

# Pig Tales

A One-Round LIVING GREYHAWK™ Adventure

By Mark Somers

Spring comes late to the Yatil Mountains, as winter is always reluctant to loose its chilly grip. Only fools and adventurers willingly travel the alpine trails at this time of year. To stay alive you need to stay warm. To do that you need to be active, and what better way than to chase a little pig around the peaks and valleys?

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

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player-voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

# LIVING GREYHAWK

## Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 <sup>th</sup>

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

## Lifestyle in Perrenland

PCs in Living Greyhawk events must pay a Lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles.

- **Destitute.** You have no living space, and must carry all your gear everywhere. You have no skills to otherwise support yourself. You stink and are undernourished. If you live in the wild you might soon be something's dinner. You suffer a -3 on Charisma-related skill checks wherever you go.
- **Wild.** You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You suffer -2 on Charisma-related skill tests in urban areas and -1 on Charisma-related skill tests in rural areas. You must have Wilderness Lore of 6 or higher to avoid being Destitute.

- **Poor.** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -1 on Charisma-related skill checks.
- **Rough.** You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You suffer -1 on Charisma-related skill checks in urban areas. You must have Wilderness Lore of 4 otherwise you are Poor.
- **Low.** You rent a small room at a tavern, perhaps shared with one or two other individuals. Perhaps you live on a small farm. If you own a home it is rather common. If you are in an urban area it wouldn't be wise to leave anything of value lying around. You suffer -1 on urban Charisma-related skill checks and receive +1 on rural Charisma-related skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing. You receive a +2 bonus on Charisma-related skill checks in rural areas.
- **High.** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on Charisma-related skill checks in urban parts, and a -1 penalty to Charisma-related skills checks when dealing with rural folk.
- **Luxury.** You have the best of everything - spacious living quarters, exotic food, and expensive clothes. Your success is the envy of many. You have a +2 bonus on Charisma-related skill checks in urban regions. However you suffer a -2 penalty to Charisma-related skill checks in rural areas. Equipment left at home is generally quite secure.

Penalties or bonuses to CHA-related skills should be applied at the DM's discretion, and can sometimes backfire - for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. You are encouraged to role-play these reactions whenever possible.

Have the players deduct the lifestyle costs for their characters before play starts, noting the lifestyle on the log sheet.

Lifestyle	Cost	Urban CHA mod	Rural CHA mod
Destitute	0	-3	-3

Wild*	0	-2	-1
Poor	1	-1	-1
Rough**	1	-1	0
Low	3	-1	+1
Medium	10	0	+2
High	100	+1	-1
Luxury	1000	+2	-2

\*—requires Wilderness Lore skill of 6+

\*\*—requires Wilderness Lore skill of 4+

# Adventure Summary and Background

## DM's Introduction

The adventure is set in the Concatenated Cantons of Perrenland, in Krestible Canton to be exact. It takes place along the Vestertrek—a trail that runs through the edges of the Yatil Mountains from Krestible to Exag—near the settlements of Oskindal and Rikkendal. The locale is approximately 30 miles Northwest of the city of Krestible.

The game starts with the characters travelling south along the Vestertrek, headed towards Krestible. It is nearing the end of winter, so the trails are navigable, but only fools and adventurers are willingly abroad at this time of year.

The primary action centres around the Zussrig family, descendants of a famous hero, Aeric Zussrig. It sets the characters roving across snow-clad and windswept mountains, chasing after a pig and an ogre. Just the sort of thing every adventurer wants for a spot of winter entertainment.

The scenario is meant to allow equal division between characterisation and combat, with a few natural 'puzzles' to keep PCs on their toes.

The average off-road movement rate in the region is around 5 miles a day for Speed 20 ft. and 8 miles a day for Speed 30 ft.

## Adventure Synopsis

The adventure begins with the characters lodging at the Zussrig household in Oskindal, on the Vestertrek north of Krestible. Their host, Arald Zussrig, is descended from a hero of old, and the whole family is friendly and hospitable. One of their members is an adolescent ogre called Little Janni, whom the Zussrigs have raised from infancy.

Upon waking in the morning it is discovered that the family's truffle pig, Neussi Truflschnuit, has been stolen. The PCs are asked to track down the thief, and follow the trail into the mountains.

They discover the thief, Wenkel Strube, has been captured by a gnomish druid/illusionist, Lentiddly Zibwickling. She will return Neussi to them, having saved the pig from becoming Strube's dinner.

Upon returning to Oskindal, they discover that the Zussrigs have all been killed, and that Little Janni is missing. Some local hunters are already there, and are preparing to hunt down and kill Janni. A closer investigation reveals that the killings are too precise, and that there have been other people here. It also looks like someone has set off after Little Janni.

Following Janni's trail—aided by Neussi's delicate nose—they came across the ogre besieged by mercenaries. After rescuing Janni, they can find out that the mercenaries are part of a larger band who murdered the Zussrigs and stole a family heirloom—a magical spear. The rest of the mercenary band have made their way to the nearby village of Rikkendal.

Janni leads the PCs to Rikkendal, where—at The Strangled Goose Inn—they can confront Nürbert Brunegger, the leader of the band. Upon defeating the remaining mercenaries in a vicious little fight, they can recover the spear and avenge the Zussrigs.

Upon completion of the scenario, the PCs may win the favour of the citizens of Rikkendal. They might also find themselves in the possession of a trained truffle pig, and possibly with a teenage ogre as a henchman.

## **Player Introduction**

*Winters chill still grips the highlands of Perrenland, and its mountains and valleys lie enshrouded in snow and mist. The folk of the realm remain warm and secure in their holdings, rarely venturing far in the cold. Only restless souls with a taste for adventure willingly endure the frosty outdoors—restless folk such as your self.*

*Pickings have been slim in the last week or so, as you find your way along the winding trail that the locals call the Vestertrek. Your thoughts turn to well-cooked meals and fire-warmed taverns, and it seems that the gods have heard your wishes. Ahead of you lies a way marker, showing that a house of hospitality lies over yonder rise.*

*With the taste of a meal and a warm drink already in your mind, you struggle along the side trail and crest the ridge that lies below a tall white peak. Below you lies a glacial valley with a frozen lake sheltered within. The trail leads down a steep slope to a small stadt, no more than a few buildings. Smoke rises from the low conical thatch of the main house. Just what you need—a fire to warm your chilled hands over.*

Show the players the map of the region, [Player Handout #1](#). They are in the northwest corner of

the map, where the first trail branches from the Vestertrek.

The trail to the stadt is steep and tricky. Any mounted character must make a Ride check with a DC of 15 to successfully descend whilst mounted. Failure results in a fall that delivers 1 point of damage—not serious, but enough to bruise an ego.

Once the characters have made the descent they can see the stadt more clearly.

***You pant your breath into the cold air and look back at the deceptively tricky descent that you have just made. After that short ordeal a warm hearth is very inviting.***

***The stadt itself is a simple affair, a huddle of small buildings around a larger central homestead. You identify what must be a barn; a storage shed and what must be a smokehouse. The main stead is bigger than it appeared from atop the ridge, and must be able to hold twenty or so people in comfort. Circular in design, it has solid stone walls and a conical thatch roof. Tendrils of smoke drift from the thatch—good, it will be warm inside.***

***As you approach, a hound barks a warning and a man, wisely rugged up in furs, comes from within the stead. "Greetings travelers," he rumbles, "welcome to Oskindal!"***

The characters have had the good fortune to arrive at the stadt of the Zussrig family—members of Clan Vuurzward—who adhere to the old traditions of hospitality. Travelers are welcomed with a smile, a warm hearth, and a hearty meal.

The man who has welcomed them is Arald Zussrig, the head of the family. He is a broad-shouldered fellow in his late forties, and he walks with the aid of a stick—thanks to an old battle wound.

**Arald Zussrig, male human Ftr3:** CR 3; Medium humanoid (5 ft. 10 in. tall); HD 3d10+9; hp 24; Init +0; Spd 30; AC 13 (+3 hide); Atks +7 melee (1d8+3 [crit x3], shortspear); SA none; SQ none, AL LG; SV Fort +6, Reflex +1, Will +2.

Str 17, Dex 10, Con 16, Int 11, Wis 13, Cha 11

Skills: Climb +5, Craft (brewing) +2; Craft (stonemason) +4, Handle Animal +2, Ride +2. Feats: Cleave, Improved Bull Rush, Power Attack, Weapon Focus (shortspear);

Equipment: shortspear; hide armor

Arald invites the characters into the stead.

***Your eyes adjust to the interior of the stead as you bask in the warmth. A central stone fireplace serves to heat the room and to provide a place to cook. The household is clean and tidy, and the smoky smell is not unpleasant. Fur rugs cover the hard floor, and private areas are hidden by hide screens. Several dogs lounge by the fire, their tails wagging lazily when you enter.***

*Around the edges of the room, small niches are carved into the walls. Lying within these niches are the mummified heads of defeated enemies and fallen family members. One in particular seems to hold a special place of honor, and a shortspear of fine quality is mounted above it.*

Within the stead are the members of Arald's family. These include his wife, Lijén; his mother-in-law, Hetti Gruner; his two youngest children, Pett and Hildi; and his nephew Abret.

**Lijén Zussrig** (female human Com1; Profession (cook) +3)

Arald's wife is a pleasant welcoming woman who mothers the characters.

**Hetti Gruner** (female human Com1; Profession (clothier) +2)

Lijén's mother is mostly deaf and is in the early stages of senility.

**Abret Zussrig** (male human Com1; Handle Animal +2)

This spotty teenager is the son of Arald's dead brother (Aeric). Abret would dearly love to be a brave adventurer and will pester the PCs for tales.

**Pett Zussrig** (male human Como)

**Hildi Zussrig** (female human Como)

Arald's children are 10 and 7 respectively. They are wide-eyed and shy.

The family will make the characters welcome—they are very hospitable. Lijén cooks a filling meal of a broth followed by roasted meat and vegetables, and Arald is proud of his fine mead. A further delicacy comes in the form of local truffles.

Should anyone ask about the obviously honored head, Arald will explain that it is that of his ancestor, Aeric Zussrig. The spear mounted above is a family heirloom and is said to be magical and blessed by the god Allitur.

Arald will tell the tale of Aeric Zussrig. Give the players Player Handout #2. Any character that succeeds at a Knowledge (history) check against (DC 20) will already be familiar with this tale.

Should the PCs investigate the spear, it is indeed magical. It has the following properties.

**Spear of Allitur:** Shortspear +2

This spear has an ornate bone shaft covered in ancient runic carvings. The blade is razor sharp and crafted from a dark metal. Should anyone other than a Zussrig wield this weapon, it will become a -2 weapon in his or her hands. In addition, on a roll of 1, their opponent may have a free attack of opportunity and the wielder's Dex bonus will not apply.

Eventually the characters will be fed and thawed out. By this time it is becoming late in the evening and Lijén will prepare bedding for them. It would be uncomfortable and possibly dangerous to spend the night outside. The Zussrigs will expect the party to spend the night in the stead. Wise PCs will accept the offer.

Once everyone has settled down and relaxed, the last two members of the family will return home.

*You have been well fed and treated to warmth and hospitality. If only all households you visited were like this. As you prepare to settle down for the evening, the door opens and a large figure enters. It is an ogre!*

This is indeed an ogre. His name is Little Janni and the Zussrigs adopted him as a baby, after Arald and some companions had slain his parents. Little Janni is now in his adolescence and is treated as a member of the family. Though a little slow, he is actually well mannered and good intentioned. He does, however, look like a hulking brute.

**Little Janni, male ogre Com1:** CR 2; Large Giant (9 ft. tall); HD 4d8+11 (ogre) +1d4+2; hp 31; Init +0; Spd 30; AC 14 (-1 size, +5 natural); Atks +5 melee (1d6+5, quarterstaff), +0 ranged (1d4+5, rock); SA none; SQ none; AL LG; SV Fort +6, Ref +0, Will +0

Str 21, Dex 10, Con 15, Int 10, Wis 8, Cha 8.

**Skills:** Climb +7, Handle Animal +3, Jump +7. **Feats:** Toughness.

**Equipment:** Walking stick (quarterstaff)

The danger here, of course, is that the PCs will leap to the attack. Arald will immediately stop them and calm the situation down. The fact that there is no obvious malice in the young ogre will likely help. If the PCs settle down and introduce themselves then Little Janni will happily shake their hands with a shy, dopey smile. The only danger the ogre presents to the group is disrupting their sleep with his snoring.

Janni has quite obviously been out collecting truffles, as evidenced by the large basket of them that he has brought back.

When things calm down, everyone can sleep.

## Encounter 1

### The Missing Pig

*It has been some time since you had such a pleasant night's sleep. The furs that Lijén provided were clean and warm, and you slept like a babe. As you contemplate whether to spend another few minutes languishing in comfort, you hear a howl of dismay from outside.*

*Little Janni comes stomping into the stead with tears brimming in his large eyes. He moans "Someone take Neussi!"*

At this stage the characters are no doubt a little confused. Who the heck is Neussi? Arald will explain that Janni is referring to Neussi Truflschnuit, the family's pet pig. She is, however, no ordinary pig—Neussi is a crack truffle sniffer. She is worth quite a bit to the Zussrigs, as they make a good part of their living selling truffles to folk in the nearby town of Rikkendal. The loss of the pig would adversely affect their livelihood.

The whole family will be roused to search for the pig, and the PCs will also be drafted into this.

A successful Search check (DC 15) will reveal footprints in the slush outside of the barn. A Search (DC 20) inside the barn will bring to attention threads of hemp from a rope caught in splinters on the barn doorframe.

There are tracks that can be followed as well. Track (DC 15) will show that an average sized humanoid led a pig away from the stad and down to the lakeshore to the east. (DM's Note: The trail is shown on the DM's Map.)

Arald will ask that the characters follow the trail and recover his missing pig. One look at the distraught faces of the ogre and the children should be enough to set proper heroes hot on the trail. If need be, Arald will offer up to 50gp in goods to get the party to agree to recover Neussi—but this will be as a last resort if pleading doesn't work.

Should none of the party be able to track, Arald will loan them one of his hounds.

**Dog:** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SA none; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

**Skills:** Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

**SQ:** Scent: Dogs receive a +8 racial bonus to Wilderness Lore check when tracking by scent

The trail is not all that hard to follow. It leads around the northern end of the lakeshore and over a ridge and down to the shores of another smaller lake. Overall, the distance the party will have to travel is around 3 miles, or half a day's walk in mountainous terrain.

### **The Rockfall:**

When the PCs approach the next lake, they have to pass by an area where the ridgeline of a mountain slopes steeply down to the shore. This area is unstable and dangerous, and the movement of the party will start a rock fall.

*As you carefully make your way along the lakeshore, you hear an ominous rumbling from*

*the steep slope above you. Oh dear, it looks like there's a rockfall...*

Each character may make a Listen (DC 12) or Spot (15) check to notice the impending danger. Awareness of the situation means a reduction of -5 to the DC for the listed Reflex saves.

**Falling Rock:** 2d4; Reflex save (DC 15 half damage, DC 20 to avoid)

## Encounter Two

### **Piggy in the Middle**

*After some nervous moments on the slick lakeside rocks, you make your way to the end of the mountain lake. The ever-present mist obscures your view a little, but you think there is a small wooded glade ahead of you. It looks like that's where the pignapper's trail is headed.*

The small wood is the domain of Lentiddly "Greentoes" Zibwickling, a gnomish druid and illusionist. The pig thief unwisely chose to blunder through Zibwickling's wood and the gnome captured him. When the party arrives in the wood, the thief is ensnared in leaves and vines, and Neussi is snuffling around in the undergrowth.

*It is quite pleasant within the cover of the trees. They provide shelter from the icy wind and stop most of the snow from hitting the ground. The trees seem to grow in height towards the center, eventually forming a strange sort of natural cavern. A few old boulders surround a deep pool of water, the surface of which is remarkably not frozen over. Rather, steam rises from its surface, and bubbles occasionally rise from below.*

*Dangling headfirst from the trees is what looks like a man wrapped in vines and leaves. He seems to be struggling against his confinement, and his eyes are wide with terror. Whatever he appears to be crying is muffled by the greenery that covers his mouth.*

*Behind one of the large boulders you can hear a snuffling noise. A small brown pig makes its way around the rock, snout working busily in the undergrowth. When it spies you, it stops and regards you with intelligent eyes. "Hello," says the pig, in a husky feminine voice, "who are you then?"*

No, Neussi cannot speak. Zibwickling is using a Ventriloquism spell to make the pig seemingly speak. She is hidden nearby via an *invisibility* spell, and is trying to gauge the party and determine their intentions. The fact that their reactions to a talking pig are quite humorous is an added bonus.

After a little conversation—as Zibwickling ‘interrogates’ the PCs—the characters may make a Will check (DC 14) to recognize the pig’s voice as illusory. Otherwise, they are convinced that they have found a talking pig!

Once the game is up, Zibwickling will end her spells and make an appearance. (DM’s Note: she has already cast *invisibility* once, as well as *entangle*)

**Lentidly Zibwickling, female gnome**  
**Drd3/Wiz(III)4:** CR 6; Small humanoid (3 ft. 4 in. tall); HD 3d8+4d4+7; hp 27; Init +1; Spd 20; AC 16 (+1 size, +2 Dex, +3 barkskin); Atks +1 melee (1d4-1, dagger), +4 ranged (1d4-1, sling); SA spells; SQ none, AL NG; SV Fort +4, Reflex +3, Will +5.

Str 8, Dex 14, Con 13, Int 16, Wis 15, Cha 12.

Skills: Animal Empathy +8, Concentration +11, Handle Animal +8, Intuit Direction +4, Knowledge (arcane) +11, Knowledge (nature) +11, Scry +7, Spellcraft +7, Wilderness Lore +11; Feats: Scribe Scroll, Silent Spell, Still Spell;

Equipment: dagger; sling

Wizard Spells (7/6/5/4): 0—*dancing lights*, *detect magic* (x2), *flare* (x2), *ghost sound* (x2); 1st—*change self*, *color spray*, *hypnotism*, *sleep*, *ventriloquism* (x2); 2nd—*blur*, *hypnotic pattern*, *invisibility* (x2), *mirror image*; 3rd—*dispel magic*, *displacement*, *lightning bolt*, *sleet storm*.

Druid Spells (6/4/3): 0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *read magic*, *resistance*; 1st—*entangle*, *obscuring mist*; 2nd—*barkskin*, *charm person*, *chill metal*.

Zibwickling is concerned about Neussi’s welfare. She will only turn the pig over to the PCs when she is convinced that their motives are good. A successful Diplomacy (DC 10) check should be enough to ensure this.

Once she is happy with the party, Zibwickling will explain that she came across the pig thief preparing to slaughter Neussi for dinner—in her grove, of all places! She entangled him and has left him dangling there as a lesson. She has no idea who the thief is.

At the urging of the PCs, Zibwickling will let the unfortunate fellow down. His name is Wenkel Strube, and he is a servant whose master has cast him away.

**Wenkel Strube, male human Com1:** CR 1/2; Medium humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +2 (Dex); Spd 30; AC 12 (+2 Dex); Atks +0 melee (1d6, club); SA none; SQ none, AL CN; SV Fort +0, Reflex +2, Will +0.

Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Skills: Handle Animal +1, Wilderness Lore +1.

Equipment: club, dagger

Wenkel is an ugly little scruff who was cast off by his owner after some ill-chosen remarks about his master’s wife-to-be (in his defense, she was rather unattractive). He has since been living rough, foraging or stealing for his needs. He used

his ability with animals to sneak into Oskindal overnight and steal Neussi, whom he was going to carve up and smoke for supplies. The reason he came so far out of his way is that he wanted to put some distance between himself and the stadt...and he got lost! There’s little malice in Wenkel. He’s none too bright and not overly reliable, but he will follow orders given to him. He’s too scared to do otherwise.

Once Zibwickling is convinced that Wenkel really is as pitiful as he seems, she will turn him over to the PCs. The little gnome recommends that the group camp overnight in her grove and then she will show them a shortcut back to Oskindal. The thermal pool is pleasant to bathe in, even in winter.

Assuming they take her up on the offer, Zibwickling will lead them through a tunnel that passes through the ridge to the east of Oskindal. This will shorten their return journey to two or three hours, and get them back to Oskindal at mid-morning the next day.

Should they choose to return straight away, they are going to have to camp overnight anyway—and with far less comfort.

## Encounter Three

### The Tragedy

It is a gloomy, overcast day when the PCs return to Oskindal. As they approach, they are aware of armed men moving around the stadt.

***Brooding clouds threaten miserable weather as you return to Oskindal. At least you can expect a hospitable welcome from the Zussrigs. As you come around the ridge at the lake’s edge, you can see that there is a group of men looking around the stadt. On closer inspection, they appeared to be armed. Something is not right here...***

The men are local hunters, led by a fellow called Tangbert Rodder. They were hunting a pack of wolves that are led by a worg, and came to Oskindal to warn the Zussrigs. However, what they found was that the family has been murdered. When the party turns up with the famous Neussi Trufelschnuit, they are suspicious in the extreme.

***You make your way to the men, who eye you suspiciously. Behind them, lying on the ground, there is a figure covered by a cloak—obviously a dead body. The leader of the group, a hulking fellow with an unfriendly stare, asks "Who are you? What are you doing with Arald’s pig?"***

The body on the ground is that of Abret. The rest of the family lies slain within the stead. Little Janni is missing, which has caused the warriors to suspect that he is the culprit.

There are eight hunters at the stadt. They are from the nearby village of Rikkendal. Initially they are suspicious of the party, but it is obvious from the PCs appearance that they have been traveling for some time and have only just arrived. Thus, after initial reservations, the hunters are willing to listen to their tale.

Tangbert will declare that it is obvious that the ogre has shown his true colors and killed the family. That's what comes of such foolishness as taking such a beast into the family. He and the others intend to track down Little Janni and see that justice is done.

**Tangbert Rodder, male human War3:** CR 2; Medium humanoid (6 ft. 2 in. tall); HD 3d8+9; hp 21; Init +1 (Dex); Spd 30; AC 14 (+3 hide, +1 Dex); Atks +7 melee (1d8+4 [crit x3], shortspear), +4 ranged (1d6 [crit x3], shortbow); SA none; SQ none, AL N; SV Fort +5, Reflex +1, Will +0.

Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 12

Skills: Climb +3, Wilderness Lore +2. Feats: Point Blank Shot, Power Attack;

Equipment: shortbow, arrows (20), shortspear; hide armor

Tangbert once wooed Lijén as a youth, but lost out to Arald. He has no hard feelings about this, but he has always had a soft spot for her. Her death has upset him and he is looking for revenge. A Sense Motive (DC 15) check will reveal that he is more upset than normal about the deaths. It will take some convincing for him to believe there is a chance that it wasn't Little Janni who killed the Zussrigs. This requires a Diplomacy or Bluff test (DC 20; reduce to DC 15 if a sound argument is used).

**Rikkendal Hunters (7), male human War1:** CR 1/2; Medium humanoid (5 ft. 10 in. tall); HD 1d8+2; hp 6; Init +1 (Dex); Spd 30; AC 14 (+3 hide, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear), +2 ranged (1d6 [crit x3], shortbow); AL N; SV Fort +4, Reflex +1, Will +0.

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

Skills: Climb +3, Wilderness Lore +2. Feats: Power Attack;

Equipment: shortbow, arrows (20), shortspear; hide armor

Tangbert is the obvious leader of the group, and the others usually follow his orders, regardless of their own feelings. None of them particularly want a fight with the PCs, so they will back down if things become heated. If attacked, they will respond, of course.

Should it become necessary, the hunters know the following information about the Zussrigs.

- There is an older son, Fraedrig, who is serving in the army near Krestible. With Arald's death, the steading becomes his.
- Lijén has a younger sister in Rikkendal.

- There is also a cousin of Arald's (name unknown) who is a cooper in Krestible.
- Everyone in the area knows of the Spear of Allitur. No one would buy it, and they would know it to be stolen if they see it.

If the PCs decide to have a look around there are a few vital clues.

- It looks like the family was badly battered to death. The battering hides precise stab wounds, either from arrows or swords. A successful Heal (DC 20) check will reveal this. If a PC specifically mentions looking for this, the DC drops to 10.
- If they deliberately look for the spear, the PCs will notice that it has gone. Otherwise they must make a Search (DC 15) test to notice this.
- There are some other small valuables missing. Search (DC 20) will reveal this.
- Someone has left behind an old belt, but the buckle is missing—Search (DC 25) to notice.
- There are footprints astride Abret's body, one either side, as though someone had stood looking down at him. They are human sized and booted. Search (DC 15) to discover.
- Neussi is snuffling about the yard and has picked up a scent. An Animal Empathy (DC 15) check will reveal this. The scent is that of Little Janni.
- Janni has run off south along the lakeshore, with three or four men in pursuit. Track (DC 15) to discover.

Should anyone actually stand in front of the mummified head of Aeric Zussrig, they will hear a whispered voice say "Avenge my family." This will be accompanied by a chill down the spine and should put the willies up the PC in question. If they don't think of using Neussi as a tracker themselves, the head will whisper "The pig will lead you to the killers."

The hunters will declare their intention to return to Rikkendal to inform people of what has happened. If the PCs don't suggest it themselves, Tangbert will implore them to hunt down the killer (if he thinks it's Little Janni) or the killers (if he's been convinced otherwise). Once again, should the party appear reluctant, they will eventually be offered payment as bounty hunters—though the men will look contemptuous. Hopefully their heroic instincts will kick in.

### **What about Wenkel?**

Note that if Wenkel Strube is with the party they have to decide what to do with him. The hunters don't want him, and he has very few useful skills. They can either let him go—pig rustling seems very innocuous in the circumstances—or take him with them. He won't be a hindrance, but he won't be much help either. The murder of the family will have obviously shaken him.



# Encounter Four

## Trailing the Murderers

*The gloomy weather now seems somehow appropriate. With heavy hearts you set off to follow Little Janni's trail. The deaths of the Zussrigs seem so senseless. Perhaps you can find out why they died.*

Little Janni's trail leads south along the western shore of the lake, before turning to the east and heading up into the mountains. If the team has a PC with the ability to Track, it requires a Wilderness Lore (DC 25) test. If they also have Neussi on the trail, then the DC for the tracker drops to 10. If there is no tracker then they must rely wholly upon Neussi, which requires someone to make an Animal Empathy (DC 15) test to keep her focused.

**Neussi Trufelschnuit, Pig:** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 30; AC 15 (+1 size, +3 Dex, +1 natural); Atks +0 melee (1d3+1, bite); SA none; SQ Scent; AL N; SV Fort +4, Ref +5, Will +2.

Str 7, Dex 17, Con 14, Int 4, Wis 12, Cha 6.

**Skills:** Listen +4, Spot +4, Swim +3, Wilderness Lore +1.

**Special Qualities:** Scent: Neussi receives a +15 racial bonus to Wilderness Lore check when tracking by scent

*Snuffling away busily, Neussi is hot on the trail. She leads you south along the lakeshore before swerving east to a narrow spur between the lake and another to the south. Beyond a stretch of slippery looking ice, the mountain rises up sharply. Joy, oh joy, it looks as if the trail is heading up.*

## Dangerous Ice:

See the DM's map for the route of trail, which crosses to the eastern side of the valley and rises up into the mountains. The way is not so easy, of course, as they have to cross some ice along the way...ice that is ready to give way.

The passage of Little Janni and his pursuers has crossed a frozen section of the lake, and has weakened the ice. It can now bear no more than 100 lbs. of weight at any one time. Anything heavier than this will cause the ice to give way. Should the ice give way under a PC they can avoid falling into the water with a successful Reflex save (DC 12). PCs may notice that the ice is brittle if they make a Wilderness Lore (DC 10), Knowledge (nature) (DC 15) or Spot (20) check. This will allow them a Reflex save (DC 10) to 'walk lightly' and avoid cracking the ice. (Failure

means they still must make the second Reflex save as the ice cracks under them).

**Natural Ice Trap:** 1d6 (Ice Shards); Reflex save (DC 12 to avoid); followed by:

**Freezing Water:** 1d4 per round; Fortitude save (DC 15 for half damage)

After this little obstacle it is simply a matter of continuing to follow the trail. Apart from the extreme discomfort of frigid winds and the odd bit of sleet, there is little to bother the PCs. A cruel DM, though, might describe precipitous drops by the side of the trail, buffeting gusts of wind, and slippery ice under foot, etc. Should any PCs decide to play the clown, of course, then suitable punishment may be merited.

# Encounter Five

## A Cornered Ogre

*There is little doubt, your legs are going to be like jelly when this is all over. The romantic notions of roving over hill and dell are all very fine to a bard who doesn't have to darn well do it! Oh, for a pot of ale and a nice warm fire.*

*Then the wind carries the sound of yelling from over the ridge. You hear crashing and other such hallmarks of something that's bound to warm you up—a fight!*

*As you rush over the rise, you come to a small valley. Across from you, on the opposite slope, stands Little Janni. Blood stains the side of his jerkin and he is clutching a rock. It seems that it is his intention to hurl it at the half dozen assailants below. One seems to have already been felled by a rocky missile from the young ogre, who is roaring in fear and anger.*

The young ogre has finally been tracked down by the mercenaries pursuing him. Desperately, he has made a stand, fighting back by throwing large rocks at his attackers.

There are six mercenaries, one of whom has already been knocked senseless by a flung rock. Two of their number are archers, and have taken cover behind boulders. They are intending to provide covering fire whilst a spearman, a swordsman, and a dwarf with an axe, try to flank and attack Little Janni.

Should the PCs decide to sneak into the fray, they will receive a bonus of +4 to their tests, due to the others being distracted. This will give the PCs one round of surprise actions.

If the party noticed the old belt with the missing buckle at Oskindal, they might also notice—Search (DC 20)—that the fallen mercenary has a brand new belt with an old buckle.

**Lutho Hooss, male human Rgr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 7; Init +2 (Dex); Spd 30; AC 16 (+3 studded leather, +1 buckler, +2 Dex); Atks +3 melee (1d6+1 [crit 19-20/x2], short sword), +3 ranged (1d6+2 [crit x3], composite shortbow); SA none; SQ favored enemies—elves; AL N; SV Fort +2, Reflex +2, Will +0.

Str 14, Dex 15, Con 14, Int 11, Wis 13, Cha 8.

**Skills:** Climb +4, Hide +4, Intuit Direction +3, Knowledge (nature) +4, Move Silently +4, Wilderness Lore +5. **Feats:** Point Blank Shot, Precise Shot, Track.

**Equipment:** mighty composite shortbow (+1 Str bonus), arrows (20), short sword, dagger, studded leather armor, buckler, pouch with 5 gp and 12 sp.

**Bógg Riddel, male human Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 7; Init +2 (Dex); Spd 30; AC 16 (+3 studded leather, +1 buckler, +2 Dex); Atks +3 melee (1d6+2 [crit 19-20/x2], short sword), +3 ranged (1d8 [crit x3], longbow); SA none, SQ none, AL LE; SV Fort +2, Reflex +2, Will +0.

Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills:** Knowledge (military) +2. **Feats:** Point Blank Shot, Far Shot, Precise Shot;

**Equipment:** longbow, arrows (20), short sword, studded leather armor, buckler, pouch with 2 gp and 5 sp.

Lutho and Bógg much prefer to fight at a distance. They use their bows to keep opponents pinned down, so that their companions can get close and attack. They will only shoot at someone engaged in melee with one of their companions if absolutely necessary. If they can avoid melee combat they will do so. If any elves make an appearance, Lutho will do all he can to kill them.

**Greeg Vasker, male humans Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+6; hp 11; Init +1 (Dex); Spd 30; AC 14 (+3 chainmail, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL LE; SV Fort +4, Reflex +1, Will +0.

Str 15, Dex 12, Con 15, Int 10, Wis 10, Cha 10.

**Skills:** Climb +4. **Feats:** Endurance, Power Attack, Toughness.

**Equipment:** shortspear, short sword, dagger, studded leather armor, pouch with 3gp.

Greeg doesn't know whether his pal Linden is alive or not. His temper is up, so he will fight until he drops, or until all his opponents are down.

**Linden Jigge, male human Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+6; hp 11; Init +1 (Dex); Spd 30; AC 14 (+3 chainmail, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL LE; SV Fort +4, Reflex +1, Will +0.

Str 14, Dex 12, Con 14, Int 11, Wis 10, Cha 11.

**Skills:** Knowledge (military) +2. **Feats:** Endurance, Power Attack, Toughness;

**Equipment:** shortspear, shorts word, dagger, studded leather armor, pouch with 3gp.

Linden has been struck by a couple of rocks thrown by Janni, and is currently unconscious and at ohp. He will take no part in the combat.

**Brigley Doone male human Ftr1:** CR 1; Medium humanoid (6 ft. 2 in. tall); HD 1d10+6; hp 12; Init +0; Spd 30; AC 15 (+3 chain shirt, +2 shield); Atks +5 melee (1d8+2 [crit 19-20/x2], longsword); SA none, SQ none, AL LN; SV Fort +4, Reflex +0, Will +0.

Str 17, Dex 11, Con 16, Int 10, Wis 9, Cha 8.

**Skills:** Climb +2, Knowledge (military) +2, Ride +2. **Feats:** Power Attack, Toughness, Weapon Focus (longsword).

**Equipment:** longsword, dagger, studded leather armor, large wooden shield, pouch with 6gp and 8sp.

Brigley is here because he was ordered to by his captain, and is supporting his mates. He has no desire to be killed over this sordid little affair, but neither does he want to be seen as a coward. He values his life above all else, though, and will stop fighting when he drops to 2 hp or less. That said, if it looks like he'll be killed if he surrenders then he will try to flee or fight to the death.

**Ranter Gravemaker male dwarf Ftr2:** CR 2; Medium humanoid (4 ft. 5 in. tall); HD 2d10+8; hp 21; Init +0; Spd 20; AC 16 (+4 chain shirt, +2 shield); Atks +5 melee (1d8+3 [crit x3], battleaxe); SA dwarven traits, SQ dwarven traits, AL LE; SV Fort +9, Reflex +0, Will +4.

Str 16, Dex 10, Con 18, Int 10, Wis 15, Cha 6

**Skills:** Climb +6, Knowledge (military) +4. **Feats:** Power Attack, Cleave, Great Fortitude;

**Equipment:** battleaxe, chain shirt, large wooden shield, pouch with 5gp.

Ranter is a lieutenant in the mercenary band, and is the leader of this little group. He understands the need for Little Janni to be silenced, and if the PCs appear to help him then they need to be removed too. He will do what he can to avoid capture and won't easily talk under interrogation if he is. Ranter likes to hurt people, and the others in the band are frightened of him. If the PCs are defeated and captured, he will gloat and take all their equipment, leaving only their underclothes. He will then have them left to die in the wilderness.

### **Combat Wizard:**

To facilitate quicker combat resolution, the following initiative rolls have been pre-generated:

- Lutho Hooss: 17
- Greeg Vasker: 13

- Brigley Doone: 10
- Little Janni: 9 (has taken 6hp damage)
- Ranter Gravemaker: 8
- Bógg Riddel: 7

The characters have one surprise round when the combat starts. The NPCs start at the following ranges:

- 60 ft.: Lutho Hooss, Bógg Riddel
- 80 ft.: Ranter Gravemaker
- 90 ft.: Greeg Vasker, Brigley Doone
- 150 ft.: Little Janni

There are enough rocks and boulders strewn around for all characters (apart from Little Janni) to assume   cover as they wish.

The mercenaries are not fools. They don't fight like it either. They try to maintain cover using shields and the environment whilst they move into melee range. Their archers provide supporting fire, especially at attackers using ranged combat.

If half their number are down, or they are all at one quarter hit points or fewer, then they will attempt to retreat or surrender. With the exception of Greeg, they'd rather not fight to the death.

Little Janni will lend a hand in the fight, if it looks bad for the party. As stated, he has taken 6 hp of damage so far.

### **After the fight:**

As far as Little Janni is concerned, the party are good people and he trusts them. He will say "Dey bad men hurt da family!" and then burst into tears. It will require some consoling to calm him down.

Given that Linden Jigge was unconscious, the PCs should be able to take at least one captive. With a suitable bit of interrogation—Diplomacy (DC 18) or Intimidation (DC 15)—they can extract the story, which is:

The mercenaries stayed overnight at Oskindal, enjoying the Zussrigs' hospitality. Their captain, Nürbert Brunegger, spied the spear in the place of honour and decided to steal it. However, they were caught in the act and reacted violently, killing the family. The ogre managed to escape and ran off. After 'doctoring' the bodies to make it look like the ogre was responsible, this group was sent by Brunegger to hunt the ogre down. Once they had done so, they were to rendezvous with the others at The Strangled Goose Inn, in the village in Rikkendal.

Apart from Brunegger, there are three other mercenaries—a sorcerer, a cleric and a rogue. (**DM's Note:** they will not volunteer this information unless specifically asked for it.)

# Encounter Six

## **Avenging the Zussrigs**

The village in Rikkendal is about a three-mile hike away. Should the characters decide to push on and march for the remainder of the day, it will likely be on dusk or after dark when they arrive. They may decide to camp overnight—it will be chilly but clear.

*There is a cold determination in your hearts, now that you know the Zussrigs were murdered for the greed of another. You barely notice the discomfort as you make your way over the mountain to Rikkendal. Where the wind was gnawing at your bones, it now passes by you as though a warm summer breeze.*

*After a time you crest the peak and start marching downwards. You are stiff and weary but your will to set things right drives you on. You can see columns of smoke rising from the chimneys of a village nestled in the mountain bowl below you. The descent seems to be over so swiftly, as you soon reach the outskirts of the town. Now, to find The Strangled Goose and a villain whose just punishment awaits...*

When they arrive in the village there will be few people out and about, but barking guard dogs will herald their arrival. At this stage Tangbert and his companions have yet to return (they were delayed by the worg and its pack) so nobody knows about the Zussrigs' fate. A few of the local warriors will come out to make sure the party is 'safe'. They will recognize Neussi and Little Janni, which will make them wonder what is going on. If the party has dragged any surviving mercenaries along as prisoners, then the locals will be doubly curious. Their curiosity turns to anger when they hear the truth of what has happened. If the PCs are sensible, there should be no risk of trouble from the villagers.

**Rikkendal Villagers, human War1** (8): CR 1/2; Medium humanoid (5 ft. 10 in. tall); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL N; SV Fort +3, Reflex +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

**Skills:** Climb +3, Wilderness Lore +2. **Feats:** Power Attack.

**Equipment:** shortspear.

The immediate reaction from the villagers is to form a lynch mob. The Zussrigs were very popular. However, it soon becomes apparent that there is trouble afoot. Some of the thatched roofs are alight, and the fires are growing. This will draw the villagers' attentions—they would rather see their village safe than worry about a lynching.

While all this commotion is happening, the PCs may make Spot (DC 18) tests to notice several

people fleeing from the inn. This is Nürbert Brunegger and his remaining fellows. The rogue, upon hearing the barking dogs, went to investigate. Seeing the PCs accompanied by Little Janni, he realised there was trouble afoot. He set alight some roofs to cause a diversion and went to warn his fellows.

### **Combat Wizard:**

To facilitate quicker combat resolution, the following initiative rolls have been pre-generated:

- Didwick Lubdud: 23
- Ogberg Schuss: 12
- Gleuelle Knoophaar: 11
- Nürbert Brunegger: 10

The NPCs start at the following ranges (the range in parentheses is used if the PCs stopped to help put out fires):

- 60 ft. (120 ft.): Gleuelle Knoophaar, Nürbert Brunegger
- 30 ft. (90 ft.): Ogberg Schuss
- 30 ft. to the side of the PCs: Didwick Lubdud (Hide roll of 19)

The group's tactic is to get the heck out of there! Only when they think they have a chance of winning will they stop and make a fight of it. They will use ranged attacks to soften up any pursuers. The rogue will use his skills at stealth to hide and attack the group from behind, using his Sneak Attack to the fullest.

If they are forced to fight it out, the group will use every dirty tactic they know. It will be quite brutal and very nasty. Brunegger will be hampered by the fact that he is fighting with the Spear of Allitur, which is a cursed weapon in his hands.

**Nürbert Brunegger, male human Ftr3:** CR 3; Medium humanoid (5 ft. 11 in. tall); HD 3d10+12; hp 27; Init +5 (Dex, improved initiative); Spd 30; AC 16 (+2 Dex, +4 chain shirt); Atks +7 melee (1d8+3 [crit x3], shortspear); SA see below; SQ none, AL NE; SV Fort +6, Reflex +3, Will +2.

Str 16, Dex 14, Con 16, Int 12, Wis 13, Cha 14.

**Skills:** Climb +6, Knowledge (military) +5, Ride +6. **Feats:** Improved Initiative, Endurance, Power Attack, Toughness, Weapon Focus (shortspear).

**Special Attacks:** So long as he uses the Spear of Allitur, he has a -2 attack penalty. If he rolls a 1 then his opponent receives a free attack of opportunity.

**Equipment:** shortspear, short sword, dagger, chain shirt, pouch with 10gp, Spear of Allitur.

Brunegger is not a nice fellow. He cares only for himself and will sacrifice his companions if it will save his skin. He has seduced Gleuelle to a degree that she will do whatever he wishes. In addition to being cruel and murderous, he is also

greedy. Thus he will not willingly give up the Spear. (**DM Note:** He has been wise enough to keep it hidden from the villagers thus far.)

**Gleuelle Knoophaar, female half-elf Clr2:** CR 2; Medium humanoid (5 ft. 11 in. tall); HD 2d8+2; hp 10; Init +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 studded leather, +1 shield); Atks +2 melee (1d8+1 [crit x2], light flail); SA half-elven traits, spells, Smite ability; SQ half-elven traits, AL LE; SV Fort +4, Reflex +1, Will +5.

Str 12, Dex 12, Con 12, Int 13, Wis 15, Cha 13.

**Skills:** Concentration +5, Heal +6, Knowledge (religion) +5. **Feats:** Combat Casting, Martial Weapon Proficiency (Light Flail), Weapon Focus (Light flail).

**Special Attacks:** Smite—Once per day, Gleuelle may use this ability to add +6 damage (+4 base, +2 level) to one attack.

**Cleric Spells (6/4+1):** 0—*inflict minor wounds, detect magic, guidance, mending, read magic, resistance*; 1st—*bane, cause fear, command, doom*, Domain—*inflict light wounds <or> magic weapon*.

**Equipment:** light flail, studded leather armor, small wooden shield, pouch with 5gp and 2sp.

Gleuelle is a cleric of Hextor, and has chosen the domains of War and Destruction. She is smitten with Brunegger and obeys him completely, a fact which he takes advantage of. Gleuelle gives no quarter and expects none. If Brunegger is slain she will enter a rage and will fight to the death. Otherwise she will urge retreat if things are going against the mercenaries. She will use her Cause Fear and Command spells to ward off attacking PCs.

**Didwick Lubdud, male gnome Rog1:** CR 1; Small humanoid (3 ft. 5 in. tall); HD 1d6+1; hp 4; Init +8 (Dex, improved initiative); Spd 20; AC 16 (+1 size, +3 Dex, +2 leather); Atks +0 melee (1d6 [crit 19-20/x2], short sword), +3 range (1d8 [crit 19-20/x2], light crossbow); SA gnomish traits; SQ gnomish traits, AL CN; SV Fort +1, Reflex +5, Will +2.

Str 10, Dex 16, Con 12, Int 10, Wis 9, Cha 9

**Skills:** Balance +6, Climb +3, Hide +7, Jump +4, Listen +5, Move Silently +7, Search +4, Spot +3, Tumble +5. **Feats:** Improved initiative;

**Equipment:** short sword, dagger, light crossbow, bolts (10), leather armor, pouch with 9gp and 13sp.

Lubdud has a keen sense of self-preservation and recognises that surrendering here will likely result in a hanging. Thus if escape is impossible then a quick death in combat might be the next best option. But flight is his first choice. He has absolutely no loyalty to his companions beyond safety in numbers, so he cares little for their well being. If it seems best to abandon them, he will.

**Ogberg Schuss, male human Sor1:** CR 1; Medium humanoid (5 ft. 11 in. tall); HD 1d4+1; hp 6; Init +2

(Dex); Spd 30; AC 12 (+2 Dex); Atks +0 melee (1d9 [crit x3], shortspear), +2 range (1d4 [crit x2], sling); SA spells; SQ none, AL LE; SV Fort +2, Reflex +2, Will +3.

Str 11, Dex 14, Con 14, Int 14, Wis 12, Cha 14.

Skills: Concentration +6, Knowledge (arcane) +4, Spellcraft +4. Feats: Combat Casting, Toughness.

Sorcerer Spells (7/5): 0—*daze, detect magic, mage hand, ray of frost*; 1st—*burning hands, magic missile*.

Equipment: shortspear, dagger, sling, bullets (10), pouch with 3gp.

Ogberg, for all that he is as cruel and pitiless as his companions, has a sense of honour. If he gives his word he keeps it, and he tries to fight fair. This does not mean he fights stupid. He is also very loyal to his band, and will stick with them to the end. If they run so does he. If they stay, he backs them up.

### **After the fight:**

After hopefully defeating the mercenaries the PCs will see that the villagers have put out the fires. They can reclaim the Spear of Allitur take any captives back to the village.

## **Conclusion**

### **Last Rites**

Having recovered Neussi, rescued Little Janni, recovered the Spear of Allitur and avenged the Zussrigs, the PCs have every right to feel good about themselves. The folk of Rikkendal certainly think so. They will treat the party like heroes—housing them, feeding them and tending to their wounds.

Later in the day, Tangbert and his little band will return, a little worse for wear having found and killed the worg. When the story comes out they will apologize to Little Janni for suspecting him and thank the characters profusely. They are obviously impressed.

It will be agreed that someone has to go to Oskindal to properly bury the Zussrigs. If the PCs wish to assist, they will be welcome.

The Spear of Allitur is the property of the Zussrig family—or at least the son in Krestible. It should be obvious to the party that taking it is the wrong thing to do. It is best if they leave it with someone in Rikkendal. Should they take it, the 'curse' will eventually get them killed.

Both Neussi and Little Janni are available as companions. However they should be considered unique, and may only be allocated to one character each—chosen from those playing in the premiere of the event.

Tangbert will inform the characters that they are welcome in the region whenever they wish,

and their deeds will be remembered. They may leave the Oskindal-Rikkendal area knowing that they depart with good names.

**The End**

## **Experience Point Summary**

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

Award the total value (objectives plus role-playing) to each character.

### **Encounter One**

Taking no damage from falling rocks 25 xp

### **Encounter Two**

Discovering Zibwickling on their own 25 xp

### **Encounter Three**

Noticing, on their own, the spear is missing 25 xp  
Noticing the 'hidden' stab wounds 25 xp  
Deciding, on their own, to use Neussi 25 xp

### **Encounter Four**

Taking no damage from the ice trap 25 xp

### **Encounter Five**

Defeating the mercenaries 150 xp

### **Encounter Six**

Defeating Brunegger's group 250 xp  
Helping to put out the fire 50 xp

Total experience for objectives 600 xp

Discretionary role-playing award 0-50 xp

**Total possible experience 650 xp**

## **Treasure Summary**

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of

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

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

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

#### Encounter One

- Dog (Value 25gp): This hound acts as a personal companion, a guard, a faithful defender and an expert tracker. So long as he is treated well he will be loyal and obedient.

**Dog:** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SA none; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

**Skills:** Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

**Special Qualities:** Scent: Dogs receive a +8 racial bonus to Wilderness Lore check when tracking by scent

#### Encounter Two

- Club (0gp)
- Dagger (2gp)

#### Encounter Five

- 24gp, 25sp
- Arrows (40) (Value 2gp)
- Battleaxe (Value 10gp)
- 2 Bucklers (Value 16gp each)
- Chain Shirt (Value 100gp)

- 4 Daggers (Value 2gp each)
- 2 Large Wooden Shields (Value 8gp each)
- Longbow (Value 75gp)
- Longsword (Value 16gp)
- Mighty Composite Shortbow (+1 Str Bonus) (Value 150gp) Should you have a Strength bonus you may add part of it—no more than +1—to damage from missile attacks when using this bow.
- 2 Shortswords (Value 2gp each)
- 3 Short swords (Value 10gp each)
- 5 sets of Studded Leather (Value 25gp each)

#### Encounter Five

- 27gp, 13sp
- Bolts (10) (Value 1gp)
- Bullets (10) (Value 1sp)
- Chain Shirt (Value 100gp)
- 3 Daggers (Value 2gp each)
- Leather Armor (Value 10gp)
- Light Crossbow (Value 35gp)
- Light Flail (Value 8gp)
- 2 Shortswords (Value 2gp each)
- 2 Short swords (Value 10gp each)
- Sling (Value 0gp)
- Small Wooden Shield (Value 3gp)
- Studded Leather Armor (Value 25gp)

#### Encounter Six

- Favor of the Residents of Oskindal & Rikkendal. (One per PC): You are well regarded in the Oskindal-Rikkendal region. Locals of this area will automatically have a beginning reaction of Friendly towards you. They will provide you with basic meals and accommodation so long as you do nothing to break their trust.

# Appendix: Encounter Statistics

## Player Introduction

**Arald Zussrig, male human Ftr3:** CR 3; Medium humanoid (5 ft. 10 in. tall); HD 3d10+9; hp 24; Init +0; Spd 30; AC 13 (+3 hide); Atks +7 melee (1d8+3 [crit x3], shortspear); SA none; SQ none; AL LG; SV Fort +6, Reflex +1, Will +2.

Str 17, Dex 10, Con 16, Int 11, Wis 13, Cha 11.

**Skills:** Climb +5, Craft (brewing) +2; Craft (stonemason) +4, Handle Animal +2, Ride +2.  
**Feats:** Cleave, Improved Bull Rush, Power Attack, Weapon Focus (shortspear).

**Equipment:** shortspear; hide armor.

**Little Janni, male ogre Com1:** CR 2; Large Giant (9 ft. tall); HD 4d8+11 (ogre) + 1d4+2; hp 31; Init +0; Spd 30; AC 14 (-1 size, +5 natural); Atks +5 melee (1d6+5, quarterstaff), +0 ranged (1d4+5, rock); SA none; SQ none; AL LG; SV Fort +6, Ref +0, Will +0

Str 21, Dex 10, Con 15, Int 10, Wis 8, Cha 8.

**Skills:** Climb +7, Handle Animal +3, Jump +7. **Feats:** Toughness.

**Equipment:** Walking stick (quarterstaff).

## Encounter One

**Dog:** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40; AC 15 (+1 size, +3 Dex, +1 natural); Atks +2 melee (1d4+1, bite); SA none; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

**Skills:** Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

**Special Qualities:** Scent: Dogs receive a +8 racial bonus to Wilderness Lore check when tracking by scent.

**Falling Rock:** 2d4; Reflex save (DC 15 half damage, DC 20 to avoid); Listen (12) or Spot (15) for warning and -5 to listed Reflex save DCs.

## Encounter Two

**Lentidly Zibwickling, female gnome Drd3/Wiz(ILL)4:** CR 6; Small humanoid (3 ft. 4 in. tall); HD 3d8+4d4+7; hp 27; Init +1; Spd 20; AC 16 (+1 size, +2 Dex, +3 barkskin); Atks +1 melee (1d4-1, dagger), +4 ranged (1d4-1, sling); SA spells; SQ none, AL NG; SV Fort +4, Reflex +3, Will +5.

Str 8, Dex 14, Con 13, Int 16, Wis 15, Cha 12.

**Skills:** Animal Empathy +8, Concentration +11, Handle Animal +8, Intuit Direction +4, Knowledge (arcane) +11, Knowledge (nature) +11, Scry +7, Spellcraft +7, Wilderness Lore +11; **Feats:** Scribe Scroll, Silent Spell, Still Spell;

**Equipment:** dagger; sling

**Wizard Spells (7/6/5/4):** 0—dancing lights, detect magic (x2), flare (x2), ghost sound (x2); 1st—change self, color spray, hypnotism, sleep, ventriloquism (x2); 2nd—blur, hypnotic pattern, invisibility (x2), mirror image; 3rd—dispel magic, displacement, lightning bolt, sleet storm.

**Druid Spells (6/4/3):** 0—cure minor wounds, detect magic, flare, guidance, read magic, resistance; 1st—entangle, obscuring mist; 2nd—barkskin, charm person, chill metal.

**Wenkel Strube, male human Com1:** CR 1/2; Medium humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +2 (Dex); Spd 30; AC 12 (+2 Dex); Atks +0 melee (1d6, club); SA none; SQ none, AL CN; SV Fort +0, Reflex +2, Will +0.

Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 8

**Skills:** Handle Animal +1, Wilderness Lore +1.

**Equipment:** club, dagger

## Encounter Three

**Tangbert Rodder, male human Wrr3:** CR 1.5; Medium humanoid (6 ft. 2 in. tall); HD 3d8+9; hp 21; Init +1 (Dex); Spd 30; AC 14 (+3 hide, +1 Dex); Atks +7 melee (1d8+4 [crit x3], shortspear), +4 ranged (1d6 [crit x3], shortbow); SA none; SQ none, AL N; SV Fort +5, Reflex +1, Will +0.

Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 12

**Skills:** Climb +3, Wilderness Lore +2. **Feats:** Point Blank Shot, Power Attack.

**Equipment:** shortbow, arrows (20), shortspear; hide armor

**Rikkendal Hunters (7), male human Wrr1:** CR 1/2; Medium humanoid (5 ft. 10 in. tall); HD 1d8+2; hp 6; Init +1 (Dex); Spd 30; AC 14 (+3 hide, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear), +2 ranged (1d6 [crit x3], shortbow); AL N; SV Fort +4, Reflex +1, Will +0.

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

**Skills:** Climb +3, Wilderness Lore +2. **Feats:** Power Attack;

**Equipment:** shortbow, arrows (20), shortspear; hide armor

## Encounter Four

**Neussi Trufelschnuit, Pig:** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3 (Dex); Spd 30; AC 15 (+1 size, +3 Dex, +1 natural); Atks +0 melee (1d3+1, bite); SA none; SQ Scent; AL N; SV Fort +4, Ref +5, Will +2.

Str 7, Dex 17, Con 14, Int 4, Wis 12, Cha 8.

**Skills:** Listen +4, Spot +4, Swim +3, Wilderness Lore +1.

*Special Qualities:* Scent: Neussi receives a +15 racial bonus to Wilderness Lore check when tracking by scent.

**Natural Ice Trap:** 1d6 (Ice Shards); Reflex save (DC 12 to avoid); followed by:

**Freezing Water:** 1d4 per round; Fortitude save (DC 15 for half damage)

## **Encounter Five**

**Lutho Hooss, male human Rgr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 7; Init +2 (Dex); Spd 30; AC 16 (+3 studded leather, +1 buckler, +2 Dex); Atks +3 melee (1d6+1 [crit 19-20/x2], short sword) +3 ranged (1d6+2 [crit x3], composite shortbow); SA none; SQ favored enemies—elves; AL N; SV Fort +2, Reflex +2, Will +0.

Str 14, Dex 15, Con 14, Int 11, Wis 13, Cha 8

*Skills:* Climb +4, Hide +4, Intuit Direction +3, Knowledge (nature) +4, Move Silently +4, Wilderness Lore +5. *Feats:* Point Blank Shot, Precise Shot, Track.

Equipment: mighty composite shortbow (+1 Str bonus), arrows (20), short sword, dagger, studded leather armor, buckler, pouch with 5gp and 12sp.

**Bógg Riddel, male human Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 7; Init +2 (Dex); Spd 30; AC 16 (+3 studded leather, +1 buckler, +2 Dex); Atks +3 melee (1d6+2 [crit 19-20/x2], short sword), +3 ranged (1d8 [crit x3], longbow); SA none, SQ none, AL LE; SV Fort +2, Reflex +2, Will +0.

Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills:* Knowledge (military) +2. *Feats:* Point Blank Shot, Far Shot, Precise Shot.

Equipment: longbow, arrows (20), short sword, studded leather armor, buckler, pouch with 2gp and 5sp.

**Greeg Vasker, male humans Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+6; hp 11; Init +1 (Dex); Spd 30; AC 14 (+3 chainmail, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL LE; SV Fort +4, Reflex +1, Will +0.

Str 15, Dex 12, Con 15, Int 10, Wis 10, Cha 10.

*Skills:* Climb +4. *Feats:* Endurance, Power Attack, Toughness.

Equipment: shortspear, short sword, dagger, studded leather armor, pouch with 3gp.

**Linden Jigge, male human Ftr1:** CR 1; Medium humanoid (5 ft. 9 in. tall); HD 1d10+6; hp 11; Init +1 (Dex); Spd 30; AC 14 (+3 chainmail, +1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL LE; SV Fort +4, Reflex +1, Will +0.

Str 14, Dex 12, Con 14, Int 11, Wis 10, Cha 11

*Skills:* Knowledge (military) +2. *Feats:* Endurance, Power Attack, Toughness.

Equipment: shortspear, shorts word, dagger, studded leather armor, pouch with 3gp.

**Brigley Doone male human Ftr1:** CR 1; Medium humanoid (6 ft. 2 in. tall); HD 1d10+6; hp 12; Init +0; Spd 30; AC 15 (+3 chain shirt, +2 shield); Atks +5 melee (1d8+2 [crit 19-20/x2], longsword); SA none, SQ none, AL LN; SV Fort +4, Reflex +0, Will +0.

Str 17, Dex 11, Con 16, Int 10, Wis 9, Cha 8.

*Skills:* Climb +2, Knowledge (military) +2, Ride +2. *Feats:* Power Attack, Toughness, Weapon Focus (longsword).

Equipment: longsword, dagger, studded leather armor, large wooden shield, pouch with 6gp and 8sp.

**Ranter Gravemaker male dwarf Ftr2:** CR 2; Medium humanoid (4 ft. 5 in. tall); HD 2d10+8; hp 21; Init +0; Spd 20; AC 16 (+4 chain shirt, +2 shield); Atks +5 melee (1d8+3 [crit x3], battleaxe); SA dwarven traits, SQ dwarven traits, AL LE; SV Fort +9, Reflex +0, Will +4.

Str 16, Dex 10, Con 18, Int 10, Wis 15, Cha 6

*Skills:* Climb +6, Knowledge (military) +4. *Feats:* Power Attack, Cleave, Great Fortitude;

Equipment: battleaxe, chain shirt, large wooden shield, pouch with 5gp.

## **Encounter Six**

**Rikkendal Villagers (8), human Wrr1:** CR 1/2; Medium humanoid (5 ft. 10 in. tall); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +3 melee (1d8+2 [crit x3], shortspear); AL N; SV Fort +3, Reflex +1, Will +0.

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

*Skills:* Climb +3, Wilderness Lore +2. *Feats:* Power Attack;

Equipment: shortspear.

**Nürbert Brunegger, male human Ftr3:** CR 3; Medium humanoid (5 ft. 11 in. tall); HD 3d10+12; hp 27; Init +5 (Dex, improved initiative); Spd 30; AC 16 (+2 Dex, +4 chain shirt); Atks +7 melee (1d8+3 [crit x3], shortspear); SA see below; SQ none, AL NE; SV Fort +6, Reflex +3, Will +2.

Str 16, Dex 14, Con 16, Int 12, Wis 13, Cha 14

*Skills:* Climb +6, Knowledge (military) +5, Ride +6. *Feats:* Improved Initiative, Endurance, Power Attack, Toughness, Weapon Focus (shortspear);

*Special Attacks:* So long as he uses the Spear of Allitur, he has a -2 attack penalty. If he rolls a 1 then his opponent receives a free attack of opportunity.

Equipment: shortspear; short sword, dagger, chain shirt, pouch with 10gp, Spear of Allitur.

**Gluelle Knoophaar, female half-elf Clr2:** CR 2; Medium humanoid (5 ft. 11 in. tall); HD 2d8+2; hp 10; Init +1 (Dex); Spd 30; AC 15 (+1 Dex, +3 studded leather, +1 shield); Atks +2 melee (1d8+1 [crit x2], light flail); SA half-elven traits,



spells, Smite ability; SQ half-elven traits, AL LE; SV Fort +4, Reflex +1, Will +5.

Str 12, Dex 12, Con 12, Int 13, Wis 15, Cha 13

Skills: Concentration +5, Heal +6, Knowledge (religion) +5. Feats: Combat Casting, Martial Weapon Proficiency (Light Flail), Weapon Focus (Light flail);

Special Attacks: Smite—Once per day, Gleuelle may use this ability to add +6 damage (+4 base, +2 level) to one attack.

Cleric Spells (6/4+1): 0—*inflict minor wounds, detect magic, guidance, mending, read magic, resistance*; 1st—*bane, cause fear, command; doom*, Domain—*inflict light wounds <or> magic weapon*.

Equipment: light flail, studded leather armor, small wooden shield, pouch with 5gp and 2sp.

**Didwick 'Shadow' Lubdud, male gnome Rogr:**

CR 1; Small humanoid (3 ft. 5 in. tall); HD 1d6+1; hp 4; Init +8 (Dex, improved initiative); Spd 20; AC 16 (+1 size, +3 Dex, +2 leather); Atks +0 melee (1d6 [crit 19-20/x2], short sword), +3 range (1d8 [crit 19-20/x2], light crossbow); SA gnomish traits; SQ gnomish traits, AL CN; SV Fort +1, Reflex +5, Will +2.

Str 10, Dex 16, Con 12, Int 10, Wis 9, Cha 9

Skills: Balance +6, Climb +3, Hide +7, Jump +4, Listen +5, Move Silently +7, Search +4, Spot +3, Tumble +5. Feats: Improved initiative;

Equipment: short sword, dagger, light crossbow, bolts (10), leather armor, pouch with 9gp and 13sp.

**Ogberg Schuss, male human Sor1:**

CR 1; Medium humanoid (5 ft. 11 in. tall); HD 1d4+1; hp 6; Init +2 (Dex); Spd 30; AC 12 (+2 Dex); Atks +0 melee (1d9 [crit x3], shortspear), +2 range (1d4 [crit x2], sling); SA spells; SQ none, AL LE; SV Fort +2, Reflex +2, Will +3.

Str 11, Dex 14, Con 14, Int 14, Wis 12, Cha 14

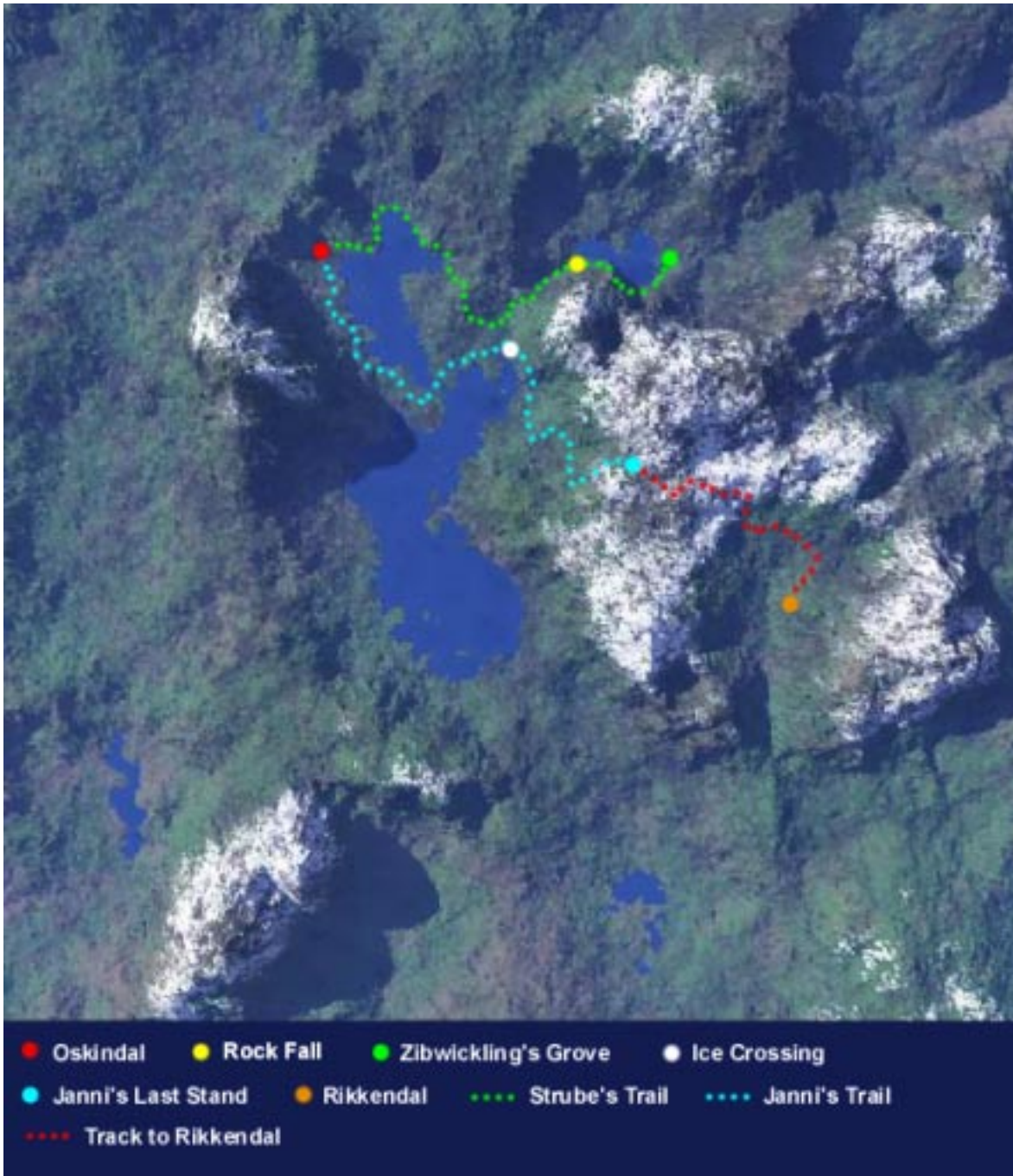
Skills: Concentration +6, Knowledge (arcane) +4, Spellcraft +4. Feats: Combat Casting, Toughness;

Sorcerer Spells (7/5): 0—*daze, detect magic, mage hand, ray of frost*; 1st—*burning hands, magic missile*. Equipment: shortspear, dagger, sling, bullets (10), pouch with 3gp.

# DM Aid

## DM Aid #1

Map of the Oskindal-Rikkendal Region



Note: Map width is 10 miles

## Player Handout #1

Map of the Oskindal-Rikkendal Region



Note: Map width is 10 miles

## **Player Handout #2**

### **The Tale of Aeric Zussrig**

In the dark time, when the cantons of Perrenland lay under the sway of the Arch-Mages Iggwilv, brave men were many, but they died all too soon. Never ones to bend to the shackles of oppression, the Perrenlanders fought bitterly against Iggwilv's minions. But the she-fiend was cunning, and she sent her servants to seek and slay the leaders of men, those who could best direct rebellion against her. Many a brave fellow was slain in foul means, cruel punishment for daring to oppose the great witch. Yet not all of the realm's heroes succumbed to the evil.

One such champion was Aeric Zussrig, a warrior of Clan Vuurward. Aeric had been a skilled warrior for years, even since his early youth, and a war band that counted his spear amongst their number was considered lucky. He was held to be a fair man—though not a priest, he was devout in his duties to Allitur—and his counsel was as sought after as his spear. In the time of Iggwilv's dark dominion, Aeric was counted an old man, for he had seen more than six decades. Yet he was as hale as any, and had times been better he would have joined his fellow spearmen in the annual hire for service in foreign armies.

Now Aeric was determined to hold against the might of the witch's servants, and he urged his fellows to do likewise. He knew that Iggwilv would outreach herself and that her downfall would come in time. Few were as fervent in their resistance to the occupation, and this raised the ire of the foe. But Aeric was wily, and he could never be found if he did not wish so. He led his band on lightning raids against the enemy, slaying without pity before disappearing as quickly as they had arrived. Iggwilv herself declared that Aeric Zussrig must be slain at all costs.

The witch ordered Jorgric Fellbrood, one of the feared Ogre Magi, to destroy Aeric. Fellbrood was a dangerous foe, for he was as cunning as he was evil. Through dark means he learned where the steading of the Zussrig family could be found, and he sent his minions there. Aeric's family fought bravely, his youngest son most of all, but they were no match for Fellbrood's servants. They were chained and brought to the ogre, who let it be known that they would die unless Aeric surrendered.

Though urged otherwise by his companions, Aeric journeyed alone to Fellbrood's camp. Unarmored, he took only his spear and the strength of his heart. When Fellbrood saw Aeric, he laughed and cursed him for a fool, promising that his head would soon lie with those of his family. With a great cry of "Allitur!" Aeric sprang at the Ogre Mage, his spear alight with a holy glow. Fellbrood unleashed cruel enchantments at Aeric, yet the old warrior still charged. A vicious duel was fought between them, and Aeric's body was rent by cruel wounds, yet he would not succumb. Each time the old man bowed under a blow the spear would flare, and Aeric would rise again. Finally, his blood flowing freely, Aeric drove his spear into Fellbrood's chest, and the ogre gave a great cry of dismay and perished. The servants of Fellbrood, horrified at their master's end, fled in panic.

But Aeric's death was assured too, for his wounds were grievous. A true warrior to the end, he urged his family not to mourn his passing, for had he not met a hero's end? He implored them to strengthen their hearts and resist Iggwilv's evil, for her own end would surely come, and then his soul slipped away. Fearful that Fellbrood's servants might return, Aeric's family took his head and his spear, and made good their escape. Upon return to their clan, they had Aeric's head preserved in the traditional fashion, and placed in the position of honour within the steading.

Soon after, as Aeric had predicted, Iggwilv overreached herself and her power slipped from her fingers. Its people regained dominion over Perrenland, and the witch's forces were exterminated with great vigour.

The spear of Aeric was passed down through the Zussrig family, and many of those who carried it became heroes in their own right. Though in appearance a plain weapon, the spear never broke, and its blade's edge stayed keen. It was said that the blessing of Allitur remained upon the spear, and drove those who wielded it to brave deeds.



**Player Handout #3**

**Views of the Region**



Oskindal



Oskindal

Rikkendal