Beneath a crimson sun, lingering low in the sky, you catch your first glimpse of the dreaded Dampfrat – a large glade extending in every direction filled with a vast expanse of lush green grasses and steamy sodden earth. Tiny clumps of stunted firs are clustered on top of small mounds, while the white husks of long dead trees dot the plain for as far as the eye can see.

THE DAMPFRAT: The Dampfrat is the remnant of a volcanic cone. It is a morass of steamy swampy grasslands, hot springs, geysers, warm creeks, pools, thick evergreen copses, and tangled underbrush. Travel is arduous and time consuming. The trails are difficult to follow through the grassy areas and only made possible by wood markers sticking several feet out of the ground about every 100 yards. Many of these have rotted and fallen down, but generally, with a few hours search, another can be located.

With each day, following the trail becomes more difficult. It should take the characters anywhere between 4 and 6 days to reach Dzeebagd if they manage to stay on the trail. Several of the encounters are benign, offering a glimpse of the area's wildlife. Others, however, are potentially hazardous. See the Dampfrat Encounter Table.

DAMPFRAT ENCOUNTER TABLE

Check for encounters 6 times during the day and 2 times at night. An encounter occurs on a 1 on d10. Also, once a day there is a 30% chance for 1–3 inches of snow. The snow melts quickly in the areas around hot pools and geysers, but slowly accumulates in the remainder of the Dampfrat.

Combat in snow is slightly more difficult since the characters are fighting on a slippery surface and may fall prone during each round (dexterity check at +2, CL 0). Also, unless the characters are adequately prepared for cold weather, the cumulative affects of exposure has adverse affects on their abilities.

Encounters noted by an "*" should not be duplicated.

- 1: Omen*
- 2: Elk
- 3: Zjerd on Patrol*
- 4: Mammoth
- 5: Smiledon
- 6: Trolls*
- 7: Deer
- 8: The Magdole Gang*
- 9: Bear
- 10: Musk Ox
- 11: Elothere
- 12: Wolves

1: OMEN*

A holy animal is spotted (be it an owl, eagle, stag, or bear) by one of the more spiritual members of the party. The animal in question makes its presence known and lingers for a few moments before heading off in the direction of Dzeebagd. The players must interpret the omen's meaning. The referee might use this encounter to get a lost party back "on trail".

2: ELK

A heard of elk is sunning or resting at the edge of a pasture. They are easily frightened and will run if approached.

3: ZJERD ON PATROL*

The Zjerd, alerted to danger by their scouts, are seeking several humans. Initially, they try to parley with the party to determine who they are. They may mistake the party for their prey and attack, but otherwise will attack only if threatened or if they believe there is an opportunity for capturing and killing the party. The Zjerd are led by a local war chief, Brneezd, and a shaman, Krettzd. They carry little of value with them as they are on patrol, but Brneezd has a gold necklace with platinum trinkets hanging from it (60 gp), an expert short sword (+1 to damage), and a silver ring (5 gp). Krettzd has a silver ringlet on his head (7 gp), and an exceptionally beautiful mace with silver lettering etched into the flanges (50 gp).

BRNEEZD, ZJERD (He is a chaotic evil creature whose vital stats are HD 2d8, HP 7 and AC 15. His primary attributes are physical.

He fights with an expert short sword (1d6+1) or short bow (1d6). He is a 2nd level Fighter.)

KRETTZD, ZJERD (He is a chaotic evil creature whose vital stats are HD 2d4, HP 6 and AC 13. His primary attributes are physical. He carries leather armor, shield, small bow, dagger, shortsword and 5gp. He can cast spells as a 2nd level cleric. Suggested spells, Level 0: wreate water, light x2, detect good; Level 1: command, cure light wounds)

ZJERD (8) (These chaotic evil creatures vital stats are HD 1d6, HP 3 and AC 14. Their primary attributes are physical. They attack with a short sword (1d6) or short bow (1d6).)

4: MAMMOTH

The party notices a herd of 5–10 mammoth. The mammoth are grazing, resting or sunning themselves. Mammoth are generally unafraid of most things and the players can move in or around them rather closely if they so choose. However, like many large herbivores, they are capable of aggressive action if they feel threatened. There is a 20% chance that a bull will attack if any party member moves within 100 yards of the herd. Further, if any member of the party moves within 50 yards of the herd, there is a 50% chance a cow will react violently. For every 10 yards closer to the herd the party moves, a check should be made with a 10% chance increase of the herd reacting violently. If the bull reacts violently, the rest of the herd moves away; if the cow reacts violently, the entire herd charges forward and attempts to trample the party.



MAMMOTH (These neutral creatures vital stats are HD 15d8, HP 67 and AC 16. Their primary attributes are physical. They attack with a slam attack (3d6), stamp attack (4d4 x2), or gore attack (3d8). A mammoth can trample medium size or smaller creatures for automatic gore damage. Opponents can attempt a Dexterity save (CL 8) to halve the damage.)

5: SMILEDON

2–3 smiledon hunting for food. See Shatten Escarpment Encounter Table, Encounter #3, pg. 3

6: SUMPFGROLL (TROLLS FROM THE DAMPFROT)*

The trolls, Kluartz and Treznond, are the brothers of Cheeznov. (See Shatten Escarpment Encounter Table, Encounter #1, pg 3) Unlike him though, they are out hunting. Having dealt with humans before, they know it is easy to dupe humans with the promise of gold and hidden treasure. As such, they try to parley with the party and offer knowledge of treasure in exchange for food. If asked about Dzeebagd, they tell the party exactly where it is and how far they have to travel to get there. Whatever deal or agreement they strike with they party, they have no intention of keeping it. They wander off, if allowed to, and appear to be going about their business. As soon as possible, however, they backtrack and light upon the party at night or in an awkward situation, hoping to find them relatively defenseless. Kluartz, the larger of the brothers, wears baggy yellow pants and a thick sheepskin vest. He carries a large axe into combat and wears a choker with a diamond in it (50 gp). In addition to foodstuffs in his sack, he has a small pouch containing 40cp, 13 sp, 2 gp and one sapphire (25 gp). Treznond is a short and burly troll whose skin is almost azure in color. He wears a black wool cape, vest, and red breeches. He hefts a massive halberd in combat and carries a short sword at his side. In his bag of belongings are several items of value: a gold platter (dented and bent but still worth 10 gp), a silver candlestick (5gp), and a small ivory carving of one of the five fates, a Statue of Well Tiding.

STATUE OF WELL TIDING: The value of this item as a statue is 100 gp, but this rarer variety has magical qualities as well. The character carrying it is allowed one dice reroll in a gaming session. The item never emanates an aura of magic.

KLUARTZ AND TREZNOND, SUMPFGROLLS (They are Neutral evil creatures whose vital stats are HD 3d8, HP 21 and AC 16. Their primary attributes are physical. They attack with a large mallet (1d8) or with claws (1d4) and a vicious bite (1d6). Their significant attribute is strength 20. He is able to regeneration and fire and acid deal normal damage.)

Notes: The only manner to utterly destroy a Marsh Troll is to burn the head and spine to cinders including the associated bones. Generally, the only method of attaining the temperatures needed to accomplish this is by magical fire or furnace. The Marsh Troll recovers from death very slowly. Once at 0 hp, the troll heals 1 hp a day. If reduced to –1hp or lower, the troll heals at 1 hp a month. Only one part of the body, the largest, will heal.

REFEREES' ADVICE: Remember to allow Treznond one reroll. The player should never be told he has a reroll coming, but when the character appears earnestly desiring a reroll or wishes a different roll had come up, ask the player if he or she wants to reroll – then let them. Never offer an explanation. Also, for game purposes, at the end of the gaming session, the player possessing the Statue of Well Tiding should be told what he has so he may bring the item to other games and use it in the future.

7: DEER

There are 10–30 deer resting, grazing or sunning themselves. They flee if approached.

8: THE MAGDOLE GANG*

5–10 members of the Magdole gang (See Vakhund: Into the Unknown). They are unaware of the events surrounding Vakhund and Dzeebagd, having traveled straight from Magershole. Their leader, Johann, is traveling to the lowlands for a more comfortable wintering stay. Because of an agreement they have with bandits north of the Treklant Creek, there are only humans in this group. If they spot the party first, they scatter and attempt to set up an ambush. If not, they challenge the party and attempt to scare them into giving them money. Johann's tactic is to avoid direct contact and a melee that may cost him his life and that of his men. If an ambush is set, they target one character and attack him with ranged weapons, telling the remaining party members to give them gold. Any amount is appropriate but not so much that it forces another combat.

JOHANN (He is a chaotic neutral, 3rd level human fighter whose vital stats are HP 7 and AC 14. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 14 and dexterity 13. He carries studded leather armor, a longsword (1d8+2), a longbow (1d8+1), a dagger (1d4+1), and a pouch containing 70 gold pieces.)

BANDITS (They are chaotic neutral, 1st level human fighters whose vital stats are HP 3 and AC 13. Their primary attributes are strength, dexterity and constitution. They wear studded leather armor and carry a longbow (1d6) and longsword (1d8+1) or mace (1d8), battle axe (1d8), or warhammer (1d8). They also carry a pouch holding 2d6 gp each.)

REFEREE'S ADVICE: Several of the Wandering monsters can be used for mini-adventures and can easily consume a whole night's play. To get the most out of the module, we encourage this, but if your goal is to get the characters to the dungeon, forgo all encounters except herbivores.

9: BEAR

A very large bear, weighing nearly 700 lbs, is wandering nearby. The bear is not aggressive unless the encounter occurs around a campfire or where food is out. Then, it tries to scare the characters off before attacking.

BEAR, BLACK (These neutral creatures vital stats are HD 3d8, HP 17 and AC 13. Their primary attributes are physical. They attack with claws (1d8 x2) and a bite (1d8).)

10: Musk Ox – The party notices a herd of 5–20 musk ox. They are grazing, resting or sunning themselves. Musk Ox are generally unafraid of most things and the players can move in or around them rather closely if they so choose. However, like many large herbivores, they are capable of aggressive action if threatened. There is a 30% chance that a bull will attack if the party moves within 50 yards of any of the herd. Further, if any member of the party moves within 25 yards of the herd, there is a 50% chance a cow will react violently. For every 5 yards closer to the herd the party moves, a check should be made with a 10% chance increase of the herd reacting violently. If the bull reacts violently, the rest of the herd moves away; if the cow reacts violently, the entire herd charges forward and attempts to trample the party.

MUSK OX (These neutral creatures vital stats are HD 6d8, HP 40 and AC 16. Their primary attributes are physical. They attack with a slam (2d6) or stomp (2d4 x2). A musk ox can trample medium-size or smaller creatures for automatic stomp damage. Opponents can attempt a dexterity save (CL 8) to halve the damage.)

11: ELOTHERE

See Shatten Escarpment Encounter Table, Encounter #4, pg 3.

12: WOLVES

See Shatten Escarpment Encounter Table, Encounter #7, pg 3.

WHITE STEAM AND RED DEVILS

On the 4th or 5th day in the Dampfrat, the characters encounter the Krung' Thep, intelligent, dinosaur-like assassins who have come to the Dampfrat to conduct some heinous business.

The Krung' Thep have come to the Dampfrat seeking a family of Ban' Thout. The family of Ban' Thout is of noble heritage and were ranked as members of one of the most powerful families in Imfal, the Tan' Meth. Their fall from eminence was rapid and violent. Most were killed. One survivor, Me'enup Tan'Meth, a paladin, managed to gather his closest kin, wife, and child, and fled Imfal, hoping to settle safely in a land far from his home. They managed their way across vast mountains and dark forests, through malignant kingdoms and foul lands, overcoming maleficent beasts and vicious animals to arrive in the Dampfrat a short time ago. Here, the Tan' Meth found an abandoned fortress with a dungeon – Dzeebagd. As Me' enup knew that the Krung' Thep were following, he chose to hide in Dzeebagd's dungeon with the few surviving members of his clan.

The Krung' Thep were indeed close behind, and it was not long before they discovered the location of Me' enup and his family. Slowly and methodically the Krung' Thep began killing the Tan' Meth. Me' enup, seeing no chance of escape, barricaded himself in the dank dungeon beneath Dzeebagd awaiting the Krung' Thep. Sardonic Fate intervened on behalf of the Tan' Meth in the form of the Zjerd.

THE KRUNG' THEP: They are short and hairless, dinosaur-like, with large heads and toothy mouths. They have thick red torsos, and long broad tails covered with small black stripes. The Krung' Thep walk on two thin legs with clawed feet and, when moving, stoop over the ground so as to nearly bring their snouts to the earth.

They are from Imfal, a kingdom south of the Graffenvold and on the far side of the distant Kragenmores. Until recently, Imfal was ruled by several great families of the Ban' Thout, the greater cousins of the Krung' Thep, who had for centuries maintained a delicate balance of power between its competing lineages. But, recent political upheaval in Imfal caused many of its elite to flee for their lives. Those who fled made their way to lands distant and unknown where they could hide from the usurpers.

Yet the usurpers proved to be vengeful, and with furious impatience pursued the refugees to all the corners of the world. Doing their bidding are the Krung' Thep. The lesser race in Imfal that primarily serve as foot soldiers to their lords, for they are of unbending loyalty, tenacious, crafty, and show a wolf-like brilliance in combat.

Dzeebagd is an ancient stronghold of the Zjerd. A local Zjerd warlord decided to reclaim it before beginning his conquest of the Graffenvold. He sent troops there to begin rebuilding its fortifications and to clear the surrounding area of potential threats.

The arrival of the Zjerd has postponed the demise of the Tan' Meth by accidentally intervening between them and the Krung' Thep. The Krung' Thep do not believe they have the strength to overcome the Zjerd and then the Tan' Meth. So, they have languished in the Dampfrat awaiting a moment to strike. But, the arrival of winter has made them desperate to conclude the matter since their leader fears they will not survive the cold months in the forsaken swamp.

The party finds several of the Krung' Thep gathered around a steamy geyser:

Not far from you is the tumultuous and contorted, violet cone of a massive geyser. Steam billows from its mouths, apertures, and openings, lingering above its bulk before being whipped away by a winter's breeze. Rivulets of pyretic water leak out across the earth gathering in small pools covered by misty air. Nearby, the husks of long dead trees stand stark and white against a churning sky.

Lingering on the larger limbs of the trees and about their massive bowls are numerous crimson scaled lizards. Most of them are belly up, basking in a scanty sun. Their heads lolling back, revealing rows of keen, white teeth. Many lie perilously close to the pools of scalding water, their backs, crisscrossed with black stripes, bare to the sun while their bulky tails occasionally rise up and linger for a moment in the breeze, before crashing back to the ground.

The Krung' Thep are gathered around the geyser absorbing as much heat as possible from the winter's sun and the scalding water. Upon seeing the party, they slowly rise or drop from the trees, hissing at one another, though not at the characters. They begin to gather weapons and armor, slowly backing away from the party.



If the party initiates hostile action, the Krung' Thep will not offer resistance but will run to a large encampment about a mile away. There, they gather the remainder of their men and counterattack. If not, the Krung' Thep slowly back away and retreat to their encampment.

The Krung' Thep, having been in the Dampfrat several months, realize that the characters are an unusual group in this area. The leader, Nipt' Than, decides to follow the characters for a day to "get their measure." As the characters approach Dzeebagd, Nipt' Than sees an opportunity and decides to ask the party for help.

DAINGEROUS FRIENDS AND INSIDIOUS PLANS

Nipt' Than presents himself, unarmored, to the party, bearing several severed heads of the Ban' Thout. The heads are similar to the Krung' Thep except they are blue and a little larger. By signing and drawing pictures in the sand and mud, Nipt' Than attempts to convey to the characters that he wants them to enter Dzeebagd's dungeon, find the Ban' Thout, and kill them. After Nipt' Than believes he has adequately explained the situation, he presents the characters with a bag of silver coins (50 large, square silver coins worth 1 gp each). If the party accepts the offer, Nipt' Than indicates that they should meet at the geyser when they have accomplished the task.

Nipt' Than does not intend to keep the bargain. His intent in paying the characters to find the Ban' Thout is to have them kill the goblins in Dzeebagd and clear the way for him to enter the dungeon. The Krung' Thep follow the party to observe their actions. If the party enters the dungeon, Nipt' Than waits several hours and then follows, hoping that the characters have killed the Ban' Thout or, at the very least, cleared his path of many potential obstacles. If the characters defeat the Zjerd at Dzeebagd, and attempt to leave, he considers trapping them in the fortress and forcing them into the dungeon, thus effecting his initial strategy. However, if the party attempts a forceful breakout, Nipt' Than retreats and allows them to leave.

If the characters elect to confront the Krung' Thep, Nipt' Than will attack the characters whenever possible, primarily using ranged weapons. Nipt' Than avoids pitched battles unless absolutely pressed. He knows he is in the Dampfrat to kill the Ban' Thout, and not enact petty revenge.

The Krung' Thep are organized into three troops. Two troops contain 10 members, the other contains 8 members. Each is lead by a sub-chief. Nipt' Than usually travels with the weakest troop, and holds them in reserve during a fight, using them at the most opportune moment or in a flanking maneuver. Nipt' Than and the sub-chiefs do not lead during attacks, but maintain a distance until their presence is necessary.

NIPT'THAN, KRUNG' Thep (He is a lawful evil 5th level rogue whose vital stats are HD 5d6, HP 20 and AC 18. His primary attributes are physical. His significant attribute is dexterity 18. He carries expert studded leather (+1 AC), a small brass shield, a halberd (1d10), a scimitar (1d6), a light crossbow (1d6), 10 bolts, an ivory headband (30gp), 5 gold armlets (3gp each), and carries a pouch with 5 rubies in it (25gp each).)

NOTES: The rubies are the Te' Ma' Loos and have magic qualities which can be revealed by detect magic. Nipt' Than uses this item to keep an eye on the characters if they enter the dungeon beneath Dzeebagd.

TE' MA' LOOS: When the proper command word is spoken, the gems float into the air and begin circling, forming a small whirling ball of red light. This small ball of light acts as a crystal ball. Whatever most concerns the character who spoke the command, the ball shows it. The command word is in Krung' Thep and a significant amount of research must be conducted to determine the nature of the ball and its command word.

Krung' Thep Sub-Chiefs (They are lawful evil 3rd level fighters whose vital stats are HD 3d8, HP 13 and AC 16. Their primary attributes are physical. They carry studded leather armor, small brass shields, shortspears (1d6), scimitars (1d6), light crossbows (1d6), 10 bolts, jewelry and coins (valued at 1d10x10gp total).)

Krung' Thep (28) (These lawful evil creatures vital stats are HD 1d8, HP 3 and AC 14. Their primary attributes are physical. They carry leather armor, scimitars (1d6), shortbows (1d6), 12 arrows (-1 damage due to poor construction), bedrolls, camping equipment, wood-working tools.)

NOTES: Each is a fairly accomplished wood worker and knapper. Most of their arrows are produced with local wood and knapped from stone.



PART II: DZEEBAGD

After 7 or 8 days travel, the party reaches Dzeebagd. Dzeebagd consists of an earthen embankment shaped like a keyhole topped by a partially constructed wooden palisade. At the base of the key is an opening. A gate has not been constructed, though a removable section of the palisade is placed there in emergencies.

In the center of the circular portion of the embankment is a stone tower 40' high. About 1/4 of the tower has collapsed, and the stones are piled around its base. None of the original floors or staircase remain. A wooden platform, accessible by a rope ladder, has been placed on top of the tower. The embankment is 8' high and the completed sections of the palisade are 5' high. Several sections of the palisade have small footings from which Zjerd archers can launch ranged attacks. Near the tower is a well used by the Zjerd to draw water and the only entry to the dungeon beneath Dzeebagd.

The trail opens onto a glade in the center of which hunkers a teetering round tower, half collapsed and crumbling from disrepair. A low earthen embankment topped by a rickety, wooden palisade surrounds the tower. From within the palisade, wisps of smoke trail off into the sky and the raucous noise of many Zjerd breaks the still air of the Dampfrat. A makeshift wooden platform stretches across the tower's top and a single Zjerd, hefting a bow, stares lazily over the tree tops.

When the party arrives, Dzeebagd is occupied by a Zjerd warband, members of the Magdole Gang and their partners, Nidzim (a goblin merchant), Evanna, and one other prisoner. Each band and the significant characters at Dzeebagd are described separately below.

REFEREES ADVICE: Scaling the adventure. The number of Zjerd at the tower should be high enough to challenge the players though not so high as to destroy them. This encounter serves to prepare the players for entry into the dungeon, not to kill them. Note, however, if the players choose to attack the tower and its inhabitants immediately they will, in all likelihood, die. Optimally, they will recon the tower and try to find weak points and places to attack. In the time it takes to do this most of the towers inhabitants will leave. Yet all players make silly decisions and should suffer the consequences thereof.

Synopsis of events: Shortly before the party arrived, a group of bandits, the Magdole Gang and their partners (Von Beck's Reavers), came to Dzeebagd with a prisoner, Evanna Rothenheimer. They intend to ransom her to the Rothenheimer family in Bergholt. There was a disagreement between the Magdole Gang and Von Beck's Reavers about how this exchange should occur. To ensure an equitable exchange and distribution of the ransom, Evanna is being left in the hands of a neutral third party – the Zjerd – for safekeeping until the arrangements for the ransom are completed. (See Vakhund: Into the Unknown for details.)

The Zjerd: There are 11–20 Zjerd in the fortress, led by one chief and one shaman. The Zjerd are part of a permanent contingent

at Dzeebagd. A local Zjerd warlord is attempting to reclaim the old fortress and has sent them here to begin construction and groundwork for eventual occupation. The Zjerd occasionally raid with the Magdole Gang, and the chief has agreed to safeguard Evanna. The Zjerd encampment contains all manner of woodworking tools, stores of food, firewood, blankets, and other necessities for a long winters stay.

KLUARD, ZJERD (He is a chaotic evil creature whose vital stats are HD 3d8, HP 11 and AC 17. His primary attributes are physical. He attacks with a battle axe (1d8) and wears chain mail armor.)

GLIZZD, ZJERD (He is a chaotic evil creature whose vital stats are HD 3d8, HP 10 and AC 13. His primary attributes are mental. He attacks with a short bow (1d6) or short sword (1d6). He can cast spells as a 3rd level cleric. Suggested spells, Level 0: create water, light x2, detect good; Level 1: cure light wounds, protection from good; Level 2: hold person)

ZJERD (11–16) (These chaotic evil creatures vital stats are HD 1d6, HP 3 and AC 14. Their primary attributes are physical. They attack with a short bow (1d6) or short sword (1d6).)

THE MAGDOLE GANG: These are bandits from the stronghold of Magershole. Gratva, an Ungern, leads them. There are 4 goblins (renegade Zjerd) and 3 orcs with Gratva. The Magdole Gang, with the help of Ubert von Beck's Reavers, attacked the Vakhund a few weeks back and kidnapped Princess Evanna. As payment for services rendered, Gratva wants a portion of the money garnered from ransoming Evanna.

The renegade Zjerd no longer have allegiance to their Kingdom and have sworn an oath, for what it is worth, to the Magdole Gang. Gratva's main use for these goblins is missile support in combat. They are very weary and ready to return to their hideout.

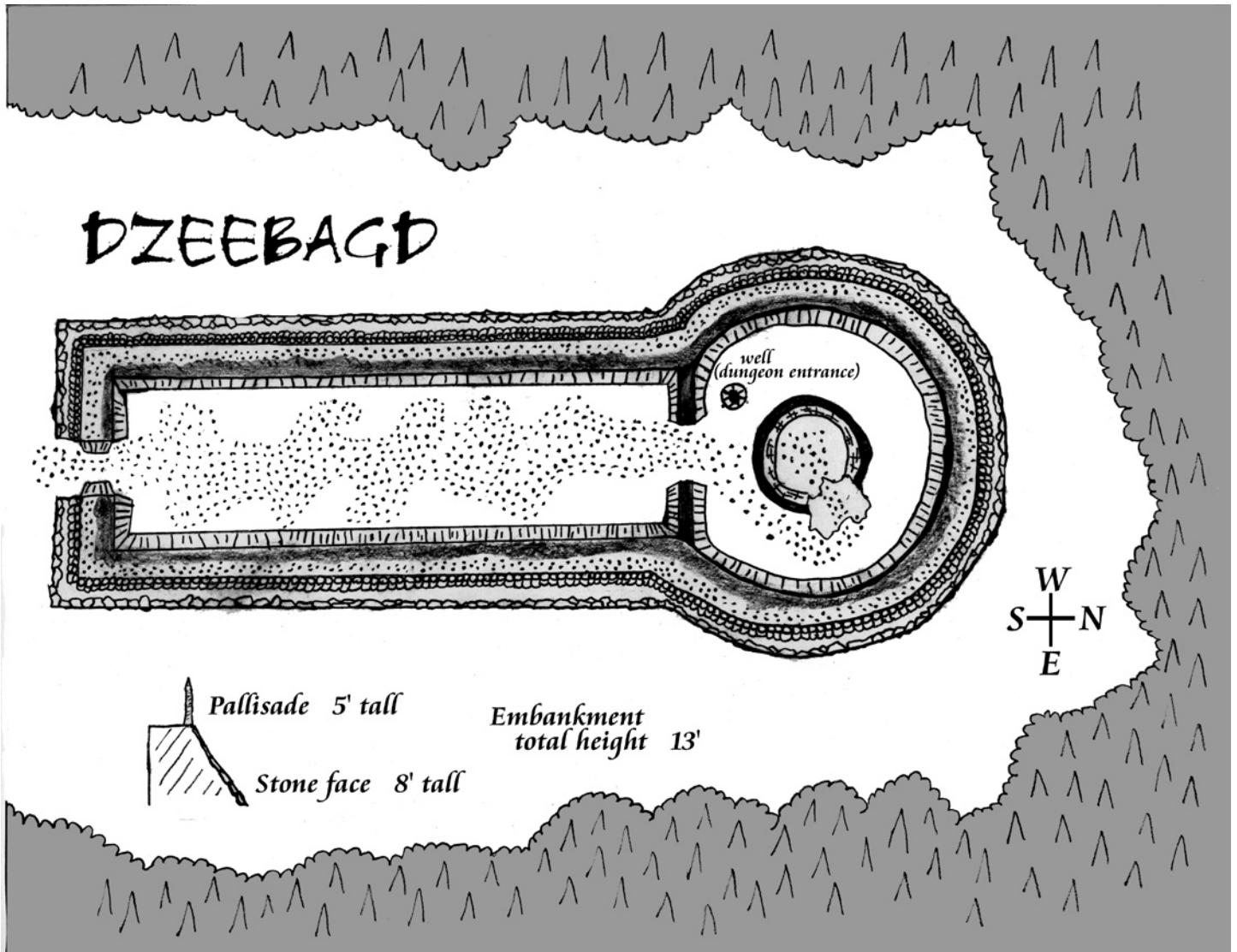
The orcs have sworn an oath as well, and Gratva uses them in melee. Like the goblins, they are very weary.

GRATVA, UNGERN (He is a neutral evil, 5th level unger barbarian whose vital stats are HD 5d12, HP 39 and AC 18. His prime attributes are strength and constitution. His significant attributes are strength 17 and constitution 16. He carries a chainmail shirt, large wooden shield, small metal helm with nose guard, heavy expert mace (+1 to hit, 1d8 damage), heavy crossbow (1d10), 12 bolts, dagger (1d4), thick wool breeches, shirt, robe, bedroll, tinderbox, food, pan, pouch holding 30pp, and a jeweled necklace worth 200gp.)

ZJERD RENEGADES (4) (These chaotic evil creatures vital stats are HD 1d6, HP 3 and AC 14. Their primary attributes are physical. They attack with a short bow (1d6) or short sword (1d6).)

ORCS (3) (These chaotic evil creatures vital stats are HD 1d8, HP 4 and AC 14. Their primary attributes are physical. They attack with a battle axe (1d8).)

UBERT VON BECK'S REAVERS: Ubert von Beck is a nefarious pirate who plies the waters around Bergholt. There are two members



of Von Beck's Reavers at Dzeebagd, Klaus and Tindle. Both Klaus and Tindle were sent to the Vakhund to retrieve money from Evanna Rothenheimer's father, Herbert Rothenheimer. As Rothenheimer had no money, Klaus and Tindle executed him and kidnaped his daughter instead. However, they had not foreseen the need for Gratva and the Magdole Gang to accomplish the attack on Vakhund, or Gratva's request for gold in return for services rendered. Because Gratva believes he will receive his gold only by ransoming Evanna, Klaus and Tindle had to agree to Gratva's demands and leave Evanna in the company of the Zjerd.

Even so, presently Klaus and Tindle have no intention of ransoming Evanna. They will go back to Ubert von Beck, explain the situation, and let him decide whether the girl is worth the money or the effort for her safe return.

KLAUS: Klaus is a tall and thin man with wisps of hair on his head and chin. He is acne scarred, beady eyed, and thin lipped. His clothing is simple, fairly dirty and unkempt but quite functional. He speaks with a lisp and gesticulates wildly when excited. Klaus is motivated by little other than Ubert von Beck's desires. He is wily and quite unwilling to lay his life down for anything, obsequious when necessary, and blustering when useful. Klaus carries a long bow and spiked chain

into battle. In combat, he uses the spiked chain to disarm or trip an opponent while Tindle moves in for the kill. He also carries a short sword with a +2 enchantment on it, for close fighting.

KLAUS (He is a chaotic neutral, 5th level human rogue whose vital stats are HP 12 and AC 16. His primary attributes are dexterity, strength, and intelligence. His significant attributes are strength 15 and dexterity 15. He carries studded leather armor, shortsword +2 (1d6), longbow (1d8), spiked chain (1d6), 12 arrows, thieves tools, 100 gp.)

TINDLE: Tindle is a fairly handsome man with a stubble of growth covering his face. His eyes are a piercing blue and his voice firm and powerful. Tindle walks "tall" and carries himself pompously, glowering at most who bother to talk to him. He is fairly loyal to Klaus, having traveled with him for nearly 5 years. Tindle carries a battle axe and a longsword for melee. As a combat tactic, he tries to knock opponents prone with his shield and deal with them one at a time.

TINDLE (He is a chaotic neutral, 3rd level human fighter and 2nd level rogue whose vital stats are HP 30 and AC 18. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 16 and constitution 15. He carries scale mail (expert +1 AC), large metal shield (expert +1 AC), longsword (1d8), battle axe (1d8), thieves tools, platinum armlet

(25gp), 2 rings (10gp, 15gp), a belt with silver emblazoned upon it (30gp), and 50gp in a pouch.)

REFEREE'S ADVICE: The entry to the dungeon is through the well shaft. If the players cannot figure this out, drop several hints through Zapatero. He could babble about his book of magic being dropped down the well. That should be enough to get any adventurer worth his salt to follow that route. If the characters elect to leave Dzeebagd and Nipt' Than does not stop them, then the adventure will essentially end. Consult "Wrapping up the Adventure" for further details.

The Prisoners and the Current Situation: Gratva and Klaus have reached an agreement on the ransom and the process of the exchange of Evanna at the time the characters arrive at Dzeebagd. Klaus and Tindle are to return to Bergholt, gather the ransom, and meet Gratva at Dzeebagd in two months. Gratva has agreed to accept 1000gp in exchange for his services and his rights to the prisoner. In the interim, Evanna will remain with the Zjerd, who have agreed to watch her in exchange for 50gp.

The agreement having been reached, everyone spends a little time "relaxing" and then beds down for the night. Numerous guards

walk the perimeter of the fortress, and Tindle stays awake all evening as does one of Gratva's orcs.

Evanna is bound and kept in the tower. Zapetero and Nidzim are there as well. They have a small fire burning. Zapatero, being insane, will lie huddled by the fire. He is not bound, but so incapacitated that he can do nothing.

EVANNA: The somewhat naive daughter of Herbert Rothenheimer has matured significantly since her abduction from the Vakhund. Most importantly, her innate magical qualities have manifested themselves.

Her personality has transformed also. Previously, Evanna maintained a soft-spoken, demure interaction with others. She no longer acts in this manner. Evanna is survival driven, never complains, is steely eyed, and has become virtually emotionless. She wants to return to Bergholt and force the family to enact revenge upon the perpetrators of her fathers murder and her abduction. If Evanna is allowed, she will actively help the party, though she knows little of the surrounding area and nothing of the dungeon. She will not allow herself to be used as cannon fodder, she has not survived this long to die for another's greed or stupidity. She has been befriended by a Kdzy merchant, Nidzim, and works to ensure his safety.



REFEREE'S ADVICE: Evanna is potentially a very powerful NPC with whom the characters may interact in future adventures. Try to indicate this to the players and they may find saving her a little more profitable. Further, play Evanna as both cautious and cunning but noble and charismatic at the same time. The month or more in captivity has not weakened her spirit but ennobled and empowered her.

EVANNA (She is a lawful neutral, 1st level human wizard whose vital stats are HP 3 and AC 13. Her primary attributes are intelligence, dexterity, and charisma. Her significant attributes are intelligence 16, charisma 18 and dexterity 17. She carries a quarter staff (1d6). Her suggested spells are Level 0: detect magic x2, light, mage hand; Level 1: magic missile, erase, shield.)

Nidzim: Nidzim is a goblin of the Kdyzj tribe. He and his cousin, Geejzdnard (see Vakhund), come from a long line of translators and merchants working in the Drazkleed and beyond. Nidzim is young, robust, and ambitious to explore the world. He has a tuft of yellow hair tied in a tight ball on top of his head, and is clothed in fine and colorful silks. He carries an ornamental saber and a pack with some foodstuffs, a book ("Exacting Tolls", a listing of the Lord's taxes throughout the kingdom – Drazkleed that is), a quill, some ink, and a few sheaves of paper. Nidzim happened to be in Jzunad when the Magdole gang arrived with Evanna. Gratva retained Nidzim's services to help in the translations and transactions between himself, Klaus, and Evanna. Nidzim, for his part, did not care to be involved in the matter, but knew of the Rothenheimer family (though not Evanna) and felt that if he were in part responsible for her safe return, he might gain a lucrative trading contract in Bergholt. In an effort to ensure this, Nidzim has been taking care of Evanna, feeding her extra, and sharing his bedroll to keep her warm. Indeed, he has helped her survive this calamity.

NIDZIM, KDYZJ GOBLIN (He is a neutral creature whose vital stats are HD 1d6, HP 2 and AC 13. His primary attributes are mental. He carries leather armor, scimitar (1d6), food (3 days), book, quill, ink, paper.)

ZAPATERO: There is one other prisoner in the tower, an older man, nearly naked, with scraggly gray hair and a kinky beard. He is horrifying to behold – his eyes have been gouged out, his tongue split, and the ends of his fingers removed. He babbles and yells constantly. He is very mad. Little can be gleaned from this man, though he does mumble two significant words again and again: Geis–tot and Magershole. Upon his back is a tattoo of two half moons coming together. Nidzim knows a little about the madman. From speaking with Gratva and the others, it appears that this human and others of his kind stole into the fortress of the Magdole gang. A protracted fight occurred, and the Magdole Gang chased the humans across the Dampfrat and slaughtered or captured all of them. This man was brought here by the some members of the Magdole Gang, and then tortured.

ZAPATERO (He is a neutral human whose vital stats are HP 7 and AC 10. His primary attributes are immaterial. His significant attributes are immaterial. He was formerly a level 6 Wizard but is now quite mad and can do nothing more in combat than die.)

Orchestrating the events at Dzeebagd: After the party's arrival at Dzeebagd, the Referee must orchestrate all the subsequent events with the exception of one. The morning following the arrival of the party, the Magdole Gang and Ubert von Beck's Reavers leave Dzeebagd. The Magdole Gang heads to Magershole, and Von Beck's men go to Klednij and thence across the Dampfrat to Mejketek and down to Firstenfeld to meet with Ubert von Beck.

All subsequent events at Dzeebagd will depend on the characters actions and conform to these following general specifications:

The Zjerd, though concerned about Evanna, are not quite willing to fight to the death to protect their interest. "Dats not part o' dee agreement yo see!" But if attacked, they defend themselves. The chief attempts to get word to Klednij that they are being attacked by sending several runners in that direction. (See "Wrapping up the Adventure" for more details.) The Zjerd keep a constant guard with at least one Bowman on the towers platform. The others busy themselves with clearing away debris and cutting wood.

REFEREE'S ADVICE: Klednij is located 35 miles south of Dzeebagd. This is an old Zjerd town that has gone through periods of decline and prosperity. Currently, the town is undergoing a revival. By uniting several warring factions, a local warlord has gained significant power in the region. His plans are to move north out of the Dampfrat to the fertile plains along the west bank of the river Vindig. The town itself currently barracks his armies.

Evanna remains in the tower for warmth and safety. Should an attack occur, she remains hidden until the fighting is over, in order to best gauge her chances for survival.

Likewise, Nidzim will remain hidden in the tower until all fighting has ceased. As he speaks Inzaen, he will attempt to negotiate with the players to garner his release or placate them as necessary to ensure his survival. If he believes there is an opportunity to travel with the party, he offers his services as a translator or in any other capacity he may be qualified to fill.

Attacking either the Magdole Gang or Klaus and Tindle could have disastrous consequences. Not only are both groups very capable combatants, they will flee back to Dzeebagd and, if possible, inform the Zjerd of the danger and prepare for a fight followed by a hunt.

The Krung' Thep, having trailed the party, will be following the events with care and determining whether they should try to force the party into the dungeon, allow them to escape, or wait further developments. A concern of Nipt' Than's is the army of Zjerd nearby. He is also under a "time crunch" and knows it.

Nipt' Than is aware of the escape tunnel in the dungeon (see Room 25). He has not informed the characters about it, however, hoping to catch either the Ban' Thout or the characters leaving through it in case he chooses not to enter the dungeon himself.

PART III: BENEATH INZAE

DUNGEON DRESSING

In general, the dungeon conforms to the following specifications and any exceptions will be noted in the appropriate areas. All floors are flagstoned. The bricked and plastered walls are shored up by wooden supports placed every 5'. The ceilings are supported with intricate crisscrossing wooden beams. Unless noted otherwise, all doors are constructed of wood and have 10 hp, the corridors are 5' wide and 6' tall, while room height is generally 7'. The wood in the dungeon is far too wet to be used for lighting sources. There are sconces placed along the walls at 20' intervals and at least one in each room.

Much of the dungeon is subsiding. Portions of it are submerged under a few inches to several feet of water. While walking in the submerged portions of the dungeon, the characters should make a dexterity check (CL 1) every turn or will slip and fall. Movement is reduced 20% in submerged areas. Fighting on these surfaces requires a dexterity check (CL 2) every round. Fighting in thigh high deep water has a combat penalty of -2, and chest deep water has a penalty of -4.

Pacing the action in the dungeon is very important. The Referee should carefully observe the players to determine when or if the Krung' Thep should appear. If the action and tension begin to lag, have the Krung' Thep arrive. First they will appear in small numbers, then in increasingly larger numbers. The final Krung' Thep attack should be the climactic action sequence of the dungeon. Refer to pages 9–11 above, to refresh your memory of the Krung' Thep. Further, refer to rooms 23–25 to determine the activities and reactions of the Ban' Thout.

Also, each day the characters spend in the dungeon requires a successful Constitution check (CL 3) or a lung infection is acquired. The infection sets in after 1 week causing a 1 point loss in Constitution the first week, a 1 point loss in Strength the second week, a 2 point loss in Constitution the third week, a 2 point loss in Strength the fourth week, a 3 point loss in Constitution etc. until the player reaches 0 in both categories, at which point he dies unless healed.

1 ENTRY CHAMBER

The tight confines of the well shaft give way as you are lowered into a dark wide space. The plunking of pebbles dropping into water rises from below, as a moist, steamy, air engulfs you and your flickering light. Below your dangling feet is a mire of steamy, slimy water reeking with the fetid odor of stagnation. Crawling out of this blanket of ichor and muck are several small mounds of dirt and rubble covered with large, broad bloomed red mushrooms and white flowering vines. A circle of large columns stretches up to a ceiling crisscrossed with sagging wooden beams that reach out to moldy and timeworn walls. A low semicircle of small, cut stones rises out of the water below your feet.

This is the entry chamber to the lower halls of Dzeebagd. The upper portion of the staircase, located beneath the tower and in the circle of columns, has long since collapsed. The well shaft is one of two remaining access points to the lower halls.

The players are being lowered into the well shaft. If lowered too far, read the following:

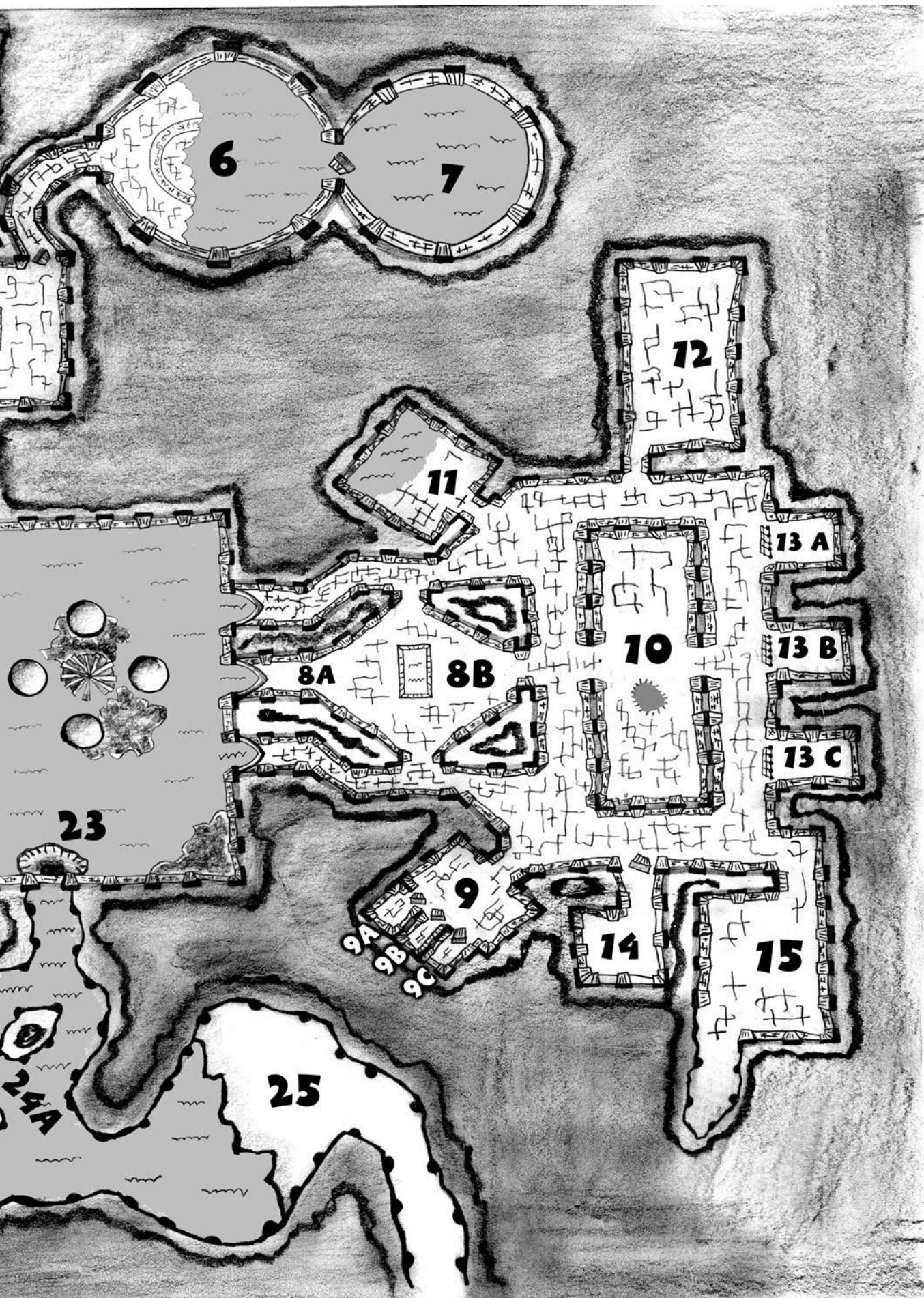


As your feet enter water, feeling for solid ground, you descend deeper into the warm, thick muck. You suck in a last breath of moist air before entering the water's hot, soupy depth. A long time passes before your feet meet resistance, but it is a slimy surface and slowly, ever so slowly . . . you sink into it.

Entering the shaft could have disastrous consequences. Anyone at the bottom of the well shaft will sink 1' per round deeper into the mud. Once a character starts to sink into the mud, it becomes progressively more difficult to pull him out. To retrieve a character, a strength check at CL 3 is required, with a -1 modifier

Welcome to the Dungeon





on the roll for every 1' the character has descended into the muck. The character will have to hold his breath until pulled up.

Once out of the well shaft, and exploring the room:

Your feet move over a solid surface, though one strewn with the detritus of the ages, making movement precarious and difficult. There is a constant dripping as the moisture clinging to the walls plunks into the water. A warm draft flows upwards, carrying wisps of steam with it. As your body slowly warms to the confines beneath the earth, your hair tingles and your eyes try desperately to pierce the threatening gloom. Green slimy tendrils stick to your legs and clothing as you slosh through the shallow, thick water. The chamber slowly expands in your flickering, yellow light. To the right, on the nearest wall, is a broad opening with a vaulted ceiling. To the left, a small wooden door stands half open. A massive staircase surrounded by stone columns rests drearily in the center of the room. Its steps are wide and low, constructed of rough hewn stone piled without aid of chinking or mortar. Heaps of dirt, rubble and other debris are banked up against and around the columns. Covering these tiny islands are broad bloomed mushrooms and vines gathered in patches, as if for protection from the surrounding gloom.



The water in the room is 1'–2' deep. Close inspection of the dirt mounds near the staircase reveals the tip of a large spear. The metal is rusted, pitted, and tangled in the white flowering vines. If the players elect to dig into the mound, they slowly uncover the remains of a large humanoid skeleton buried with shreds of his armor and several rusted weapons. A pouch will be found on a successful wisdom check (CL 8 (–1 for each minute of excavation)). It holds 20 gp and 45 square sp. Digging in any of the other mounds is little more than time consuming, revealing only shards of pottery and other debris.

The mushrooms are magical. For each mushroom eaten, wizards and illusionists may gain temporary casting abilities, or if abused, may go temporarily insane. Each mushroom eaten requires a Constitution check (CL 8) to determine its results. The save is at +13 (+ constitution modifiers) for the first mushroom. Thereafter, for each mushroom eaten within 48 hours, the save is at 5 less: +8, +3, –2, –7, etc. A successful save adds 1 level in spell casting ability for 24 hours (no upper level spell abilities, just more spells to cast). A failed save indicates temporary amnesia for 24 hours, eliminating all spell casting abilities for that player.

2 GARGOYLE GUARDIAN

Beyond the door is a narrow corbeled passage with crumbling plaster walls that stretch into darkness. A sconce hangs crookedly on the wall to the left. As you move forward, the water shallows and a flagstoned floor becomes discernable. Ahead, the shadows dance and move against the invading light.

The corridor empties into a cramped chamber dominated by a marble statue of a gnarled and knuckled winged beast. It is perched upon a red pedestal sitting in a pool of shimmering, crystalline water. The room has a higher ceiling than the passage. Several emaciated rats scurry about the room, disappearing underneath two doors at the far end of the room.

The small, rectangular pool is surrounded by a red-tiled lip. The water is clear and clean, and peering into it reveals glimmering jewels resting on a bed of gold and platinum coins.

A lawful good character who stares at the column for 2 rounds notes that the column's small white veins wriggle ever so slightly. The statue on the pedestal is a gargoyle guardian. If the water is disturbed, the gargoyle animates and leaps at the person who disturbed the water. It attacks until that person is dead or it is destroyed. The gargoyle returns to its perch if it kills the intruder or is reduced to 0 hit points or lower. If the gargoyle rests on the perch for at least one round it regains all lost hit points. If the gargoyle is roped and pulled into the water, it animates in 2 rounds and attacks whoever is holding the rope. The gargoyle will only attack characters while they are in the room. Essentially, the Gargoyle can not be killed, but only put out of commission until someone touches the water again. Every time it dies and come back, it receives another HD and d8 hit points.

REFEREE'S ADVICE: Because this is a classic set-up, the encounter needs to be handled uniquely to make it interesting. The spirit of the Gargoyle lives in the room not in the statue. The statue is nothing more than functional form and the water in the pool is the catalyst that brings it into being. Have the characters see shadowy fluttering in the corners of the room, have the torchlight dance in bizarre ways, anything to throw the characters off the statue and have them start looking behind their backs.

In the pool lies 50 gp, 15 pp, 11 pieces of jewelry valued at between 10–120 gp each, and a wooden rod with a gold spider attached to its end. The rod casts 3 entangle spells if the appropriate command word ("TANGLE" etched in arcane runes on the side) is spoken.

GARGOYLE (*This chaotic evil creature's vital stats are HD 5d8, HP 17, and AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 damage, gore for 1d4, and two claws for 1d3 damage each.*)

3 ANTECHAMBER

Beyond the door lies a small musty chamber. A table, upturned and missing two legs, with its underside facing the door, lies at the far end of the room. On the floor to the right, refuse, rat scat, small pieces of rotted wood, and insect husks litter the floor. From a hook in the ceiling, a large black iron chandelier hangs precariously by a length of chain. To the left, on the adjacent wall, is a wheel mechanism with a coil of chain wrapped about it. There are three metal loops attached to one of the beams in the ceiling. The loops run in a line from the chandelier to the wheel mechanism.

Across the room is a small, closed wooden door. It is loosely banded with metal straps and a rough shaped metal ring in its center acts as a handle. The door's bottom is ragged, with nearly a hands-width of space between it and the floor.

Nearing the table causes several large rats to scurry beneath the door to room 4. Moving the chandelier will cause it to fall because it is weakened by rust. Any player underneath it must make a dexterity check (CL 3) or it will hit them for 1d4 hp. The chain is generally useless as it will snap underneath 300 lbs of weight.

4 COMMANDER'S CHAMBER

This is a squat room with a low ceiling. At the far end are the shattered and rotted remnants of a bed. A dilapidated armoire fills the wall to its side. From the ceiling hangs a bizarre arrangement: a series of small and large gears attached to a metal ball from which extrude 4 thin blades of wood. A series of metal rings attached to the ceiling lead from the contraption to a narrow opening in the wall.

This was the personal room for Dzeebag's commander.

THE ARMOIRE

The old dilapidated chest sits askew from the wall, leaning precariously into the room. The doors are ajar, and from within reeks the acrid smell of urine and feces.

If the door is touched or moved it will fall off. Looking inside the armoire reveals a rough cut tunnel with an earthen floor going into the wall behind it. The hole in the back of the cabinet is not large. Once the cabinet is moved a larger opening becomes visible (see room 5 below).

THE MECHANISM

The opening in the wall is an arms length wide and twice as tall. Within are three long metal cylinders attached to small chains that run through loops in the roof above. Squealing pink baby rats are nestled in the aperture's bottom.

This mechanism was used to turn the ball in the roof, making a fan. The mechanism works similar to that of a Grandfather Clock. If the baby rats are disturbed, four large rats, who have crawled up into a hole at the back of the aperture, attack.

RATS (4) (*These neutral creatures vital stats are HD 1d4, HP 1 and AC 14. They have no primary attributes. They attack with a bite for 1d4 damage.*)

5A RATS NEST

A rough hewn corridor dripping mud and slime, braced by moldy wooden beams, proceeds straight back a few lengths before turning hastily to the right. The floor is damp and puddled, and from within, the rank odor of rot, urine and fecal matter causes you to gasp and heave for fresh air.

The tunnel is only 4' wide and 5' tall. Use of weapons in the tunnel is nearly impossible for medium-sized creatures. Small creatures can use weapons with appropriate modifiers. The tunnel zigzags back and forth, and with each bend the air becomes more difficult to breathe until the acidic air causes breathing to come in ragged heaves while the eyes begin to water. As the characters move down the corridor, rats emerge from the darkness ahead. As they turn the last corner:

As you proceed down the tunnel, a noise like the chattering of grasshoppers and the crackling of leaves increases with each step. Suddenly, dozens of foul rats pour around the corner. They scurry wildly down the tunnel around you making a tremendous amount of noise as they go. They begin to crawl over and on you as they pass, attempting to bite and scratch any exposed flesh.

As the rats swarm down the corridor, 1d6 will attack each character in the corridor for each round the swarm lasts. It takes three rounds for the swarm to pass. Four rounds after the initial encounter, the swarm will enter room 4. Only 1d6 rats will attack each character in the room before it passes. The rats run to Room 1 and scatter from there.

RATS (These neutral creatures vital stats are HD 1d4, HP 1 and AC 14. They have no primary attributes. They attack with a bite for 1d4 damage.)

5B RATS NEST

About you is a tight room, barely larger than the corridor behind. Wooden beams lean into the room, somewhat teetering on their ends and barely holding up the roof. The cracked and rotted wooden beams of the floor are covered with heaps of filth; the accumulated debris of years of rat habitation. The walls of the room are covered with small holes and nests out of which peer the tiny glowing eyes of rats and more rats.

There is little of interest in this room. If the rat filth is searched, three opened and empty metal trunks will be found amongst it. A successful wisdom check (CL 1) will uncover one small metal trunk, closed with a rusted padlock. Inside are 12 small rubies worth 20–60gp each. Sadly, for all the effort, any of the characters who managed their way this far will have to make a constitution save (CL 6) or contract the lung disease described in the Dungeon Dressing section.

6 FORGOTTEN TEMPLE

The hallway curves and opens into a large reddish colored round room with a conical ceiling. The room is half submerged in brownish water. The visible portion of the floor has an engraving etched into it. Though half of the engraving is beneath the water, the other portion seems to be a circle set within a circle, the interior of which is engraved with contorted bright red glyphs. About the wall, in concentric circles, are many hundreds of small hand-sized niches, many of which contain eerie, ceramic figurines. Across the room is a broad copper door braced by thick iron bands.

The etchings in the floor glow red, though there is nothing in the grooves. It is a magical aura associated with Mortzva, a goblin god that works as a handmaid to the Fates. Any character knowledgeable of the religions of Inzae will recognize the engravings. They are not magical, but their combination and orientation make them nodes of power. Defiling the engravings is a dangerous undertaking, and it will garner the wrath of Mortzva. If any engraving is scratched or defaced in any manner, the character so doing receives a –1 to all rolls until blessed by a cleric of the Fate's, or a remove curse is cast upon him.

Most of the niches are empty, but some bear figurines. The figurines are crudely made, ceramic and virtually featureless. In the belly of each figurine is a personal item of the person it represents. Most of them died long ago but a few still wander the lands. Several examples are: A platinum coin from paladin long since dead, a tuft of hair from a notorious bugbear, a bony finger from a giant still wandering the land, a copper ring of a merchant long since dead, and a tooth from a Minotaur hidden in a chamber beneath the crumbling walls of Isenburg.

7 SHAMAN'S CHAMBER

The copper door swings inward, groaning against rusted hinges and the soupy water behind it. Your light spills into a nearly submerged round chamber with aged and musty ochre-colored walls. The light reflects off of the walls, making the water appear as congealed blood. Flotsam floats atop the water, and brown vines grow along the walls, massing on the sconces at either end of the room. In the left end of the room, a large cone-shaped brick structure juts from the water like the tooth of an ancient dragon.

This was once the chamber of Dzeebagd's Shaman. Here, he baked the figurines in room 6, lived, and worshiped. The water in the room is about 3' deep and very warm. The cone shaped object is the top of a kiln. Feeling around the kiln reveals a small opening just beneath the surface of the water and a larger one near the floor. The upper portion is where the dolls were placed to bake. About the room on the floor are the following items: the legs and bowl of a brass brazier, a shallow metal trunk (empty), and the rotted remains of various pieces of furniture.

THE WALL

The wall is constructed of brick overlaid with a dark crimson plaster. Most of the plaster has cracked off and fallen into the water. Those sections of plaster remaining on the wall are covered with a series of pictographs, glyphs, and symbols of all types.

Players familiar with the religions of Inzae recognize that most of these symbols reference goblin mythology. A close inspection of the wall reveals a small hidden door (1' x 6") near one of the sconces (wisdom check at CL 2). It opens by pulling down on the western sconce.

Behind the door is a nook containing a small, femur-shaped bone with a gold clasp on it (the finger bone of a dragon used as a case for small pieces of parchment), two rotted pouches (the first one, when shaken, produces a dull sound like pebbles and contains 18 goblin teeth. The second pouch rips when opened, dropping small black stones into the water, 4–9 can be recovered. These have divinatory power words engraved on them. When the power word on the stone is uttered, the holder of the stone receives a +1 on all rolls for the next 1–10 melee rounds), a ceramic figurine with a tuft of hair on its head and a tooth embedded in its stomach (this figurine represents Dzeebagd's last chief), and one brittle piece of parchment (when opened it crumbles into pieces and has no readable portions remaining).

There are animated vines living in the muck. These vines were the last experiment of the goblin shaman who lived here. He was attempting to create vines that would do his bidding, and the experiment half succeeded. After the characters are in the room for 10 minutes, the vines begin to animate. One tendril will slowly close the door and try to keep it closed (opposing strength checks are necessary to open it). Then one vine per round will come to life. The vines will wrap around a leg of a character and attempt to drag the character under the water. Each round the vines will wrap around another limb until it suffocates the character.

ANIMATED VINES (These neutral evil creatures vital stats are HD 1d4, HP 1 and AC 13. They have no primary attributes. The vine has only one mechanism for attacking. It entangles a character and attempts to strangle him. Each round, it attempts to wrap a tendril around a character's limb. If the attack is successful, a dexterity save is required to remain standing, and a strength check is needed to break free. Each tendril receives a separate attack and the character must make successful checks for each tendril. First, the tendrils will secure the limbs and then wrap around the throat. Once a tendril wraps around the throat of a character, he must make a successful constitution save (CL 0) each round to remain conscious. For each round after the first, the character receives a -2 to the check and an additional -2 for each successive round.)

8A THE TRAINING ROOM

Moving down the narrow passage, a grisly site awaits you. A large ghoulish skeleton is propped up against a half collapsed wall. It is easily 7' in length with the tattered remnants of thick leather cloaks still clinging tenaciously to its skeletal torso and arms. Upon the grinning and fleshless face is a tuft of gray and withered hair. A massive hand still grasps a gigantic club, the top of which is driven through with daggers and a short sword.

This is the remains of an ogre that once lived in the dungeon. He is the father of the baby ogre (long since dead) found in room 12. The lifeless skeleton animates if the party disturbs the skeleton in room 12. (See room 12 for details)



An examination of the skeleton reveals several shattered ribs and a broken leg. Much of what was on its person has long since rotted away. The only objects of value are a gold medallion (30 gp, once a small platter for receiving offerings), and a silver armband (10 gp).

8A THE TRAINING ROOM

Before you is a large misty octagonal room with a conical ceiling and a recessed floor. In the steamy midair listlessly float a vast assortment of bones, femurs, ribs, skulls, whole spines, hands and other parts both large and small. The large round beams crisscrossing the ceiling have long since ceased to do their job, as the roof is collapsing and large mounds of dirt and debris have fallen in the room. The lower portion of the floor is submerged in steamy water.

This was once a training room for the goblins which the ogres later turned into a temple to the ogre god, Shtroomsh. The bones are bits and pieces of animals and others killed on the hunt or in war. They are strung from the rafters with spider webbing woven as rope, a fact initially invisible in the torchlight and the steamy air. If the characters elect to pull down any of the 3 or 4 dozen bones hanging from the ceiling, there is a chance of the roof collapsing. For the first bone pulled down here is a 10% chance of collapse. Each successive bone pulled increases the chance by 1%. A collapse brings down the roof, and any character within 5' of an exit must make a dexterity save to escape before the collapse. All characters within 10' of an exit must make a dexterity save for 1/2 damage, and those who fail take full damage (5d10).

9 KITCHEN

Beyond the archway lies a narrow rectangular room. A narrow slit is inset into the middle of the floor. From each end of the slit protrude bent and twisted metal bars. At the other end of the room are three small, cone-shaped clay ovens. Three narrow, dark, wooden doors stare at you from across the room. Thick and loose silvery webs dangle in long strands from the ceiling's bowed rafters. Near and around the rafters the webbing is bundled into knots and tight wads.

The webbing does not contain spiders; but dozens of small flying animals about the size of a bumble bee. These animals, Yaalings, nest in the knots and wads of webbing, and when roused, emit a silvery glow. They are harmless and will not attack under any circumstance. They are semi-intelligent fairy pets. The webbing is very difficult to burn (CL 5 intelligence check to determine where to apply direct flame to make it catch). The Yaalings reaction to the players will depend upon the party's actions in the room. Any hostile move towards the webs or the Yaalings will result in their flying out of the room and up the well shaft in two rounds. When roused they begin to glow (from within the nest), and then slip out of the balls and wads of webbing.

The balls of webbing begin glowing with a silvery light, illuminating the entire room with their bright beams. Then, as suddenly as they begin to glow, bright balls of light fall out of the webbing and glide quickly through the door and down the hall.

If the characters are curious and not aggressive, the Yaalings will, one by one, awaken and slip out of their nests. Curious, they will hover around the party until they act aggressively or the characters are involved in a melee, at which point they will leave.

If the characters act in a friendly manner towards the Yaalings, they let the faeries of the Dampfrat know as much. Fairies can speak with them with much clarity and a description of the party and their actions will be forthcoming. If the Yaalings are disposed towards the party, the faeries in the Dampfrat seek them out and offer them favors. This will be especially important in the module following Dzeebagd, Felsentheim, Death on the Treklant. If the party acts aggressively towards the Yaalings, the faeries seek out the party to harm them instead.

Yaalings are exceptionally difficult to hit (AC 25) due to their speed and size. They have only 1 hp and have no form of attack.

The ovens contain nothing but ash, coal and a few beetles. The narrow slit in the floor is a grill. Most of which is bent and twisted. There is nothing in it except ash and bone.

9A

A solid black, wood-slab door with a crooked handle in its middle bars your way. The door swings into a narrow, long room with a low ceiling studded with small metal loops and hooks. A short length of chain dangles from one of the loops. Upon the floor are the remains of boxes crates and barrels.

This room contained boxes of foodstuffs, but everything has long since been eaten or rotted away.

9B

This is a small planked door with no apparent handle, resting slightly ajar. Beyond is low ceilinged, narrow and long room bearing numerous, shattered, large ceramic vessels lying in a brown sludge. Both walls are lined with shelves, most of which are broken. There are, however, three whole jugs still sitting on the shelves.

The brown sludge sticks to the characters feet when they enter the room. It is the harmless inedible remnants of goblin food. The first jug contains a congealed glob of yellowish goo (if ingested, acts as a type II poison). The second jug is sealed airtight. Within is a solid mass of a black tarry substance. When opened, a wretched stench fills the room, almost bringing tears to the eyes of those inside. If this substance is eaten, it acts as two days worth of food and the player will heal at twice his normal rate for 2 days. Heal spells will heal twice the amount given on the dice. The third jug is corked. Inside is a bitter goblin wine turned to vinegar.

9C

This is a solid wooden door with a round metal handle in the middle. Small scraps of metal and a large dagger are jamming the door shut. It opens into a narrow room jumbled with skeletons wrapped in the tattered remains of clothing and armor. On the ceiling are hooks and rings bearing frayed rope.

This is the room where the ogres placed their prisoners and let them languish until death. Examination of the skeletons reveals all types of skulls and assorted limbs, though most are goblin skulls. There are pieces of armor, bits of leather and some personal items, but nothing of value.

10 MESSHALL

A low and broad opening leads from the hallway into a long room. Barely a stone toss across the room is another identical opening. Four stone benches, barely coming to the height of a human knee, stretch across the room. The floor is littered with debris fallen from the ceiling and the detritus of the previous inhabitant's lives. Nearly an inch of water is pooled in the center of the room.

This room was the Zjerd mess hall. If the debris is searched, the party finds several metal spoons, a wooden bowl, splintered scraps of wood, and similar odds and ends. The stone benches were just that, benches. The tables have long since disappeared. The pool of water in the center of the room is caused by seepage from underneath it. An underground waterway has eroded most of the ground underneath the floor. It is ready to collapse. If more than 200lbs of pressure is placed in the area indicated on the map, the floor will collapse. The player will fall through the opening into 15' of very hot water, taking 1d3 damage from the heat. The waters flow is not strong enough to push anyone along with it, but unless rescued, the character may drown.

11 LOOTED ARMORY

Peering around the corner of this cramped portal is a small dark room mostly filled with foul black water. Metal rods protrude menacingly from midway up the walls and then again near the ceiling. Sconces are located at either side of the room. A small dented and shorn metal shield lies partially in the water, and in the corner of the room by the door is a splintered and molded wooden barrel being held together by rusted metal bands.

This was one of two Zjerd armories. The water is 1' at its deepest and not as warm as in other portions of the dungeon. The barrel contains the rusted heaps of arrow tips.

12 ABANDONED TROLL DEN

Beyond the narrow stone aperture lies a fairly long and narrow chamber with a peaked ceiling. The ceiling and walls are black with soot, and the floor is piled with jumbles and heaps of rotted debris and furs. Dominating the center of the room is a large makeshift table cluttered with junk, including a large sack with a small sword pinioning it to the table. Against the west wall is a drying rack, the tattered remains of a skin still attached to it. Along the east wall are two massive twisting tusks spreading nearly its entire length. Several large spears and planks of wood stand in the far corner of the room.

REFEREE'S ADVICE: The souls of these skeletons are forever locked within Dzeebagd's walls; the capricious hand of fate denied them entry into the Other world. The father died trying to get to his son, and when his son's skeleton is bothered, the father's soul animates. It then lumbers towards his son in an effort to save his child again. When entering the room, it attacks all there, first shoving them around in an effort to get near the child's skeleton. There is nothing that will quench his thirst to kill once it realizes his son is dead. The skeleton chases the characters and fights them until it is defeated. If any other creatures happen to encounter the skeleton, it will attack them also. Its ghost will then haunt the dungeon until a remove curse or similar dispelling magic is cast thereon.

There are five distinct piles of furs, and each was a bed. Beetles, mice and vermin have nested in them over the years and still scurry about if the piles are moved. In one of the beds is a skeleton. It is small, about dwarf-size, and curled up in a fetal position. This is the skeleton of an ogre child who starved to death after his parents died. His father is the skeleton found in 8a. If the child's skeleton is disturbed, the ogre skeleton in 8a animates.

HUGE SKELETON (These neutral creatures vital stats are HD 4d12, HP 28 and AC 13. Their primary attributes are physical. They attack with claws (1d8 x2) or a club (2d6).)

The table is cluttered with several bowls, gourds, spoons, small pieces of bone, and the pinioned sack. The sack is large and clumpy, and loot tumbles out of it when it is ripped open, including: a large gold candelabra (40 gp), a silver platter (10 gp), some silver flatware (15 gp), an ornately carved ivory box (100gp), 50 gp, 110 sp, and 230 cp. An examination of the box will reveal religious icons of the 5 fates. If the box is returned to the temple of the Fates at Kreuzmark, the players will be reimbursed at half its value but gain +1 on every roll they make for 1d4 weeks thereafter.



The mammoth tusks are valued at 200 gp each. Each weighs appx. 120 lbs and is 15' long. Along with the pile of lumber there are three very large spears (-2 to hit and damage due to the age and the brittleness of the metal), and a large war hammer of exceptionally fine dwarven make that has a metal head. The ore used to make the hammer will never rust. Although the head is still good, the haft no longer sits tightly in its slot. This makes the weapon virtually useless in combat in its present condition. However, reset with a new haft, the warhammer receives a +2 in combat. This is a non-magical adjustment resulting from the quality of the workmanship and material.

By the tanning rack is a piece of wool covering a cage. Once the wool is removed, read the following:

Beneath the wool is a metal cage, only large enough to hold a good-sized dog. But inside is no dog. There is a blue humanoid creature curled up in a ball, its ribs nearly poking through its skin. Shallow breaths move its chest. The light apparently rouses it, and its head pokes up from between its arms. It has a long face with razor sharp fangs protruding from a yellowish mouth. Great bulbous eyes begin to open.

This is a sumpfgroll captured long ago by the ogres. These trolls never die unless burned to cinders. This one has had nothing to eat but beetles, roaches and an occasional rat in over 50 years. It is in hibernation, and the light and noise has roused it. When it awakens fully (several turns), it goes completely berserk, screeching at the top of its lungs, lashing out, grabbing and banging on the bars trying to get out. The cage has a door with a padlock that has long since rusted shut. If released, the troll takes off wildly down the halls in search of easy food and lingers in the dungeon until it can find a way out.

SMALL SUMPFGROLL (troll) (These chaotic evil creatures vital stats are HD 1d8, HP 5 and AC 17. Their prime attributes are physical.. They attack with a bite (1d2) and claws (1d4 x2).)

NOTES: See Shatten escarpment Encounter Table, Encounter #1, pg 3 for details on the Sumpfgroll.

13 SPIDER CAGES

Three chambers line the hallway closed off by metal portcullises in varying states of disrepair. These chambers once contained spiders. One for males, another for females, and the center one for the eggs. The chambers are 10'x10'x10'. The portcullises are 10'x10'.

13 A

This chamber's portcullis, thick with rust, has small sections snapped out of it and the upper rivets have nearly come out of the ceiling, causing it to lean awkwardly into the hallway. The door in the portcullis, taking up nearly three quarters of its size, hangs slightly ajar. Beyond is a square chamber several strides across and deep. Midway between the floor and the ceiling, stretched from one wall to the other are five metal rods. The floor is thick with rubbish and clumps of moss and mold.

If anyone attempts to open the door, they have a 25% chance of causing it to fall into the hallway and possibly onto party members. Anyone in the way of the collapsing portcullis takes 2d4 hp unless a dexterity save (CL 1) is made, in which case they take ½ damage.

13 B

The portcullis is very tightly woven, making it difficult for even a small human hand to fit through its openings. In the center of the portcullis is small door which, in turn, is set within a larger door that covers fully three-quarters of the portcullis. The chamber beyond is covered in dust and pebbles. In a far corner of the chamber lies a cluster of moldy spheres.

The six round balls have a small layer of mold growing on them and are attached to one another. They are very light, and colored a dull reddish brown with faded yellow swirls. They are the dried-out remains of spider eggs and are very fragile. Manhandling them causes them to crack and release a light dust. The dust is potentially deadly, affecting any character that fails a constitution save (CL 2) as a type III poison.

13 C

This aperture is broad and opens onto a small room. A portcullis, ripped from its hinges, lies on the floor half in and half out of the room. Large metal bars crisscross the room at varying heights.

The metal bars were placed in the room to facilitate web construction for the spiders.

14 COLLAPSED ARMORY

The ceiling in this armory has collapsed, filling the room with dirt and debris. It is piled up behind the door, nearly bursting it open. The door is now jammed and no amount of pushing or pulling will loosen the door. The only way to open the door is to break it and allow the debris to pour into the hallway.

This door bulges out into the hallway. The nails in its metal bands are squeezing out, and the wood is splintered and cracked.

This is a simple wooden door. The only manner of opening it is to break it down. Any individual directly in front of the door when it is shattered has a chance of being wounded by the debris that comes pouring out of the room. The player must make a dexterity check (CR 1) or take 1–2 hp of damage. There is nothing of interest in the room.

As the door splits open, mud, dirt and debris tumble into the hallway. Before you is a passage nearly filled with a jumble of mud and rock. Just visible at the top of the pile of dirt is a space just large enough for a small man to crawl through.

Climbing over the debris, the characters enter a small chamber.



The central area of the ceiling has collapsed, there is a large pile of broken beams, dirt and debris spread across the room. The walls have not yet collapsed, and those portions that are visible have large wooden pegs and metal hooks placed in it at regular intervals.

15 EXCAVATIONS

At the corner of the hallway is a tall and narrow portal. Beyond is a long room covered in decades of dust, dirt and mold. In the center of the room is an overturned, metal wagon. Along the north wall is a large pile of flat stones and along the southern wall is a pile of wooden beams. In the furthest corner of the room is a roughed out portal leading into the blackness beyond.

The wagon is a small metal box set on metal wheels. The wheels are rusted, making the wagon very difficult to move. The stone pile is of hundreds of thin sandstone slabs. The wood pile stands about three feet high and consists of several dozen, large, rotting and molded planks. Moments after a character pulls a piece of wood from the pile, it seems to come alive with small spiders. The spiders pour out from between the planks, crawling all over and descending like a wave onto the floor. They crawl up the character's legs, onto their arms and try to find bare flesh. Everyone in the vicinity of the wood pile must make a constitution save (CL 3) or they are bitten by one of the small spiders. If bitten, another save must be made at CL 0 (add +3 to the constitution save roll) or the character will become ill within 24 hours. The illness immobilizes the character for 1d6 hours, and causes 1 hit point damage per hour for 1d4 hours or until healed. Upon leaving the room, all the characters should repeat the save process to determine if a spider eventually managed to find bare flesh.

The opening at the far end of the room:

The portal opens onto a passage only several strides deep. The crumbling roof is supported by precariously balanced, bulging wooden beams. Scattered about the floor of the tunnel are several picks, a hammer, and a few spikes. A length of chain dangles from the ceiling.

Behind the furthest beam, hanging on a hook, is a metal hooded lantern. The hood is open, and within is a small tin can. The can has a narrow opening at its top, but no wick can be seen. The lantern is not magical, but it is a useful device. The can holds a solid fuel mixture developed by the Kdzyj ages ago. If a fire is placed over the hole in the can, the fuel will ignite and burn for 12 hours. It casts light to 50 ft, 100 ft in a hooded lantern. The fuel is useful if damp, though it then only burns at half brightness. The canisters weigh ½ lb and are 6" tall and 3" wide. They fit any normal lantern. The canisters cannot be used as grenades because without oxygen the fuel cannot light and in confined spaces, snuffs itself out. The fuel burns very very slowly and hot. The contents of one can cover 1 sq feet. Walking through a 5 ft x 5ft area covered in lit fuel cause 3d8 damage.

16 SLANTED HALLWAY

Beyond the columned entry is a broad hallway that slants down as the water comes closer and closer to a cracked and crumbling ceiling. In the center of the hallway, several strides beyond the entry, is a portcullis, its bars cracked with rust and wrapped with small creeping vines. Beyond the metal bars, the corridor mounts again, the floor slowly creeping out of the sludge, while broad openings lurk on both sides of the corridor.

As the party approaches the portcullis:

Your footing becomes insecure as you wobble over cobbles, stones and other debris. Then the corridor descends and the floor drops quickly beneath your feet!

The hallway slants down (see illustration) to the portcullis and slants back up on its far side. The flagstones are very slippery, requiring a dexterity check at CR 0 (at +2 on the dexterity check roll). The water is nearly 5ft deep (bear in mind the tunnel is only 6' tall). The door in the portcullis is rusted shut. It is impossible to open it in the normal fashion; the door must be broken off. A successful strength check (CL 8) will succeed in breaking off the door. Another method would be to dig around the edges of the portcullis and remove it from the wall. The walls are nearly eroded and barely hold the portcullis in place.

If the party remains here more than 10 minutes, the snake that lives in room 17 might visit (1 in 8 chance every minute after the first turn). Though it has enjoyed a feast of only rats and an occasional goblin these past few years, it is not beyond an attack on a smaller-sized humanoid.

17 CARPENTERS WORKROOM

A wide archway stretches across the north side of the hall. The chamber beyond is nearly immersed in murky water that laps only a hands breadth away from the ceiling in the furthest corners of the room. Large chunks of the ceiling and wall have collapsed and fallen into the water. Piled up haphazardly, at the waters edge, are several piles of half rotted bones, bits and pieces of metal, and shreds of rusted chainmail.

Most of the room has subsided, filling the room almost to the rim with water. The water is shallow at the entry but gets deeper beyond, reaching nearly 7' in depth at the far end. This was the carpenters' room, but little is left. Most of the wood rotted away and the tools are buried beneath silt and dirt that has accumulated over the years. The bones and pieces of metal found near the entry are the regurgitated, non-digestibles from the snake.

If the party searches the room, they find a few tools near the entry – Read:

Feeling through the muck with hands and feet you pull up a several pieces of water soaked wood, the head of a hammer and a chisel.

If the players enter the room and continue to search, a successful wisdom check (CL 0) will uncover a metal chest:

Scraping around, you come across a small metal box. It is a flat topped metal chest with a latch.

The chest is 1'x1'x6' and has nothing in it but a mass of rusted nails, hinges, and braces. When the players locate the chest, the giant snake will be roused if it has not already attacked them. It begins swimming around, searching for a suitable meal:

As you are working your way through the water, something brushes up against your leg and the water ripples just slightly.

If the party does not hastily make a retreat to shallow water, the snake picks a suitable character and attacks. It attempts to wrap itself around a character, drag him under, and drown him before beginning its feast.

SNAKE, HUGE CONSTRICTOR (These neutral creatures vital stats are HD 4d8, HP 20 and AC 15. Their primary attributes are physical. They attack with a bite (2d4) and will use a constrict attack. Upon a successful grapple check against Medium-size or smaller creatures, the snake deals 2d4 additional damage.)

18 SMITHY

A broad opening leads into a large room with a gigantic, centrally located fire pit. Above it is a massive cone-shaped copper venting tube, green with age, grudgingly held up by two large metal rods suspended for the ceiling. The rods holding the far side of the vent have broken, causing the vent's far end to fall, nearly scraping the floor. At the other end of the room is another broad arch leading into darkness.

Scattered about the room are several anvils on stumps, a bellows, slag piles, coal piles, some boxes and sacks piled against a wall, and all manner of tools. The left wall is covered by a metal rack with shelves, hooks, holes, and slots. Many tools still hang from their pegs, several lengths of chain dangle silently in the gloom, and a coil of frayed rope rots at the bottom of the rack.

The fire pit is circular, low and dug into the floor. A short stone wall runs its circumference. Inside is a pile of ash and cinder with large chunks of coal still lying in it.

The vent dangles precariously from the ceiling. The rods that once held the other end of the vent lie useless on the floor beside it.

If any character yanks, pulls or leans against any portion of the vent, there is an 80% chance it will fall to the ground and bring a portion of the ceiling with it. Any character in the room must make a dexterity save (CL 3) or be struck by falling debris for 1d8 hp. If any character is unlucky enough to be in the fire pit when the vent falls, they take 2d10 hp.

There are four rotten burlap sacks in the corner. Each rips if hoisted. Two sacks contain walnut-sized metal ingots. Two sacks contain

fist-sized metal ingots. All the ingots are a precious and rare white metal. It is used in making the finest weapons and metal implements. A character familiar with smithing or mining may recognize them as such (CL 3). There are 250 lbs of ingots in the sacks.

There are four long and low wooden crates lined up next to one another. Inside each crate is a sand cast; short sword, dagger, spear, and a polearm.

THE WALL

Hanging from the wall are several small hammers, tongs, clamps, clippers, straps of leather, fraying lengths of rope, pliers, and varying lengths of chain.

If any particular item is searched for, there is a 40% chance it will be found. Each further search reduces the chance for an item to be on the rack by 10%.

19 BALLISTA ROOM

This broad chamber is dominated by a single object, a ballista. Smaller than most, it has a bow nearly twice as long as the base but it has slots for four bolts. It is in a horrible state of repairs, much of it having rotted away. Many portions dangle by threads of rope and metal brackets. The bow itself has a large crack down its center. Around the room are a workbench cluttered with tools, a large wooden chest, several coils of rope and four large bolts leaning against the wall.

The ballista cannot be repaired, but the plans for its construction can be found in room 22. Treat the items on the table as those on the wall in room 18, only there is a 30% chance of the first item being found. The chest contains fine woodworking tools such as tiny drills, brackets, and lathes. The coils of rope contain rat nests are rotted and useless.

20 STOREROOM

At the end of the corridor is a low doorway. Beyond lies a small square room. Its sagging ceiling and crumbling walls cover a room empty of anything other than a single, small disintegrating wooden crate.

This was a storeroom. The small crate was very sturdily constructed, but it has rotted with the ages. It contains 75 tin canisters as described in room 15.

21 STOREROOM

At the end of the hallway is a thick door clasped with broad metal bands.

The door is locked. Amazingly the mechanism still works. It can easily be picked (CL 1). The door itself, however, is swollen and is difficult to pull open.

The door grinds open, revealing a cramped room, wide with a partial earthen floor. Around the room are small wooden partitions reaching halfway to the low ceiling. In each partition are boxes, crates, barrels, sacks, tools, mining equipment and other items.

The room is full of supplies. It was well stocked before the last army left the fortress. They never returned. There are six partitioned areas. Most of the material is useless due to age and decay.

PARTITION #1: Six wooden crates and several burlap bags are here. They all contained foodstuffs, which have long since rotted away or been eaten by rats.

PARTITION #2: This partition contains several shovels, picks, metal rods, a crate of spikes, hammers, rope and chain. All this equipment is old and rusted. The spikes and metal bars are weak, and the handles to all the tools are virtually useless. All the metal objects, when used, have a 50% chance of breaking, increasing 1–10% with each use. The handles of the shovels and picks have 90% chance of breaking.

PARTITION #3: This partition contains several barrels, neatly stacked against the wall. They once contained beer, but are now empty.

PARTITION #4: Hanging from the wall of this partition are numerous pulleys of different shapes and sizes, hooks, metal loops, and coils of rope. These instruments are decayed and will break if used.

PARTITION #5: Axes, adzes, froes and other forestry tools

PARTITION #5: Axes, adzes, froes and other forestry tools comprise this partitions contents. These items are decayed and useless.

PARTITION #6: This partition contains numerous crates and barrels. These once contained foodstuffs that have long since rotted away or been eaten.

22 CARTOGRAPHERS CHAMBER

Originally, this room had a secret door for an entry with a trap door in front of it. The secret door is closed and can be opened by pulling down the sconce at the end of the hall, on the wall between rooms 20 and 21. The trap door is no longer working and is stuck open. It covered an 8' deep pit that is now filled with water. When the pit filled with water, it caused a section of earth beneath the door and in the room to erode and collapse. If the sconce is not pulled, the door has to be forced open.



A section of the hallway, immediately beyond the small pool of water, grinds and jerks inward, dropping plaster and stone as it moves. It is a short and narrow bricked passage several strides of which are sunk beneath water. Beyond, the passage opens up and continues to the right, around a corner. Clearly visible before the turn is a small wooden bed, covered with the dust and grime of the years, though still intact. A faded red blanket and pillow rest silently on it.

The water in the hallway is between 8' and 2' deep. After traversing the water read the following.

Moving through the hot water, you find yourself standing on a cracked flagstone floor next to the bed. Around the corner is a cramped room, barely a leap across and only several long, with a low slung ceiling barely the height of a man. In the center of the room is a dusty, web strewn table scattered with a jumble of feathers, small ceramic vials, a pile of parchment, and various curious small metal contraptions crusted in rust.

Against the wall is a low slung wooden shelf with nine separate racks. Clustered on the shelves are several scrolls, a few scroll cases and piles of parchment. At the far end of the room is a desk, much like any scribes desk, very high with a stool slid up underneath it. All the walls are plastered with cracked sections revealing the brick beneath. Your attention is drawn to the left wall though for, though cracked, faded and grimy, a map is visible upon it. The map covers the wall from one end of the room to the other.

THE BED: The small wooden bed is covered by a red blanket and a pillow.

Pulling back the blanket reveal a mattress made of straw with a

rat's nest situated in the middle of it. There is a small wooden trunk underneath the bed. It is closed and locked by a small padlock (CL 3). Inside the trunk is a wool blanket, a leather jerkin and a small box. Upon picking up the blanket, a small gold key falls out from its folds. It fits the trunk in the secret compartment in the ceiling above the desk (see below). The box can be opened easily and inside is a cluster of small steel shafts that cling together when lifted out – they are magnetized.

THE TABLE: An hourglass with three vertical containers, a small rusted metal contraption, a wooden basin with a piece of cork in it, a sliver of metal poking through the cork, three metal candle holders, each with half burnt candles in them, a pile of parchment, five small clay vials, a wooden cup, and several quills sit on the table.

The hourglass has three different glass tubes. It measures two times. Holding it one way it will measure out ten minutes, and the other way thirty minutes. The rusted metal contraption is an astrolabe. The clay vials are the size of a child's fist and have dried ink in them. The parchment has nothing on it and is brittle to the touch. The metal sliver in the cork is magnetized.

THE SHELF: This shelf has nine separate units on it and all but three are empty. An upper shelf bears rolled up parchment, two wooden scroll cases, and the third has a pile of sheaf parchment, two round, hand-sized wads of a dirty material, and a wooden bowl.

There are twelve rolled up pieces of parchment on the upper shelf each of which is tied with a cloth strip. Upon picking one up, it will be noticed that they are covered in a thick waxy substance. The scrolls were dipped in wax to preserve them. The wax cracks off when the scrolls are opened and drawn on them is a map of the local area. It is similar to the one on the wall. Each scroll contains an absolutely identical map and any character examining the maps and making a successful intelligence check (CL 1) will notice that the maps are identical, down to the last scratch. The maps were made with the magic pen located in the compartment above the desk.

One of the two wooden scroll cases is empty. The other contains several sheets of parchment full of lines, arrows, numbers, and a drawing of a ballista. It is a blueprint. The ballista design is unique and creates a more accurate and better ranged weapon than those currently in use. If the plan on the blueprint is followed correctly, the ballista produced will be more accurate (+1 to hit) and have greater range than normal ballista (an increase of 20%). Due to its complexity, and the nature of the wood necessary to make it, an expert needs to be contracted for its construction. That person will only succeed if they make a successful intelligence check (CL 8). With each successive try, add +2 to the checks.

THE DESK: This is a scribes desk. The top of it nearly reaches the ceiling. Underneath it is a tall stool with rungs, like a ladder, that lead up to its seat.

There is nothing of interest at the desk. However, if a character makes a successful wisdom check (CL 8), they note a small square patch of ceiling that does not quite match the color of the surrounding ceiling. It is a secret compartment, and the piece of ceiling need only be moved aside. Inside, is a small metal box that can be opened with the key from the trunk. It can be picked (CL 3) or shattered. Within

is a magical quill capable of drawing a map of the countryside within 100 miles. The quill will only draw on a piece of parchment blessed by Letario, or any God of Knowledge. The command word in Arcane is “map,” and must be spoken to activate the quill. Then, if left alone for 24 hours, the quill draws a completed map. It will not draw underground maps and will not reveal every detail of the land, only major, commonly known landmarks.

The map on the wall is a very simple local map showing the tower and the surrounding countryside. If the dungeon is being used in its local setting, refer to the map included. If using a different campaign setting, be sure to draw it out for the characters with several sections missing, though be sure to include a town 35 miles to the south.

ROOMS 23–24

These rooms house the Ban' Thout. Refer to “White Steam and Red Devils” on page 9 for a history of the events that brought them to Dzeebagd and their relationship to the Krung' Thep and the Zjerd. The leader of the Ban' Thout, Me' enup Tan' Meth, is a Paladin and the others are of a lawful or good alignment. The Ban' Thout are similar in most respects to the Krung' Thep, though they are slightly larger with thinner heads and blue skin.

These rooms were built by the Ban' Thout over several months. Since its construction, much of the family has been killed. All that remain are their leader, Me' enup Tan' Meth, two guards, the leader's wife and one child. One of the guards is usually checking this tunnel and would likely have noted the players arrival in the dungeon. If not, a guard will be in room 24a and the remainder of the family will be in room 24b.

REFEREE'S ADVICE: The characters may never locate room 23, the only egress from the dungeon other than the well shaft and possibly the only area the players will encounter the Ban' Thout. If it appears that this may occur and you would like the encounter to occur, there are two suggested manners of accomplishing this. First, have the characters encounter a Ban' Thout in melee with several Krung' Thep. If the players choose to rescue the Ban' Thout, he will show them rooms 23 and 24 and the encounter with the Ban' Thout can commence. Or, during the battle between the Krung' Thep and the players, have a Ban' Thout join in the fray and help the players. The encounter with the remaining Ban' Thout can then follow. The latter is the less preferable manner of enabling this encounter.

Several events will propel the Ban' Thout into action. When the Krung' Thep enter the dungeon, the Ban' Thout will find out shortly thereafter. If one of the Ban' Thout guards noted the characters presence in the dungeon, he follows them as quietly as possible in order to determine what they are doing.

In general, the Ban' Thout will not react negatively to the characters as they will try to discern their motives first. The leader is a paladin and can detect evil, though he has lost many of his other powers. In the case of evil characters, the Ban' Thout react negatively.

The activities of the Ban' Thout are fluid because their actions

depend on character actions and numerous other circumstances. Keep their whereabouts in mind and place them accordingly.

This band of Ban' Thout consist of a male leader, Me' enup Tan' Meth, his wife, their son and two guards (cousins of the leader). Me' enup Tan' Meth is a Paladin and wears extraordinarily well crafted armor, dented and shorn with time and usage. He carries a sword named the Heldentot.

Me' enup Tan' Meth is doomed and he knows it. After leaving Infal he slowly lost his inspiration as he became embroiled in the desperate struggle for survival. He has abandoned many of his principles and codes to ensure that his family lived, not realizing that their only hope laid in his faith. Only with the most recent turn of events has he belatedly come to realize this mistake. Me' enup Tan' Meth knows that his wife and child will likely not survive another trek in the Dampfrat and one of his guards legs is nearly useless. He will not abandon his family and would rather die here than run any further. Further, he knows there are more Krung' Thep beyond waiting to kill him. As such, he believes that his fate and that of his family's is sealed.

Me' enup Tan' Meth will be able to sense evil characters and will react accordingly. He is also able to sense good characters and will react in the following manner. As he knows he is about to die and in an effort to regain "favor," he stays in the dungeon and agrees to hold off the Krung' Thep or Zjerd as long as he can while allowing the players to escape. Further, he gives a good character (best behaved, bravest) his sword. His guards show the characters the way out. He also offers each character a small wood carving (see room 24).

As Me' enup Tan' Meth does not speak Inzaen or any other local tongue, all communication must be performed in some manner other than speech (unless done as a magic feat or if a party member happens to speak Ungern as Me' enup does).



ME' ENUP TAN' METH, BAN' THOUT (He is a lawful good, 5th level paladin whose vital stats are HP 32 (currently 15) and AC 19. His primary attributes are strength and charisma. His significant attributes are strength 16 and charisma 15. He carries an expert breastplate (+1 AC), the Heldentot (1d10+1), and a +1 small metal shield). He has lost his paladin abilities to lay on hands, cure disease, and turn undead.)

BAN' THOUT, GUARDS (2) (These lawful good creatures vital stats are HD 3d10, HP 20 (currently 14) and AC 15. Their primary attributes are physical. They attack with a battle axe (1d8) and carry expert studded leather (+1 AC) and small metal shields.)

ME' ENUP TAN' METH'S WIFE, BAN' THOUT (She is a lawful good creature whose vital stats are HD 1d6, HP 3 and AC 13. Her prime attributes are mental. She carries a short sword (1d6).)

NOTES: Ban'Thout's child has 1 hp and is incapable of fighting.

HELDENTOT: This bastard sword has two magic capacities. First, it confers a +1 to hit and damage. Further, when the character reaches 0 hit points while using this sword in combat, the character becomes capable of fighting even if he is at negative hit points. The character continues to fight even if he is at -9 hit points, but if at any time he goes to -10 or beyond, he dies instantly. If at the end of combat (or if he chooses to disengage combat) the character is still in the negative hit points but still alive, he will collapse immediately until aid is administered.

23 SECRET TUNNEL

Access to this room is through a tunnel in the floor of room 1. Any character who happens to walk over this area will slip into it. It is nearly 8ft deep. If the character cannot swim, or is not helped, he may drown. Otherwise he can move down the tunnel several feet and will pop up in another darkened tunnel with 5' of water in it.

The floor disappears beneath your feet and you slip into a hole underneath the water.

Moving several feet through the warm underwater darkness your head pops up into dank and stuffy air. The floor is slippery, though firm, and the walls seem sturdy.

There is no illumination in Room 23. The tunnel walls are cramped, making it difficult to fight here. By the time the characters reach the far end of the tunnels the water is only 2' deep and they will see light from room 24.

24 ACTIVITY AREA

As you exit the narrow tunnels, you enter a broad chamber awash in a husky firelight. The water here is about knee depth and spreads a short way to the left and right. Small fires are burning beyond the waters edge in hewn caverns supported by weak timbers.

The only Ban' Thout that are always in here are the wife and the child. The others will be in and out as necessary. Area "A" has a

fire going as does Area “B”.

Area “A” is used as a guard post. There are three light crossbows here, a bundle of bolts, two spears, a makeshift table, and one chair. There are some animal skins that have been poorly tanned. The fire is in a large pit lined with rocks.

Area “B” is the main encampment of the Ban’ Thout. There are ten bedrolls here, a large makeshift table with a few stools, three fire pits, a pile of wood, and various weapons. There is also a small pile of wood squares with engravings on them. These are bizarre engravings, rectilinear in form, showing various Ban’ Thout in places of obvious distinction, palaces castles etc. They appear to have been carved recently.

25 ESCAPE TUNNEL

This is a dark and narrow tunnel collapsing in places and shorn up with large logs. It traces through the ground for quite some time (nearly ½ mile), when it comes to a stop. There is a makeshift ladder leading up into darkness.

This is the Ban’ Thout access to the Dampfrat, from here they can leave to gather food and other materials as needed. The ladder goes up to the hollowed out bole of a tree.

WRAPPING UP THE ADVENTURE

By the end of the adventure there should be few loose ends to tie up. The Krung’ Thep are bent on killing the Ban’ Thout and not the party. They only chase the party if it is expedient and Nipt’ Than appears likely to gain something.

The most significant short and long term effect of the party’s attack on Dzeebagd is to garner the ire of the local Zjerd warlord, Grodge, the lord of Klednij. Klednij is only a few days away by foot and Grodge is in the process of reclaiming Dzeebagd and sends regular patrols to there.

If Grodge is warned of the attack by a messenger from Dzeebagd, he sends a small force (around 50 Zjerd) there find out what happened. They will arrive within 6 days of the messenger leaving Dzeebagd.

If no messenger warns Grodge, then a routine patrol will. The routine patrol arrives at Dzeebagd 3 days after the characters. They immediately send word to Grodge of the events there and he dispatches the small force to Dzeebagd to discover what happened. They will arrive 6 days after the messengers do or 9 days after the characters arrive.

Woe to the party that still remains at Dzeebagd when the Zjerd forces arrive. They will attempt to hedge the party in, call for reinforcements, and kill them. If the party has left, they are safe for the moment. But once the Zjerd discover humans have been at Dzeebagd – and they will discover this unless the party specifically attempts to hide their presence – the warlord will seek revenge. He mobilizes an army and heads north to the Graffenvold to find the attackers and exact a revenge on the communities of the Graffenvold. The players must now escape the goblin army. How they do this is up the referee, unless the adventure is continued in Felsentheim: Dogs of War. Bear in mind the goblin army numbers in the hundreds.

As the warlord had intended to move an army north the following spring anyway, it brings his planned war to early fruition. Part of his army moves to Vakhund while the other portion moves to Felsentheim, the closest human community, while a smaller group chases the party.

If Evanna is not killed, her safe return to the Rothenheimer family in Bergholt is greatly appreciated. Those responsible for her rescue will receive a substantial reward. Further, there are several aspects of Evanna’s rescue to consider. Ubert von Beck wants her and will spare nothing to find her before she reaches Bergholt and Gratva most certainly wants her back.

If the referee intends to continue the adventure, all these activities and more are detailed in the final module of the series, *Felsentheim: Dogs of War*.

NEW MONSTERS

MIIWEEN

NO. ENCOUNTERED: 4–10 (band), or 10–40 (tribe)

SIZE: Small

HD: 1 (d6)

MOVE: 10 ft., 50 ft. (fly)

AC: 16

ATTACKS: tiny dagger (1d4)

SPECIAL: twilight vision, fascinate, cleric spells

SAVES: M

INT: Average

ALIGNMENT: Chaotic Good

TYPE: Fey

TREASURE: 1

XP: 7+1

Miiween are tiny snow-fairies. They appear as small females with pointed ears, skin as pale as the moon, fiery red, silvery or golden hair, large eyes, and broad wings of the most brilliant colors. They speak in very high pitched tones that sounds like singing. They tend to have silvery or golden hair, light blue to pale white skin, and have colorful diaphanous wings. They are friendly but usually timid. Those to whom they take a liking will reap the benefit of their help, which they offer without expectation of recompense. However, if they have any suspicion of selfishness, cruelty, or other maleficent personality traits of those who they encounter, they quickly abandon them. Often they are found with their pets, the colorful Yaalings.

Miiween only appear during winter and then only after snow has fallen on the ground. None know where the Miiween go when the snows leave, nor has anyone ever found a Miiween inhabitation.

COMBAT

Fascinate (Sp): Miiweens can cause a single creature to become fascinated with them. The creature to be fascinated must be able to see and hear and must be within 90 feet. The distraction of a nearby combat or other dangers prevents the ability from working. The target can negate the effect with a wisdom saving throw (CL 3). If the saving throw fails, the creature sits quietly and listens to the song for up to 4 rounds. While fascinated, the target’s wisdom checks suffer a –4 penalty. Any potential threat allows the

fascinated creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

Cleric Spells (3/1): 0 – *purify food and drink, ghost sound, light; 1st - cure light wounds (x2).*

GLOSSARY

A note on pronunciation: Almost every word is spelled phonetically. The difficult combinations are described below.

zj or jz – This is an interchangeable combination and should be pronounced by combining the two letters, placing the tip of the tongue at the front end of the roof of the mouth and at the base of the upper incisors, exhale, drop the tongue to the rear of the lower incisors while pronouncing the letters.

dz – This combination is pronounced similarly to “zj” but the tongue is initially located directly behind the front incisors.

‘ – This indicates a glottal stop.

All double letters are long.

ie – Pronounced as a long “e”.

ei – Pronounced as a long “i”.

eu – Pronounced as “oi” in oink.

ou – Pronounced as “ou” in ouch.

u – Pronounced as “oo” in look.

th – Pronounced as “th” in thus.

The “a” in Inzae is long and the “e” is short.

PLACES OF NOTE

BERGHOLT: A large city located on the south shore of the Interzae, near the Graffenvold.

BIERKELLER: The largest Tavern in Frisia. Owned by Ronnart Tonnahor.

DAMPFRAT: A swampy upland filled with hot springs and geysors. Primarily controlled by a tribe of goblins known as the Zjerd.

DRAZKLEED: The Kingdom of the Kdyszj. Located south of the Treklant Creek and west of the Dampfrat.

DZEEBAGD: An abandoned fortress centrally located in the Dampfrat.

FELSENTHEIM: A community of men near the Hilttenford.

FRISIA: A large trading town south of Halpveg. Located along the Unterbasser and where most trade with the Drazkleed is conducted.

GRAFFENVOLD: A great forest on the southern shores of the Interzae. The Graffenvold is famed for its trees that are especially prized for building ship masts.

JZUNAD: A recently constructed temple to honor Kleejd. Located near the Dampfrat.

JUGENSBORG: A small town located on a strategic crossing of the northern reaches of the Treklant Creek.

HALPVEG: A city located on the Kambreea. The capitol city for the Halptier.

HALPTIER: An area comprising most of the lands between the Vindig River and the Treklant Creek.

HIITTENFORD: A commonly know ford located on the upper Treklant Creek.

IMFAL: A little known kingdom in the southern Kambreean mountains inhabited primarily by the Ban’ Thout and Krung’ Thep.

INTERZAA: The great inland sea and the center of the world.

ISENBORG: A large town situated on the southern Vindig. Loosely allied with Bergholt.

KAMBREEA: The road that stretches from the Kambreean Mountains in the West to the Troke in the East.

KAMBREEAN MOUNTAINS: A large mountain range that lays to the west of the Interzae and stretches far into the south.

KRAGENMORES: A large range of mountains that lays to the south of the Graffenvold.

KLEDNIJ: A large Zjerd town located in the Dampfrat. Ostensibly the capitol of the Zjerd.

KREUTZMARK: A religious center located on the banks of the Vindig River.

MEJKETEK: A Kdyszj trading post located at the southern terminus of the Unterbasser.

SHATTEN ESCARPMENT: A very rocky volcanic remnant that surrounds the Dampfrat.

TREKLANT: A large creek that starts in the eastern periphery of the Dampfrat and empties into the Interzae.

TROKE: An large area of independent city states located on the southeast shores of the Interzae.

UNTERBASSER: The road leading from Halpveg to Mejketek. It passes through Frisia and the Vakhund.

VAKHUND: A Guard tower on the northern Border of Baron Premiger’s realm. It is primarily used to tax merchants traveling to and from the Drazkleed.

VINDIG: A large river that flows from deep within the Graffenvold and empties into the Interzae. Locally known as the “River for the Dead” and is believed to be a conduit between this world and the next.

PEOPLES OF NOTE

GEEJZDNARD: A Kdyszj living in Frisia.

EVANNA: The daughter of a powerful merchant, kidnaped and taken to the Dampfrat.

GLIZZD: The Zjerd shaman at Dzeebagd.

GRATVA: A powerful captain in the Magdole Gang.

GRODGE: Leader of the Zjerd of Klednij.

JUGENSBORG: A small town located where the Kambria crosses the Treklant Creek. Closely aligned with Halpveg.

KERETZEVA: This is the traditional father of the Zjerd. Said to have lead the Zjerd to the Dampfrat.

KLAUS: A member of Ubert von Beck’s Reavers. Primary found in Bergholt.

KLUARD: The Zjerd warchief at Dzeebagd.

MARIONT PREMIGER: The Bergmeister of Halpveg.

ME’ ENUP: A Ban’ Thout and member of the Tan’ Meth family.

NIPT’ THAN: A Krung’ Thep leader seeking to kill the Tan’ Meth family.

NIDZIM: A Kdzy merchant. He is a cousin to Geezdard.
RONNART TONNAHOR: The owner of the Bierkeller in Frisia.
ROTHENHEIMERS: A powerful merchant family from Bergholt that controls the docks. Evanna Rothenheimer is a niece of the current Meister. Herbert Rothenheimer was Evanna's father and he was killed on an attack at Vakhund.
TAN' METH: A family of Ban' Thout currently in exile.
UBERT VON BECK: A very powerful and famed pirate plying the waters of the southern Interzaa.
TINDLE: A member of Ubert von Beck's Reavers. Primarily stays in Bergholt.
ZAPETERO: A crazed magician located in Dzeebagd.

ERRATA OF NOTE

ANE: The God of War.
GEIS' TOT: A secret organization, the goals of which are unknown. They are traditionally described as a Todavian sect of mystical zealots.
GDEEZ: A holy symbol associated with Mortzva.
KDYZJ: A tribe of goblins that reside primarily in the Drazkleed.
KILBARIC: A legendary clan of ogre bandits in the Graffenvold. Currently a tall tell told to scare children.
KLEEJD: A God of the Chazrim. He is commonly associated with a war, primarily because the recent expansion of the Chazrim Kingdom in the East.
KRUNG' THEP: A lesser race found in Imphal. They primarily serve as the soldiery for the Ban' Thout, the ruling elite of Imfal.
INZAE: Used in two manners. Primarily it refers to the world. It also refers to the Earth Dragon, the creator of the world. (Note, the "a" is long and the "e" is short)
INZAE: The language spoken in the areas around the Interzae.
LETARIO: A God of knowledge.
MAGDOLE GANG: A notorious group of bandits based out of an abandoned fortress somewhere in the Dampfrat.
MEGDZAR: The first commander of Dzeebagd.
MORTZVA: A goblin god that works as a handmaid to the Fates.
MIWEEEN: A type of snow Fay peculiar to the Dampfrat and its surrounding regions
SHTROOMSH: The God worshiped by most Ogres. Shtroomsh and his kin play a pivotal role in the pantheon of Inzae as the foot soldiers of Ane, the God of war.
SUMPFGROLL: A race of trolls peculiar to the Dampfrat.
UNGERN: A rare race in Inzae. The origin of this foul creature is unknown. They tend to be solitary and are usually found in desolate areas.
ZJERD: A tribe of goblins that reside in the Dampfrat.

A SHORT HISTORY OF DZEEBAGD

Many years ago an assassin tried to kill Dvagnik, the Lord of the Drazkleed. The assassin, a Zjerd, failed to complete his task. Dvagnik, a Kdzy, decreed that all Zjerd would thenceforth never be allowed in the hallowed halls of Gnorgorakrad, the capitol of the Drazkleed. The Zjerd revolted and cast the kingdom into the maelstrom of a civil war. The Kdzy drove the Zjerd out of the Drazkleed, pushing them further east and to the north jamming them into the tight confines and murky swamps of the Dampfrat. Here, the Zjerd attempted to build a kingdom of their own, one that would rival that of the Kdzy.

Keeps, fortifications, towns, and villages sprang up throughout the Dampfrat. The Zjerd toiled endlessly at their smithies, built dams, drained swampy grounds, and cut the hard timber of the Dampfrat. But this swarm of development availed them naught in the long haul. Cut off from the chief byways of trade, knowledge, and power, racked by internal squabbles for leadership and facing the infernal black

morass of the Dampfrat proved too much for the Zjerd. They quickly slipped into the chaos of a primeval past, abandoning their houses and forts, and splitting up into chiefdoms, clans, and thence family units, only to reunite and band together under the most powerful and charismatic of leaders. For years beyond their reckoning they have waited for their hoped for salvation, a warlord to conquer the surrounding kingdoms and deliver them from the abysmal Dampfrat. They occasionally make forays into the surrounding lands but are considered little more than a nuisance by their neighbors.

Dzeebagd was constructed in those first days after the arrival of the Zjerd. Its designer, and first commander, Megdzar, knew well the traditions and laws which guided his people. As such, the tower was built to a height above the largest tree within site and an encircling rampart in the shape of the Gdeez, the symbol of Mortzva. The opening was duly pointed to the south. Beneath the keep, the dungeon spread in the three appropriate directions, with each hall assigned its appointed task. The nearby village of Klednij served as Megdzar's source of soldiery and workers while the lands of man and dwarf to the north supplied slaves and booty.

It was shortly after the completion of Dzeebagd that Megdzar was killed on a raid against a rival in the fortress of Magershole. For several generations, his descendants ruled Dzeebagd and Klednij. But with time, all things fall into the chaos of creation and the armies and family splintered. Numerous clans and groups, warlords and captains were vying for control over the town and keep. No leadership was ever solidified and Dzeebagd and Klednij were slowly collapsing into ruin. So Dzeebagd never stood against an army of humans, Kdzy, dwarf, or others, but only felt the sharp edge of war waged by those who created it. Hardly two decades passed before the keep was entirely abandoned and Klednij nearly so.

When the Zjerd arrived in the Dampfrat they had forced most of its denizens, ogres, trolls, and the like, out of its dismal swamps. But, as Zjerd rule decentralized and became mute, they slowly started returning. Many had long memories and came back to reclaim ancestral homes, others came for revenge, and others for refuge from the teeming lands of man and dwarf.

So some ogres returned to the area around Dzeebagd, their ancestral home, and set up residence in the abandoned fortress. They were not well versed in the mechanics and the nature of complex constructions, so Dzeebagd fell quickly into horrible disrepair and water slowly seeped into its dungeons. From here, the ogres terrorized the surrounding lands and raided as far north as Kreuzmark and Frisia. This clan of ogres struck fear into the hearts of men and became known as the Kilbaric, meaning those who slay at night.

It happened one day that the staircase, weakened by a sagging foundation and misuse, collapsed upon several of the ogres, including their notorious leader, Garoonsh, killing them instantly. One survivor, with a terribly shattered leg, crawled down a hallway looking for his child, only to die a lonesome and painful death in the darkness beneath the earth before seeing his son again. The Kilbaric dispersed into the hinterlands, fearing they had angered a god by living in Dzeebagd and their name became myth and then tale and is used now as a way to keep children from lingering too long in the woods at night.

For many years after, Dzeebagd was no more than a place to throw up a hasty camp or used as a short-lived refuge from the dangers of the Dampfrat. It has hosted other ogres, bandits of nefarious reputation, fugitives, Chazrim, haggard trolls, and other sordid travelers. Yet the dungeons were not entered again until the arrival of the Ban' Thout.

The Ban' Thout lived far to the south, in the mountain's tops and near the rim of the world. A society with a great intrigue, where political upheaval reared a massive flow of refugees in all directions across the world. So came Me' enup Tan' meth and the remnants of his family. The warm waters of the Dampfrat attracted Me' enup Tan' meth and the accidental discovery of Dzeebagd and its long disused dungeon was too good an omen. He and his clan took up abode and began carving out their own home and their own entry. Yet Me' enup Tan' meth was followed by assassins from his kingdom and had abandoned his gods. So the assassins found him and have whittled away at the clan until only a few remain, hidden deep in Dzeebagd, hoping for some redemption in the eyes of their gods.



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