

TUS2-02



THE HILLS ARE ALIVE

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure

Version 1

by Bradley Fenton

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The player characters arrive in the town of Reijah to investigate a recent string of animal and child abductions, and a mysterious assault upon a merchant caravan. Locals are speaking of curses and otherworldly creatures being the culprits. Special thanks given to Rick "Duicarthan" Miller for the 3rd ed. Conversion of the *Wings of the Rakers*. An adventure for characters level 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 1st-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 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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 1st-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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All in-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. All out-of-region characters pay double these costs.

ADVENTURE SUMMARY AND BACKGROUND

WINGS OF THE RAKERS

Over a century ago a wizard from the Theocracy of the Pale left his home to venture to a more open-minded land that did not consider his faith heretical, and that was less rigid in its view of non-conformists. Traveling the lands of the Flanaess for nearly a decade the wizard met many different people and experienced a myriad of cultures. Eventually the wizard longed for home and decided to return to the Pale and stand up for what he believed despite the strictness of the Church.

Upon his return to the Pale the wizard made himself a home in the Rakers. Nestled in the Rakers, the wizard discovered a race of aerial beings that he fell in love with, the aarakocra. As a result, the wizard befriended them and

learned their ways. Despite his intention, he could not fully fit in. Therefore, the wizard crafted a pair of beautiful giant white seagull wings that gave the wizard the ability to mimic the abilities of the species he admired and respected.

Over the course of the following years the wizard helped the aarakocra fight off the humanoids of the region and pleaded against the Pale's wasteful use of natural resources. During his activist activities, the wizard met the young half-elf druidess Naitae who shared the same ideals as him. Together they worked towards a common goal and continued to work with and aid the aarakocra.

Years went by, and the young druidess fell in love with the wizard despite their age and racial differences. Despite their age difference the pair developed a strong tie and upon nearing natural death, the wizard gave her the wings and asked her to continue their work, and aid the aarakocra. Of course she agreed and he returned home to the Pale to make peace with his friends and family before he left the material plane. She never saw him again.

Years went by as Naitae lived with the aarakocra. During this time they opposed the Theocracy's ways until one day Naitae learned that the wings, which had become known to many as the Wings of the Rakers, had been stolen. Infuriated, the druidess vowed to recover the prized creation of her departed mentor and confidant. After many years of painstakingly hard work and research the druidess found the location of the wings and recovered them. By that time the Greyhawk Wars were well under way and the druid came home to discover that the military machine was consuming even more natural resources, and bandit and humanoid activity had risen in the Rakers. Consequently it didn't come as much of a surprise when the Naitae learned that aarakocra tribes had decreased in number. Fearing for the safety of the tribe she had lived with for so many years, the druidess suggested that they leave for another lofty refuge where war was not threatening their way of life, the distant and mighty Yatil mountain range. They agreed, and left the eastern war torn lands behind them.

THE MOUQOLLAD CONSORTIUM

Far away in the Baklunish West, an association of merchant clans called the Mouqollad Consortium dictating trade has made a deal that they hope is very profitable. Mouqollad agents have made an agreement with natives of the Yatils to send tools and clothing to the natives while the Consortium receives griffon eggs in return to be sold on the black market. So far, this agreement has been very lucrative with a single griffon egg fetching up to 3,500 gp for the Consortium.

The Mouqollad has kept this arrangement a secret because they fear that animal sympathizers, and priests and druids of nature deities might oppose such activities. This practice is much too valuable to risk losing because of such frivolous principles.

DISCOVERY OF THE TRUTH

The Mouqollad's arrangement has proceeded without interruption until a few months ago when Naitae and the aarakocra learned of the egg taking. Normally, Naitae and the aarakocra wouldn't mind that the natives take the occasional griffon egg for food, but taking them in large numbers is not an acceptable activity.

Therefore, Naitae approached the Yatil natives and explained to them the folly of their ways and they agreed to stop aiding the Consortium. Everything seemed back to normal, until the Consortium found out that their associates had broken their arrangement. Angered, the Consortium sent a group of mercenaries to collect the eggs themselves. Angry hills people came out to oppose the Consortium but they were quickly outmatched and subdued by the mercenaries. On the way back to Sefmur, the caravan was ambushed, but not by Naitae and her clan, but by a group of derro. Naitae arrived an hour later to find the eggs gone, and the merchants and their entourage wiped out.

Now as punishment, Naitae and the aarakocra are giving the people of the lower Yatils a taste of their own medicine by abducting their young. Naitae hopes that this teaches the humans the errors of their way. Unfortunately, the residents have nothing to do with the egg poaching, and are quite unfairly paying the price.

Patiently, Naitae awaits emissaries from the Pasha to seek her and her tribe out. The player characters are the individuals in question. The characters have to negotiate with Naitae or dispose of her and her tribe. Unfortunately, Naitae and the Yatil natives know nothing of the Mouqollad Consortium, since the Consortium was wise enough to cover their tracks and misinform the natives, telling them they are from Perrenland. If the characters are clever enough, and lucky enough, they might figure out that the Mouqollad Consortium is behind the egg poaching.

Unbeknownst to all, the abduction of animals is another matter entirely. Derro from below the Yatils have been Open Hunting, an activity that derro conduct under the cover of darkness to steal cattle and swine to then let loose and hunt at another time. These same derro have infiltrated Naitae's aerie and have been causing them trouble for some time. The derro can somehow bypass a set of magical stone doors through which they come and go, but Naitae cannot follow.

The characters arrive in the town of Reijah to investigate the recent criminal events. People and livestock have been vanishing without a trace for nearly a month now, and the locals are very scared. To further complicate matters a caravan was found destroyed, its merchants and men-at-arms torn apart, their innards spread across the ground. No trace of the culprits has been found yet, leaving most wondering to the origin of the assailants. Locals are now so terrified that they don't even leave the relative safety of their own homes. Without workers, the nearby mines have seen a drastic decrease in production and the Pasha cannot stand for that.

Up until the attack upon the caravan the Pasha turned a blind ear to the locals of the hills. Now though, the mines have stopped producing so he has put out word that heroes and mercenaries are needed to solve the mystery of the Sehla Hills and bring those responsible to justice. Unbeknownst to even the Pasha the culprits are a group of aarakocra acting under the guidance of a female druid, Naitae Verti, who has discovered an arrangement made between the hills people of the Yatils, and the Mouqollad Consortium that she and the aarakocra consider an affront. The characters have to discover the origin of the assailants and deal with the threat. The druid and aarakocra are not evil, but they are firm in their beliefs.

INTRODUCTION

The characters arrive in the small hamlet of Reijah. Reijah's population is 111 people, and nothing over 100 gp is available. Reijah appears to be somewhat deserted for a settlement of its size; many residents and seasonal miners have left the area because of the recent happenings. The remaining people are a mix of elderly residents, stubborn locals, or mercenaries much like the characters. The characters could be here for any number of reasons, including out of duty, family ties, or simply for profit.

Since the rumors of the strange events occurring in and around the lower foothills of the Yatils reached your ears, you have been anxious. Anxious, because this is the opportunity you have been waiting for, the perfect moment to make a reputation for yourself. If you could solve the mystery, you would be heralded as a hero and never need to work another day in your life! As you eagerly traveled through the Sheikdom of Dihn towards your destination, you met up with several others of like intent, in the small mining community of Reijah. After a few drinks and stories you have decided to band together and bring down the menace of the surrounding countryside, and make Azor'alq proud.

Now is a good time for the characters to make introductions and describe themselves to each other.

ENCOUNTER 1: REIJAH INN

The inn is a simple single story building made of wood with stone chimneys over the fireplace. Never a bustling social center, the inn has nonetheless suffered since the problems started over a month ago as workers have fled the region and visitors have shunned the area. Fortunately for the innkeeper the recent news of a bounty has attracted several mercenaries and their ilk, which has helped to support the inn. Food and lodgings are per page 108 of the *Player's Handbook*, but nothing above common is available.

As you finish telling stories and acquainting yourselves you notice that this inn is the only place that seems to show any signs

of life in the entire village. To your left a group of three men sit huddled around a table grumbling about something, across the room near the fire is a young dwarf sipping something from a beaten flagon, and a half score or so tired and dirty looking locals drink their sorrows away. In fact, no one except the dwarf seems to be under the age of forty, even the serving girls.

Allow any character that wants to listen in on the grumbling men a Listen check (DC 10) in order to overhear their conversation. If the character is successful give them the following dialogue.

The eldest looking man speaks: "The Pasha will get what's coming to him I tell ya! He's been cursed for dishonoring his heritage and staying cooped up in his palace. He has no respect for those who work hard."

The other two men nod in agreement, but the one with one eye bitterly replies: "You're right Ben M'ar, but the Pasha only acts once his own people get harmed."

The rest of their discussion is foul and angry. If the characters interrupt, they are treated with distrust since the men believe that strangers are agents of the Pasha. Due to their hardened nature the men are not easily intimidated, nor are they very sociable, but characters making a successful Intimidate (DC 13) or Diplomacy (DC 15) check can learn the following depending on their checks:

- (Made check) The Pasha has only recently reacted to the events in the region because a merchant caravan was attacked. Until that point the Pasha had not shown any interest in the events, which has greatly angered the locals.
- (Made check plus 2) The location of the caravan attack can be gained from the local constable.
- (Made check plus 3) A reward is up for whoever solves the local problems. The constable has details.
- (Made check plus 4) Several groups of mercenaries and such have been in town the last month or so trying to cash in on the reward.

☞ **Ben M'ar:** Male human Com3.

Ben M'ar is one of the elders (late 70's) of the village and hence is well respected. He is too old and stubborn to leave his home. Ben M'ar also blames the Pasha for the current misery of the area because he refuses to visit the grand mufti.

Ariseb Elnur: Male human Com1.

Ariseb is a bitter man in his middle years (late 40's) who also blames the Pasha for the current problems. He has stayed here because a grandson of his was abducted recently from another settlement. He will only divulge this information to a character making a Cha (DC 16) check who shows genuine sympathy for the old men. He has only his right eye, having lost his left eye many years ago working in the mines of the region.

◆ **Saddhim Tash:** Male human Com1.

Saddhim is the youngest of the three (early 40's) and is equally as mad as the others and is quite drunk and greatly distrusts strangers.

The characters can learn some more information from the barkeeper:

◆ **Kalif-ban Armish:** Male human Com1.

Kalif-ban is in his early 50s and is nervous about the future of his establishment. Due to the lack of business he is especially kind to the characters. If he is tipped, Kalif-ban tells the characters the same information that the old men know. If he is given a tip of 5 sp or more he reveals the location of the two nearest settlements that have been stricken by the unknown assailants. For a tip of 1 gp or more the characters can learn that another group of mercenaries left a day earlier hot on the trail of the mysterious assailants. Hopefully this last bit of information helps characters along their way. Either way, he encourages the characters to go see the constable.

The dwarf is:

◆ **Dregg Stonehedge:** Male Ftr1/Clr1 (Ulaa); hp 16; see Appendix I.

Dregg is a young, friendly mountain dwarf in his early 30's on a pilgrimage from his home in the Yatils. Any character making a Cha (DC 12) check can learn that he has been traveling through the area for nearly a month from one settlement to another and it appears that only the human settlements seem to be experiencing any problems.

ENCOUNTER 2: CONSTABLE'S BRIEFING

At some point before leaving Reijah, the characters should visit the town constable. The constable is a man on the verge of a nervous breakdown. All of the locals have been pressuring him to deal with the problems, but it is beyond his power. Fortunately the Pasha has finally decided to do something about it, which has removed much of the weight from his shoulders.

◆ **Constable Durn Habim:** Male human Ftr2.

Constable Durn Habim is one of the youngest (33) individuals still residing within the village. Despite his state of stress, the constable is a reliable individual who is dedicated to his job.

Durn informs the characters of the reward, and tells them where they can find the remains of the caravan.

As you enter the constable's office a relatively young man with bags under his eyes and a look of forlorn greets you, "Welcome, I'm Durn Habim, the village constable. I've been waiting for you. Please make yourselves comfortable." The constable gestures to some old cots and invites you to sit.

Taking your seats you listen to him further, "As you probably already know, the settlements around here have been under attack by some unknown assailant or assailants. All we know is that for the last month or so, several children from the nearby settlements have been abducted, as well as numerous livestock. We pray to Istus that the children are unharmed.

Until recently, the Pasha has turned a deaf ear, but a merchant caravan was raided several weeks ago and it has prompted the Pasha to action. The Pasha has offered a reward to the individual or individuals that solve the mystery. I cannot provide the reward, but if you do solve the problem, I can provide you with a seal with which you can reclaim your reward.

Now, if you are willing to accept such a task I can show you where the caravan was attacked and the location of the two nearest victimized settlements."

If the characters accept, the constable can provide the characters with a crude map of the region and also remind them that others are looking for the assailants. If asked about the reward, Durn tells the characters that each person who is involved with the successful group will be awarded 50 gp. Durn cannot provide the characters with any additional help.

Read the following before the characters leave to begin their investigation:

"It is imperative that someone solves the mystery because many of the miners have fled, forcing officials to send in hardened criminals to work the mines. Having such criminals in the region has further upset the locals. As a result the productivity of the mines has fallen, and we depend on the mining industry to survive in these parts. Our fate is your hands, so I pray that Istus guides you well."

ENCOUNTER 3: THE CARAVAN

At some point the characters most likely head for the site where the caravan was attacked. The actual site looks like a textbook description of an ambush; a narrow rocky path between two steep ravine walls with an ample amount of detritus at the base of each wall.

Following the directions provided to you, you make your way up a treacherous path through a narrow ravine. By the looks of things, this trail is obviously infrequently used, considering the lack of tracks and the large amount of debris cluttering the trail. Up ahead you can see some debris that appears to be of human origin.

Up ahead are the remains of the caravan. Read the following as the characters approach.

Plodding ahead you make out the remains of what must have been the caravan. Several nearly skeletal corpses are scattered along the ravine floor amidst various junk and litter.

If the characters search the remains it becomes apparent that many of the corpses used to be mercenaries or soldiers because they are wearing tattered armor. Insects

crawl through many of the bodies. A successful Search of the area reveals the following:

- (DC 12) A finely crafted Tusman scimitar (masterwork).
- (DC 13) Eggshell fragments.
- (DC 16) A torn piece of parchment with a broken seal.

The parchment is torn, and difficult to read, but a character that knows Baklunish can make an Intelligence check (DC 13) to learn the following:

- Something to do with a broken agreement.
- Punish the hills people if they resist.

The seal is another matter. Any character with Knowledge (nobility and royalty), or Knowledge (local) of any western Baklunish nation can make a check (DC 15) to discern that the seal is that of the Mouqollad Consortium.

The eggshells are of griffon origin, and were accidentally broken during the attack. A character can make a Knowledge (nature) check (DC 20) to identify the eggshells' nature.

There are a grand total of 23 corpses; 18 were mercenaries/soldiers while the others were merchants. Since the attack all valuable items have been looted or removed by the aarakocra.

General Information About the Mining Settlements

Both mining settlements are similar to each another; both are situated along the Mansoor winding up into the Yatils, both are closer to being a shantytown than an actual hamlet, most residents are miners or are somehow connected to the mining industry. Those residents who work the mines are afraid of going to work since they fear leaving the relative safety of their community.

Most goods and arms are difficult to acquire, and in addition, all goods and services are more expensive here than in the mainland. Items are twice the cost presented in the *Player's Handbook*, and nothing over 15 gp is available. Each settlement consists of nearly twenty residents, less if the bandits have raided them and taken any women away. The majority of the residents are over thirty; most of their children have been abducted and many of their younger men have decided to leave this accursed region and seek their fortune elsewhere.

If the characters are able to return the abducted women they are grateful, but have nothing to offer the characters as a reward. They ask where the children are, believing the bandits responsible for the disappearance of the children. Characters have the unfortunate task of telling the villagers they did not find the children.

ENCOUNTER 4: RED HERRING RAIDERS

As you make your way towards Tab'en'our you can see a small clearing near a stream. Along both banks are a number of shanties and a few larger wooden buildings. People seem to be in a state of commotion.

Read the following as the characters draw near.

It seems that the locals are recovering from some sort of tragedy; wounded are being attended to, while others are seeing to the status of buildings that were obviously set aflame not too long ago. Everyone seems to be slightly panicked.

The miners react defensively if the characters are aggressive or approach the shantytown with weapons drawn. Treat the NPCs' attitude as hostile if the characters do anything threatening, and treat the NPCs as indifferent otherwise. A quick explanation of their identity and purpose guarantees the characters safe passage.

Escaped criminals from a nearby mine have just raided the town, taking several women along with them. The bandits left just under an hour ago and should be easy to track (DC 14).

Since the troubles started about a month ago the regular miners stopped going to work and the local authorities were forced to bring in more criminals to work the mines. It's not unusual to employ criminals in the mines, but due to the circumstances criminals guilty of capital crimes have been brought in to replace the terrified locals. Locals do not realize this though, and think that the bandits are the cause of all the recent problems.

Once the characters have gained the residents' trust they can learn the following:

- No tracks or signs of violence could be found after their children and livestock disappeared.
- People are upset with the Pasha's lack of involvement in the current events.
- They can direct the characters to the site of the ravaged caravan if the characters haven't visited it yet.

The following facts can be gained by making a successful Gather Information check.

- (DC 10) Galda juice shipments have not been received in the area for several weeks.
- (DC 15) People fear the troubles and blame it on a curse that has been brought down upon them by the Grand Mufti as punishment. They believe winged demons have come to take away young souls.
- (DC 20) The bandits are probably escaped criminals from the local mines; since the troubles started about

a month ago the regular miners stopped going to work and the local authorities were forced to bring in more criminals to work the mines. It's not unusual to employ criminals in the mines, but due to the circumstances criminals guilty of capital crimes have been brought in to replace the terrified locals.

- (DC 25) The Pasha hasn't paid homage to the Grand Mufti yet.

If characters decide to investigate the settlement to find any clues that might help them it'll take a good two hours without uncovering anything of use.

Development: Depending on the information that the characters are able to glean from this encounter, they may go straight to the mines to deal with the bandits, or they may head on to the next town. Which way they go determines what happens next.

ENCOUNTER 5: A REAL CLUE

After the tragedy at Tab'en'our you hope that the folk of the next settlement are in better shape.

If the characters haven't dealt with the bandits, this settlement is raided ten hours after the first settlement. If the characters have dealt with the bandits read the following:

Following the trail along the stream brings you within sight of Silver Current. With a sigh of relief you note that things look rather ordinary, as people go about their business tending some livestock and other mundane activities.

Read the following instead, if the characters have not dealt with the bandits in time:

Following the trail along the stream you can now see the settlement ahead of you in the distance. Your worst fears have materialized. Smoke rises high above the shantytown.

In the former case, treat the NPC attitude towards the characters as indifferent. Treat the NPCs' attitudes as hostile in the event that the mining community has been raided.

If the characters haven't dealt with the bandits by this time, it should be clear to the characters that the bandits are to be stopped. If the characters attempt to Track the bandits this time it should be easier since they took even more women with them, and some of bandits raided the settlement on horseback. A successful Track (DC 13) check will allow the characters to follow the bandit's trail.

Once the characters have gained the residents' trust they can learn the following:

- No tracks or signs of violence could be found after their children and livestock disappeared.
- People are upset with the Pasha's lack of involvement in the current events.

- They can direct the characters to the site of the ravaged caravan if the characters haven't visited it yet.

The following facts can be gained by making a successful Gather Information Check.

- (DC 15) People fear the troubles and blame it on a curse that has been brought down upon them by the Grand Mufti as punishment. They believe winged demons have come to take away young souls.
- The Pasha hasn't paid homage to the Grand Mufti yet. (DC 20)

The characters might want to search the settlement for clues that the residents might have missed. A successful Search check (DC 14) uncovers a large feather wedged between several logs in a woodpile. This is an aarakocra feather, and a character making a successful Knowledge Nature (DC 20) check can ascertain this. The feather got caught there as an aarakocra struggled to grab a child one morning. Searching the settlement takes two hours.

ENCOUNTER 6: MINES

Lit torches are placed every dozen or so feet within the mines, unless indicated otherwise on the map. Old wooden beams barely keep the ceiling up.

Ahead of you is an apparently abandoned mine. Several piles of mining tilling are piled on both sides of the mine entrance.

Two bandits guard the entrance, trying to stay out of sight behind the piles, one bandit per side. A Spot (DC 12) reveals the guards. The guards yell if given the opportunity, thus warning their companions who can make a Listen check (DC 17, in Room G); (DC 20, in Room E). If one of them falls, the other flees into the mines, yelling. Reduce the Listen checks for every 10 ft. closer the fleeing bandit gets to the others inside.

APL 2 (EL 1)

👉 **Bandits (2):** Male human War1; hp 9 each; see Appendix I.

APL 4 (EL 3)

👉 **Bandits (2):** Male human Ftr2; hp 20 each; see Appendix I.

APL 6 (EL 5)

👉 **Bandits (2):** Male human Ftr3; hp 27 each; see Appendix I.

ROOM B

The tunnel is about 12 feet wide and descends into the earth. After about 15 feet, the tunnel widens to about 15

feet and continues another 30 or so feet until it reaches a four-way intersection with a mineshaft in the center. The tunnel is unlit for the first 40 feet.

ROOM C

A mineshaft occupies this cavern. The mineshaft seems out of use; its winch looks damaged, but its chain stills hangs below disappearing into the depths.

Four tunnels lead away from the mineshaft; the one to the south rises slowly upwards and is about 15 feet wide, while the others are narrower and seem to be level.

Several monstrous spiders lair in the mineshaft, having spun their web after the bandits rendered the shaft inoperable. Anyone looking down the shaft with darkvision or a source of light can see something silvery about the size of a halfling's fist suspended in webs spanning the width of the shaft. The object is a piece of silver ore worth 25 gp. If the spiders heard the characters coming they are hiding beneath their web, making it even more difficult for them to be seen (Search check DC 28). Otherwise they are in the web with a normal chance of being spotted (Search check DC 26). Characters attempting to climb into the shaft should make a Climb (DC 10) check.

The spiders attack any character that climb down into the shaft. Otherwise, they climb to the top of the shaft and wait for an opportunity to surprise the characters.

APL 2 (EL 1)

➤ **Small Monstrous Spiders (2):** hp 8 each; see Monster Manual page 210.

APL 4 (EL 3)

➤ **Medium Monstrous Spiders (3):** hp 18 each; see Monster Manual page 210.

APL 6 (EL 5)

➤ **Large Monstrous Spiders (3):** hp 30 each; see Monster Manual page 210.

ROOM D

Rocks and boulders block further progress. Make it clear to players that there is no point in trying to clear the rubble.

ROOM E

Tools and spare parts are scattered all over the floor. Pegs and shelves line the wall. Most of the items seem to have been broken, including the shelves. It looks as though a scuffle took place here.

When the prisoners freed themselves they headed straight for this room to grab tools to be used as weapons and overcame the two overseers who were here.

Nothing of real use can be found, although anyone looking for a working hammer, shovel or pick should have no problem.

ROOM F

Read the following if the characters have a source of light or can see in the dark.

A strong and unpleasant odor of smoke and carrion emanates from the cavern ahead. The tunnel opens into a large natural-looking, unlit cavern. Feathers, droppings, straw and bones litter the cave floor. Insects wiggle through the refuse. Several large iron pots and cauldrons sit in a far alcove that seems to be converted into a sort of fire pit. Small rats can be seen scurrying around in the darkness, and some glimmer of light can be seen at the far end of the cavern.

Read the following if the characters have no means of seeing in the dark.

A strong and unpleasant odor of smoke and carrion emanates from the cavern ahead, but you are unable to see anything but a faint glimmer of light far ahead in the darkness.

Make an opposed Listen check for each character as they enter the cavern. If the bandits in Room G heard shouts from elsewhere they are hiding and being as quiet as possible in Room G, thus requiring an opposed Listen/Move Silently check to hear them. If they have not been alerted to the characters' presence the Listen check is (DC 8). The difficulty is low because the prisoners in Room H make intermittent noises.

The cavern is being used as a slaughterhouse/kitchen/stable by the bandits. The feathers are from chickens and the bones are the remains of several animals, including chickens, rabbits, and cattle. There are no horses here at present because a group of bandits is out on patrol.

This room is kept unlit so the bandits in area G can see any torches approaching in the distance.

ROOM G

Large boulders are piled up neatly in an almost complete line from one side of the cavern to the other, standing more than 5 feet high. A slight five-foot gap interrupts the man-made wall directly in the center.

Behind the wall is the bandits' living room. The room is very untidy and filthy; several straw mats are piled up along the walls, and dirty rags that must pass as clothing are randomly strewn about. Several rickety chairs and two rotting tables are lined up along the eastern wall. A large mine cart rests near the boulder wall.

Four bandits are here at all times while the others are out on patrol. Three of the bandits, including their leader are in the center of the room, while a single bandit stands guard near the rock wall. In times of emergency, the bandits push the cart to block the gap. It is very heavy and requires a combined strength of 56 to move it. No more

than six medium-sized creatures can attempt to move it at once. Fighting from within or behind the cart provides half cover to medium-sized creatures, while the wall provides three-quarter cover to medium-sized creatures behind it.

The bandits close the 'wall' and hide if they see light in the distance or hear the characters approach without hearing the secret whistle. The three bandits hide behind the tables with their crossbows ready to shoot the first person passing through or over the wall, while the leader hides patiently in the alcove to the left waiting for the opponents to commit and attack the tables. Characters must make an opposed Spot check against his Hide check to spot him. Once the opponents make it into the room, the leader waits until they are near the center of the room and then fires his crossbow at anyone looking like a spellcaster. He then attempts to flank any fighter types and attack them with his sword. If unable to flank anyone he continues using his crossbow until out of ammo or given no other choice but to engage in melee. The leader also reveals himself if one of the bandits is defeated.

If things go badly for the bandits they do not hesitate to use the captives as hostages.

APL 2 (EL 3)

➤ **Bandits (2):** Male human War1; hp 9 each; see Appendix I.

➤ **Bandit Leader:** Male human Rog2; hp 12; see Appendix I: NPCs.

APL 4 (EL 5)

➤ **Bandits (3):** Male human Ftr1; hp 12 each; see Appendix I.

➤ **Bandit Leader:** Male human Rog4; hp 22; see Appendix I.

APL 6 (EL 7)

➤ **Bandits (3):** Male human Ftr2; hp 20 each; see Appendix I.

➤ **Bandit Leader:** Male human Rog6; hp 32; see Appendix I.

A successful Search check (DC 12) turns up loose change for ale: 15cp, 7sp, 2gp, and 1pp.

ROOM H

The odor from ahead is almost unbearable. Approaching the source of the odor you see a ledge. Below the ledge is a large dank 18 ft. deep pit serving as a prison. A score or so men and women are sitting below in refuse.

The conditions of the pit are inhuman; human waste covers the floor, the same floor that the prisoners sit upon. The prisoners consist of former mine overseers and guards, but the majority of them are the abducted women from the two nearby settlements. One of the prisoners mention having seen strange creatures flying around to the northwest, and can give the characters directions to the area. The prisoner is of course talking about the Aerie.

The pit was a quarry of sorts before the prisoners rebelled. Once they escaped the prisoners used the debris in the pit to build their "wall", and threw their prisoners into it. A large pulley system is hammered into the ceiling over the eastern ledge. A large metal chain and bucket used to be suspended here. There is a sturdy 15 ft. ladder resting on top of the ledge.

ENCOUNTER 7: DWARVEN DIGGERS

This encounter can occur whenever the DM finds it most suitable. Perhaps when the characters are just coming out of the mine with the prisoners, or even just before they go into the mine.

Several yards ahead you see a small group of eight heavily armed dwarfolk chipping away at a rock outcropping.

The dwarves are a typical group of dwarves from the Yatils on a prospecting trip. At best they are indifferent towards the characters, but the presence of a fellow dwarf or a successful Diplomacy (DC 15) check reveals the reason they are heavily armed. They are armed because they believe that an old nearby dwarven outpost (Naitae's aerie) in the region is haunted, and they do not want to leave anything to chance. If the characters persist and ask about the outpost's whereabouts the dwarves oblige, but call them fools for even wanting to venture near it.

⚔ **Dwarven prospectors (8):** Male dwarf War1.

ENCOUNTER 8: THE AERIE

Parting several lush sablewood branches from in front of you, you step out of the wooded trail and into a clearing. The site before you is impressive.

Towering over scattered rock debris is a sheer wall of granite rising several hundred feet. Faced with such an obstacle it becomes clear why the Yatils are nearly impregnable and act as a trade barrier with the nations to the east. Birds can be seen flying in and out of the mist about the cliff face, and the occasional shrub and small tree has taken root on outcroppings.

What appears to be a cave opening awaits about 50 ft. above the foot of the granite wall.

Have each character make a Spot check (DC 16) to see large birds high above in the mist and clouds. Characters who make the check at DC 20 discern that the large birds

are not birds, but something else with wings. The creatures in question are aarakocra, and they are patrolling the region. Once the characters enter the clearing, unless they are taking specific measures not be seen from above, the aarakocra spot them and inform Naitae. Under no circumstance do the aarakocra reveal themselves to the characters willingly at this point.

Players deciding to investigate the rocky debris should make a Search check (DC 22) to discover a semi-buried stone door near the base of the cliff. Due to the large volume of debris and size of the area the characters can use the cooperation rules detailed on Player's Handbook page 62, in order to search the debris, but no more than five individuals can assist with the Search check. Dwarf characters get a +2 to this check due to their stonemasonry ability. Once the characters discover the door they still have to remove enough rubble to access it. In addition, the door is jammed due to its state of disrepair.

An hour of work with the appropriate tools is required for one person to clear the rubble. This time can be further reduced by 10 minutes per additional person working to clear the rubble. Though clearing the rubble takes a minimum of 20 minutes, regardless of the number of individuals working to clear the door.

☠ **Stone Door (stuck):** Thickness 4 in., Hardness 8; hp 60; Break (DC 28). Note: A *soften earth and stone* spell reduces the hardness to 0 and the difficulty to break to DC 10.

Once the door is opened continue to Area 1.

Characters unable to find the hidden door or those deciding to try the cave mouth need to make a successful Climb check (DC 25) to ascend the steep cliff. Go to Area 2 in that case.

AREA 1

After a strenuous effort you have managed to move the door enough to allow entry. Dank air emerges from the complete darkness.

Read the following once the characters decide to enter.

Stepping into the dark passage you can clearly see that no one has been here in decades, if not longer. The air is cool and damp, and moss covers most of the passage walls, which seem to have been carved out of the mountain. The only sounds to be heard are the occasional droplets of water hitting the ground, the scurrying of small insects, and the beating of your own hearts. Looking ahead, the passage seems to continue as far as you can see.

The passage is of dwarven construction, so its dimensions are rather small by the standards of big folk. The passage is no more than 5 ft. wide and 7 ft. high along its length, sloping gently upwards. Dwarf characters get a spot check (DC 10) notice the steady ascension.

Characters who clear away moss from the walls near the entrance, discover some faint etchings if they make a

successful Search check (DC 5). Any dwarf or character that is fluent in dwarven is able to identify the etchings as dwarven runes. Assuming they can read them, a successful Knowledge (religion) check (DC 10) by dwarven speaking non-dwarves reveal the runes to be a minor prayer to Berronar Truesilver, the dwarven goddess of safety and home. Dwarves know this without having to make a Knowledge check.

AREA 2

The climb was perilous, but you have made it to the mouth of the cave. Pulling yourselves up into the cave you can see several bones mixed among branches, leaves, and droppings.

An inspection of the bones reveals them to be the remains of small to medium animals. It is clear that this is the lair of some sort of large predator. Stress the bones and litter here in order to frighten the characters. In fact, a hippogriff nests here, but is presently out hunting.

Near the back of the lair is a low narrow tunnel opening about three and a half feet high. Halflings, dwarves and gnomes can easily fit, but anyone else must either crouch and/or turn sideways, needing to make an Escape Artist (DC 30) check to navigate the tunnel, losing all dexterity modifiers in the process. Due to the size of the tunnel only piercing weapons of Small size or smaller can be used. This meandering tunnel rises and dips gently along its entire length. About half way through the tunnel, as indicated by the X on Map 3, the tunnel ceiling rises to a height of nearly 7 ft.

AREA 3

Massive double doors of ancient marble stand before you, almost defying you to open them.

Careful inspection of the door (Spot DC 10) reveals etchings around the doorframe similar to those found in Area 1. The door is a regular stone door, which can be opened by pushing it from either side.

The doors are heavy, but not locked or stuck, and are pushed open with little difficulty. Despite their nature, the doors make very little noise as they open.

Go to area 4 if the characters enter from Area 1. Refer to area 1 if the characters are coming from area 4.

AREA 4

Beyond the doors the air seems drier, yet stagnant. You see before you what once must have been a guardroom of sorts. Four pillars, evenly spaced out, support the 8-foot high ceiling. In the center of the room is a stone cistern, surrounded by four evenly spaced high pillars touching the ceiling 8 feet above. The wooden remains of weapon racks adorn the walls, and other debris clutters the floor throughout the room.

The cistern was once used to keep drinking water by drwur guards, but it is now nearly empty. Only a little slime-coated brackish water remains. Drinking the waters

does not incur any ill effects, but stress its rather repugnant characteristics.

Searching the room (DC 12) reveals little of interest or value except for a small silver ingot worth 15 sp. What remains, consists of rotted wood, scraps of clothing, and shattered pottery.

The secret door along the western wall is a simple rotating door made to look like the rest of the wall. It can be detected with a successful Search check (DC 20).

AREA 5

The steps have been carved out the natural stone and climb sharply. The passage is no wider than 6 feet at any point and no higher than 5 feet. The secret door along the eastern wall is a simple rotating door made to look like the rest of the wall. It can be detected with a successful Search check (DC 20).

AREA 6

In the center of his square room stands a large, 10-foot tall granite statue of a female dwarf, sporting a beard braided into four rows, and wielding a mighty mace. In each corner of the room a stone pedestal rises about 2 feet from the floor, each with a stone tablet resting upon it. A small crack along the southern wall runs from the floor to nearly the ceiling. Centered along each of the other three walls is an archway.

The archways on the east and west walls are 5 feet high, while the one to the north is nearly 7 feet high. The ceiling here is 10 feet high.

All dwarves recognize the statue as a representation of Berronar Truesilver, the dwarven goddess of safety and home. Non-dwarves can make this identification with a Knowledge (religion) check (DC 10).

Each tablet represents a different aspect of Berronar and is written in dwarven:

- **Safety:** This tablet deals with the safety of the dwarven hearth, and takes five minutes to read. Any non-evil dwarf or lawful good non-dwarf reading the entire tablet invokes the effects of a *bless* spell at the beginning of the recipient's next combat. The recipient is not aware of the blessing until it is invoked, and it lasts one minute. This effect only happens once, and must be used during this scenario or lost.
- **Truth:** This tablet talks about the importance of truth and honesty, and takes ten minutes to read. Any lawful good being reading this entire tablet receives Berronar's Honesty. (see treasure summary) This effect only occurs once.
- **Home:** This tablet tells of the history of a clan of dwarves from far beyond the Yatils. Reading the entire tablet requires fifteen minutes.

- **Healing:** Traditional dwarven healing practices are written on this tablet. Any non-evil dwarf or lawful good non-dwarf reading the entire tablet is cured of 2 points of damage. It takes ten minutes to read the entire tablet. This effect only occurs once per individual. If the recipient is already at maximum hit points the effect is wasted.

A successful Track check (DC 17) reveals a pair of small footprints leading from Area 7 to Area 8.

AREA 7

You find yourselves standing at the beginning of an impressive passage. It is about 20 feet wide and stretches far ahead. Looking above, the ceiling is lost somewhere in the shadows. Etchings seem to cover the walls as far as the eye can see.

Most of the etchings are well known, and require a successful Knowledge (local or history) check (DC 10), while some are rather obscure and require a successful Knowledge (local or history) check (DC 30). The well-known etchings depict various battles and events from local dwarven history. The obscure etchings refer to a clan of dwarfolk hailing from far to the northeast on the far side of the Yatils. In fact, the exact location is somewhere near Exag. The ceiling is 15 feet high.

As the characters approach the far end, read the following:

Standing in front of you is an impressive display of dwarven skill. A set of stone double doors stands over 10 feet tall and 15 feet wide. The doors are framed in silver and each one has a semi-circle of obsidian at a height of three feet from the ground, so that they form a full circle when the doors are closed.

Close inspection of the doors and a successful Search check (DC 12) reveals small runes engraved into the silver frame. A successful Knowledge (arcane) check (DC 16) identifies the runes as dwarven arcane symbols. A *detect magic* spell reveals a faint to moderate aura emanating from the door in general. Though the type of magic is non-specific.

A small indentation in the shape of a square is at the center of the obsidian circle. It is obvious that something is to be inserted into the indentation. The doors can only be opened by placing a special obsidian stone into it or by dispelling the magic keeping the door shut. For the purposes of this scenario the characters cannot open or bypass these doors by any means. Further scenarios deal with these doors and what lies beyond.

A successful Track check (DC 17) reveals a pair of small footprints leading from the doors to Area 6.

AREA 8

The archway leads to a stone spiral staircase. The steps are well polished, but show signs of age; chipped edges, cracks running through them, and bits of stone are scattered on the steps.

The staircase ascends some 100 ft or so high, and characters notice a slight drop in temperature as they climb the stairs, but the quality of the air improves as well. About half way up the stairs, the characters hear the sounds of combat and unintelligible shouting.

AREA 9

The sounds continue to grow louder as you continue climbing the stairs. Between shouts and screams you can hear the ruffling of feathers, and piercing shrieks.

Read the following as soon as the characters reach the top landing.

Finally, you reach the top of the winding stairs on a landing. Right in front you in the middle of an octagonal room you see two small white-haired dwarves wearing scale mail and wielding shortspears dragging a feathered humanoid towards an archway to the north.

The dwarves are actually derro raiders from below who have captured an aarakocra from Area 11 and are bringing it back to their home, where they can hunt it at a later time. Read the following if the characters decide to watch or attempt to intervene in any way.

The winged creature claws at the dwarves in a futile attempt to free itself, but one of the dwarves repeatedly jabs the birdman with his shortspear, keeping it subdued. Despite his efforts, the birdman is unable to free itself.

What the characters probably don't realize is that the dwarves are derro because their backs are turned to them. From this vantage, characters that make a successful Spot check (DC 20) notice the unusual characteristics of the derro. If a character is able to investigate the dwarves from up close they'll immediately recognize the corpse as being unusual; as well as the dwarves' white moustache, white skin, and no visible irises or pupils.

The derro are hostile, and attack any dwarves on site. Characters of other races are treated with hostility, but are only attacked if they make a show of force or harry the derro. If the characters are obviously good and/or powerful, the derro use the aarakocra as a hostage and threaten to kill it if they approach. The latter case causes most characters to parlay.

As the characters enter the room, Naitae has just arrived in her chambers (Area 10) from a joyride with her *Wings of the Rakers*, to hear the sounds of combat from this room. Naitae enters 7 rounds after the characters enter the room because she is casting spells in preparation, and awaiting the arrival of her companions, the aarakocra leaders Kra-col-ok and Bloun-a-aire.

Upon entering the scene of combat, Naitae casts *summon swarm* to hinder one of the derro while Bloun-a-aire *commands* the other derro to "drop" its captive. Once the aarakocra is "free" Kra-col-ok, flies over to the wounded aarakocra, using his *Mobility* and *Dodge* feats in an attempt to avoid any attacks of opportunity, and bring him to relative safety. If the aarakocra is already "free"

Naitae and her companions use the same strategy as above except that Bloun-a-aire *commands* the other derro to "die". Naitae then uses *charm person or animal*, if necessary, to subdue the derro. If that fails, she throws darts at them, while Kra-col-ok does his best to engage them in combat. At the same time, Bloun-a-aire attends to the wounded aarakocra. Naitae chases them if they flee. Naitae and her companions are indifferent towards the characters unless the characters threaten them or attack them, in which case she uses her abilities to hinder and/or subdue the characters, resorting to lethal attacks if she is given no other choice. Make it clear to the characters that Naitae and the aarakocra are not threatening them, unless the characters have initiated hostilities with them.

APL 2 (EL 4)

☛ **Derro Hunter:** Male derro Ftr2; hp 28; see Appendix I.

☛ **Derro Hunter:** hp 10; see Appendix I.

APL 4 (EL 6)

☛ **Derro Hunter:** Male derro Ftr4; hp 44; see Appendix I.

☛ **Derro Hunter:** Male derro Ftr2; hp 28; see Appendix I.

APL 6 (EL 8)

Derro Hunter: Male derro Ftr6; hp 58; see Appendix 1 NPCs.

Derro Hunter: Male derro Ftr4; hp 44; see Appendix 1: NPCs.

ALL APLS

☛ **Aarakocra (unconscious):** hp 8(5); see Appendix II.

☛ **Naitae Verti:** Female half-elf Drd7; hp 41; see Appendix I.

☛ **Kra-col-ok:** Male aarakocra Ftr2; hp 25; see Appendix I.

☛ **Bloun-a-aire:** Female aarakocra hp 17; see Appendix I.

If the characters have defeated the derro before Naitae arrives, she arrives as soon as the last derro is defeated, even if it is less than 7 rounds after the characters enter the room. Naitae is angered, but indifferent towards the characters asking what has happened. If the characters attack Naitae, she uses her abilities to hinder and/or subdue the characters, resorting to lethal attacks if she is given no other choice. Naitae's favorite trick is to use her abilities to turn any of her foes animal companions against them. If the characters insist on defeating Naitae, the DM should make it clear to the characters they are dealing with someone more powerful than them.

If any of the aarakocra are slain during the encounter, Naitae uses her *reincarnate* spell to revive one.

If the characters were extremely helpful in aiding Naitae defeat the derro she offers to *reincarnate* a slain party member.

If on the other hand the characters have either directly or indirectly caused the death of the aarakocra captive, they have some explaining to do.

Read the following to the players once the derro have been dealt with.

“My name is Naitae, and this is my home. Who are you and what are you doing here?”

Continue with the following once the characters tell the truth.

“I am the one responsible for the abductions. My clan and I intend to teach the humans a lesson. They do not respect mother Oerth, and underestimate the importance of nature and balance.” With that Naitae pauses looking at each one of you inquisitively.

“By Celene, you know not of what I speak do you? Perhaps my story will lessen your wariness.”

At this point Naitae invites the characters to sit in her chambers (Area 10), and offers them some tea.

AREA 10

A door, wooden unlike any of the other doors you have seen in this place stands before you. Vines, trees, and other plants are carved into the door, and a metal rung hangs from it, below which is a keyhole.

The door was crafted by Naitae, as were all of the rooms on this level, except areas 11 and 9. The door is not trapped, but it is locked, requiring a successful Open Locks check (DC 20). The lock is built-in and cannot be broken through conventional means.

Strong Wooden Door (locked): Thickness 4 in.; Hardness 5; hp 20; Break (DC 25). *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

The room beyond the door is beautiful. A beam of sunlight shines down through a hole some 100 feet above to bathe a veritable plethora of plants. Instead of stone, the ground here consists of soil, and the temperature is pleasant. A crude living space occupies the center of the garden, consisting of a straw mat, several clay vats and jugs, a fire pit, and some wooden utensils, bowls and plates. A sense of comfort comes over you as you look about.

Read the following to the characters if Naitae is with them.

Naitae motions you to sit on the ground and listen, and then begins reciting her story.

“Several months ago a little bird told me that some local hillsmen had been poaching griffon eggs in large quantities. I understand they need to eat to survive, but they have never needed to take so much, so I decided to investigate.

For several days and nights I followed the humans as they went out to hunt and forage, and lo and behold the rumor was true! The humans were taking entire clutches of eggs. That is not the way of Mother Oerth, so my clan and I approached them to discuss their actions. As it turned out, humans from the plains below had offered the hills people goods in exchange for the eggs.

We taught them the errors of their ways and they promised to cease their poaching. All was well until some time later when metal-clad humans marched into the hill people’s village and forced them to gather some griffon eggs. Soon after I set off to confront them, but I was too late. The humans were dead, and their possessions stripped from them.

Creatures, derro, like the ones we just defeated have been somehow entering my aerie and stealing things for nearly a month now, but this is the first time they have attacked a member of my flock, and I fear it will only continue to worsen. I believe these creatures to be the same culprits who killed the humans...and most likely stolen the local livestock. You see, the derro are known to Open Hunt, an activity in which these foul dwarves raid the surface under the cover of darkness to steal cattle and such.”

Kra-col-ok and Bloun-a-aire stand guard over the characters the entire time, ready to defend Naitae.

At this point the characters are likely to ask questions. Naitae has the following information to offer, but characters must ask the appropriate questions:

- Her aerie is part of an old dwur outpost.
- She is from across the Flanaess to the East, and only wants to be left alone.
- The children are safe, and well fed.
- The derro have been accessing the aerie through the doors in area 7, but she cannot dispel the magic sealing them.
- According to the hills people, the mercenaries and merchants are from Perrenland, but Naitae doesn’t believe it. Why would the Perrenlanders move westwards instead of eastwards after taking the eggs?
- Her companions are aarakocra.

Eventually the characters may want to see the children. Naitae does not deny the characters a visit to see the children, but only under the condition they leave their weapons behind. If they refuse, she does not permit them to see the children.

There are several ways the characters can return the children, but all require a Diplomacy (DC 25) check. The different approaches are explained below.

- Firstly, the characters can argue the innocence of the locals in this matter, giving them a +2 circumstance bonus to the check.
- Secondly, the characters can offer proof of the Mouqollad’s involvement in the poaching, giving them a +2 circumstance bonus to the check.
- Thirdly, the characters can offer to aide Naitae solve the mystery of the door and defeat the derro, giving them a +2 circumstance bonus to the check. In order

to receive the latter bonus, the characters must promise to return after returning the children.

All three circumstances can be stacked. Allow each character to make a check. Proceed to the conclusion once Naitae agrees to turn the children over to the characters.

AREA 11

A cool wind blows through the archway before you. Beyond it is a cave littered with straw and refuse, but the fresh air rushing in through the cave opening across from you removes any foul odors that may emanate from the filth. The floor of the cave extends 5ft. beyond the ceiling ending at an abrupt ledge.

This room is empty, and is used by the aarakocra as a sleeping place. Looking over the edge reveals a mixture of blue sky and clouds looking over the forest and hills several hundred feet below.

AREA 12

A strong human-sized oak door bars any progress. There is a keyhole in the door, and the hinges suggest it opens outwards.

The door is locked, and the lock cannot be broken since it is built-in. An Open Lock (DC 25) check is required to unlock it. Keep in mind that if Naitae and her reinforcements have not arrived yet, they most likely arrive while the characters attempt to deal with the lock. Please refer to area 9 for details if the characters encounter Naitae here.

🔒 **Strong Wooden Door (locked):** Thickness 4 in.; Hardness 5; hp 20; Break (DC 25). Average Lock: Hardness 15; hp 30; Open Locks (DC 25).

A successful Listen check (DC 5) reveals the sounds of several young voices speaking common coming from behind the door.

Behind the door you see a group of human children sitting together in a room of polished stonewalls, floors, and ceiling. All told there must be a dozen children. They seem startled, but otherwise unharmed. They cower as you step forward.

These are the abducted children. None of them have been harmed, and they have been taken care of rather well, but they are frightened. Characters have to display genuine care and act gently before the children warm up to them and dare speak.

Once the children are reassured the characters are here to help, they explain how big bird people came and swooped them off and brought them here where a “pointy-eared lady” fed them. They insist they have not been harmed or threatened, but they want to go home.

CONCLUSION

Once the characters convince Naitae to hand the children over to them, Naitae offers to have her flock fly them down. If they accept, Naitae summons her flock. It is an

impressive site as nearly a score of aarakocra swoop down from the heavens and land on the ledge in area 11. With a few words, Naitae directs the aarakocra to transport the characters and children to foot of the cliff. If the characters refuse, they have to make their way down through the aerie.

Either way, the characters are able to return the children to Reijah without incident. Once in Reijah, locals begin spreading the news of the children’s return and people begin flocking around the characters. Eventually, constable Durn arrives on the scene with a huge smile across his face.

“Blessed be Istus! You have found the children.” With that the look of exhaustion leaves his face, and he continues, “I hoped you would find them, but I did not think you would. Many thanks. Azor’alq would be proud to have friends like you. Where did you find them, and what was responsible for this atrocious act?”

The characters can either lie or tell the truth. Either way, the people are joyous beyond belief. At this point Durn hands over the reward, and tells them they are always welcome to stay here. In addition, an extremely thankful woman, whose child was returned to her, offers the party “a trinket” as a sign of thanks. The “trinket” is a scroll tube with two arcane scrolls inside.

Depending on their results, the characters might have gained some very important information about derro, Naitae, griffon egg poaching and the Mouqollad Consortium’s involvement in the poaching. If the characters tell the truth to the constable, he relays the information to his superiors, who do the same until the information reaches the ears of the Pasha and the Mouqollad Consortium. The Pasha is grateful for such information, but the Mouqollad Consortium? And what lies beyond the doors in Naitae’s aerie? Only time will tell.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 6: Mines (Room A)

Defeat the bandit guards.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 6: Mines (Room C)

Defeat the spiders.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 6: Mines (Room G)

Defeat the bandits and their leader.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 8: The Aerie (Area 9)

Defeat the derro.

APL 2	120 XP
APL 4	150 XP
APL 6	240 XP

Encounter 8: The Aerie (Area 10)

Negotiate the children's release.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

Total Possible Experience

APL 2	300 XP
APL 4	540 XP
APL 6	840 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 3: The Caravan

Successfully search and discover the masterwork scimitar.

APL 2: L: 32 gp; C: 0 gp; M: 0
APL 4: L: 32 gp; C: 0 gp; M: 0
APL 6: L: 32 gp; C: 0 gp; M: 0

Encounter 6: Mines (Room A)

Strip the bandits of their gear.

APL 2: L: 9 gp; C: 0 gp; M: 0
APL 4: L: 9 gp; C: 0 gp; M: 0
APL 6: L: 9 gp; C: 0 gp; M: 0

Encounter 6: Mines (Room C)

Retrieve the silver ore from the mining shaft.

APL 2: L: 0 gp; C: 5 gp; M: 0
APL 4: L: 0 gp; C: 5 gp; M: 0
APL 6: L: 0 gp; C: 5 gp; M: 0

Encounter 6: Mines (Room G)

Strip the bandits of their gear.

APL 2: L: 15 gp; C: 0 gp; M: 0
APL 4: L: 15 gp; C: 0 gp; M: 0
APL 6: L: 15 gp; C: 0 gp; M: 0

Encounter 8: The Aerie (Area 9)

L: Strip the derro of their gear.

M: Retrieve the obsidian necklaces.

APL 2: L: 71 gp; C: 0 gp; M: Square obsidian necklaces with indeterminate magic (Value: 40 gp per character)

APL 4: L: 71 gp; C: 0 gp; M: Square obsidian necklaces with indeterminate magic (Value: 40 gp per character)

APL 6: L: 71 gp; C: 0 gp; M: Square obsidian necklaces with indeterminate magic (Value: 40 gp per character)

Conclusion

Successfully retrieve the children unharmed.

APL 2: L: 50 gp; C: 0 gp; M: arcane scroll of fly (Value 38 gp per character); divine scroll of silence (Value 15 gp per character)

APL 4: L: 50 gp; C: 0 gp; M: arcane scroll of fly (Value 38 gp per character); divine scroll of silence (Value 15 gp per character)

APL 6: L: 50 gp; C: 0 gp; M: arcane scroll of fly (Value 38 gp per character); divine scroll of silence (Value 15 gp per character)

Total Possible Treasure

APL 2: 275 gp

APL 4: 275 gp

APL 6: 275 gp

Berronar's Honesty: Cannot tell lie until the end of next scenario, but can discern lies during the same period. Tradable: No; Frequency: Rare.

Square Obsidian Stone Necklace: (100gp each, 1lb., obsidian, unusual): Square obsidian stone with patterns etched into it attached to a necklace made of animal hair. Radiates slight magic aura of indistinguishable type. (DM's note: Will be integral in a later scenario) Tradable: Yes; Frequency: Unusual.

Wings of the Rakers (Not Treasure)

A wizard who found a welcome home among the Griff Mountains and the Rakers enchanted this white cloak. He especially enjoyed his time among the aarakocra "bird people," so he created this item to enhance his encounters with them. When he neared his natural death and returned to his home in the Theocracy of the Pale, he passed the cloak on to a trusted friend, and it has gone from character to character since.

The cloak act as *wings of flying*, except that *Wings of the Rakers* take the appearance of white seagull wings. The cloak also gives its wearer the ability to speak and understand the language of the aarakocra, and to mimic their diving attack maneuver (flyby attack feat). A good-aligned wearer receives a +2 Charisma bonus from the aarakocra, but an evil-aligned wearer receives a -2 penalty.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *charm monster*, *fly*, *mirror move*, *tongues*, creator must be good; Market Price: 9,500; Reference: Greyhawk Adventures hardback. (Thanks to Rick "Duicarthan" Miller for the 3rd ed. Conversion of the *Wings of the Rakers*.)

APPENDIX I: NPCS

ENCOUNTER 1: REIJAH INN

➤ **Dregg Stonehedge:** Male Ftr1/Clr1 (Ulaa); CR 2; Medium-size humanoid; HD 1d10+1d8+4; hp 16; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +3 melee (1d8+2/x3, warhammer); SA Turn undead, turn air creatures; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +6, Ref +0, Will +4; Str 14, Dex 10, Con 15, Int 11, Wis 14, Cha 15.

Skills and Feats: Climb +5, Jump +4, Ride +3, Heal +3, Concentration +3; Cleave, Power Attack.

Spells Prepared (4/2+1; base DC = 12 + spell level); 0 – detect magic, detect poison, purify food and drink, resistance; 1st – magic stone*, sanctuary, shield of faith.

*Domain spells. *Domains:* Earth (Turn or destroy air creatures as a good cleric turns undead. Use this ability a number of times per day equal to 3 + your Charisma bonus); Good (Casts good spells at +1 caster level).

Possessions: chainmail, small wooden shield, warhammer, stone holy symbol of Ulaa.

ENCOUNTER SIX: MINES

Room A

APL 2 (EL 1)

➤ **Bandits (2):** Male human War1; CR 1/2; HD 1d8+1; hp 9 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d8+2/x3, shortspear) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot

Possessions: leather armor, shortspear, shortbow, 20 arrows.

APL 4 (EL 3)

➤ **Bandits (2):** Male human Ftr2; CR 2; HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+2/x3, shortspear) or +4 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Handle Animal +4, Intimidate +4, Jump +6, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: leather armor, shortspear, shortbow, 20 arrows.

APL 6 (EL 5)

➤ **Bandits (2):** Male human Ftr3; CR 3; HD 3d10+6; hp 27 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d8+2/x3, shortspear) or +6 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Handle Animal +4, Intimidate +4, Jump +6, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow)

Possessions: leather armor, shortspear, shortbow, 20 arrows.

Room G

APL 2 (EL 3)

➤ **Bandits (2):** Male human War1; CR 1/2; HD 1d8+1; hp 9 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d8+2/x3, shortspear) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot

Possessions: leather armor, shortspear, shortbow, 20 arrows.

➤ **Bandit Leader:** Male human Rog2; CR 2; HD 2d6+2; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +6, Disable Device +5, Forgery +4, Hide +8, Intimidate +6, Jump +4, Listen +6, Move Silently +8, Open Locks +6, Pick Pockets +5, Read Lips +2, Search +6, Spot +6; Dodge, Improved Initiative.

Possessions: leather armor, light crossbow, 10 bolts, short sword.

APL 4 (EL 5)

➤ **Bandits (3):** Male human Ftr1; CR 1; HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+2/x3, shortspear) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Jump +5, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot, Precise Shot.

Possessions: leather armor, shortspear, shortbow, 20 arrows.

➤ **Bandit Leader:** Male human Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +7 melee (1d6+2/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +6, Disable Device +7, Forgery +4, Hide +10, Intimidate +6, Jump +6, Listen +8, Move Silently +10, Open Locks +8, Pick Pockets +7,

Read Lips +4, Search +8, Spot +8; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: leather armor, light crossbow, 10 bolts, short sword.

APL 6 (EL 7)

➤ **Bandits (3):** Male human Ftr2; CR 2; HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+2/x3, shortspear) or +4 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Handle Animal +4, Intimidate +4, Jump +6, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot, Precise Shot, Rapid Shot

Possessions: leather armor, shortspear, shortbow, 20 arrows.

➤ **Bandit Leader:** Male human Rog6; CR 6; HD 6d6+6; hp 32; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +9 melee (1d6+2/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +9, Will +3; Str 14, Dex 18, Con 12, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +8, Disable Device +9, Forgery +4, Hide +12, Intimidate +6, Jump +6, Listen +10, Move Silently +12, Open Locks +10, Pick Pockets +9, Read Lips +6, Search +10, Spot +10; Dodge, Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: leather armor, light crossbow, 10 bolts, short sword.

ENCOUNTER EIGHT: THE AERIE

APL 2 (EL 4)

➤ **Derro Hunter:** Male derro Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 28; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +5 melee (1d4+2/19-20, dagger) or +5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot.

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

➤ **Derro Hunter:** CR 1; Medium-size humanoid; HD 1d8+2; hp 10; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12,

flat-footed 14); Atks +3 melee (1d4+2/19-20, dagger) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow).

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

APL 4 (EL 6)

➤ **Derro Hunter:** Male derro Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d4+2/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +10, Jump +10; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot.

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

➤ **Derro Hunter:** Male derro Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 28; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +5 melee (1d4+2/19-20, dagger) or +5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot.

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

APL 6 (EL 8)

➤ **Derro Hunter:** Male derro Ftr7; CR 7; Medium-size humanoid; HD 7d10+14; hp 58; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +9/+4 melee (1d4+2/19-20, dagger) or +11/+6 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +12, Jump +12; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (repeating crossbow).

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

➤ **Derro Hunter:** Male derro Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +2 (Dex); Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d4+2/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +10, Jump +10; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot.

Poison (bolts): greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

Possessions: chain shirt, repeating crossbow, 3 cases of 5 bolts each, dagger, square obsidian stone on a necklace.

Area 9 or 10

➤ **Naitae Verti:** Female half-elf Drd7; CR 7; HD 7d8; hp 41; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d6-1, club) or +6 ranged (1d4-1, dart); SQ Low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape; AL N; SV Fort +7, Ref +3, Will +7; Str 8, Dex 12, Con 10, Int 12, Wis 15, Cha 17.

Skills and Feats: Animal Empathy +13, Concentration +10, Craft (stonemasonry) +10, Handle Animal +10, Intuit Direction +10, Knowledge (nature) +10, Swim +5, Wilderness Lore +10; Combat Casting, Great Fortitude, Point Blank Shot, Precise Shot.

Spells Prepared: (6/5/4/2/1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, guidance, light, resistance, virtue; 1st – animal friendship, calm animals, entangle (2), obscuring mist; 2nd – barkskin, charm person or

animal, soften earth and stone, summon swarm; 3rd – spike growth, stone shape; 4th – reincarnate.

Possessions: club, 12 darts, and Wings of the Rakers.

➤ **Kra-col-ok:** Male aarakocra Ftr2; CR 2; Medium-size monstrous humanoid; HD 2d10+2; hp 25; Init +2 (Dex); Spd 20 ft., fly 90 ft. (average); AC 13 (touch 12, flat-footed 11); Atks +2 melee (1d4, talons) or +4 ranged (1d6, javelin); SA Bite, summon Large air elemental; AL NG; SV Fort +4, Ref +2, Will +0; Str 11, Dex 15, Con 12, Int 11, Wis 12, Cha 12.

Skills and Feats: Craft (sculpture) +4, Knowledge (nature) +1, Wilderness Lore +3; Combat Reflexes, Dodge, Fly-by Attack, Mobility.

Possessions: 2 javelins

➤ **Bloun-a-aire:** Female aarakocra Clr2; CR 2; Medium-size monstrous humanoid; HD 2d8; hp 17; Init +2 (Dex); Spd 20 ft., fly 90 ft. (average); AC 13 (touch 12, flat-footed 11); Atks +0 melee (1d4-1, talons) or +3 ranged (1d6-1, javelin), SA Bite, spells, turn undead, turn or destroy earth creatures; AL NG; SV Fort +3, Ref +2, Will +5; Str 9, Dex 15, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Concentration +5, Craft (weaving) +4, Heal +5, Knowledge (religion) +4; Fly-by Attack.

Spells Prepared: (4/3+1; base DC = 11 + spell level): 0 – guidance, mending, resistance, virtue; 1st – bless, command, obscuring mist*, shield of faith.

*Domain spells. *Domains:* Air (Turn or destroy earth creatures as a good cleric turns undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.); Healing (Casts healing spells at +1 caster level.)

Possessions: 2 javelins.

APPENDIX II: AARAKOCRA

AARAKOCRA

Medium-size Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 90 ft. (average)

AC: 13 (+2 Dex, +1 Natural)

Attacks: 2 talons +0 melee; or javelin +3 ranged

Damage: Talon 1d4-1; or javelin 1d6-1

Special Attacks: Bite, summon Large air elemental

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort. +0, Ref. +4, Will +2

Abilities: Str 9, Dex 15, Con 10, Int 10, Wis 11, Cha 10

Skills: Craft (any one) +4, Knowledge (nature) +4, Listen +4, Spot +4, Wilderness Lore +4

Feats: Flyby Attack

Climate/Terrain: Warm and temperate Mountains

Organization: Solitary, flight (3-6), or tribe (11-30 plus 1 cleric of 3rd-5th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often neutral good

Advancement: By character class

Sky hunters, birdmen, feather heads—aarakocras have earned a variety of epithets, not all of them complimentary, from adventurers, mountaineers, and farmers.

Aarakocras are avian humanoids who stand about 5 feet tall and have a wingspan of 20 feet. Their bones are light, and they weigh only 90 pounds on average. They have three-fingered hands midway along the edge of each wing, nearly as useful as human hands as long as the aara-kocra is on the ground. Their wing muscles anchor in a bony chestplate that provides a small amount of natural armor. Their powerful legs end in sharp talons that can unlock and reveal another pair of functional hands.

The faces of aarakocras resemble a cross between those of parrots and eagles. They have gray-black beaks and black eyes set frontally in their heads, providing keen binocular vision. Their plumage varies in color from tribe to tribe, but the males are generally bright red, orange, or yellow, while the females tend more toward brown and gray.

Aarakocras speak Common and Auran.

COMBAT

Aarakocras avoid fighting on the ground, preferring to fight from the air. They swoop on their foes to attack with their talons, or throw javelins from afar. Typically, an aarakocra warrior carries six javelins strapped to its chest in individual sheaths.

Bite (Ex): When grounded, an aarakocra attacks with its beak (+1 melee), dealing 1d3 points of damage on a successful attack.

Summon Large Air Elemental (Su): A group of five aara-kocras that includes at least one cleric can cast *summon monster VI* to summon a Large air elemental. To perform the summoning, the aarakocras must perform an intricate aerial dance for 3 rounds.

AARAKOCRA CHARACTERS

Aarakocra leaders are usually fighters, and fighter is their favored class. Aarakocra clerics have access to the Air, Healing, and Sun domains.

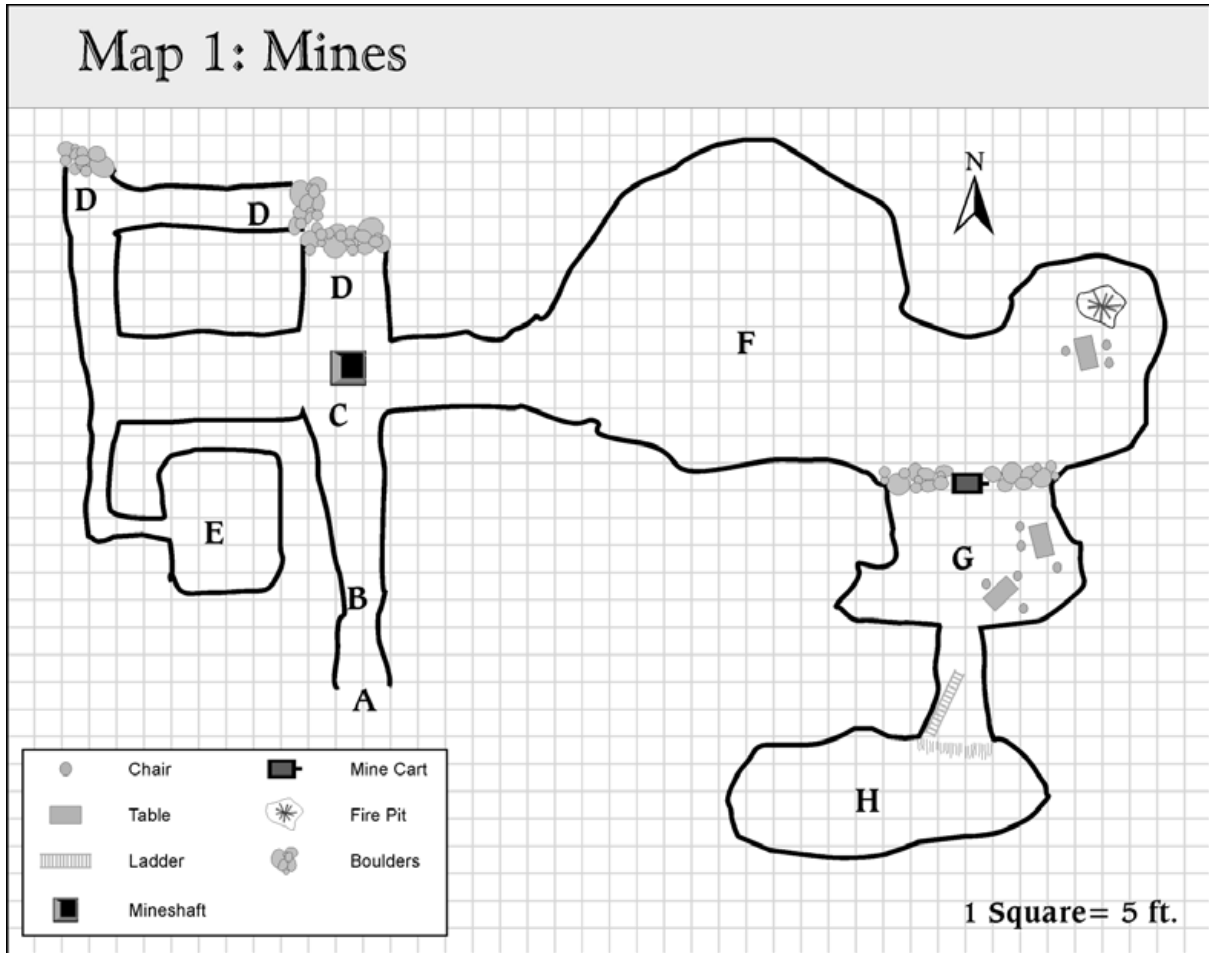
AARAKOCRA SOCIETY

Aarakocra tribes share a hunting territory of about 100 miles square, though the borders are fluid. Any game within a tribe's territory is considered potential prey, including domestic animals on human farms.

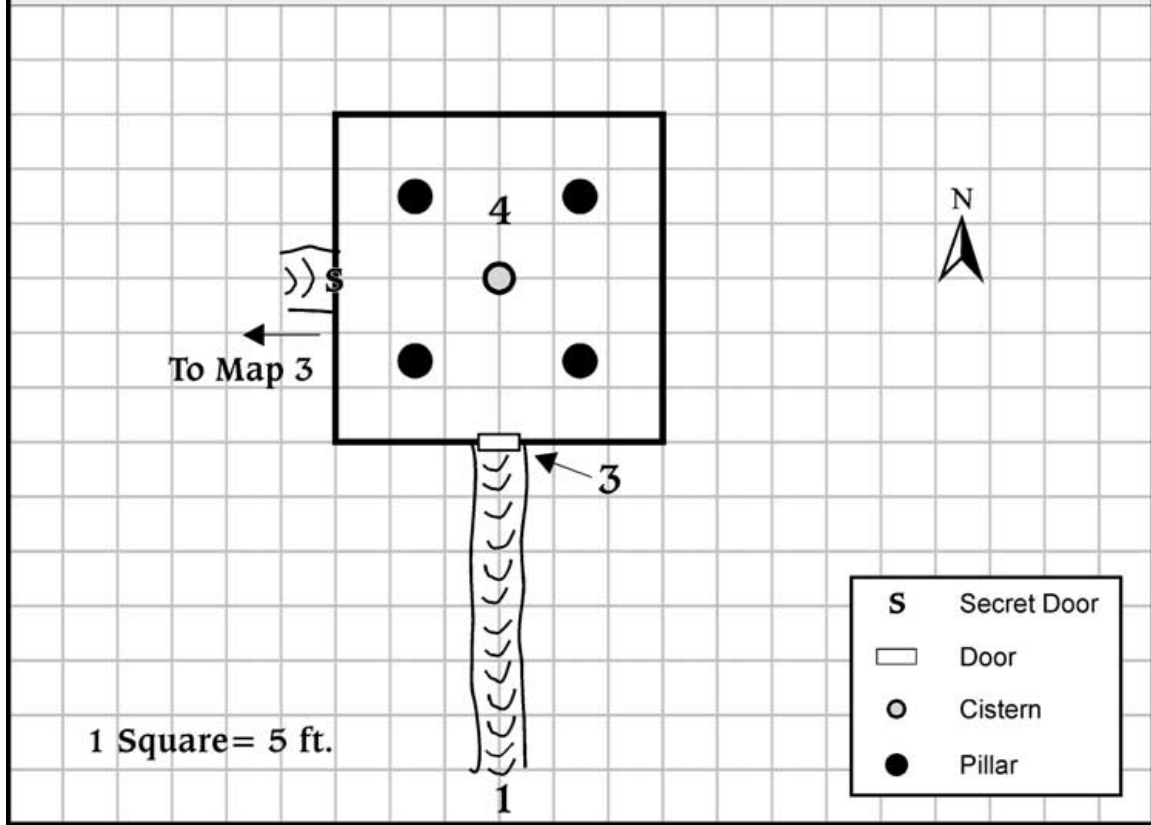
A tribe shares a large, open-roofed communal nest made of woven vines. The eldest aarakocra serves as the tribe's leader and is assisted by the tribal shaman. The males of the tribe spend the day hunting, while the females craft tools and weapons.

Aarakocras are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

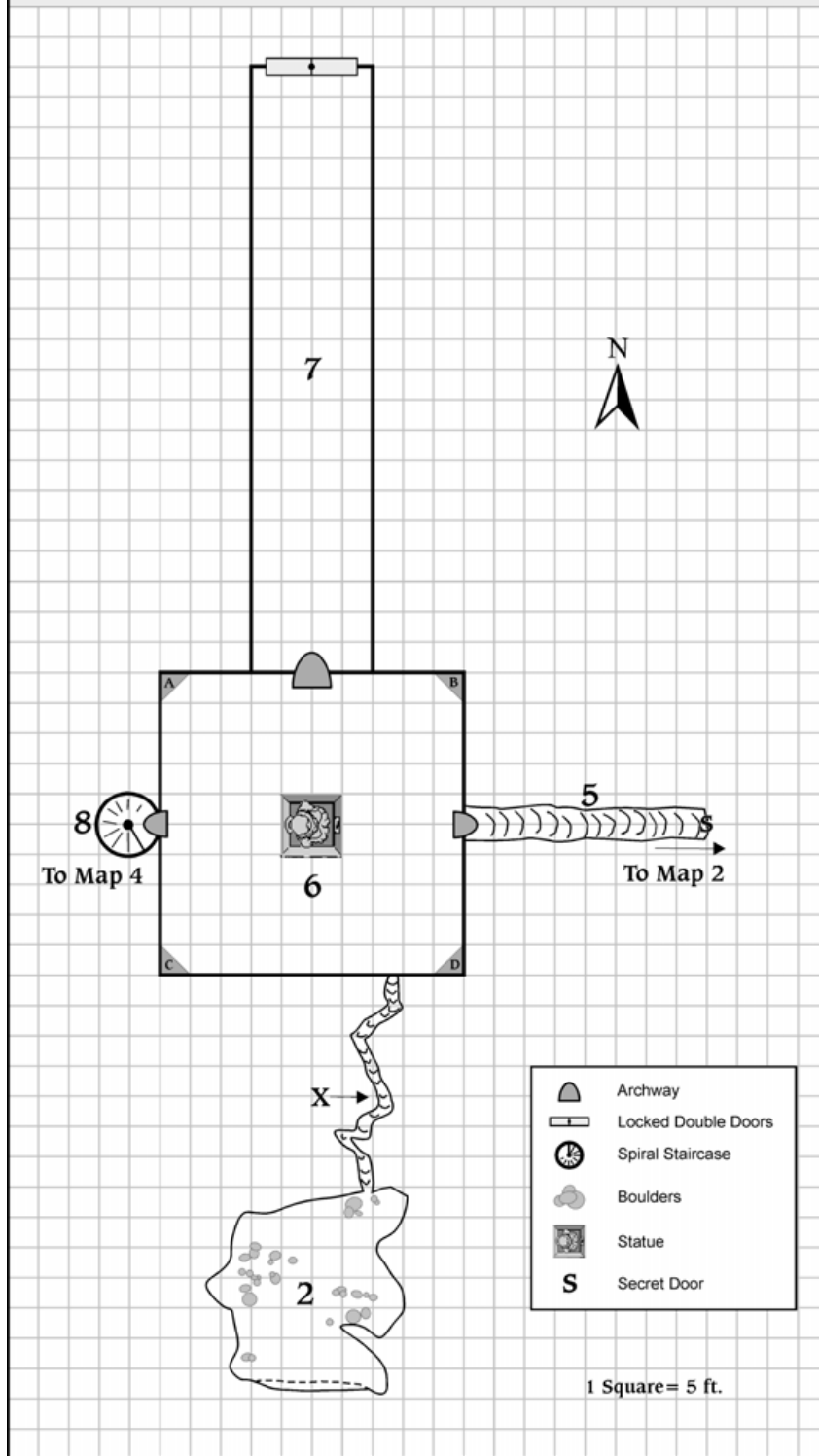
APPENDIX 3: MAPS



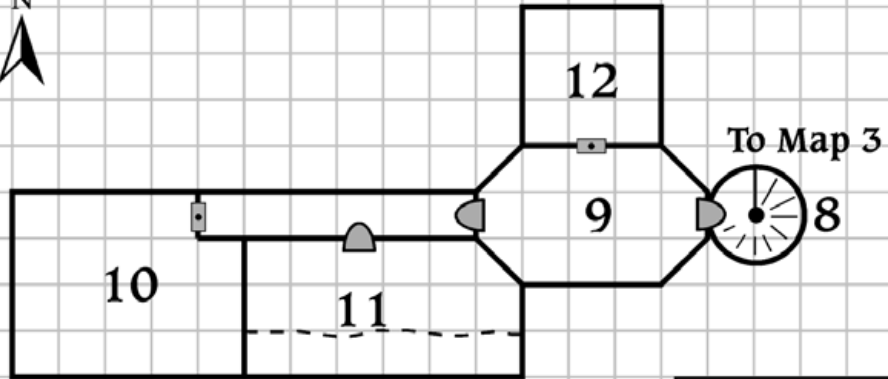
Map 2: Aerie Level 1






Map 3: Aerie Level 2



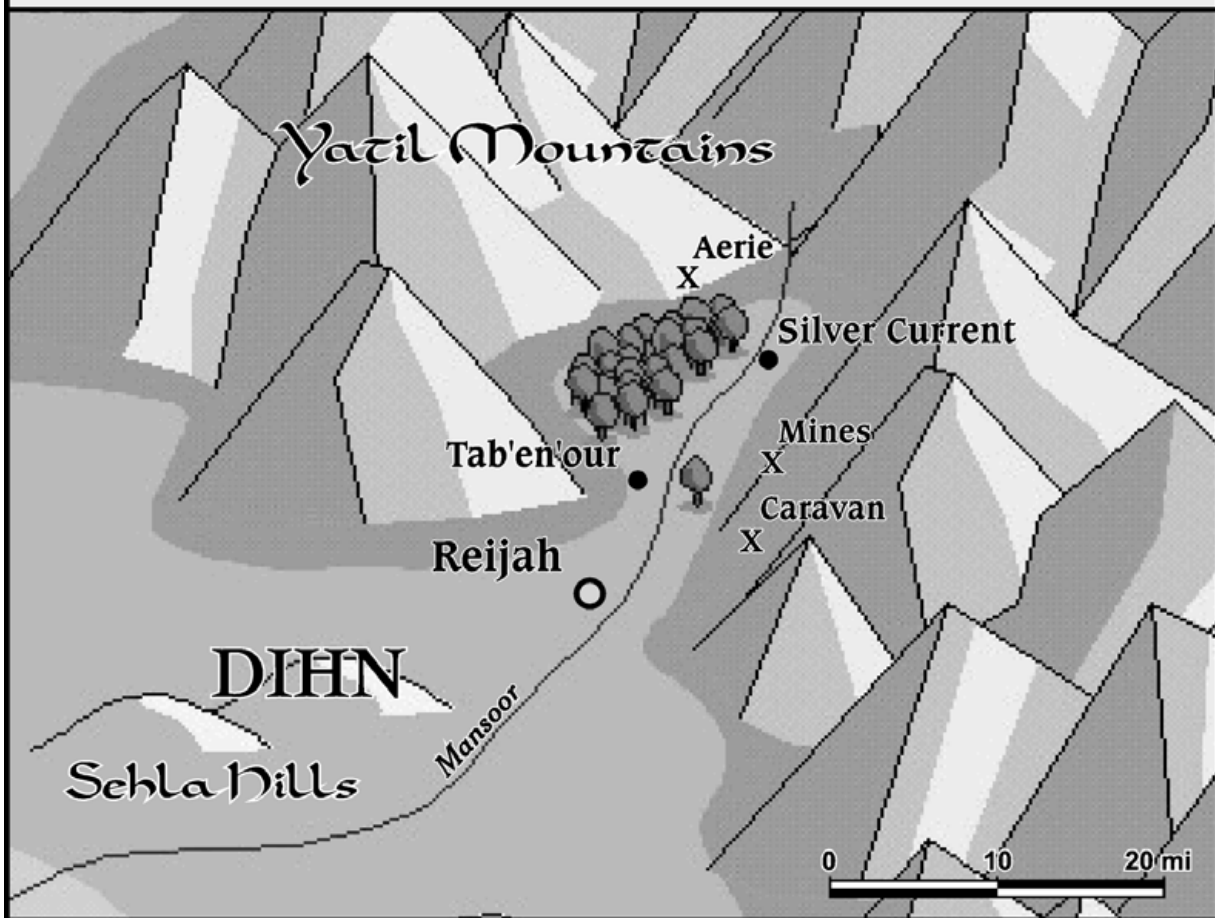
Map 4: Aerie Level 3



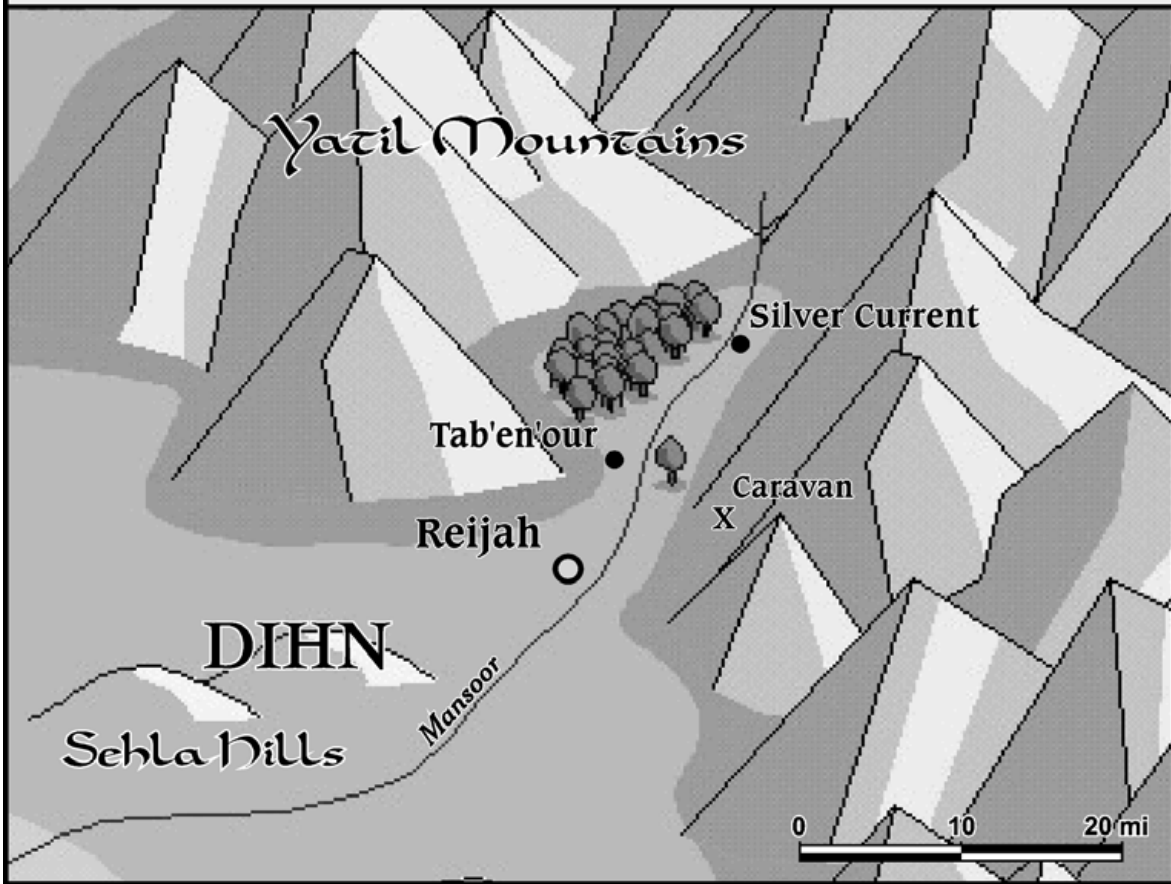
1 Square = 5 ft.

-  Archway
-  Locked Door
-  Spiral Staircase

Map 5: Regional Map (DM's Copy)



Map 6: Regional Map (PC's Copy)



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.