

PAL1-07

# NORTHERN BREWINGS

A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Theocracy of the Pale Regional Adventure

Version 1

by Joe Cirillo

A blizzard has struck the Province of Rakersvale, but something far more insidious is prepared to strike. An adventure for character levels 3-8.

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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, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## **PREPARATION**

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

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

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

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

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

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

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

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

## **SCORING**

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA 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 event coordinator wants information on 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 the group, or when the adventure is run in tournament format with winners and prizes.

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. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

## DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
  - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR          | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1           | 1 | 1 | 2 | 3 |
| 2           | 2 | 3 | 4 | 5 |
| 3           | 3 | 4 | 5 | 6 |
| 4           | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
  - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1<sup>st</sup>-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

## IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

## LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

**Destitute:** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

**Poor:** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

**Common:** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

**High:** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

**Luxury:** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, 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.

DMs are encouraged to role-play these reactions whenever possible.

| Lifestyle Cost | Skill Modifier |   |
|----------------|----------------|---|
| Destitute      | 1 gp           | -2  |
| Poor           | 3 gp           | -1  |
| Common         | 10 gp          | 0   |
| High           | 200 gp         | +1  |
| Luxury         | 400 gp         | +2 to merchants and elite / -1 to clergy/govt. who are disgusted by material excess |

## ADVENTURE SUMMARY AND BACKGROUND

Stonehold. It was here where the pact began between the Stonefist barbarians and the forces of Iuz, which brought about the beginnings of the Greyhawk Wars. To this day, blood is still being spilled in the Duchy of Tenh, north of the Pale. It is a battle with multiple sides. Stonehold has gotten a firm grasp on Tenh's capital of Nevond Nevend and Calbut. The Palish army controls most of southern and eastern Tenh, where they are mostly battling Iuz's forces (which initially turned on Stonehold in the beginning of the war). They even have a fighting force

known as the Faithful Flan, which is comprised of defected Tenh troops who have sworn fealty to the Theocrat. Duke Ehyeh III of Tenh only controls the ruined Redspan, and must contend with threats from the Bandit Kingdoms.

His Most Grim and Terrible Might, Rhelt Sevvord I, Master of Stonehold, is comforted with the fact that the occupation of Northern Tenh is going well. His holdings in both Stonehold and Tenh are being rebuilt, refortified, and regarrisoned to his liking after fighting his former ally, Iuz, and ongoing conflicts with the Suel Barbarians. He has been granted backing from the Church of Erythnul. He would be perfectly happy if he left the Pale and Iuz to fight out the rest of the war while he grows in power and waits. There are others in his court that feel the time is right to move his forces southward now, to finish what his people had started. One such individual, and the most vocal, is his advisor and niece, Dehzbah the Man Ripper, a devout follower of Erythnul. It is she that whispers in Rhelt Sevvord's ear about how forces of the Pale and Iuz are weakening each other in Palish occupied Atherstone, making it a perfect time to strike with a massive force. While the Theocrat has concentrated and nearly exhausted their efforts in the region of Tenh, the borders of Pale would be ripe for the taking. Nodding in agreement, he realizes that the Church Militant in Wintershiven will be a formidable match, but not necessarily unbeatable. He is concerned with what reinforcements he would have to expect from Rakersvale, as that might determine the outcome of such a conquest. Dehzbah advises her uncle that Rakersvale would be a non-factor (without doing any research) and would send some spies close to the area to assure him. Knowing full and well she is rushing into judgment, Rhelt Sevvord assigns her to the task. Dehzbah is not pleased but sternly accepts it.

Dehzbah the Man Ripper, alongside some of her compatriots from the Church of Erythnul, made their way from Stonehold's capital of Vlekstaad, through a pass in the Griff Mountains, to a strategic location in the Troll Fens where they established a base of operations. Along the way, her group came across a small farming village near Atherstone. Needing food supplies, and simply bored from the long journey, The Man Ripper and her party slaughtered the villagers as they slept, in homage to their patron deity of slaughter, Erythnul. A priest of Pholtus was dragged along with them on behest of Tarnikus, the accompanying Priest of Erythnul who believes his sacrifice would bring good fortune to the mission. After leaving the village, they are then confronted by a small contingent of the Faithful Flan. Soundly defeated by Stonehold's spies, only one, Orban Wollace, barely escapes with his life. Orban Wollace, nearly bleeding to death from the fight, travels to Rakersvale to reveal of a possible, eminent attack from Stonehold.

## ADVENTURE SYNOPSIS

**Introduction:** The players are traveling through the northern point of Rakersvale when a snowstorm hits. With all inns filled, the only place to stay for the evening is the local New Dawn Camp run by Reverend Ilias Garrick.

**Encounter One:** The players get the tour of the camp. Players that worship Pholtus are asked to assist in sermons to the prisoners while non-worshippers of Pholtus are sermoned to.

**Encounter Two:** At night, a cry is heard to open the gates to the camp. Staggering in, a bleeding and frostbitten Orban Wollace tells his tale of woe about entering the decimated village and then finding the perpetrators from Stonehold in the Fens. He was the only one amongst his comrades that was not slaughtered. Orban will also relate the news that one of the murderers had a large sack in which something was writhing within (the priest of Pholtus) though he wasn't sure what it was. Reverend Ilias recommends the party report this information directly to the office of the local bishop while Orban Wollace is tended to.

**Encounter Three:** The party goes to the office of Bishop Heinlein but wakens his secretary, Sister Lorna Dinair, from her sleep. Sister Lorna will tell the party that the Bishop is at a congregation in Wintershiven and she is taking care of his business while he is gone. The report is troublesome to the secretary. She will hire the players to go to the Troll Fens and meet these murderers from Stonehold head on, in the name of the Pale and Pholtus. The secretary, however, will warn the players of the dangers of the area. The players are able to prepare for the journey in the evening and head out in the morning.

**Encounter Four:** The party might want to inspect the small village in which Orban had referred to. Some buildings have been put to the torch while others are now tombs for the slaughtered families in their sleep. The players could talk with the few survivors left. The witnesses will be able to give some vague descriptions of the raiders. They had all tried to seek solace at the shrine of Pholtus but it seemed that the local priest is nowhere to be found.

**Encounter Five:** The party follows the trail into the fens. They learn quickly about the harshness of the swampy terrain combined with the region's brutal winter. The players will pass the spot where the Faithful Flan met their end. The bodies are frozen and desecrated. It is here that the party is attacked by a group of ravenous ogres or trolls (depending on what tier the party is in). If the fighting is going bad for the players, famous troll hunter Dorjan Oldrich will step in and assist. If the fighting is going well for the players, Dorjan Oldrich will admire their work from afar. After either scenario, Dorjan will invite the players to join his camp for dinner,

healing wounds and rest. They will share stories and the like. If asked about the barbarians, Dorjan will state that the only thing he noticed are footprints leading to one of the fortresses that the Pale maintains to repel Trolls from the area. He will be able to give them directions to it. If asked to join them, Dorjan will decline stating he is on a scouting mission already for the Church Militant but will not divulge what it is (seeking out the lair of the supposed new Troll King.). If the party was successful in fighting the ogres or trolls, Dorjan will reward one of the warriors in the party with a gift.

**Encounter Six:** The party returns to Rakersvale and informs Lorna Dinair that Dehzbah and her minions might have taken over a Palish fortification. She will assist the PCs by offering items from the temple's coffers to retake the fort.

**Encounter Seven:** The players make their way to the fortress. They will need to figure out how best to infiltrate the defenses of the fortress. They will need to determine if it was even taken over or not. One of Dehzbah's crew was able to use sly magic to put the guards to sleep while the others slit their throats. Dehzbah plans on using this fortress as her base of operations while scouts are sent to spy on Rakersvale. Tarnikus was then able to animate their bodies so they may act as guards and servants for the sacrifice of the Pholtus priest. Combat will surely ensue, hopefully in enough time to save the priest of Pholtus. While the fighting is going on, one of Dehzbah's scouts will try to escape with a missive to Rhelt Sevvord of what has been discovered so far. If the players find him, they will be able to intercept the missive and Rhelt Sevvord will most likely waive off any attack on the Pale since one of his most competent advisors surely must have perished and the venture is most likely not worth the trouble (this is not to say that the rest of Tenh should not be conquered).

**Conclusion:** Depending on the outcome, the players will be rewarded for their efforts by Sister Lorna Dinair back in Rakersvale.

## INTRODUCTION

The players start this adventure in the Province of Rakersvale, one of the Pale's northernmost points. The region is largely unexplored due to the untamable nature of the Raker Mountains. The climate and terrain is harsh.

The inhabitants of Rakersvale are a simple folk and are used to 'roughing it'. They are blindly devoted to Pholtus. With the exception of an elaborate temple dedicated in his honor, Rakersvale has little in common with the densely populated capital of Wintershiven.

The PCs could be traveling through Rakersvale for any number of reasons whether it is just passing through, finishing a visit with a relative, or just seeking adventure.

Go around the table and have the players come up with a reason as to why. Once done, read out the following:

*The streets in the Province of Rakersvale are bare as the sun goes down in the late afternoon. A howling breeze whistles through the streets, kicking up the snow that has been sticking to the ground for the past hour or so. Your body is aching from the cold and your extremities are numbing from the blizzard's bitter sting. Vision blurring from the falling snow, you see a flickering lantern light dangling from a sign that says "The Goodly Cup Inn". A group of others are flocking through its doors. Needing a place to rest your head for the evening, its hopeful warmth compels you to enter.*

The players, whether they traveled separately or not, will be in the lobby of the Goodly Cup Inn. This is a good opportunity for the players to introduce and describe their characters to each other.

The Goodly Cup Inn is currently filled to the brim with patrons, mostly travelers who got stuck in this foul weather. It is near standing room only in the tavern and dining area. The owner of the Goodly Cup Inn is Bartho Mollander. He is a stocky, Oerdian man in his late forties. Bartho is currently a bit flustered at the bustling activity at his inn. He keeps a small statue of Pholtus at the registry desk. If asked if there are any rooms available, Bartho will tell the PCs that there are no vacancies and he only has enough food and drink to offer to patrons that are lodging at the inn. Bartho will say that other inns in the area are in the same predicament due to the blizzard.

Feeling sorry for the PCs, Bartho recommends they try to find lodging at the nearby New Dawn Camp, which is overseen by his good friend, Reverend Ilias Garrick. Reverend Garrick has provided sleeping arrangements at the camp to those in need.

Players with a Knowledge (local) skill check that make a DC 15 will know that the New Dawn Camps are an alternative to standard criminal imprisonment. They generally involve criminals working on public work type projects while providing reeducation so they may adhere to the one true path.

The PCs might scoff at this idea but Bartho will assure the party that the camp is well guarded and Reverend Garrick would be more than hospitable to their needs.

The Innkeeper gives directions to the New Dawn Camp. Once the party heads out: proceed to Encounter 1.

## ENCOUNTER 1: THE NEW DAWN CAMP

The New Dawn Camp in Rakersvale is less elaborate than the others spread across the Pale. It is a walled complex with four guard towers at each corner. Inside, the camp contains barracks for the prisoners and the guards, a mess

hall, tool shed, an office, a small shrine to Pholtus, and an exercise/mediation area for the guards & prisoners.

*It is only a short hike to the New Dawn Camp from the Goodly Cup Inn, but the snowstorm makes it seem like eternity. A walled complex stands before you. A guard approaches you from the gate. He is dressed in uniform attire with a large white fur draped over him. He asks each one of you to state your business here.*

Once the PCs state their intentions, the guard will go through the gate and come back a minute later with Reverend Ilias Garrick, priest of Pholtus.

*"Greetings, Strangers! I am Reverend Ilias Garrick. It is I that oversees this prison camp. I understand you are all in need of a place to rest your heads. Look no further. The accommodations might be humble, but I can assure you a hot meal and a warm bed. Do not worry about the prisoners here. They are all taking the steps to follow the One True Path of Pholtus. In many ways, I consider them like my children."*

Reverend Ilias Garrick is a hearty Oerdian man in his late fifties. He is actually a former prisoner at the camp ten years earlier. Once a priest of St. Cuthbert from the Gran March, he had traveled across the Flanaess, spreading the word of St. Cuthbert to anyone that would listen. During his stay in the Pale, he was accused and tried of blasphemy, disorderly conduct, and heresy. Instead of being banished from Pale, the judge sentenced him to a one-year term at the New Dawn Camp. He slowly changed his way and discovered the One True Path. Hanging up his Chapeaux, Reverend Ilias has worked his way up the ranks in the Church to the point where he now oversees the same camp where he saw the light.

Reverend Ilias would be more than happy to share his story with a PC that openly worships any deity other than Pholtus. The Reverend will have the PCs leave their belongings in the open cots at the guard barracks before taking them to the mess hall to get some dinner.

Reverend Ilias will be able to share the following information regarding the New Dawn Camp:

- There are currently 50 prisoners in the camp.
- All have been charged with 'moderate crimes' such as theft, heresy, treason, crimes against the church, blasphemy, etc.
- Workdays for the prisoners are typically 10-12 hours a day. They are occasionally allowed a short leave of absence from the reform camp.
- This particular camp has its prisoners work on both forestry and road maintenance jobs.
- Each prisoner serves a 1-year sentence.
- The goal of the camp is to reform the criminal. There are three priests on hand, which conduct sermons and lectures for a minimum of two hours per day.
- Visitors are allowed to speak with the prisoners, but not for the purpose of instigating a fight.

## MESS HALL

The mess hall is a large rectangular, log cabin building. There are twenty long benches set up in two neat columns. There are always two guards posted while the prisoners eat.

Meals consist of boiled potatoes and goats' milk. Goats are plentiful in the Raker Mountains while mostly potatoes grow in the terraced-step farms that climb the mountainsides.

While the PCs are eating, some of the inmates may approach them and ask about news outside of Rakersvale or just to share stories. Some PCs might decide to ask questions to a prisoner, preach the virtues of Pholtus, etc.

The following are some of the prisoners in the mess hall (see DM's Handout A for stats and physical descriptions). Feel free to use these or create your own, but allow yourself enough time to prepare the NPCs before play begins:

- **Ludwedge** (male halfling, Rog5): Sentenced for theft. Originally from Nyronnd, Ludwedge came up with a clever method of stealing goods from merchants. He would lightly coat some gold coins with a contact poison that would paralyze his victims. He would hand these coins to a merchant and then walk off with all the goods he could carry (and the coins). His crime spree was put to an abrupt halt when a fellow rogue who had just converted to the One True Path ratted him out. He is extremely bitter about his current circumstances.
- **Dubricus the Grey** (male human, Wiz8): Sentenced for animating the dead. Dubricus was a rising member in the Arcanists Guild. When his wife took ill from a mysterious disease, he became very perplexed that the Church of Pholtus was unable to provide any assistance. He shunned the guild while doing private research in finding a cure. His obsession turned into madness. When she passed on, he delved into the darkness of the necromantic arts. The Church Militant arrested him after he decided to animate her corpse, which accompanied him on an afternoon stroll through the streets of Wintershiven. He sometimes claims that Nerull, the god of the dead, speaks to him directly through dreams. Reverend Ilias is slowly getting him back to the One True Path of Pholtus.
- **The Scarlet Six** (3 male humans and 3 female humans. All Ftr4): Convicted of Tax Evasion. The Scarlet Six is a fledgling adventuring company originally based in Ratic. Kelso, Lethik, Big Buford, Serpa, Katharine, and Hannah were arrested for not claiming magical objects and monetary treasure found when adventuring / exploring in the caverns of the

Griff Mountains after having declared citizenship within the Pale. They realize that they were in error and paid the taxes and fines after the court hearing. However, they feel that being sentenced to a New Dawn Camp is ludicrous and the two hours of sermons of Pholtus in unnecessary. When their prison term expires in 7 months, they plan on moving to a more lax atmosphere in Highfolk.

- **Malvernus Teth** (human male, Clr6 of Pholtus): Convicted of Blasphemy. Malvernus hails from the Grand Theocracy of Dimre, a province within the Bandit Kingdoms. Malvernus belongs to a heretical, apostate cult of Pholtus, which preaches that one must walk alongside darkness to understand Pholtus's glory of light. This cult in Dimre has even aligned itself with the church of Iuz in the past. Malvernus was sent by his superiors to spread the 'true' word of Pholtus amongst the Pale's disillusioned. Reverend Garrick and Malvernus butt heads on a considerable basis when discussing Pholtus scripture during sermons.
- **Durweena** (human female Ari1): Convicted of blackmail. Durweena, an elderly woman in her sixties, was the local gossip in Rakersvale. She knew all the dirt and torrid stories amongst the villagers. When she found out that the bishop's son was seen cavorting with a tavern wench, she thought this was juicy enough to profit from. She approached the son to extort money out of him or the information would be leaked to his father. Instead, the son turned around and informed his father what took place. The bishop then had her tried and accused for blackmail. She has sworn to Reverend Garrick, under a circle of truth, that she will never make the same mistake again. Durweena, because of her age and physical well being, only works 5 hours a day in the field.

Once the players have spent enough time in the mess hall, proceed to Encounter 2.

## Encounter 2: A Stranger At The Gates

*As evening draws close, the guards begin to round up the prisoners back into their holding barracks. Silence befalls upon the camp. A few moments later, the sound of clopping hooves echoes throughout the campsite from the gate. A blood-curdling gasp follows..." I Beg Thee! Let Me Through the Gate!"*

Ask what the PCs plan to do. Reverend Garrick will command the guard on duty to open the gate.

Read the following to PCs that follow the Reverend to the gate:

*The gate opens and standing before you is a black warhorse. Slumped on top of it is a man, of Flan stock, with short cropped, black hair with tanned, dried skin. He is wearing weather beaten scale mail and draped over him is a purple tattered cloak.*

*The man's exposed face and hands are clearly frostbitten. His left side, underneath his shoulder is covered in dried blood. Drained of energy, he lifts his head and opens one swollen eye. "Praise Pholtus" he shallowly whispers as the Flan falls into unconsciousness.*

A PC that succeeds at a Heal skill check (DC 15) will know that the stranger will need to be warmed slowly to treat his condition of frostbite. The wound to his side is a deep sword gash. Another Heal check (DC 15) stabilizes him. Curative spells or potions would suffice as well. Once treated, he will wake up, but still be a bit groggy.

The stranger provides the following information:

- His name is Orban Wollace and is a recent recruit in the Faithful Flan army
- The Faithful Flan army is based out of the Duchy of Tenh and has sworn fealty to the Theocrat. Like himself, it is mostly comprised of Tenh refugees that have converted to the teaching of Pholtus
- Orban and his 6 compatriots were patrolling the area North of Pale, occupied Atherstone. They went to get provisions at the small village of Trammel. When the Faithful Flan patrol got there, some of the homes and buildings had been put to the torch. There was carnage in the streets, innocent villagers slaughtered. There was no time to inspect the village further. The patrol picked up a trail to chase the murderers down.
- The trail led to the Troll Fens. They were ambushed by a band of barbarians who started slaughtering the surprised Faithful Flan. Orban escaped after feigning death
- The attack took place 3 days ago.
- Orban does not know how many barbarians there were actually, possibly eight. The ambush happened too quickly.
- He remembers seeing a female barbarian on a horse with a large sack. Something was writhing within it.
- Orban believes the barbarians are from Stonehold or occupied Tenh under their control.

Once this information is revealed, Reverend Garrick will become quite concerned. He requests that the PCs relay this information to the office of Bishop Heinlein. Reverend Garrick is able to tend to Orban's wounds and give directions to the bishop's office for the players.

## Encounter 3: The Office of the Bishop

*The Office of the Bishop is conveniently located right next to the Temple of Pholtus in the center of Rakersvale. Albeit well in the evening, a soft lantern light can be seen flickering inside through a frosted window.*

When the players knock on the door. A woman in her mid twenties will answer. Her name is Lorna Dinair, secretary for Bishop Heinlein. The bishop is currently away on business in Wintershiven. She is handling all of his affairs and is authorized to make any decisions or rulings concerning his jurisdiction on his behalf. Her father was a former commander of the Prelatal Army. He died in battle during the Greyhawk Wars against the forces of Iuz and Stonehold. After he died, she was left with a few of his military strategy guides and war journals. Through his writings and further research, she became a local authority on the Pale's enemies. Instead of joining the military, Bishop Heinlein, an old family friend, requested her to be his secretary and advisor.

She will ask the PCs of their business here. Once the players relay the information from Orban, she will invite them into the office. The walls are adorned with impressive paintings of the current and past theocrats of the Pale. She will ask that the party members sit at the meeting table.

*Lorna paces the room a couple times before sitting at the head of the table. "Thank you for bringing this information to my attention at such a late hour. If these were truly barbarians from Stonehold, we have a lot to be concerned about. The Church Militant and the Prelatal Army believes that Rhelt Seuvord, their leader, may have been rebuilding his army after the battles he fought in Tenh. In no way did we think that he would be amassing troops by our borders. If this is a scouting mission, we are going to need to intercept it immediately. This could, of course, be nothing but a random band of marauders. Either way, action is going to need to be taken. Considering Bishop Heinlein is in Wintershiven, I am authorized to enact on his behalf. I request thee, in the name of Pholtus and the Theocracy to investigate this further in the village of Trammel and then seek out these despotic barbarians in the Fens or back at that ransacked village. Is everyone willing to undertake such a task?"*

If the PCs accept the mission, she houses them in the office for the evening as long as they leave before sun up. This gives time for spellcasters to prepare their spells. PCs may ask if there is a reward involved. Lorna Dinair replies that she will have to check the church's coffers before their return to Rakersvale.

Lorna has the following information regarding the Troll Fens and the village of Trammel.

- The Troll Fens is both west and north of Rakersvale. This swamp is covered year-round in cold, swirling mists.



- The Fens are notorious for trolls that have menaced both the Pale and Tenh for years.
- The Pale has constructed numerous keeps to contain the trolls in their swamp.
- The village of Trammel is, at most, a population of 100 devotees to Pholtus.
- It is mainly a farming and sheepherding community.
- It lies on the border of the Pale and Tenh.

Lorna is able to provide any provisions and horses that the party requests for this mission. She retrieves these items (from the equipment list in the players handbook, nothing masterwork) as the party rests and prepares for the morning journey. Lorna makes it perfectly clear that horses, if needed, are to be returned.

By early morning, the falling snow will have subsided.

## Encounter 4: A Village in Ruins

*The journey to the village of Trammel is an arduous one, but yet uneventful. On the third day of your travels, the village of Trammel comes into view. A dirt path leads towards the center of the village to a fountain square. The smell of burnt timber and crops still lingers in the air. Farmland, along the path, is nothing but scorched earth. Some farmhouses and other smaller cottages are still smoldering amongst the ashes. In the village square, three-dozen bodies, of all sizes, are wrapped neatly in white, linen sheets. Their names, written on parchment, are placed on their chests. Another thirty or so villagers are weeping and mourning the dead. Some are still covered in soot while others have haggard looks on their faces. Some are cowering in fear. A middle-aged man wearing a three-day worn, merchant's outfit seems to be leading the precession.*

The man is the mayor of Trammel, Silas Proctor. His farm was one of the few that were razed to the ground. Amidst the chaotic aftermath, he organized the villagers to search the area for the injured and the dead. The dead were brought to the village square where they were identified and tallied. They are awaiting a proper burial from a priest of Pholtus.

Mayor Proctor knows the following information:

- The attack took place in the late evening when the villagers were asleep in their homes.
- Some villagers that were asleep in their beds were mauled as if by wild beasts.
- Some villagers were struck down with weapons after they were flushed out of their houses from the fires.
- Only one person in the village is unaccounted for. He is our sole priest of Pholtus, Brother Bentley. Without him, the villagers are unable to receive a proper burial.
- He only knows of one witness who saw the pillagers and lived. Unfortunatley, he was quite

drunk at the time. His name is Old Felton and he is most likely in the village's only tavern.

- The pillagers, followed by the Faithful Flan, headed northeast into the Troll Fens.

A PC priest or paladin of Pholtus can conduct the proper burial rights suitable for followers of the One True Path. The villagers are devout enough to not accept it from any other religion.

PCs may wish to inspect the bodies. Mayor Proctor will point out which ones were killed in their sleep and which were struck down with weapons.

For the ones that have been savagely attacked with claws, characters who make a Wilderness Lore check (DC 15) will be able to determine the body was rended with the claws and fangs of a wolf.

Players who have the Craft (weapons), or Profession (weapon smith) skill (DC 15) know that the weapon used on the victims in the streets was a blade of masterwork quality. While a DC 20 or above reveals to the PC that the user of the weapon was highly skilled in its use—the cuts to the throat and chest are precise and clean.

If the players want to inspect the outdoor shrine of Pholtus in hopes of finding evidence regarding the missing priest, a successful tracking skill check (DC 15) reveals numerous horse prints around its perimeter. Otherwise, there is nothing out of the ordinary.

Players that decide to check homes that were not burnt to the ground but pillaged can (Search DC 10) find bloody paw prints trailing throughout the houses. A Wilderness Lore check (DC 15) reveals that they are large wolf prints.

Once PCs decide to talk to Old Felton, read the following:

*The floor of the nameless tavern is covered in bits of glass. A few charcoaled, broken tables and chairs lie in the center of the room. The only remaining chair by the unscathed bar is occupied. The scraggly bearded and slovenly dressed Old Felton match stares at his empty glass, and slowly pours another drink.*

Old Felton is the village's sentry. He is not good at his job but his veteran's status from the Greyhawk Wars qualifies him for it since the majority of Trammel's citizens are pacifists. The horrors that he had witnessed by the forces of Iuz during the war, has changed him for the worse. His evenings are plagued with nightmares, constantly reliving the atrocities he had witnessed. In fact, Old Felton is not very old at all. The trauma he has gone through seems to have sped up the aging process.

If the PCs ask him about what he had seen during the raid, he tells them the following:

*I fought in the battle of Nevond Nevond when the forces of Stonehold took over the Tenh province in the Greyhawk Wars. My battalion had surrendered and we were taken prisoner. I remember when Stonehold's bloody king, Sevord Redbeard rode on his horse triumphantly through the streets. I remember when he commanded his priests to behead any prisoner, on the spot, that looked him directly in the eyes. There was a young*

woman that strode next to him. She watched him give the commands in awe and was in glee when she got a chance to partake in the executions herself. Later, I was to find out that she was known as Dehzbah the Man Ripper, Sevvord's niece. Her hair was the color of wheat and her skin, that of milk. Her war paint was the color of blood and ichor. It was the Man Ripper that came to Trammel and did this. I could never forget her face.

Old Felton will not go into any more detail. He will be too distraught to continue.

Players may wish to follow the path of Dehzbah and her scouts. Because, the snow holds deep, clear impressions of footprints, players with the Tracking Feat need only to make a DC 10 wilderness lore check. Players who do not have the Tracking Feat need to make a Search check of DC 15 to follow the trail.

## Encounter 5: The Heart of the Fens

*With the winds biting at your back, you follow the trail that leads you into the infamous Troll Fens. The various sets of foot and horse prints prove challenging to follow, as the cold swirling mists of the fens hinder the way. Instead of tracks before you, now lie four dead bodies of flan descent. Picked clean of their clothes and equipment, the bloodied bodies are frozen, the pain still etched in their contorted faces.*

Have the players make a Listen check (DC 10). Those that fail are surprised by the oncoming attack.

### **APL 4 (EL 5)**

👉 **Ogres** (3): hp 34, 31, 29; see *Monster Manual* page 144.

### **APL 6 (EL 7)**

👉 **Trolls** (2): hp 63, 72; see *Monster Manual* page 180.

If the players are having serious trouble fending off the ogres or trolls, Dorjan Oldrich (see DM's Handout B) will come to assist. If the PCs are holding off the creatures on their own, Dorjan Oldrich will watch the melee from a distance and approach once the combat is over.

Dorjan Oldrich (male dwarf, Ftr6/Rgr10; NG) is currently in the area seeking out the rumored, new Troll King. It is his current assignment, which he took from the Prelatal Army. Otherwise, he has no formal position within the Theocracy. He is considered a living legend and his reputation is well known throughout the military and Church Militant. Players should be in awe due to his reputation and presence.

If a PC succeeds at a Knowledge (local) check (DC 10), they would know that Dorjan Oldrich is the legendary troll hunter of the Fens. The trolls are known to refer to him as Doombringer. Dorjan appears as a middle-aged dwarf, wears a well-worn set of leather armor covered with small metal spike and plates. He is the wielder of the legendary battle-axe, Birrevenin, which he

has been hunting trolls with for over 75 years. He is not much of a conversationalist, preferring actions to words. However, he will invite the party to his campfire so they may rest up and heal.

Dorjan will be a hospitable host. He will have a healing kit if any PC is in need of aid. For food, Dorjan will serve hot gruel and will make more than enough for the party.

Being a living legend, he still likes to hear stories of great deeds and will ask each party member what he or she has accomplished in their adventuring career and what they wish to achieve. Otherwise, he will be merely taciturn. He will allow the party to spend the night at the camp. He does not sleep much and will volunteer to take watch. Spellcasters will be able to memorize spells. If the group had successfully defeated the ogres or trolls, Dorjan will present a gift to the fighter who showed the most courage (at judge's discretion). The gift is a masterwork dwarven urgosh.

If the PCs ask about spotting barbarians in the Fens, he will truthfully say no. However, he has seen sets of horse and footprints heading towards one of the forts used by the Pale. He did not think much of it. Dorjan will point them in the right direction towards it. However, Dorjan will decline any invitations to join the party. He is very focused on his goal at hand and there is no way he will stray from that. Dorjan will recommend that the PCs report this particular finding to whoever hired them.

The path that the players were following originally and the direction in which Dorjan was pointing to does head in the same direction and will lead to the fort.

**Development:** The players could heed Dorjan's advice and report this latest finding to Lorna Dinair. If so, proceed to Encounter 6. If the players want to go straight to the fort, skip Encounter Six and go straight to Encounter 7.

## Encounter 6: Return to Rakersvale

Following Dorjan's advice, the players should relay the latest news to Lorna Dinair. The trip back to Rakersvale will be uneventful. Either day or night, Secretary Lorna Dinair will be awake and flipping through her tomes, researching the various threats from the north that the Pale faces when the party pays her a visit.

She is quite receptive and awaits the news with eagerness. Upon hearing of the possibility of the fortress being overrun, she will be quick to assist the PCs in finishing their mission. Lorna does not have blueprints of the fortress, nor does she have any information regarding its structure, vulnerabilities, or layout. Lorna's day-to-day duties never included guarding at the Fens. However, she will be able to provide PCs with items from the Temple's coffers to aid in retaking the fortress. The items will be of no charge but must be returned back to her if not used. Lorna will provide the party with a *wand of invisibility* (1 charge), a *potion of sneaking*, and a *potion of spider climb*.

**Note:** There are no certificates for these items and are not allowed for use outside of this adventure.

## Encounter 7: Resolution

The party will eventually make their way towards the Palish built fort, used to retaliate against the Trolls of the Fens. The fort is actually built on a large, 100 ft tree (See DM's Handout C). While it gives the Palish a strategic advantage, it was constructed in such a manner due to the inability to build a solid foundation on the swampy terrain.

Dehzbah and her crew were able to gain access into the Fort by means of a *sleep* spell on the guards. Their throats were then slit and the bodies animated by the priest, Tarnikus.

By the time the PCs arrive at the fort, the spies from Stonehold are doing the following:

- **Dehzbah:** In council with Wendiggan, the bard/rogue in Room 9. He is preparing a missive that is to be sent back to Stonehold for Rhelt Sevvord's perusal.
- **Tarnikus:** In Room 5 preparing the sacrifice of Brother Bentley to the god of slaughter, Erythnul. The undead Palish guards who are assisting in the process accompany him in the ceremony. (Special Note: Once the PCs have reached the catwalk or the base of the tree, have them make a DC 15 listen check. If successful, the PCs will be able to hear the sacrificial ritual taking place in room 5. The party will then have 5 rounds to save Brother Bentley.).
- **The Winterblood Brothers (the werewolves):** They are feeding on the remains of the captain of the fortress.
- **Sengar the Vulture:** Will be patrolling the Fort in area 6. If he spots the PCs, Sengar will sound the alarm by blowing his musk horn. See "Development" section to determine how Dehzbah and her associates will react.

There are various ways the party could handle this situation. They could enter via stealth or by force. If the PCs are more than forthcoming or fail any Hide and/or Move Silently checks, the enemies will take note. The enemies are scattered within the fort. However, if they detect trouble coming, they will gather together.

A bog surrounds the tree, 30 feet in diameter and 15 feet deep. PCs will need to make a Swim check at DC 10 to be successful. A successful check allows one to swim at one quarter of their speed as a move-equivalent action or one-half his or her speed as a full round action. Roll once per round. If the PC fails, no progress is made through the water. If the PC fails by 5 or more, he or she goes underwater and starts to drown (see page 85 in the DMG

for drowning rules). PCs suffer a penalty of  $-1$  for each 5 pounds of gear they are carrying or wearing.

The fortress portion of the tree is 75 feet up. The PCs could either take the catwalk that spirals up the tree or simply climb it. Either way, the PCs will have to make a climb check. For the catwalk it will be DC 0 while the DC will be 20 for scaling the tree. DC 0, while sounding meaningless is actually very important. The PCs are technically 'climbing'. Climbing affects movement rate, which means that PCs will move at one-half speed for a full action. Moving at full speed is also a full round action but incurs a  $-5$  penalty on the climb check. Enemies attack climbing opponents as if they were stunned ( $+2$  on attacks, no dex bonus to AC, and cannot use shield). Also, a successful attack requires the climber to attempt another climb check. A failure will result in a fall.

**Development:** If Sengar the Vulture blows the conch horn, Dehzbah and her minions take the following steps/precautions:

- All rooms occupied by Dehzbah and her minions will be locked and barred. The doors are made of strong wood. They are two inches thick (Hit points 20 / Break DC 25); see DUNGEON MASTER's Guide page 108 for rules on breaking down doors.
- Tarnikus will prepare his protection spells (*protection from law, magic circle against law, desecrate*, etc.). He will take cover behind the table (cover AC bonus  $+2$ , cover reflex save bonus  $+1$ )
- The Winterblood Brothers will join Dehzbah in Area 9. They will take a flanking position at either side of the door. Dehzbah will begin to Rage (as per barbarian ability).
- Wendiggan, with the missive for Rhelt Sevvord, will enter Area 8 and use the trap door to escape. He will climb down the tree if the PCs have not begun to scale it. If the PCs have decided to scale the tree instead of the catwalk, Wendiggan will wait until they have engaged in melee to make his descent. He will make use of his skills to do so (climbing, hide, move silently). If he is not spotted by the PCs, Wendiggan will have successfully been able to complete the delivery

The following is a breakdown by room number as per the map:

**Area 1: A Shrine to Pholtus.** This room was used as a worshipping area for the guards on duty. Although it was humble in appearance, now it appears to be completely desecrated. Blood, bile and urine cover the tapestry-adorned walls. All icons of Pholtus have been smashed into bits. The small altar that stands in the center of the room has been cracked in half (via a battle-axe).

**Area 2: The Captain's Office.** This simple room contains a wooden desk, two chairs, and a bookshelf. It seems that this desk was thoroughly searched as parchments and various documents cover the floor. The documents are old correspondence with the captain's wife. There is also

broken glass on the ground. It appears that there used to be framed hangings on the walls but whatever was within have been removed (maps that Dehzbah is currently viewing).

**Area Three: Food Storage Area.** Shelf contains 10 weeks of iron rations and various salted meats.

Area Four: The Armory. Currently holds 300 arrows, 10 javelins, 5 long spears, and 5 long swords.

**Area Five: Recreational Room.** This was where the guards, when off-duty, would relax, exercise, play cards, etc. The room has now been converted into Tarnikus's ritual chamber. Bloodied organs from the guards are strewn about the floor. A long wooden table is in the center of the room, surrounded by black candles. The body of Brother Bentley lays on it (either unconscious or dead, depending on whether the PCs reach the room in time). He is impaled to the table by daggers through the palms of his hands. Inside the room are Tarnikus and the newly created zombies, still dressed in their Palish military uniforms.

## APL 4 (EL 6)

☛**Tarnikus:** male human Clr5: CR 5; Medium-size humanoid (human); HD 5d8; hp 32; Init +3; Spd 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +4 melee (1d8+2, heavy mace); SA rebuke undead; SQ spontaneous cast inflict spells; SV Fort +4, Ref +4, Will +7; AL CE; Str 12, Dex 17, Con 11, Int 9, Wis 17, Cha 13. Height 5 ft. 5 in.

*Skills and Feats:* Concentration +0; Hide +7, Knowledge (arcane) +7, Knowledge (religion) +7, Knowledge (arcane) +4, Move Silently (cc) -1, Spot (cc) +3; Combat Casting, Enlarge Spell, Extend Spell.

*Possessions:* Breastplate, heavy mace, holy symbol of Erythnul, 25 gp.

*Spells Prepared* (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, detect poison, guidance* (x2), *light*; 1<sup>st</sup>—*bane, doom, magic weapon, obscuring mist, protection from law\**; 2<sup>nd</sup>—*death knell, desecrate, hold person, invisibility\**; 3<sup>rd</sup>—~~*animate dead, magic vestment*~~ (AC is already adjusted), *magic circle against law\**.

\*Domain Spells; Deity: Erythnul; Domains: Chaos (chaos spells +1 caster level) and Trickery (Bluff, Disguise and Hide are class skills).

☛**Medium-size Zombies** (10): hp 25, 23 (x2), 20, 19, 17 (x2), 16, 14, 13; see *Monster Manual* page 191. These zombies are bolstered to 6 HD for the first 10 rounds.

## APL 6 (EL 8)

☛**Tarnikus:** male human Clr8: CR 8; Medium-size humanoid (human); HD 8d8; hp 44; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +7/+2 melee (1d8+2, heavy mace); SA rebuke undead; SQ spontaneous cast inflict spells; SV Fort +6, Ref +5, Will +10; AL CE; Str 12, Dex 17, Con 11, Int 9, Wis 18, Cha 13. Height 5 ft. 5 in.

*Skills and Feats:* Concentration +6; Hide +7, Knowledge (arcane) +7, Knowledge (religion) +7, Knowledge (arcane) +4, Move Silently -1, Spot +4; Combat Casting, Enlarge Spell, Extend Spell.

*Possessions:* Breastplate, heavy mace, holy symbol of Erythnul, 25 gp.

*Spells Prepared* (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*detect magic, detect poison, guidance* (x3), *light*; 1<sup>st</sup>—*bane, command, doom, magic weapon, obscuring mist, protection from law\**; 2<sup>nd</sup>—*death knell, desecrate, hold person, invisibility\**, *sound burst*; 3<sup>rd</sup>—~~*animate dead, dispel magic, magic vestment*~~ (AC is already adjusted), *magic circle against law\**. 4<sup>th</sup>—*chaos hammer\**, *divine power, poison, spell immunity* (magic missile, fireball)

\*Domain Spells; Deity: Erythnul; Domains: Chaos (chaos spells +1 caster level) and Trickery (Bluff, Disguise and Hide are class skills).

☛**Medium-size Zombies** (10): hp 25, 23 (x2), 20, 19, 17 (x2), 16, 14, 13; see *Monster Manual* page 191. These zombies are bolstered to 10 HD for the first 10 rounds.

**Area 6:** The Lookout Post. Sengar the Vulture is patrolling this area. If he spots the PCs before or while they are climbing the tree, he will blow his horn to sound the alarm (see Development section). Otherwise, he will fire at the PC attackers with his bow. Sengar will then engage in melee once a party member is in range.

## APL 4 (EL 5)

☛**Sengar the Vulture,** male human Bbn5: CR 5; Medium-size humanoid (human); HD 5d12+10; hp 48; Init +0; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Atk +10 melee (1d12+6/x3, greataxe), or +6 ranged (1d8/x3, longbow); SA Rage; SQ Fast movement, Uncanny Dodge; SV Fort +6, Ref +2, Will +4; AL CE; Str 18, Dex 13, Con 15, Int 6, Wis 13, Cha 13. Height 5 ft., 7 in.

*Skills and Feats:* Climb +7, Hide (cc) -4, Intimidate +7, Intuit Direction +7, Listen +4, Move Silently (cc) -4, Spot (cc) +1; Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

**Rage (Ex):** 2/day—hp 58; AC 14 (touch 9, flat-footed 14); Atk +12 melee (1d12+9/x3, greataxe), or +6 ranged (1d8/x3, longbow); SV Fort +8, Will +6; Str 22, Con 19. Lasts 7 rounds, then fatigued.

*Possessions:* Greataxe, chainmail, longbow, 10 poisoned arrows (Medium-size spider venom: Injury DC 14; Initial 1d4 temporary Strength damage; Secondary 1d6 temporary Strength damage)

## APL 6 (EL 7)

☛**Sengar the Vulture,** male human Bbn7: CR 7; Medium-size humanoid (human); HD 7d12+14; hp 64; Init +0; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Atk +12/+7 melee (1d12+6/x3, greataxe), or +8/+3 ranged (1d8/x3, longbow); SA Rage; SQ Fast movement, Uncanny Dodge; SV Fort +7, Ref +3, Will +5; AL CE; Str 18, Dex 13, Con 15, Int 6, Wis 13, Cha 13. Height 5 ft., 7 in.

*Skills and Feats:* Climb +8, Hide (cc) -4, Intimidate +8, Intuit Direction +8, Listen +5, Move Silently (cc) -4, Spot (cc) +2; Cleave, Iron Will, Great Cleave, Power Attack, Weapon Focus (greataxe).

**Rage (Ex):** 2/day—hp 78; AC 14 (touch 9, flat-footed 14); Atk +14/+9 melee (1d12+9/x3, greataxe), or +8/+3 ranged (1d8/x3, longbow); SV Fort +9, Will +7; Str 22, Con 19. Lasts 7 rounds, then fatigued.

*Possessions:* Greataxe, chainmail, longbow, 10 poisoned arrows (Medium-size spider venom: Injury DC 14; Initial 1d4 temporary Strength damage; Secondary 1d6 temporary Strength damage)

**Area 7:** The Barracks. This room contains 3 wooden bunk beds with bloodstained straw mattresses. One Palish guard lies dead on a top bunk with his throat sliced open and entrails spilling out of his chest.

**Area 8: The Infirmary/Apothecary.** This room has been ransacked. Unraveled bandages and smashed jars of medicinal herbs and powders cover the floor. A successful Spot check at DC 20 will indicate a trap door on the floor that leads to the trunk of the tree.

**Area 9: Meeting Room.** Dezhbah the Man Ripper and Wendiggan were meeting in this room, looking over a map of the Troll Fens and the locations of the various Palish Fortresses within. (Note: This is the map that was hanging on the wall in Area 2).

#### APL 4 (EL 7)

➤ **Dezhbah the Man Ripper:** female human Bbn6: CR 6; Medium-size humanoid (human); HD 6d12+18; hp 75; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10/+5 melee (2d6+4/19-20, masterwork greatsword); SA Rage; SQ Fast movement, Uncanny Dodge; SV Fort +8, Ref +4, Will +5; AL NE; Str 17, Dex 14, Con 16, Int 12, Wis 12, Cha 14. Height 5 ft. 3 in.

*Skills and Feats:* Climb +5, Craft (weaponsmithing) +6, Hide (cc) +2, Intuit Direction +6, Jump +6, Listen +8, Move Silently (cc) +2, Ride +6, Spot (cc) +6; Alertness, Blind-Fight, Endurance, Iron Will; *Languages spoken:* Common, Troll.

**Rage (Ex):** 2/day—hp 87; AC 14 (touch 10, flat-footed 12); Atk +12/+7 melee (2d6+7/19-20, masterwork greatsword); SV Fort +10, Will +7; Str 21, Con 20. Lasts 8 rounds, then fatigued.

*Possessions:* Masterwork greatsword, +1 hide armor, 50 gp.

➤ **Wendiggan:** male human Brd2/Rog2: CR 4; Medium-size humanoid (human); HD 4d6+4; hp 21; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6/19-20, short sword); SA Bardic music (*inspire courage, countersong, fascinate*), sneak attack +1d6; SQ bardic knowledge, evasion; AL CN; SV Fort +1, Ref +9, Will +4; Str 10, Dex 17, Con 13, Int 11, Wis 13, Cha 16. Height 6 ft. 4 in.

*Skills and Feats:* Appraise +4, Concentration +4, Diplomacy +7, Disguise +5, Escape Artist +7, Hide +7, Intimidate +7, Climb +4, Listen +6, Perform (epic, flute, harp, limerick, lute, sing) +11, Move Silently +7, Open Locks +7, Sense Motive +6, Spot +1; Dodge, Skill Focus (perform), Weapon Focus (short sword).

*Possessions:* Short sword, missive to Rhelt Sevvord (Player Handout A)

*Spells Known* (3/≠ 0 [mage armor precast, now 0]; base DC = 13 + spell level): 0—*detect magic, ghost sound, mage hand, read magic, resistance*; 1<sup>st</sup>—*charm person, mage armor*.

#### APL 6 (EL 9)

➤ **Dezhbah the Man Ripper:** female human Bbn8: CR 8; Medium-size humanoid (human); HD 8d12+24; hp 90; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +13/+8 melee (2d6+6/19-20, masterwork greatsword); SA Rage; SQ Fast movement, Uncanny Dodge; SV Fort +9, Ref +4, Will +5; AL NE; Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 14. Height 5 ft. 3 in.

*Skills and Feats:* Climb +8, Craft (weaponsmithing) +8, Hide (cc) +2, Intuit Direction +8, Jump +9, Listen +10, Move Silently (cc) +2, Ride +8, Spot (cc) +6; Alertness, Blind-Fight, Endurance, Iron Will; *Languages spoken:* Common, Troll.

**Rage (Ex):** 3/day—hp 106; AC 14 (touch 10, flat-footed 12); Atk +15/+10 melee (2d6+9/19-20, masterwork greatsword); SV Fort +11, Will +7; Str 22, Con 20. Lasts 8 rounds, then fatigued.

*Possessions:* Masterwork greatsword, +1 hide armor, 50 gp.

➤ **Wendiggan:** male human Brd2/Rog3: CR 4; Medium-size humanoid (human); HD 5d6+1; hp 25; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Atk +4 melee (1d6/19-20, short sword); SA Bardic music (*inspire courage, countersong, fascinate, inspire competence*), sneak attack +2d6; SQ bardic knowledge, evasion, uncanny dodge; SV Fort +2, Ref +9, Will +5; Str 10, Dex 17, Con 13, Int 11, Wis 13, Cha 16. Height 6 ft. 4 in.

*Skills and Feats:* Appraise +5, Concentration +5, Diplomacy +7, Disguise +5, Escape Artist +7, Hide +7, Intimidate +7, Climb +5, Listen +7, Perform (epic, flute, harp, limerick, lute, poetry, sing) +12, Move Silently +8, Open Locks +7, Sense Motive +6, Spot +2; Dodge, Skill Focus (perform), Weapon Focus (short sword).

*Possessions:* Short sword, missive to Rhelt Sevvord (Player Handout A)

*Spells Known* (3/≠ 0 [mage armor precast, now 0]; base DC = 13 + spell level): 0—*detect magic, ghost sound, mage hand, read magic, resistance*; 1<sup>st</sup>—*charm person, mage armor*.

**Area 10: The Captain's Bedroom.** Inside the room are the remains of the Captain of the Watch, as well as the two werewolves (the Winterblood Brothers) who were feeding on it.

## APL 4 AND 6 (EL 5)

🐾 **Werewolves (2):** hp 19, 20; see *Monster Manual* page 220 (sample werewolf).

**Area 11: The Dining Area.** Dehzbah and her minions have left this room untouched. The room contains a large, oak dining table (half the size of the room) and 10 chairs.

## CONCLUSION

Once the PCs have taken back the fort or flee in defeat, they will likely return to Rakersvale and report to Lorna Dinair. Lorna will be in council with two priests of Pholtus from town and a newly arrived sergeant from the Prelatal Army.

If the PCs were victorious:

- Lorna will grant that the Church of Pholtus raise any players that lost their lives for half the standard cost.
- The players will be awarded a total of 200 gold pieces from the church's coffers.
- Players will receive one Favor of Pholtus.

Lorna will thank the PCs and let them know that their actions have saved the Pale from harmful repercussions.

If the PCs were defeated:

- The Church will only raise worshippers of Pholtus for standard cost. All others will be charged double.
- Players will be given a total of 50 gold pieces as compensation for their "effort."
- Players will not receive a Favor of Pholtus

Lorna Dinair will apologize that she overestimated the ability of the party to undergo such a task. She will await the arrival of the rest of the Sgt.'s battalion en route to Rakersvale, in hopes that it is not too late to weed out these spies.

**The End**

## EXPERIENCE POINT SUMMARY

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

Award the total value (objectives plus roleplaying) to each character.

### Encounter One

Role-playing with the inmates 25xp

### Encounter Two

Helping Orban Wollace 25 xp

### Encounter Four

Assisting in the burials 10xp

### Encounter Five

Defeating the Ogres or Trolls 200xp

### Encounter Seven

Rescuing Brother Bentley 75 xp

Defeating Dehzbah & Minions 365 xp

Total experience for objectives 700 xp

Discretionary roleplaying award 0-50 xp

**Total possible experience 750 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.
2. 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 NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp 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. 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 that it later finds unreasonable but which were allowed at the time.

### **Encounter Five**

- Masterwork Dwarven Ugrush "Final Destiny" (350gp, weight 15lb, frequency: Unusual): description: This weapon is a gift from Dorjan Oldrich, the legendary dwarven hunter of the Troll Fens. The weapon is well balanced in the hands of anyone that can wield it. Dwarven Runes are etched in gold on the axe head, which translates to "Final Destiny".

### **Encounter Seven**

- Masterwork Greatsword (350gp, weight 15lbs, frequency: common): description: This masterwork greatsword has a crimson colored blade. The pommel, carved from ivory, is in the shape of an imposing barbarian, that of Rhelt Sevvord of Stonehold's likeness.
- +1 Hide Armor: (1,165gp, weight 25 lb., frequency: unusual) Created from the hide of a dire polar bear, this armor was forged and enchanted by Rhelt Sevvord of Stonehold's personal armor smith and gifted to Dehzbah the Manripper, his niece. The armor is fitting for either a man or woman. It is covered in white, bristly hairs that provide a +2 bonus to hide checks in snowy terrains.
- 75 gold pieces

### **Conclusion**

- 1 Favor of Pholtus (if party was successful)
- 200 gold pieces (if party was successful) If party was defeated, only 50 gp.

## CRITICAL EVENTS SUMMARY FOR “NORTHERN BREWINGS”

Convention/Game Day: \_\_\_\_\_

Judge: \_\_\_\_\_

Date: \_\_\_\_\_

- Did Wendiggan escape the fort with the missive for Rhelt Sevvord? \_ \_
- Did the party kill Dehzbah the Man Ripper? \_\_\_
- If not, did Dehzbah escape or was she captured alive? \_\_\_
- Did the party succeed in retaking the Palish fort? \_\_\_

Please hand all critical event summaries to the RPGA Events Coordinator for DundraCon (Feb. 15-18, 2002). The Critical Events Summary only needs to be filled out for this convention. If you have played this module before DundraCon, you can drop it off to the coordinator at this convention.



## PLAYER HANDOUT A:   MISSIVE TO RHELT SEVVORD

*To His Most Grim and Terrible Might, Rhelt Sevvord I, Master of Stonehold,*

*It is with great honor that I inform you of our successful scouting mission in the Troll Fens. With much ease, we easily overtook a Palish fort and established it as our base of operations. From what we can surmise, the Palish forts, scattered amongst the Fens, are to repel the native trolls from entering Rakersvale. One of our prisoners we interrogated mentioned a phenomenon known as a "Troll Winter" before my beloved Tarnikus put him to death. This Troll Winter apparently occurs when the beasts amass in large numbers and head southward in the Pale. The spilt blood of the Pholties would surely please Erythnul. There are also rumors that the trolls have been following a new King as of late. It is my advice that we form an allegiance with this Troll King and his brethren. We should combine our forces to crush Rakersvale and lead a path of destruction to the Theocrat's doorstep.*

*I request that you send an envoy to the Troll Fens that is capable of negotiating with their leader. In the meanwhile, my pack and myself will assess the defenses of the Pale's northern borders. I shall keep you up to date if there are any new developments.*

*Your Humblest Servant,*

*Dehzbah*

## DM'S HANDOUT A: NPCs AT THE NEW DAWN CAMP

☛ **Ludwedge:** male tallfellow halfling Rog5: CR 5; Small humanoid (4 ft., 2 in. tall); HD 5d6; hp 22; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Attack +1 melee, or +7 ranged; SV Fort +2, Ref +10, Will +4; AL NE; Str 4, Dex 16, Con 11, Int 9, Wis 14, Cha 10. Height 4 ft., 2 in.

*Skills and Feat:* Appraise +7, Craft +5, Disguise +7, Hide +14, Innuendo +10, Intimidate +5, Listen +6, Move silently +3, Read lips +6, Search +1, Spot +6, Swim +3, Wilderness lore +3; Alertness, Lightning Reflexes.

*Appearance:* Greasy hair, shifty eyes, and gap-toothed mouth

☛ **Dubricus the Gray:** male human Wiz8: CR 8; Medium-size humanoid; HD 8d4+16; hp 43; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Attack +4 melee, or +7 ranged; SV Fort +6, Ref +7, Will +9; AL CN; Str 10, Dex 17, Con 15, Int 18, Wis 16, Cha 12.

*Skills and Feats:* Diplomacy +6, Hide +3, Jump +1, Knowledge +15, Knowledge (undead lore) +15, Listen +3, Move Silently +3, Spellcraft +15, Spot +3, Swim +4, Wilderness lore +5; Craft Magic Arms and Armor, Extend Spell, Great Fortitude, Lightning Reflexes, Scribe scroll, Spell Mastery (*animate dead, magic missile, mage armor*).

Spells Prepared: None (guards confiscated his spellbook)

*Appearance:* Gray streaking hair, crazed looking eyes, twitching eyebrow, very fidgety.

☛ **Malvernus Teth:** male human Clr6: CR 6; Size M (5 ft., 4 in. tall); HD 6d8+6; hp 31; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +6 melee, or +3 ranged; SV Fort +8, Ref +1, Will +7; AL LN; Str 14, Dex 8, Con 13, Int 9, Wis 14, Cha 7.

*Skills and Feats:* Climb +3, Craft +10, Hide -1, Listen +2, Move silently -1, Ride +0, Spellcraft +6, Spot +2; Brew potion, Great fortitude, Skill focus (craft), Spell focus (abjuration).

Spells Prepared: None (holy symbol and components were confiscated)

*Appearance:* Square-jawed, stern face, forked beard

☛ **Durweena:** female human Ari1: CR 1; Size M (5 ft., 4 in. tall); HD 1d8; hp 8; Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex); Attack -3 melee, or -2 ranged; SV Fort +0, Ref -2, Will +6; AL N; Str 5, Dex 6, Con 10, Int 15, Wis 18, Cha 16.

*Skills and Feats:* Bluff +5, Diplomacy +7, Handle animal +7, Hide -2, Knowledge (nature) +4, Knowledge (local) +8, Listen +4, Move silently -2, Read lips +4, Sense motive +6, Spot +4, Use rope +0, Wilderness lore +8; Skill Focus (Knowledge: Local), Alertness

*Appearance:* Pursed lips, wide eyes, bird like nose

☛ **The Scarlet Six,** 3 male/ 3 female human Ftr3: CR 3; Size M (5 ft., 4 in. tall); HD 3d10; hp 13; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 9 (-1 Dex); Attack +5 melee, or +2 ranged; SV Fort +3, Ref +0, Will +0; AL CG; Str 15, Dex 9, Con 10, Int 15, Wis 8, Cha 7.

*Skills and Feats:* Disguise +0, Gather information -0.5, Hide -1, Innuendo +1, Knowledge +3, Knowledge (arcana) +4, Listen +0, Move silently -1, Spellcraft +5, Spot -1, Use rope +2; Blind-fight, Combat reflexes, Improved initiative, Power attack, Weapon focus (longsword).

*Appearance:* All six have dyed hair, the color of scarlet. Oddly enough, all look as if they are related (in fact, they are all brothers and sisters)

## Judge's Handout B: Dorjan Oldrich

**Dorjan Oldrich**, male dwarf (mountain) Ftr6/Rgr10: CR 16; Size M (4 ft., 4 in. tall); HD 6d10+12 + 10d10+20; hp 174; Init +2 (+2 Dex); Spd 20 ft.; AC 23; Attack ++20/+15/+10 melee; dmg d8+8 battle axe +3; SV Fort +16, Ref +13, Will +10; AL NG; Str 16, Dex 14, Con 22, Int 10, Wis 10, Cha 8.

Skills and feats: Appraise +4, Climb +12, , Hide +10, Listen +8, Move silently +14, Ride +5, Search +6, Spot +8, Diplomacy +4, Disable Device +11, Intimidate +8, Intuit Danger +11, Jump +10, Open Locks +12, Swim +6, Tracking +8; Alertness, Combat Reflexes, Dodge, Mobility, Iron Will, Improved Critical (battle axe), Weapon Focus (battle axe), Weapon Specialization (battle axe), Power Attack, Sunder

### APPEARANCE:

Dorjan has the gruff and taciturn toughness that exists in all caricatures of dwarves. Unlike other dwarves, his skin is tanned and hardened by many years spent under the harsh glare of the winter sun, and the howling winds of the northern mountains. His beard is kept cropped just below neck length – short for a dwarf, but practical for one who often has to wear layers of fur and wool to protect himself from the elements.

Now approaching what passes for middle age for a dwarf, the first few grey hairs are beginning to show in the reddish-blond beard of Dorjan, and (though he has yet to share this information with anyone but himself), he is considering shaving his head to hide the gradual thinning of hair that has begun at the temples.

Dorjan is never seen in public without his armor, a well-worn set of leather armor covered with small metal spikes and plates. His battleaxe *birrevenin* is legendary in his hands, the axe having been a part of his life for over 75 years, since its retrieval from a cairn in the troll fens.

### POSITIONS/TITLES:

In the past, Dorjan has served as an independent scout for both the Army and the Church Militant, though he holds no formal position with either. Dorjan is known to be on extremely good terms with several of the Brilliant Castle commanders, as he is well-known in the region of the Pale that fronts on the Troll Fens, and his work fighting the trolls that are an ever-present danger in the region has earned him a great deal of respect.

### Personality:

Dorjan takes the stereotype of the gruff dwarf and puts it to shame. His normal communication mode is to fit all his thoughts into a single sentence, and after that he considers the subject over. Grunts and the occasional shrug or sniff make up the rest of his conversational repertoire.

This lack of communication skills is more severe when dealing with other races than dwarves. When speaking with other dwarves, Dorjan is merely taciturn, rather than being almost non-communicative.

Dorjan is a strong believer in action over discussion, and will often simply do something that he sees needs doing rather than wait for the issue to be discussed. His vast experience (more than 75 years) along the northern borders of the Theocracy mean that while he often doesn't wait for agreement before acting, usually what he chooses to do is exactly the right thing. Thus his lack of communication – for Dorjan the solution seems obvious, and any discussion is simply a waste of time.

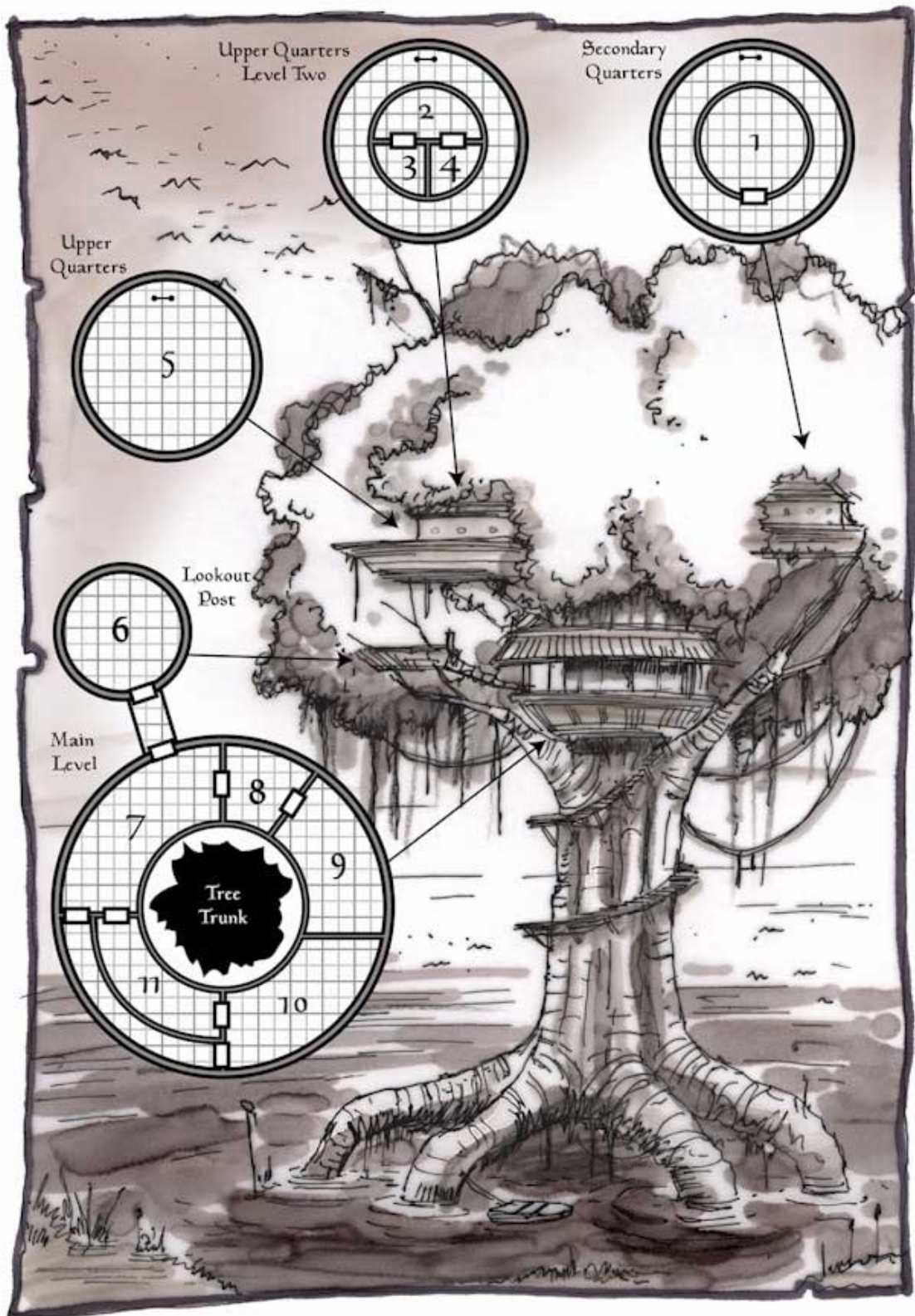
### BACKGROUND

Dorjan is as close to a living legend as the Troll Fens have. Known to the trolls as *doombringer*, Dorjan has devoted his entire adult life to attempting to exterminate the race of trolls from the world of Greyhawk – a task that he will not acknowledge as being beyond his single-handed ability. The reasons for Dorjan's unceasing hatred of trolls are unknown, and he has never shared this knowledge with anyone. Usually traveling the Northern reaches of the Pale unaccompanied, he uses his skills to hunt the trolls that he hates. Dorjan's stamina and tenaciousness are legendary (and having the boots to help his movement doesn't help either.) Stories say that when Dorjan sets his eye on a goal, no obstacle of man or nature can dissuade him from his goal.

### POSSESSIONS

Studded leather armor +5 w/ armor spikes, small steel shield +2, cloak of resistance +2, ring of chameleon power, *birrevenin* (+3 battle axe of speed), boots of striding and springing

# JUDGE'S HANDOUT C: FINAL ENCOUNTER MAP



## JUDGE'S HANDOUT D: BIOGRAPHIES OF STONEHOLD'S SPIES

**Dehzbah the Man Ripper:** Dehzbah is Rhelt Sevvord's niece as well as one of his top advisors. The Rhelt raised her after Stonehold's oldest foes, the Frost Barbarians, killed her parents in a raid. Like her uncle, she is ill tempered and prone to violence. It was decided at a young age, her demeanor would be better honed at the Temple of Erythnul. It was there that she was trained in the brutal arts of savagery and slaughter. She was given the nickname of "Man Ripper" when she had disemboweled a slave with her bare hands because he accidentally had bumped into her without looking. The high priests were very impressed with her voracious tenacity on the battlefield. They have been grooming her to be their champion and help forge a true alliance between the temple and Stonehold's leadership. An arranged marriage has been proposed between Dehzbah and an up and coming priest named Tarnikus. Rhelt Sevvord gave his approval on the marriage and awaits the couple's return from the spying mission in order to make the final arrangements.

**Tarnikus:** He is a priest of Erythnul as well as Dehzbah's lover. Tarnikus was born in Wintershiven and was raised by his parents, both members of the Church Militant. He was a free spirit as a child but his creativity was hampered by the strictness enforced by his parents. Tarnikus dreamed of painting and music while he was forced to study the scriptures of Pholtus. He grew bitter of his parent's regime and the narrow-minded teachings of the One True Path. When Tarnikus was a teenager, his parents had confiscated and destroyed one of his first paintings in progress because he had missed a prayer service at the local temple. In that moment, Tarnikus snapped. In an unleashed fury, he killed his unsuspecting parents with the viciousness of a wild animal. He then finished the painting, using the blood of his parents, before leaving home.. Tarnikus escaped the Pale and joined Stonehold's army in Tenh as a means of killing more followers of Pholtus. He later became an acolyte at the Temple of Erythnul where he has becoming a rising force within the hierarchy. To this day, he has a special loathing in his heart for those that undertake the One True Path.

**Wendiggan:** Born in Tenh, young Wendiggan became Rhelt Sevvord's personal slave after being captured in the battle of Nevond Nevend. After taking numerous beatings from the Rhelt throughout his childhood, Wendiggan always was able to lick his wounds and stand tall afterwards. The Rhelt silently admired his guff and gave Wendiggan more privileges than a standard slave. Wendiggan appreciated the Rhelt's 'generosity', in kind. Wendiggan took the role of the Rhelt's messenger between Stonehold and Tenh.. Out of fear and respect, Wendiggan never once considered escaping for freedom when on any of his missions.

**Sengar the Vulture:** Was assigned by Rhelt Sevvord to be young Dehzbah's bodyguard before the Temple of Erythnul took her in. He is still protective of Dehzbah, even though she has developed into a warrior of equal stature. Sengar is known as "The Vulture" for his habit of waiting hours until a battlefield is cleared for him to pick the belongings of his dead enemies.

**The Winterblood Brothers (Joxan and Fehnrís):** Both were born as lycanthropes, a tradition in their tribe that has extended for generations. The Winterbloods were always looked favorably by the leadership in Stonehold for their scouting expertise and their uncanny tracking ability. Joxan and Fehnrís were childhood playmates of Dehzbah. Growing up, they reveled in the bloody slaughter of innocent travelers crossing into Tenh. The brothers remained close with Dehzbah over the years and were most pleased when asked to go on this particular mission. Joxan and Fehnrís are loyal to the Rhelt but will follow any order carried down from Dehzbah without question.