



Sick at Heart

A D&D Living Kingdoms of Kalamar[®] Adventure

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Blown off course, the PCs are offered the job of finding the cure for a militant hobgoblin nation.

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

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Part Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

Although it is early summer, the beginning of Declarations, in Svimohzia it is always warm. Farther south than Pekal, the stars are unfamiliar, and the complaints of the Deji soothsayers in Independence Square seem far away indeed.

MODULE NOTES

This module is a fairly standard dungeon crawl that attempts to offer a moral twist at the end. At the same time, this module is a tour of Svimohzia and gives the PCs a chance to explore a place where they haven't yet been. If you, as the Judge, have access to the Kingdoms of Kalamar Campaign Setting Sourcebook, it is recommended that you read the section on Svimohzia and have a map of the continent available for the players to see. All relevant geographic and political information has been provided in the Background section.

BACKGROUND

According to legend, all humans originally came from Svimohzia and arrived in Kalamar with the help of The Traveler and the hindrance of The Storm Lord. Trade exists between Brandobia, Kalamar, the Reanarian city-states, and the various Svimohzish countries.

The PCs begin the adventure limping into port in the nation of Ahznomahn. Ahznomahn, called "the Kingless Land," is a plutocracy, with every Ahznomahn-born citizen that has a net worth of over 75,000 gold Anvims having the right to a seat in Parliament, if that person so chooses. Parliament controls all the government functions, including the military, and is located in the capital Zha-nehzmish, the port city where the PCs land. Though Zha-nehzmish is actually on an island to the East of the Svimohzish continent, Mezh-Vowmi Isle, the country of

Ahznomahn includes land on the easternmost portion of the continent.

In Zha-nehzmish, the PCs encounter Aleshdin getting swindled. Aleshdin is the head of the local garrison, an accomplished acrobat, horseman, and combatant, and is approaching the level of wealth required to join the Parliament, following in the footsteps of his father. He's a good man who cares about his country, wants to make it secure, and ensure his own wealth and political clout all in one fell swoop. Parliament members are called *zurenas*.

Years ago, an army of hobgoblins swept out of Ul-Karg and shattered the Meznamishii Empire into the several states that exist today, including Ahznomahn. The hobgoblins were eventually defeated, with the aid of a dwarven army from the Menamo Hills, but Ahznomahn had seceded from the kingdom, as had a number of other states, and Meznamish was too weakened at the time to gain their errant territories back.

Since that time the Kargi hobgoblins have not troubled the humans. Most humans think that this means that the hobgoblins have been permanently defeated. This is utterly false: instead, the Kargi have founded three cities and developed sea travel, mostly trading with Brandobian and Pel Brolenese pirates.

Aleshdin knows that the hobgoblins are a growing threat, because he has had some business ventures interrupted by their pirates. He feels that it is in Ahznomahn's interest to keep an eye on the Kargi, and he has come up with a way to do that.

The Kargi's premier military unit is based in Burzumagh, the City of Plague, and is commanded by Tullum, a tough, deadly swordsman. He has trained his unit to be one of the best military units on Tellene, short of Emperor Kabori's First Legion. However, the city of Burzumagh is right in the middle of the Zamul Forest and is subject to an astounding number of diseases, so large numbers of his troops are frequently too ill to fight.

Aleshdin has, with the aid of some diviners, found that there is a cure for two of the worst diseases of the area. He doesn't know the form of the cure, but he knows that it is in the Vohven Jungle and that the druid Miznamvho the Elder

knows where it is. His goal is to have the PCs find the cure, bring it back, and then he hopes to sell it. It will remain free to his people and will be sold to all other areas of Svimohzia. This can potentially gain him the goodwill of the Kargi, and at least gives him a spy in their camp, not to mention a bargaining chip should the Kargi ever decide to prepare for an assault. This ALSO gives him a leverage point with every other nation on Svimohzia, since he would have a greater control over the actions of the Kargi military than anyone else, putting him in a marvelous position to gain allies and funds.

The cure was placed behind a waterfall by a cleric of the Rotlord, as a test for newly ordained clerics. New clerics of the Rotlord are immediately infected with a number of diseases, and the only way to be cured is to gain the favor of the Rotlord and the more powerful clerics, leading to great devotion amongst new clerics. Unfortunately for the cleric who hid the cure, it wasn't disease that killed him, it was the giant spider that he nurtured to guard the cure. Such is life.

ADVENTURE SYNOPSIS

Introduction:

After a storm at sea, the PCs ship makes landfall in Zha-nehzmiah, well away from the intended destination. Stranded until repairs can be made, the PCs are greeted at the docks and offered the opportunity to explore the city.

Encounter 1:

After observing a swindle in the Poor Market, the PCs are approached by Commander Aleshdin. Impressed by their dealing with the swindle, Aleshdin outlines his plans to join the ruling council of Zha-nehzmiah. The PCs are offered a chance to help him in a business and strategic opportunity preventing diseases, and are offered a cut of the business.

Encounter 2:

After many days of travel, the PCs reach Emosvom. After searching through the town, they finally meet the person they were sent to find. Their contact, the druid Miznamvho the Elder, greets them coolly and provides the directions to the source of the cure.

Encounter 3:

The normally calm Izhoven River yields some surprises for the PCs. Gravity interferes with travel, and dinner is served--to the snakes.

Encounter 4:

The PCs reach the waterfall that is their destination. They must get up the back of the waterfall, through the door, past the traps, and into the spider's web.

Encounter 5:

The PCs meet the guardian of the source of the cure, a water elemental. The PCs must either release the unusually intelligent water elemental from its servitude or defeat it in combat. Then they must solve the puzzle to unlock the cure.

Encounter 6:

On their way home, the PCs encounter a hobgoblin raiding party from Burzumagh, looking for the cure. The PCs must decide where their loyalties lie.

Encounter 7 (Optional):

If time permits, the PCs may encounter some rough travel on the trip from the mainland to Zha-nehzmish. This is strictly optional, and the PCs can earn some bonus XP, but can still get full XP for the adventure without completing this encounter.

Conclusion:

The PCs head back to Zha-nehzmiah to find their ship ready, and to deal with their choices.

INTRODUCTION

Summary: After a storm at sea, the PCs ship makes landfall in Zha-nehzmish, well away from the intended destination. Stranded until repairs can be made, the PCs are greeted at the docks and offered the opportunity to explore Svimohzia.

Land ho! With a shout of praise to the Traveler, Captain Slovak begins to make his way from the aft deck towards you. Spars, lines, and sails litter the deck, and after three solid days of storms, the Mermaid's Tale is down to her mainsail and a flying jib.

Slovak reaches you, and says "Well, we're nowhere near Reanaaria Bay, and right now, we're not going to get there. We've been blown way south, and while I don't have charts of this area, I THINK that landmass to

the west is Svimohzia. I'm not sure what the land to the east is, but several years ago I saw a map that had an island due east of Svimohzia. Regardless, I see two ships heading toward the island. There may be a port there where we can at least patch up, if not get a complete refit. If it takes a while, you and your fellow travelers may want to see about employment in town. Better than getting press-ganged."

Give the PCs a chance to introduce themselves.

The hours crawl by, but there's a light breeze and a beautiful sky. Coming after a storm, the afternoon is more than pleasant. As the ship crawls into the harbor, you notice several docks and probably fifty ships loading or unloading. A harbormaster's skiff heads out to your ship, and after consulting with Captain Slovak, tosses a line to the ship and tows you to what is obviously a shipyard, complete with a drydock.

As the Mermaid's Tale docks, a fit-looking, middle aged woman trots down the pier toward the gangplank.

"Welcome to Zha-nehzmish, capital of Ahznomahn, the Kingless Land! I'm Worder Emeni Zalden, senior cleric of the Temple of the Stars here in the capital. And, judging from the repair of your ship, you might want to stop by our temple and give thanks to the Traveler for cheating the Storm Lord once again." She points up a street, and you can see the spire of one of the largest buildings in town rising above the warehouses, homes, and other temples nearby.

"Be careful in town for the next few days. The Quick Wit, a Pel Brolenese pirate ship, was also hit in that storm, and they lost some hands. They're under watch, but strangers can get pressganged pretty quickly, if you drink in the wrong tavern. Oh! Excuse me, I see another ship coming in. Good luck!"

Captain Slovak comes up to you as the spry cleric departs. "Might as well do as she says. Checked with the shipwright, and we'll be laid up for at least three weeks getting a new mast. I promise, we won't leave without you. Go explore the city."

ENCOUNTER 1

Business Arrangements

Summary: After observing a swindle in the Poor Market, the PCs are approached by Commander Aleshdin. Impressed by their dealing with the swindle, Aleshdin outlines his plans to join the ruling council of Zha-nehzmiah. The PCs are offered a chance to help him in a business and strategic opportunity preventing diseases, and are offered a cut of the business.

There are 6 major markets in Zha-nehzmish, which have a very wide variety of goods, including all the goods in the PHB, and a list of goods from Goods and Gear (see Player Handout 1). The PCs can attempt to haggle prices down, but that requires an Appraise check of DC 15+ATL to lower the prices by 10%. The vast majority of transactions are concluded in Merchant's Tongue. If the players have access to a copy of Goods and Gear, they may purchase any other items available in Svimohzia that are not listed in Player Handout 1.

The Poor Market, despite its name, does a thriving business in things mundane. The jewelry stalls sell cheap, gaudy bronze and shell pieces, but the cobblers, food vendors, coopers, and blacksmiths sell good if humble items. You see no filigree covered swords, no silk gowns, no delicacies, but kitchen knives, aprons, and a delightful smelling concoction that is referred to as "maziwaya" can be found every few feet.

Ahead of you is a man with a military bearing, dressed in chainmail and wearing what appears to be an officer's plume on his helmet. He is haggling with a baker about the price of bread, and appears to be getting his way. Finally, the baker tosses up his hands in frustration, and extends his hand for payment. The officer smiles, and puts a small coin pouch into the man's hand.

Have the PCs make Spot checks versus DC 17+ATL. Any who pass see the baker pull an identical pouch of coins out of his apron.

Suddenly, the baker begins to shout and wave his right hand in the air. His left hand is clutching the pouch of coins tightly.

If any of the PCs speak Svimohzish, they hear the baker shouting the following:

"Guards, guards! Help! Counterfeiter! He's trying to swindle me! Help!"

To all PCs, read the following:

Immediately, two guards come hustling down the lane. In a rapid flurry of Svimohzish, the baker explains his side. The officer's mouth becomes more and more tightlipped, and as the baker finishes he launches into a furious tirade of invective and counterarguments.

Let the PCs intervene at this point. Both the officer (Commander Aleshdin) and the guards speak Merchant's Tongue, but the baker only speaks Svimohzish.

- Knowledge: Local (Svimohzia, Ahznomahn, or Zha-nehzmish) DC 20 or Appraise DC 15 determines that this swindle is sometimes called "flipping the coin."
- The guards can be persuaded to let Aleshdin go with a DC 20+ATL Diplomacy check.
- If any of the PCs saw the baker make the switch in coins, and speaks up, this grants a +5 circumstance bonus.
- If any of the PCs speak in something other than Svimohzish, there is a -2 circumstance penalty.
- If the PCs suggest to search the baker, they can make a Diplomacy check DC 10+ATL to convince the guards (include the -2 penalty from above). They can then make a Search Check DC 10 to find the coins. This grants an automatic success.

From here, there are two options. If the PCs intervene, read Encounter 1A. If the PCs are fail to intervene, read Encounter 1B.

Encounter 1A

The guards arrest the baker, and march him off to who knows where. The officer comes up to you and bows.

"Thank you for your assistance, kind visitors. Don't worry about the baker, he'll be fined at a courthouse and then released. I'll hold no grudge. My name is Aleshdin, and I am commander of the local garrison.

I'd be honored if you'd join me in a drink and a meal."

If the PCs refuse, Aleshdin thanks them anyway, and the mod is over. They are welcome to change their minds before he walks away.

If the PCs say yes, read the following boxed text. Information for questions is presented after Encounter 1B, which may/should have the same questions.

Aleshdin leads you out of the Poor Market past perhaps a dozen marble columned mansions, and into a well appointed tavern with a sign of a champagne flute hanging above the door. He leads you to a table that has seats on either side, but not at the ends. A set of pewter plates, bowls, and mugs are upside down in front of each seat. As you take your seats, Aleshdin turns over his tableware and calls out an order to a waitress. In rapid fire Svimohzish, he orders some mombazah, maboza, and nindiz.

- Spot, Diplomacy, or Knowledge (local) DC 10 sees or knows that the food will be placed on the empty ends of the table, passed around, and will stay on the ends of the table throughout the meal.
- Knowledge (Local: Svimohzia) DC 12 gains all the following information. The players can also ask to find out, at no DC.
- Mombazah is dish of hot oysters on a bed of rock salt.
- Maboza is a thin cornmeal bread.
- Nindiz is a dessert of bananas cooked in banana leaves.

"Again, thank you for your help. You seem to be people who are honest and competent. Are you also willing to make a profit? Of course you are. Let me explain. Ahznomahn is the only nation that I know of that does not have a king. We are ruled by a Parliament made up of the wealthiest individuals in the country. Anyone worth over 75,000 gold Anvims is automatically allowed to serve if he or she so chooses. My father is a member of Parliament, or a zurena, and I am hoping to follow in his footsteps. I've recently come across a business opportunity that requires someone to travel to the Vohven Jungle by way of Emosvom and I am

currently unable to go because of my duties as garrison commander. Are you interested?"

All information to questions is presented at the end of Encounter 1B. If the PCs say yes, give them the Business Opportunity cert at the end of the module. This cert is ONLY available to those characters who do Encounter 1A. If the PCs say no, Aleshdin tries to convince them again, and if they still say no, he enjoys his meal, thanks them, goes on his way, and the mod is over.

Encounter 1B

After cursing a blue streak, the officer reaches into his cloak and withdraws a larger purse. He pays the baker again, and then hands some gold to the guards. The guards give him a receipt, and then walk away.

The officer looks at you with contempt in his eyes. He walks towards you. Sarcasm dripping from his voice, he says, "Thank you for your aid, foreigners. It was so far out of your way to stand there and do nothing, I greatly appreciate it. I am Commander Aleshdin, and I stand close to inheriting a seat in our ruling Parliament. My father is an honest man, and so am I. Now, you, on the other hand, are worthless scum, and I want you out of my city. I am, in fact, prepared to PAY you to leave my city. I have something I need retrieved from the Vohven Jungle, and I don't want to send anybody I either trust or like. You'll do fine. I'll offer you 200 Anvims each to go, retrieve my item, and get out of my city. And, with a little luck, some of you will die on the way. What say you?"

If the PCs refuse, the mod is over. If the PCs say yes, let them ask questions and gain some of the following information.

How much are we getting paid?

"200 Anvims per person, plus whatever you find on the way, barring what I'm sending you for."

What are you sending us after?

"My contacts amongst the diviners here in the city have determined that there is a cure for some of the more virulent diseases on the continent hidden in the Vohven Jungle. A man of nature in the city of Emosvom, named Miznamvho knows the way, and I've

made some contacts with him. He's offered to give directions to whatever agents I send".

Why do you want this cure? / What is your interest?

"My interest is manifold. I would, initially, like to make the cure available to the citizens of my country, at a very low charge. I would also charge a higher fee to citizens of any other country. Most importantly, I will use this as a bargaining chip with the hobgoblins of Ul-Karg."

Why the hobgoblins?

"Many years ago, the hobgoblins came out of their mountains and wreaked such havoc that the coalition of a the dwarven kingdom and the human empire barely turned them back, and the human empire was so strained that it fell apart internally. The Kargi were broken, but it appears, I fear, they are growing again. Fortunately, their most powerful military unit is based in Ronazagh, the City of Plague. Their commander, Tullum, will pay dearly to keep his company healthy. Getting this cure gives me a bargaining chip with him, and potentially with the other human nations on the continent. So I want to throw a leash on the hobgoblins, gain a political advantage over the other human nations, and make a profit while at the same time protecting my country."

Where is this cure? / How do we find it?

"The cure is in the Vohven Jungle, but you must first go to Emosvom for directions into the jungle. Emosvom is across the Strait to the mainland, then 11 days inland, crossing the Zazahni border, to Emosvom on the Izhoven River. Any further directions you'll need to get from Miznamvho when you get to Emosvom."

Who is Miznamvho?

"He is a learned man of the jungle. He occasionally helps send treasure hunters into the jungle. He is not entirely to be trusted, as he may have sent some groups to their death, but the rumors only say he does that to people who offend him. I have been very careful in my contacts to avoid that."

What diseases will this cure?

"Supposedly, it will cure orc shingles, black plague, fen waste, goblin pox, rotting death and gladiator's foot."

Where do we meet you?

"Come to my garrison, up the hill past this restaurant, at any time. Just knock on the door, and my subordinates will see you in."

ENCOUNTER 2

Here, there, everywhere

After many days of travel, the PCs reach Emosvom. After searching through the town, they finally meet the person they were sent to find. Their contact, the druid Miznamvho the Elder, greets them coolly and provides the directions to the source of the cure.

This is primarily a role play encounter. Once the PCs get in the town, there is no boxed text until they get directed back out to Miznamvho. They should have to talk to at least three people before getting directed back to the man outside the gate (Miznamvho). A number of NPCs with brief descriptions are provided for your convenience. NPCs can either say they don't know, or direct the PCs to another NPC. Allow Sense Motive, Gather Information, and Diplomacy rolls if people ask to make them, but no set DCs are given. This should be kind of like a dog chasing it's tail, but should not take more than 20 minutes.

Ahead, the Izhoven River glistens under the noonday sun. A walled town hugs the river, on both sides, with two bridges connecting the banks and dozens of piers and docks reaching out into the current. As you follow the road down, before you enter the walls, you pass by a small house with a well cultivated garden. An old man in a yellow tunic is on his knees weeding. Glancing up, he grunts perfunctorily, "Welcome to Emosvom. Can I help you?"

If and ONLY if the PCs ask for a Sense Motive check, they can make one at DC 27+ATL to know that this gentleman is keeping back the he knows who Miznamvho is. Of course, this IS Miznamvho and he wants to see how curious the PCs are.

"Miznamvho? I don't know him. You'll have to ask around inside town."

The following are some NPCs names and descriptions. Use no less than three but as many as you like beyond that. Feel free to use them or make up your own.

- Kellen the Blacksmith: Svimohzish, short, dark skin, dark eyes, very broad shoulders, spits when he talks.
- P'Tang the Fisherman: Svimohzish, short, lean, bald as an egg, small ears, smells of fish, reverses his subjects and verbs (e.g. "Seek you Miznamvho? Find him you will..."). Like a certain small green sci-fi puppet who can't be named for copyright reasons. Cousin to Carlu.
- Larna the tailor. Svimohzish, pretty, snooty, prim, dark hair in lots of braids. British accent if you can.
- Telam the Brandobian merchant: Ugly as sin, oily voice, pushy to buy things in his shop.
- Sasha the halfling child: Very, very short, cute as a button, holding a doll, playing in a small park.
- Vulci the half-hobgoblin cobbler: Furry, only speaks Kargi, happy to see customers, grows gruff with people who don't buy anything. She has good waterproof boots for sale for 10 gp.
- Arcim the butcher: Svimohzish, very tall, curly black hair neatly pulled back, blood spatters everywhere on his apron but the cleanest knives and store you've ever seen.
- Carlu the boat builder: Svimohzish, medium, pudgy, gnarled hands. Cousin to P'Tang.

When the PCs have talked to at least 3 people, the last person should send them back out the East gate to talk to Miznamvho

With the day wearing on, you head back out the East Gate. The old man is still on his knees, but as he sees you he starts to chuckle. "Welcome back. Didn't I see you going in this morning? Leaving so soon?"

Let the PCs grumble, whine, and accuse him of misleading them. Play out the following information, all of which should be made available.

- Yes, he's Miznamvho the Druid.
- Yes, he's been in contact with Aleshdin.
- Yes, he'll give the PCs the map to the cure.

- No, he doesn't know what form the cure takes.
- The way to get to the cure is down the Izhoven River about 150 miles, and then northwest along the major tributary for 30 miles.
- He knows there's a cure because nobody within 20 miles downstream of where he thinks it is ever gets sick, whereas the rest of the whole jungle is teeming with diseases.
- He's seen some priests of the Rotlord head upstream to try and find the cure and destroy it, but they've never come back.
- Nobody lives in the 20 miles downstream of the location, but every person who has entered it has been healed of illness.
- They can rent river boats from P'Tang the fisherman, and fit 3 people to a boat, with sufficient supplies for the trip.

ENCOUNTER 3 **Geronimo!**

The normally calm Izhoven River yields some surprises for the PCs. Gravity interferes with travel, and dinner is served--to the snakes.

It is possible for the PCs to avoid going over the waterfall. If they do, they still have to deal with the snakes after they carry their boats down the river bank and get back in the river.

The sluggish Izhoven River moves slowly southward into the jungle. Bright red and yellow birds fly over head during the day and hoot all night long. Tree sloths with moss hanging off them crawl slowly over the river. Once, you see one fall off a branch, and splash into the brown water. Immediately the water seems to boil as hundreds of small fish descend on the creature, reducing it to bones in a matter of seconds. Then there's a flash and an arc of electricity, and a eel begins to feed on the stunned piranhas.

Have the PCs make Profession: Sailor (or other relevant skills) checks DC 10+ATL to keep from flipping their boats near the piranhas. If they do, the can make it back into the boat safely, but they should be nervous about it. If anybody DOES fall in the water, DC 12 Fort save or contract fen waste and feel dizzy, unable to concentrate, and suffer stupor.

Fen waste: Fort DC 12, Incubation 1d4 days, suffer 1d3 Intelligence damage.

Farther south you go, deep into the jungle. The howl of monkeys in the trees during the day is comforting compared to the glowing, many orbed eyes of the night. Ahead, the river splits around an island. To the left it appears calmer, flowing steadily, while to the right the water begins to churn white around the rocks.

Profession: Sailor or Survival DC 12+ATL for each boat should be made, to pick which side they want to take. If they fail, pick a side for them. They will make it safely through either, because the waterfall on the far side of the island is the real problem, but make them nervous either way they choose. The white water can ask for additional checks, while the calm side will probably get the "It's quiet. Too quiet" reaction.

As you round the island and see the other branch rejoin you, a vague sense of unease runs through your mind. There is a noise ahead that you can't quite make out.

Listen checks DC 10+ATL to hear a constant roaring sound that is growing louder. If they pass this, they get a +2 bonus to the subsequent boating checks to avoid the waterfall.

The roaring ahead grows, and your boats are tossed about. Ahead, you see...nothing. A large expanse of air, and a waterfall that your boats are rushing toward.

It requires two successful Profession: Sailor checks DC 20+ATL to get to shore and portage the boats. If either check is failed, over they go! They are falling within 5 feet of the wall, so monks CAN use their Slow Fall ability.

Portaging the boats requires two Strength checks DC 15. If they do make it to shore, they will still need to deal with the snakes once they put the boats back in at the bottom of the falls.

ATL 1:

Waterfall: 20 feet tall, 2d6 falling damage, half damage for falling into water.

ATL 3:

Waterfall: 30 feet tall, 3d6 falling damage, half damage for falling into water.

ATL 5:

Waterfall: 40 feet tall, 4d6 falling damage, half damage for falling into water.

ATL 7:

Waterfall: 50 feet tall, 5d6 falling damage, half damage for falling into water.

ATL 9:

Waterfall: 60 feet tall, 6d6 falling damage, half damage for falling into water.

ATL 11:

Waterfall: 70 feet tall, 7d6 falling damage. Full damage for hitting the rocks below

ATL 13:

Waterfall: 80 feet tall, 8d6 falling damage. Full damage for hitting the rocks below.

If the PCs manage to portage, modify the boxed text as appropriate.

The fall is exhilarating, and under safer circumstances, you might even recommend it as a pastime. After you reach the bottom of the waterfall, you are wet from spray and righting the boats, but not cold. No, the heat is almost oppressive, and you dry out in record time, and proceed right on to uncomfortably hot. However, the water is cooler, and many things enjoy the cooling flow...not to mention the camouflage.

Suddenly, your boats heave up and over, and on your arc toward the water, you catch a glimpse of reptilian eyes.

Have the PCs roll initiative, and roll Reflex saves DC 13+ATL or start the round prone, in the water. The PCs are in the middle of the 45 foot wide river, in water that is 3 feet deep. Medium PCs can act normally, but have their speeds reduced by half (to a minimum of 5 feet). Small PCs can try to Swim (DC 15) 15 feet toward a river bank to find water shallow enough to stand. They can also walk underwater at 1/4 their speed while holding their breath. Armor check and encumbrance penalties are doubled while swimming (PHB pg 84).

ATL 1:

1 Constrictor Snake; hp 22

ATL 3:

2 Constrictor Snakes; hp 22

ATL 5:

2 Advanced (5 HD) Constrictor Snakes; hp 38

ATL 7:

2 Advanced (7 HD) Constrictor Snakes; hp 65

ATL 9:

3 Constrictor Snakes, Giant; hp 67

ATL 11:

3 Advanced (14 HD) Constrictor Snakes, Giant; hp 98

ATL 13:

2 Advanced (18 HD) Constrictor Snakes, Giant; hp 156

ENCOUNTER 4
The Gauntlet

The PCs reach the waterfall that is their destination. They must get up the back of the waterfall, through the door, past the traps, and into the spider's web.

The PCs have enough time to heal and regain spells between encounters.

Days pass. Several hours after leaving the snakes behind, you see the tributary leading to the northwest that Miznamvho mentioned. After a more challenging trip upstream, you finally see another waterfall, this time from the base.

Although the waterfall stretches over 100 feet tall, you can make out a cave or hole about forty feet up. A small trickle of water flows out from the mouth and swirls into the river below.

The PCs must get into the mouth of the tunnel. If they choose to Climb, they can use a grappling hook, or can try it barehanded. The stones are wet, so the Climb DC for the stone is DC 15+ATL. Falling deals full damage.

The water leaking from the mouth radiates of weak conjuration magic to those who use *detect magic*.

The mouth of the tunnel is 20 feet in diameter, and the tunnel floor is very slightly slanted downhill towards the mouth. The water runs back beyond what can be seen.

Cobwebs fill the cavern, and a musty odor permeates the air.

This is a 200 foot long corridor of traps. 60 feet in, the first trap is a spider's web and pit trap, complete with spider(s). 60 feet further in is a diseased dart or spear trap. Another 60 feet in is some magical trap (Only for ATLS 3 and higher). See the map in the appendices for exact details. Descriptions for the DM follow. Feel free to describe what the PCs see.

The corridor is 200 feet long, and filled through with cobwebs. The cobwebs are thick enough to grant concealment (20% miss chance, and creatures can make Hide checks). They also obscure the floor, giving the PCs a -4 penalty on Search checks to find the traps and a -4 on Spot checks to see the waiting spiderwebs.

The cobwebs are flammable, and will burn off quickly. If they are lit on fire, they deal 1d4 points of fire damage to anyone inside the corridor. Lighting them on fire ALSO immediately alerts the Monstrous Spider(s), giving it/them a +2 bonus to initiative.

60 feet into the corridor is a concealed pit trap (see below) immediately followed by a large spider web. The spider web will catch any flying PCs, and the pit trap has also been lined with spider webs to hold anyone who falls in. Regardless of whether the PCs get caught in the trap, passing this point immediately causes the Monstrous Spider(s) to drop from the ceiling and attack.

If anyone falls into the pit trap, or they decide to check it, there is a skeleton at the bottom. The skeleton's robes have long rotted away, but there is a small tarnished brass symbol of a worm-eaten skull around his neck. A Knowledge (religion) check DC 25 recognizes that as the unholy symbol of a cleric of the Rotlord. Possibly more importantly, there is a certed block of adamantine underneath the skeleton. This should ONLY be given out if the PCs go to the bottom of the pit.

All ATLS:

From the bottom of the pit trap

- Block of Adamantine (Certed)
- Copy of the Endless Decay (Certed)

ATL 1:

1 Monstrous Web Spinning Spider, Medium (2 HD); hp 14

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 1; location trigger; DC20 Reflex save avoids; 10 ft deep(1d6, fall) plus Entangled (see Spiderweb, above); Search DC 24; Disable Device DC 20

ATL 3:

1 Monstrous Web Spinning Spider, Large (4 HD); hp 26

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 2; location trigger; DC 20 Reflex save avoids; 20 ft deep(2d6, fall) plus Entangled (see Spiderweb, above); Search DC 24; Disable Device DC 19

ATL 5:

2 Monstrous Web Spinning Spiders, Large (4 HD); hp 26

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 3; location trigger; DC 20 Reflex save avoids; 30 ft deep(3d6, fall) plus Entangled (see Spiderweb, above); Search DC 24; Disable Device DC 18

ATL 7:

2 Monstrous Web Spinning Spiders, Huge (8 HD); hp 55

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 4; location trigger; DC 20 Reflex save avoids; 40 ft deep(4d6, fall) plus Entangled (see Spiderweb, above); Search DC 25; Disable Device DC 17

ATL 9:

3 (Advanced) Monstrous Web Spinning Spiders, Huge (10 HD); hp 68

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 5; location trigger; DC 20 Reflex save avoids; 50 ft deep(5d6, fall)

plus Entangled (see Spiderweb, above); Search DC 25; Disable Device DC 17

ATL 11:

4 (Advanced) Monstrous Web Spinning Spiders, Huge (12 HD); hp 81

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 6; location trigger; DC 20 Reflex save avoids; 60 ft deep(5d6, fall) plus Entangled (see Spiderweb, above); Search DC 27; Disable Device DC 17

ATL 13:

4 (Advanced) Monstrous Web Spinning Spiders, Huge (15 HD); hp 91

Spiderweb: Spot or Entangled; Escape artist DC 16, Break DC 20, 14 HP, DR 5/-

Camouflaged Pit trap: CR 7; location trigger; DC 22 Reflex save avoids; 60 ft deep(5d6, fall) plus Entangled (see Spiderweb, above); Search DC 28; Disable Device DC 17

120 feet from the entrance, another 60 feet from the first trap, is a diseased dart or spear trap, depending on ATL. This is a simple location trigger, a 5 foot wide pressure plate stretching across the floor.

ATL 1:

Diseased Dart Trap: CR1; mechanical; location trigger; Atk +8 ranged (1d4 plus disease, dart); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 20; Disable Device DC 18.

ATL 3:

Diseased Javelin Trap: CR2; mechanical; location trigger; Atk +12 ranged (1d6+4 plus disease, javelin); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 20; Disable Device DC 18.

ATL 5:

Diseased Arrow Trap: CR3; mechanical; location trigger; Atk +16 ranged (1d8+2 plus disease, arrow); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 20; Disable Device DC 18.

ATL 7:

Diseased Dart Trap: CR4; mechanical; location trigger; Atk +15 ranged (1d4+4 plus disease, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 21; Disable Device DC 22.

ATL 9:

Fusillade of Diseased Dart Trap: CR5; mechanical; location trigger; Atk +16 ranged (1d4+1 plus disease, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 19; Disable Device DC 25.

ATL 11:

Fusillade of Diseased Spears Trap: CR6; mechanical; location trigger; Atk +19 ranged (1d8 plus disease, spear); multiple targets (1d6 spears per target in a 10-ft.-by-10-ft. area); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 26; Disable Device DC 20.

ATL 13:

Fusillade of Diseased Spears Trap: CR6; mechanical; location trigger; Atk +22 ranged (1d8+2 plus disease, dart); multiple targets (1d6 spears per target in a 10-ft.-by-10-ft. area); disease (filth fever, DC 12 Fortitude resists, incubation 1d3 days, 1d3 Dex plus 1d3 Con); Search DC 26; Disable Device DC 20.

180 feet from the entrance, 60 feet from the spear/arrow/dart trap, is the third and final trap, for ATLS 3 and higher.

ATL 3:

Burning Hands Trap: CR2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 5:

Burning Hands Trap: CR3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 7:

Glyph of Warding (Blast): CR4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft); Search DC 28; Disable Device DC 28.

ATL 9:

Fireball Trap: CR5; magic device; proximity trigger (*alarm*); no reset; spell effect (*fireball*), 8th-level wizard, 8d6 fire, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 11:

Fireball Trap: CR6; magic device; proximity trigger(*alarm*); automatic reset; spell effect (*fireball*), 10th-level wizard, 10d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

ATL 13:

Fireball Trap: CR7; magic device; proximity trigger(*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

After the last trap, there is a door. PCs, if they desire, can rest, heal, and regain spells before passing through the door.

ENCOUNTER 5

The Guardian

The PCs meet the guardian of the source of the cure, a water elemental. The PCs must either release the unusually intelligent water elemental from its servitude or defeat it in combat. To free the elemental and unlock the cure, they must solve a puzzle.

At the end of the tunnel stands a huge door made of badly tarnished brass. Water trickles underneath the door, flowing past you down the corridor. The door appears set into the wall, and clearly opens inward. The door is covered in cast bas-relief. Scenes of what look like sickhouses dominate, with clerics walking amidst the beds with what appear to be gleeful smiles. Rats play amongst the bedposts, and clouds of small dots, vaguely discernible as insects, cloud the air over the bodies.

Knowledge (religion) DC 10 recognizes this is likely a scene of the Rotlord's worship. There is no evil aura associated with the door, however.

The door is unlocked and not trapped, but is very large and heavy, and requires a DC 20+ATL Strength check to open it. Six Medium creatures can push on the door at one time.

Let the PCs be creative in bypassing the door.

Once inside, you see a large round chamber. In the center of the chamber, about 75 feet from the door, is a raised dais that has water spilling slowly out of it. The dais is surrounded by a small pool, almost moat-like, which is also slightly overflowing. There is a very shallow channel between the overflow and the door, and it looks very smooth, eroded by the slight trickle of water over time.

If there are any characters with the Stonecunning racial ability (mostly dwarves), read the following boxed text.

There are drips of water coming from the ceiling, and you realize that you are probably directly under the river that was forming the waterfall.

There is nothing else visible in the room, aside from the dais, but there is a concealed door (Search DC 20+ATL, Open Locks DC 22) off to the south side of the room. The door looks like a piece of the stone wall, so Stonecunning applies.

Concealed Wooden Doors: 1 in. thick; Search DC 20+ATL; Open Locks DC 22; hardness 5; hp 10; AC 5; Break DC 18

Aside from the dais and the concealed door, there is nothing in the room. There are no rats, skeletons, blood covered altars, carvings, traps, treasure chests, or screaming mushrooms. Nada, zip, zilch.

When the PCs get within 40 feet of the dais, the water elemental appears. The water elemental will not attack unless the PCs get within 30 feet, and even then reluctantly. If the PCs can figure out how to communicate with the elemental, there should be no combat.

A point in the dais radiates strong Conjunction magic, both from the bound water elemental and the healing properties of the water. The water functions as a potion of *remove disease* as needed.

As you approach the dais, a ripple moves through the water surrounding it. A huge wave appears from the water, and suddenly two eyes blink.

Knowledge (monster) or Knowledge (the planes) DC 26 recognizes a Huge Water Elemental.

Water Elemental, Huge: hp 152 (MM pg 100). This water elemental has a 10 Int, speaks only Aquan, but can understand, read, and write any of the common languages of Tellene. Communication should be tricky but possible. If the PCs should initiate combat, use the MM version of the Water Elemental. This should be a very, very hard encounter at low levels, and the GM should encourage them to find creative solutions instead.

The elemental raises an arm in a clear gesture to halt. It burbles and swishes at you, gesturing in a circle around the dais.

- The elemental is warning them to stay outside 30 feet of the dais, or it will be forced to attack. Anyone who can speak Aquan can understand it.
- It is being magically forced to guard the dais, and holds no animosity.
- It was summoned by the cleric of the Rotlord who first put the cure in the dais.
- It cannot free itself, because the release command must be spoken aloud in either Svimohzish, Low Kalamaran, or Brandobian.
- While it doesn't know the release command, when it was first summoned, it appeared at the dais just as the priest was coming through one section of the wall, but it doesn't remember which one.

Through the hidden door lies another, smaller chamber. It is circular, and there are words inscribed on the walls, in three different scripts. Scattered around the room are some boxes, a moldy bed, an empty arms rack, and a warped wooden cabinet with its door hanging open.

Hand out Player Handout 2 to any character who can read Svimohzish, Low Kalamaran, or

Brandobian. If none of the players can speak any of these languages, they can get the handout with a Decipher Script check, DC 18+ATL. They are in modern languages, but the saying is scrambled, so it is harder than it first appears to just decipher the scripts.

The following clues and treasure can be found with Search checks:

- Search DC 5: A=Y, on a sheet of parchment mildewing in one of the boxes.
- Search DC 10: Y=U, scrawled on the moldy mattress in what looks like very old blood.
- Search DC 15: U=O, carved into the upper strut of the weapons rack.
- Search DC 15: O=I, charred into the outside of the cabinet, beneath spiderwebs
- Search DC 18: I=E, chiseled into the inside door of the cabinet
- Search DC 19: E=A, very small carving beneath the Brandobian letters on the wall
- Search DC 21+ATL: Consonants = +3 from preceding consonants, scrawled in charcoal along the floor underneath the boxes.
- Search DC 21+ATL: A certed copy of the Endless Decay.

Give the PCs enough time to find the clues and decipher the puzzle. When they have, they need to say the phrase out loud to free the water elemental and raise the cure. Even if they fight the water elemental, they STILL need to speak the phrase out loud to get the cure to rise from the recess in the dais.

When the PCs speak the phrase aloud, read the following. Adjust as needed.

The blasphemous words ring out through the room, echoing back and forth across the stone walls. At each echo, water spurts from the dais and a pulse of light glows from the walls. The elemental bows to you, straightens, and collapses. Water fills your boots as, released from the holding magic, the water follows the path of least resistance, downhill, out of the chamber.

At the last echo, a small stone with a notch in the center rises up through the overflowing water of the dais. In the notch is a small metal vial.

With a *detect magic* and Spellcraft check DC 18, this vial radiates moderate Transmutation and faint Conjuraton (Healing) magic. The vial is a *decanter of endless water* enchanted to produce a continuous *remove disease* potion.

GM NOTE: This is NOT CERTED and the PCs cannot keep it. If they try, have the item's magic fail when they leave Svimohzia.

ENCOUNTER 6 **Decisions**

On their way home, the PCs encounter a hobgoblin raiding party from Burzumagh, looking for the cure. The PCs must decide where their loyalties lie.

With the cure in hand the return journey beckons. The vial is still overflowing, but slowly enough that it is easy to bail the boats.

The jungle is anything but quiet during the day. Howler monkeys keep up a gods-blasted racket, the birds and frogs sing the lovely songs of mating, and the occasional roar of a jaguar is enough of a reminder to be careful at night.

Of course, jaguars are the least of the dangers of the jungle.

Ahead, waiting at the portage of the waterfall you traversed down on the outward journey, is a small group of Kargi. As you approach from downriver, they lay down their boats and spread out, not obviously hostile, but wary.

If the PCs proceed immediately to combat, skip the following boxed text and use the hobgoblin statistics provided below.

Tactics: The ranger and the rogue should both be hidden before the PCs arrive. By the time the PCs have gotten close enough to engage the hobgoblins, the cleric (and possibly ranger) have had time to cast 2 buff spells on some members of the party.

The leader of the Kargi hobgoblins is Talunta. He is willing to talk and negotiate. He is gruff, unfriendly, but not insulting, except to dwarves, whom he hates. He asks a number of questions, and speaks Svimohzish, Brandobian,

Merchant's Tongue, and Kargi. Examples include the following:

- Who are you?
- Who do you worship?
- Where are you from?
- Where are you going?
- What are you doing in the jungle?
- Who are you working for?

After talking for a bit, Talunta says the following.

“Foreigners, what do you know about this land? Svimohzia is hard, and she breeds hardy people. But my home is not called the City of Plague for nothing. Daily, our children die, from any of a hundred diseases. Our women keen, to lose their warriors before they can prove their greatness. You have heard, perhaps, that the Kargi seek to dominate all? Rubbish. We seek nothing more than to be the best. Our women seek to be both great warriors and great mothers, rearing great children. Our men wish for strong sons, to prove the worth of our bloodline, but how can we tell who will be great when our children die before they can begin training? Great warriors, wise men, leaders who under any other circumstances thrive, fallen by a menace we cannot counteract.”

“The rest of Svimohzia fears us, and wishes to keep us weak and sick. They have no need to quake in terror. We seek only acknowledgment, not rule. Thus, we come looking for a cure. Rumors speak of a cure to many diseases, a chance for our people to finally prove their quality. Other nations would seek such a cure as well, but what good is it to anyone but us? No other city suffers as many plagues as we do. Instead, they seek to keep it from us, to keep our children sick and dying. Do they enjoy the thought of Kargi corpses, festering with sores and bleeding from every pore? Most, probably not, although I would not put it past the vicious dwarves. But nonetheless, they seek to keep us ill, to keep us from being strong.”

“And so now I ask, ‘Have you heard of such a cure? Would you aid such a morally bereft nation by giving it to them?’ If you have, I can make a better offer. I offer the strength

of the Kargi in your endeavors, as a holy vow.”

If the PCs give the cure to Talunta, give them the Blessing and Favor of the Kargi cert. At this point, let the PCs roleplay for a bit. They may decide to give the cure to the hobgoblins. They may decide to try and hide that they have the cure. They may decide to fight. If they do NOT give the cure to the hobgoblins, read the following.

“Four hundred years have my father’s warriors trained, and been kept in Burzumagh by plague! Four hundred years have we been denied our rightful place as the most powerful nation on Svimohzia. Without the plague, the dwarven nation would have cause to fear us, rather than celebrate their supposed victory. You have the cure, I can see it in your eyes. Give it to me now, or we shall TAKE IT.”

The one thing that the PCs are incapable of doing is convincing the hobgoblins that letting them walk away with the cure is a good idea. Bluff, Sleight of Hand, Hide, all can work to keep the hobgoblins from knowing that the cure is in your hands. Diplomacy and Intimidate automatically fail.

DM Note: At ATL 1, if there are not 6 people at your table, do not use the rogue and only have 3 badguys: Monk, Fighter, Cleric.

Hobgoblin Scouting Party:

ATL1 (EL4)

**Talunta: Male hobgoblin Mnk 2
1 Hobgoblin Rogue: Rog 1
1 Hobgoblin Fighter: Ftr1
1 Hobgoblin Cleric: Clr 1**

ATL3 (EL7)

**Talunta: Male hobgoblin Mnk 4
1 Hobgoblin Rogue: Rog 3
1 Hobgoblin Fighter: Ftr3
1 Hobgoblin Cleric: Clr 3**

ATL5 (EL 9)

**Talunta: Male hobgoblin Mnk 6
1 Hobgoblin Rogue: Rog 5
1 Hobgoblin Fighter: Ftr5
1 Hobgoblin Cleric: Clr 5**

ATL7 (EL 11)

Talunta: Male hobgoblin Mnk 8

1 Hobgoblin Rogue: Rog 7
1 Hobgoblin Fighter: Ftr7
1 Hobgoblin Cleric: Clr 7

ATL9

Talunta: Male hobgoblin Mnk 10
1 Hobgoblin Rogue: Rog 9
1 Hobgoblin Fighter: Ftr9
1 Hobgoblin Cleric: Clr 9

ATL11

Talunta: Male hobgoblin Mnk 12
1 Hobgoblin Rogue: Rog 11
1 Hobgoblin Fighter: Ftr11
1 Hobgoblin Cleric: Clr 11

ATL13

Talunta: Male hobgoblin Mnk 14
1 Hobgoblin Rogue: Rog 13
1 Hobgoblin Fighter: Ftr13
1 Hobgoblin Cleric: Clr 13

ENCOUNTER 7 (OPTIONAL)

Westward Ho!

If there is still available time, the PCs may encounter some rough travel on the trip from the mainland to Zha-nehzmish. This is strictly optional, and the PCs can earn some bonus XP, but can still get full XP for the adventure without completing this encounter.

This is a combined combat and environmental hazard encounter. The PCs need to defeat the monster, and put out the fire started by the lightning strike. The ship is 45 feet long by 15 feet wide.

The dangers of the jungle behind you, you head home--or at least back to your ship. The journey up the Izhoven River is uneventful, if tiring. Days of paddling upstream take their toll on the hardest of travelers. Finally, you reach Emosvom. P'Tang is delighted to get his boats back, and offers you many happy returns. Heading out of the gate, Miznamvho sees you, and grunts. "Was your journey successful? I don't know whether I should congratulate or scold you. You've acquired a great resource for Ahznomahn, but you've doomed many a traveler to the jungle to die of disease. I wish you good luck of your choice." And with that he returns to his garden.

The long trek back to the coast causes no problems but discomfort. Rain pours for days, and mud squelches between your toes. The guards at the border between Zazahni and Ahznomahn are both lazy and cheap to bribe in normal times, and are completely absent when it is raining. That seems to be the only good factor of the muddy hike, though.

Finally, you get to the coast, and find a small ship ready to leave for Zha-nehzmish. The coaster sets its sails, hauls anchor, and begins to cross the strait between the mainland and the island.

The captain looks out about halfway across the strait, and mutters a curse. "All hands on deck. Reef the sail, run the safety lines, and rig for a storm." Towering black clouds race across the water towards the ship. The sea begins to turn dark, and whitecaps toss their spray into the air.

BOOM! Lightning arcs down from the sky, hitting the mast, and pandemonium breaks loose. The mast cracks about halfway up and falls into the water, supported by its rigging. The sails are on fire, and to make matters worse, the storm has annoyed some aquatic denizens.

Roll initiative. The PCs have to put out the fire in 5 rounds or the ship will burn to the waterline. Fire covers ten 5 foot squares, and each square needs at least 1 bucket of water. Let the PCs be creative.

At ATLS 1-5, the creatures scramble up the mast into the boat as their surprise round. At higher ATL's, all of the creatures are large enough to attack directly from the sea.

The combat can take as long as needed. It is not raining, but the wind and sea are severe. See below for conditions.

- Ranged Attacks at -4 penalty
- Balance DC 10 or fall prone when moving
- Fail Balance by 5 or more and the PC is swept overboard, Reflex save DC 10 to grab hold of something.
- Fail Reflex, take 1d6 nonlethal damage from crashing waves.
- Swim DC is 20
- Concentration DC 15 to cast spells.

ATL1

1 Sahuagin, 11 hp

ATL3

1 Ogre Merrow, 29 hp

ATL5

2 Sea Cats, 51 hp

ATL7

Elasmosaurus, 111 hp

ATL9

Giant Squid, 72 hp

DM Note: The Giant Squid gets 10 tentacle attacks and 1 bite attack every round, so this is knowingly a lower hp creature than the Elasmosaurs.

ATL11

2 Giant Squids, 72 hp

ATL13

1 Kraken, 290 hp

CONCLUSION

The PCs head back to Zha-nehzmiah to find their ship ready, and deal with their choices. Read Conclusion A if they kept the cure and give it to Aleshdin. Read Conclusion B if they gave the cure to the Kargi hobgoblins.

Conclusion A:

At last in Ahznomahn, you wearily trudge to Aleshdin's garrison. After being greeted by the guards, you are shown into Aleshdin's office.

"Welcome back. I was beginning to be concerned. May I see the cure?"

Let the PCs respond

"Excellent. Here is your promised pay. You've done a great service for Ahznomahn, and we will think highly of the Pekalese hereafter."

And so, with gold in your pocket and a ship beneath you, the winds take you homeward bound. At least until you see that fogbank ahead...

Conclusion B:

At last in Ahznomahn, you wearily trudge to Aleshdin's garrison. After being greeted by the guards, you are shown into Aleshdin's office.

"Welcome back. I was beginning to be concerned. May I see the cure?"

Let the PCs respond.

"Wait. You accepted a commission from me, to aid my country, and gain an ally in the government of a foreign country, and you sold me out to some semi-literate hobgoblins? Are you serious? Get out. Don't ever come back to Ahznomahn. If you do, I'll personally make sure that you're hung on sight."

And so, with empty pockets, but the blessing of the Kargi, you make your way back to your ship. Looking at the rather sloppy repairs, you see the captain, standing with the priestess of the Traveler you met, praying for a safe journey home.

If the PCs did Encounter 1A, AND got Conclusion A, give out the Business Opportunity cert.

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: The PCs aid Aleshdin in dealing with the baker	50	100	150
Encounter 3: Surviving the waterfall	50	100	150
Defeating the snakes	50	100	150
Encounter 4: Surviving the traps	50	100	150
Defeating the spiders	50	100	150
Encounter 5: Solving the puzzle	50	100	150
Freeing/Bypassing the Water Elemental Peacefully	50	100	150
Or			
Defeating the Water Elemental in Combat	25	50	75
Encounter 6: Giving the Hobgoblins the cure	100	200	300
Or			
Defeating the Hobgoblins.	100	200	300
<i>Discretionary Role Playing Experience</i>	50	100	150
Total Possible	500	1000	1500

Bonus Experience: Players who were able to complete Encounter 7 receive 50 bonus xp, regardless of tier, for their combat against the creatures. This is in addition to the total possible xp.

Judge Rewards

A judge who 'eats' this adventure (judges the adventure without first playing it) receives the Total Possible Experience Award according to their character's tier, as well as 200 gp and the special judge cert.

TREASURE

Encounter 6: 600 gp, total, from sale of Hobgoblin equipment. At higher ATLs, much was too badly damaged to salvage.

Conclusion A: 200 gp/character

OTHER AWARDS

Encounter 4:

Block of Adamantine (Certed): This block of adamantine is large enough to create a single One-handed weapon or two Light weapons. This block reduces the cost of an adamantine weapon to 1000 + cost of the weapon gp, for labor and masterwork quality. Characters with Craft: Weaponsmithing can make the weapon for free at their forge, provided they can make a Craft: Weaponsmithing check DC 20. The crafting of an adamantine weapon requires the character to spend 1 NAA traveling to Lebolegido to have the weapon forged, or to forge it at their own smithy. This weapon may be enchanted through the use of appropriate certs and favors.

Copy of the Endless Decay: The unholy book of the Rotlord has some surprisingly practical advice for its adherents. In order to advance in the Conventicle of Affliction, candidates must survive the diseases inflicted upon them by their superiors. This book grants a +1 bonus to Heal and Knowledge (Religion)

checks. Alternatively, this text can be used as a scroll of *remove disease*, which destroys the scroll and voids the cert.

Encounter 6:

Blessing and Favor of the Kargi: The Kargi hobgoblins find you an honorable person, and as such lend you of their strength. Three times, you may gain the Kargi racial +4 bonus to Fortitude saves, after the result of your save is known. Mark through the boxes as you use this cert. Do not discard this cert when all boxes are filled. This cert may also grant favors in difficult times in future modules.

Conclusion A:

Business Opportunity: Commander Aleshdin has gone into the pharmaceuticals business, and he needs help selling his wares outside of Svimohzia. In return for your help, every module played after receiving this cert earns the character 25 gold pieces, received at the end of the module.

Appendix I: NPCs and Monsters

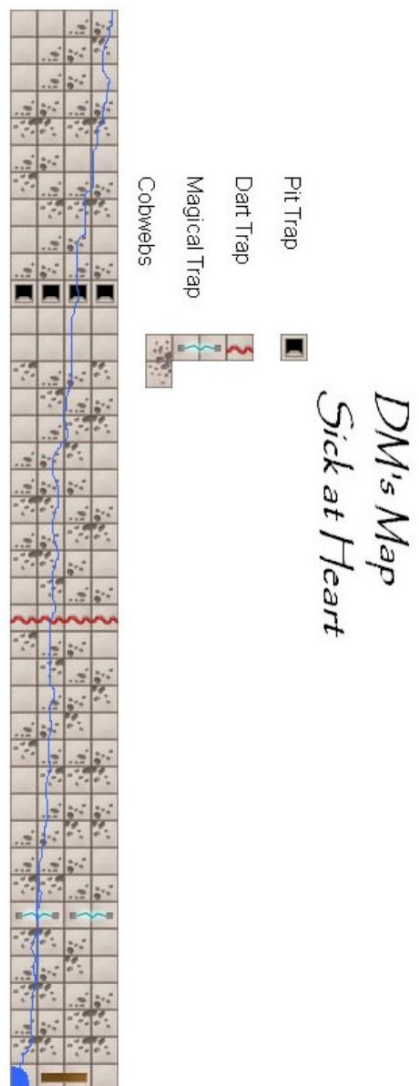
Aleshdin, Commander of the Zha-nehzmish Garrison: Aleshdin is a dashing acrobatic hero and potential zurena. His renown with horses, firm business sense, and loyalty to Ahznomahn are common knowledge. He is constantly seeking to ensure Ahznomahn's safety, financial security, and supremacy on Svimohzia.

Worlder Emeni Zalden: Senior cleric of the Traveler in Zha-nehzmish, she greets each and every ship that comes into port, cheerfully but not pushily proselytizing to the travelers of the world. She is pious, bubbly, and full of good intentions. She probably likes mornings and organizes pancake breakfasts. In short, a truly despicable person.

Miznamvho the Elder: A semi-nomadic druid, Miznamvho brings back stories of the Vohven Jungle, including bits of information for the next of kin. He does not help people in his forest, but he is willing to help people as long as they stay out of his forest. He routinely sells herbs and medicines in various towns. He loves his garden in Emosvom.

Talunta the monk: Talunta is the son of Tullum, the military leader of Burzumagh. Trained to react quickly and in many situations, he eschews armed combat to prove his superiority over those who rely on weapons. He is firmly committed to making Burzumagh a healthier place to live. Under his father's rule.

Appendix II: Additional Rules



APPENDIX III: Player Handout 1

All of these items can be found for the listed prices in the markets of Zha-nehzmish. If the Judge has access to Goods and Gear, any weapons available in Svimohzia and all alchemical items are also available.

- Needle Bolt (10): 2 gp; Dmg. (Sm.) 1d3, Dmg. (Med.) 1d4, 19-20/x2, Range Inc. (ft) -10%. The needle bolts has a special hollow head that injects a poison or other substance. When it strikes a victim, the victim must make a Fortitude save or be affected by contents.
- Sculpted Shot Sling Bullets (10): 3sp; Dmg. (Sm.) 1d3+1, Dmg. (Med.) 1d4+1, x2, Rang Inc. (ft) +20%. These large lead sling bullets are carefully crafted and dimpled in a special pattern for greater speed, distance, and accuracy. Some shots bear extravagant paintings, some of which are very artistic, while others are humorous or belligerent. The makers sometimes add signatures, scriptures or even insults for the intended target. Since the sculpted shot takes several times longer to make than a common lump of lead, it costs more, but the pickiest slingers make frequent use of them for competition or in desperate situations.
- Tiger Claw Arrow(20): 20gp. This broad head inflicts slashing damage instead of piercing. Its critical range changes from 20 to 19-20 and the multiplier is x2 instead of x3.
- Boots, Climbing: 14 gp. Weight: 3lbs. Climbing boots are constructed specifically to grip well on walls or other precipices. They have a soft, mesh-like upper, triple stitched to a thick leather sole. They provide a +2 competence bonus on Climb Checks. If both climbing gloves and climbing boots are used together, the total competence bonus becomes +3.
- Gloves, Climbing: 10 gp. Weight: 1/2 lb. Climbing gloves assist character using their climbing skill to scale walls, precipices, etc. They are constructed of sturdy leather and have rawhide padding on the palms and fingers to provide additional protection and gripping surfaces. Climbing gloves bestow a +1 competence bonus to Climb checks. If both climbing gloves and climbing boots are used together, the total competence bonus becomes +3.
- Puppet, silk dragon: 14 gp. This puppet resembles an elaborate and painted silk puppet in the shape of a dragon. They are typically 6 feet long. In Ahznomahn, there are 2 versions: a 6 foot long green dragon and a 4 foot long black dragon. The puppets require three people to operate.
- Bagpipes, Svimohzish: 30 gp, weight 10 lbs. This instrument originated long ago in the highlands of Svimohzia, later migrating to Reanaaria Bay, Kalamar, and the rest of Tellene. It consists of an inflatable bag with one double-reeded "melody pipe," and one to four single-reeded "drone pipes" attached to it. The bag, which is made from animal skin or stomachs, is kept inflated both by a bellows attached to the elbow and by breathing through a small wooden mouthpiece. The bag is then compressed by the arm to force air through the pipes as the player opens and closes finger holes on the melody pipe, causing piercing, high-pitched chords. During battle, worshipers of the Creator of Strife play discordant bagpipes, cymbals, horns, and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come. Bardic Music: A bard playing this instrument supernaturally reduces any listeners' saving throws against fear effects by -1 (this is a morale penalty).
- Marbles: 15 gp, weight 1/2 lb. Sometimes used as a toy for wealthy children, these round polished pieces of stone or glass can also be useful in slowing down or tripping an opponent. One bag is sufficient to cover a level area of 5 square feet. A Balance check (DC 15) is required for all subsequent creatures moving through or fighting in the area. Success means the creature may move for half its speed in that round. Failure stops the creature from moving for one round and failure by five or more causes the creature to fall.

APPENDIX III: Player Handout 2

These letters are inscribed on the circular walls of the hidden chamber.

**SDIK QDI GOKC UB EBBHOXQOUN DEP PJIQDINIZ QIHHIKI OK
LIPQOHHIKXI**

**DI SOHH NIJWININ DOP BHUXG EKZ DI SOHH CNEKQ QDI
LIPQOHIKQ UKIP**

QDI LUSIN QU XUKQNUH EHH SDU SUYHZ XDUUVI QU HORI

APPENDIX IV: Player Handout 2 Key

The writing on the walls is in a cipher. When translated, it reads

When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and he will grant the Pestilent Ones the power to control all who would choose to live.

WHEN	THE	KING	OF	AFFLICTION	HAS	MOTHERED
SDIK	QDI	GOKC	UB	EBBHOXQOUN	DEP	PJIQDINIZ
TELENE	IN	PESTILLENCE	HE	WILL	REMEMBER	HIS
QIHHIKI	OK	LIPQOHHIKXI	DI	SOHH	NIJWININ	DOP
FLOCK	AND	HE	WILL	GRANT	THE	PESTILENT
BHUXG	EKZ	DI	SOHH	CNEKQ	QDI	LIPQOHIKQ
ONES	THE	POWER	TO	CONTROL	ALL	WHO
UKIP	QDI	LUSIN	QU	XUKQNUH	EHH	SDU
WOULD	CHOOSE	TO	LIVE			
SUYHZ	XDUUVI	QU	HORI			