

COR5-18



KUSNIR

A One-Round D&D® Living Greyhawk™ Core Adventure

Version 1

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The world of the Oerth is ever changing one, with a sense of irony. In the Duchy of Berghof slavers are now in shackles while the slaves rules. For those who were neither one constant in these times has been suffering. A morally ambiguous adventure for characters level 1-11 (APLs 2-8). Part One of the *Iron Fist* series.

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To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your *Living Greyhawk* character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Hold of the Sea Princes. All characters pay two Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Some among the wise have become concerned at events unfolding in the seemingly unimportant the Duchy of Berghof in the Hold of the Sea Princes. Since a civil war between two factions of the Scarlet Brotherhood in 589 CY there have been numerous conflicting reports of events transpiring in the duchy.

In early 591 CY, Kusnir, a village within the duchy, became the rallying point for an army of emancipated Olman and Touv slaves. A charismatic Touv named Utavo the Wise, emerged as the leader of the slave army. The Scarlet Brotherhood responded by sending a host to crush Utavo and his men. Their efforts saw Utavo and five score of his followers flee into the Kamph Mountains. They returned a month later and wreaked horrific vengeance upon the Brotherhood. The few survivors from the Brotherhood host brought the terrible news of fiends fighting at Utavo's behest to their masters.

The newcomers have largely enslaved Berghof's small native population. The natives are forced to work the fields to feed their new masters. When the local populace proved too small to produce the required crops, Utavo ordered slave taking raids into the lowlands to make up the shortfall. With savage irony, the army of emancipated slaves has themselves become slavers. Small bands of native Holders have fled into the mountains, making common cause with handfuls of Olmans and Touv who oppose Utavo's tyrannical rule. Starved of arms and resources however, they can do little more than subsist and evade capture by Utavo's huntsmen.

ADVENTURE SUMMARY

The PCs are hired by a wealthy patron in Hokar to investigate the region of Kusnir, a town now held by Utavo the Wise.

The patron has little reliable information to give the PCs that is not at least 5 years old. He asks however that the PCs rescue a vassal of the old Duke of Berghof, Kurst, if he still lives.

Encounter 1: The Fraternity of the Brazen Blade

The PCs meet members of the Brazen Blade on the way to the fraternity's camp site.

Encounter 2: Brazen Blade Encampment

The PCs discover that the leader of the Brazen Blade is torturing an Olman warrior, believing him to service Utavo. Diplomatic PCs learn from the Olman that he in fact serves another master, Horakur the Bold. Allied against Utavo, Horakur is planning a raid on Kusnir.

Encounter 3: The Enemy of My Enemy

The PCs encounter Olman warriors on route to Horakur's camp. If the PCs are peaceful or are returning the prisoner from encounter 2 they can be granted an audience with Horakur.

Encounter 4: Horakur the Bold

The PCs arrive at Horakur's camp. They learn that Utavo has taken Horakur's wife's sister prisoner and made her a slave. This has infuriated the Olman and he is planning a punitive raid on the Touv. Utavo is in his mountain lair but his Utanu are seeking an unusually puissant Scarlet Brotherhood warrior stalking the area. Thus Horakur plans to strike now while Utavo's defenses are weakened.

If the PCs play their cards right they can volunteer to lead the raid on Kusnir.

Encounter 5: Kusnir

There are several ways to enter Kusnir. The PCs can sneak in through the Shrine of Syrul, attack the main gate, sneak over the walls and so on.

Their task is easier if they join Horakur's attack. If the PCs accidentally alert the defenders Horakur leads his main force to support the PCs. If they are not allied with Horakur the attack occurs at an inconvenient time for the PCs.

The PCs must search to rescue both Kurst and Horakur's wife's sister.

Conclusion

The PCs return to Hokar. They have a chance to learn information from Kurst about Utavo that may prove useful for future adventures in the series.

UNDER AN IRON FIST

This series of adventures explores the Duchy of Berghof in great detail. That fate of the duchy is however very much in their hands (although they don't know that yet).

Emphasis is placed on roleplaying over combat, (although both paths can lead to success). A lot of the information the PCs learn in *COR5-18 Kusnir* is not relevant until later adventures in this series.

A NOTE ON LINEARITY

COR5-18 Kusnir is not a linear adventure, but there is a price to be paid for this non-linearity.

The total number of troops in Kusnir is far in excess of those listed, and by the same token the numbers provided there would easily overwhelm a party of adventurers.

It is also worth noting that the PCs gain experience for defeating Utavo's forces in Kusnir. They can defeat them by rescuing Kurst and the other prisoners without slaying a single person and gain full experience for this part of the adventure.

INTRODUCTION: HOLD AT HOKAR

Begin this introduction by explaining to the PCs that they have been invited to the court of Prince Haramaar of Hokar. Haramaar is one of the few surviving nobles of the Sea Princes. As he is not exactly the most moral of people it is unlikely paladins and good-types would ally with him without good reasons. Such PCs could have traveled to the Hold of the Sea Princes on the orders of another patron, such as:-

- A noble, but secretive Keoish patron interesting in learning more about the Hold's chaotic situation so that he may safeguard his nation's southern borders. While this person's identity remains secret any *detect good* type spells

register as positive. The PCs' contact is located in Gradsul.

- The Jade Mask of the former Iron League (Splintered Sun region), or one of their "allies" wish to gain information on the Scarlet Brotherhood's territories and have managed to transport the PCs here.
- The PCs can be brought to the Duchy of Berghof while investigating rumors of treasure in the region. Indeed enterprising DMs could arrange for the party to find the journal or other correspondence from individuals claiming to have wielded "items of unimaginable power" found in Kusnir.
- Another treasure the PCs could be seeking is *Scather*, a dark sword holy to the priesthood of Kelanen wielded by the black-hearted warrior-priest Dantalion. Dantalion is a native of the Hold of the Sea Princes and is rumored to be cutting a swathe of destruction through the Hold.
- If you are unable to think of any other plausible scenario an old mage named Allistun of the Free City has asked the PCs to investigate the Hold and specifically rumors of Utavo's power in the Kusnir region.

Begin the adventure by reading aloud or paraphrasing the following text:-

The capital of the free Hold of the Sea Princes is the city of Hokar. It is to there, at your patron's behest, you have traveled to gain information on the shattered country.

There you have discovered that the so-called Prince of Hokar is seeking adventurers for some unspecified task. The Prince's court is in an old soma den – hardly a place for a prince - and it retains the same dingy quality and the reek of scum and villainy.

In a side alley one wretch is literally selling his own right hand, claiming that wearing it around the neck grants magical properties to the wearer, while on the right two young women sit, having just been sold to perspective husbands by what you might presume is their father.

At the end of the alley is your destination, where a tall woman, clearly of mixed orc and human heritage, beckons to you.

DISTRACTED ALREADY?

This is simply descriptive boxed text but it is possible the PCs may be instantly diverted by this. If not continue down to "The Doorway", below.

The Hand

The hand being sold is just a bloody severed hand belonging to the beggar. He is so malnourished and hungry he decided to cut his own hand off and sell it

rather than go another day without food. He thanks the PCs if they give him money. If they give him 5 gp or more and don't want the bloody severed extremity he curses them for coming along after he has cut off his hand needlessly. He is quite mad.

The Slaver

The girls, as noted have already been sold and are in a soma-induced state. Thus they are quite open to suggestion from their father. The bidders on the other hand might get upset if the PCs try to offer more for the girls. The father is a non-combatant, as are the two winning bidders. If a fight breaks out they attempt to flee.

The Door

The woman licks her lips, and smiles, revealing tusks that show her half-orc heritage, "I have heard that you sought this place. Come, the Prince is ready for you."

She leads you down several dark and dingy corridors. Eventually you reach an ornate silk curtain, behind which lies a door.

The half-orc woman eyes you with cruel yellow eyes before speaking, "Stand for His Excellence, Prince Haramaar, son of Reon of Hokar."

The oak doors are opened and four dark-skinned men enter, sweating under the burden of a sedan chair. Seated in this chair is a large and fat fellow dressed in fineries.

♣ **Haramarr, Prince of Hokar:** male human fighter, CN.

Appearance: Haramarr is grossly overweight and dresses in excessive fineries. He never walks anywhere. Either he travels in his sedan chair or an armored carriage.

Character: Haramarr is arrogant and is convinced that all and sundry share his black humor. He is a shrewd and black-hearted character who believes that others were put on the Oerth to serve and sate his gross appetites.

Haramarr is the son of Reon, the Plar of Hokar, one of the Sea Princes slain by the Brotherhood. On business in Keoland when his father was killed, Haramarr was able to return to the Hold using hidden wealth and slaves to set himself up as a powerbroker in Hokar. His title of prince is self-awarded. Haramarr is an arrogant, putrid fellow who represents all can be wrong with a nobleman. He is however a stern patriot and of all the coalition in Hokar it is he who has successfully directed the rebel forces to relative prosperity.

The poor slaves bear the grossly overweight Prince to his throne, where he stands briefly before sitting.

Slumped in his throne the Prince seems short of breath. He scrutinizes you before addressing the half-orc woman, "These are the adventurers you spoke of? Excellent."

"What know you sellswords of the name Utavo the Wise?"

It is unlikely the PCs know much of Utavo but if they do have such knowledge Haramaar is impressed. If not he relates the following:-

"He's a savage and a slave, much like these fellows." He turns to the dark-skinned bearers and motions for them to leave before continuing.

"Utavo was once a Brotherhood lackey. He showed more spirit than these dregs, and fought back at a place called Kusnir."

"Since then Utavo's rumored to have set up shop there – some say he rules as a king. Others say he's left this world to pursue greater power. I have summoned you here because I desire to know more about Kusnir and the extent of Utavo's power. I would like you to rescue someone for me who may have the answers I seek. Are you interested?"

Q: Who are we to rescue?

A: *"When the Scarlet Sign took over Kusnir they took the villagers as thralls. One in particular, an elderly fellow named Kurst interests me. He was once the headsman of Kusnir. I've been informed by my agents he still lives, and is yet kept as a slave.*

"If he is, the canny old fellow can supply us with much needed information on Utavo and what he has been up to. And information is what I deal in."

He coughs for a moment as his bloated face turns purple, "Imagine that – the slaves now slavers. Obviously something they picked up from their betters."

Q: Savages?

A: *"Savages like my bearers, though I have gone to great lengths to tame them. They were a present to me from the Fraternity."*

Q: What's the Brazen Blade? What is the Fraternity?

A: *"Their full name is the Fraternity of the Brazen Blade and they are followers of Kelanen. Good with the sword as you would expect, they are also skilled guerrilla fighters."*

Q: You keep slaves?

A: *"What of it? That has always been our way."*

Q: What about the other villagers who've become slaves?

A: *"Bring them back if you can, but Kurst is the priority."*

Q: What can you tell us about Kusnir?

A: *"Little village – used to be bigger until the lake swallowed half of it. It became a rallying*

point for escaped slaves during the occupation."

Q: Who is Utavo the Wise?

A: *"He's now the leader of the Touv, ruling from both Kusnir and some base in the mountains we've not been able to find."*

Q: What aid can you give us?

A: *"There's a camp of the Brazen Blade nearby. They routinely scout the area killing any Brotherhood soldiers they come across. They may know more about Kusnir, I suggest you seek them out."*

Q: Who is Kelanen?

A: *Haramarr looks at you with obvious disdain and surprise. "The Prince of Swords? He is the deity followed by most of the nobility."*

Q: Do you follow Kelanen?

"No. I prefer to solve my own problems rather than assuming some god will swoop down and save us all. Besides it's been over a decade since the followers of the Scarlet Sign came here and Kelanen has not yet saved us."

Q: What's in this for us?

Kurst's safe return: 100 gp x APL

Additional slave's return: 1 gp per slave

Troubleshooting: It is entirely possible that the PCs turn down Haramarr's offer. In this case the PCs are contacted by Morcarak, a cleric of Kelanen instead/as well.

☞ **Morcarak, Priest of Kelanen:** male human cleric; N.

Appearance: Morcarak is a thin, muscular fellow. His skin is very pale and he has shaved his head completely. He has a large scar across the top of his head.

Character: Morcarak is worried by the Fraternity of the Brazen Blade. He believes they have lost their way and that they are far too focused on revenge to maintain the balance taught by Kelanen.

Morcarak offers conditions equal to that of Haramarr's, and unlike Haramarr wants all of the slaves returned, not just Kurst. He also seeks more information on the Fraternity and directs the PCs to their encampment.

Development: The PCs likely travel east to Berghof to the encampment of the Fraternity. Proceed to Encounter 1: The Fraternity of the Brazen Blade.

ENCOUNTER 1: THE FRATERNITY OF THE BRAZEN BLADE

The Fraternity of the Brazen Blade have a ring of scouts posted a mile from their camp. These men attempt to

sneak up and intercept the PCs as they approach the camp.

☞ **Fraternity of the Brazen Blade Members (4):** male human fighter 1; hp 12, 12, 12, 12; See Appendix 1.

Appearance: Dressed in chainmail and touting either fine longswords or crossbows the fraternity's men are a mix of Suel and Oerid blood. Each wears a pin bearing a starburst of nine swords.

Character: These men are suspicious and wary. They do not allow the PCs to proceed unless they are able to prove that they neither serve Utavo or the Scarlet Brotherhood.

These men are arrogant but not unreasonable. A decent explanation of who sent them and why, or a successful DC 15 Diplomacy check (modified for good roleplaying) convinces them to relax their guard.

They know the following:-

- There is a camp of over five score savages massing nearby. The men can provide directions to this camp if asked, though they warn the PCs to avoid it.
- A DC 15 Gather Information check gets one of the men to reveal that the Fraternity is holding a prisoner at their camp. The Fraternity men encountered a patrol from that savage camp this morning and took a prisoner. The patrol seemed to be searching the area for something. The prisoner is being questioned about this today.

Development: If the PCs are careful here they might be invited to the Brazen Blade camp. In this case proceed to Encounter 2: Brazen Blade Encampment. On the other hand the PCs might be inclined to seek out Horakur's camp based on what the men have told them. This leads them to Encounter 3: The Enemy of My Enemy.

ENCOUNTER 2: BRAZEN BLADE ENCAMPMENT

Whether led here as prisoners or comrades the PCs easily find the Brazen Blade's camp. To find it without directions or a guide requires a DC 20 Survival check by someone with the Track feat as the fraternity masks their tracks as a matter of course.

The camp consists of six tents hidden among the trees. There is no campfire and two sentries are posted at each cardinal point of the compass. There are 20 men in total in the camp, including Murquel, a competent swordsman.

If the PCs killed any of the fraternity members they are met with hostility if their deed is discovered (which it will be if the patrol never returns). In this case use the statistics from Encounter 1 for Murquel and his men for the combat that will inevitably ensue.

When the PCs arrive Murquel is beginning to torture the captured Olman. The savage, Otanuv, is understandably not pleased by this, but resists to the best of his ability.

☞ **Murquel the Blade-Blessed:** male human fighter 5.

Appearance: Muddy-blond of tress, sleek and muscular, Murquel wears a chain shirt and carries a greatsword decorated with runes and a starburst of nine swords engraved in the pommel. His needle-thin blue eyes dart from person to person in conversation and he often has a sour expression on his face.

Character: Murquel is an arrogant, calculating and fanatical leader. If any of the PCs openly espouse the worship of Kelanen he greets them as brothers and treats them with respect until they, at any time, disagree with him. He is cold and brief in his dealings with anyone not a worshipper of Kelanen or who argue with his way of doing things.

☞ **Otanuv:** male human barbarian 1.

Appearance: Otanuv is a bare-chested Olman warrior. His chest and arms are decorated with several ornately inked tattoos. Recent scars, inflicted by his captors, are also plainly visible on his body and arms. He has obviously been tortured and his left shoulder is dislocated.

Character: Otanuv is an Olman tribesman who has sworn a blood-oath service to Horakur the Bold. He is quite fanatical and capable of resisting torture.

Development: If the PCs allow the torture to continue unchecked for 10 minutes Otanuv, feeling himself begin to weaken, decides to end his suffering by biting off his own tongue. He then spits it disdainfully at the feet of his torturers. This enrages Murquel enough to slit the savage's throat unless the PCs intervene.

A reasoned argument, or a successful DC 25 Diplomacy check is sufficient to persuade Murquel to let the PCs take over Otanuv's "interrogation," or to stop Murquel from murdering Otanuv in cold blood.

If the PCs are obviously instrumental in saving Otanuv from Murquel he warms to them. If he was rendered mute he communicates through sign and writing (he writes limited Common). He states that his chief, Horakur the Bold, is planning to attack Kusnir. If the PCs have earned his trust and mention that they also plan to attack Kusnir he offers to take them to Horakur's camp.

Murquel advises against this, warning them of the duplicitous nature of savages. If they do not relent he eventually pouts and curses, but lets them take Otanuv. If they go with Otanuv, go to Encounter 3: The Enemy of My Enemy. If not proceed to Encounter 5: Kusnir.

ENCOUNTER 3: THE ENEMY OF MY ENEMY

On route to Horakur's camp the PCs are waylaid by an Olman patrol. Make opposed Hide checks for the Olman against the PCs' Spot checks; the Olman attempt to get the drop on the PCs if possible.

The Olman's reaction to the PCs depends on whether they have Otanuv with them.

Otanuv Alive and Unharmed: If Otanuv is able he greets the warriors in his native language. After

a short conversation he convinces the Olman to allow the PCs into the village to speak with Horakur.

Otanuv Alive and Mute: If Otanuv is able he waves to the Olman and tries to attract their attention. Once it is apparent that he has been horribly mutilated they insist on releasing him and view the PCs with distrust. Otanuv will however be able to intervene enough to stop combat breaking out.

Otanuv Dead or not with the PCs: The Olman view the PCs with distrust. They will however escort the PCs to their camp unless the PCs are particularly aggressive, rude or appear to be members of the Scarlet Brotherhood.

PEACEFUL NEGOTIATIONS

If the Olman are friendly to the PCs they tell the PCs what they know:-

- Horakur the Bold is planning to attack Kusnir in order to rescue something precious to him.
- Otanuv was captured by the "dirt-heads" – the Olman name for the Brazen Blood.

Development: The PCs are led to the Olman leader, Horakur the Bold, in whatever manner is appropriate to the outcome of this encounter. Proceed to Encounter 4: Horakur the Bold.

ENCOUNTER 4: HORAKUR THE BOLD

The PCs enter the camp of Horakur the Bold, as Olman chief prepares to attack Kusnir to rescue his wife's sister.

☞ **Horakur the Bold:** male human barbarian 7.

Appearance: Horakur is a tall Olman warrior who wears a golden ring through his nose and a set of grassy pantaloons. When he holds court he prefers to go bare-chested, to display the multitude of black, blue and, gold tattoos covering every inch of his body.

Character: Horakur has learned Common during his captivity but he deems himself to be too important to speak it, preferring to act through his interpreter, Lokynn. If any PCs speak Olman he is impressed, especially if they are not Olman themselves.

Horakur is currently in a cold rage.

☞ **Mirawarr of Nola:** female human wizard/cleric (Nola).

Appearance: An ornately tattooed Touv woman, Mirawarr wears the symbol of a golden sun around her neck. A successful DC 25 Knowledge (religion) check (with a +15 circumstance bonus for Touv or Olman PCs) reveals this as the symbol of Nola, the good-aligned Touv sun deity.

Character: As Horakur's chief-wife Mirawarr is forbidden by tradition to talk with outlanders. As such she is expected to address the PCs through Lokynn. However she is a fiercely independent woman and as such when he is not around speaks directly to the PCs. She is genuinely worried about her sister.

Mirawarr is greatly offended if any of the PCs believe her to be a follower of Pelor. Her husband and several of the men ready their weapons momentarily before Mirawarr excuses their ignorance in mistaking her most holy god for an outland deity.

☞ **Lokynn the Tongued:** male human aristocrat.

Appearance: Lokynn is a nervous, thin, scraggly Olman male.

Character: Lokynn is Horakur's interpreter and as such it is he who addresses the PCs in Common. He tries to have no opinions of his own but if Horakur is about to lose his temper he gets incredibly nervous.

TALKING WITH HORAKUR

Lokynn interprets for Horakur's as follows:-

Why are you preparing to attack Kusnir?

Lokynn: In their recent raids across Lake Spendlowe Utavo's slavers have taken Horakur's nuawn.

What is a nuawn?

Lokynn: The sister of his wife.

Tell us more about this nuawn?

Lokynn: Her name is Nirwanga. Horakur believes she is being held in the apostate's village.

Lokynn: Can we aid you in the attack on Kusnir?

Lokynn explains Horakur requires a blood-oath (which requires the PCs to shed blood from their arms with Horakur's knife) before he will join with them. They must swear to fight for him during the attack on Kusnir. If they do this the proud Horakur is satisfied.

What can you tell us of Utavo the Wise?

Lokynn: Horakur once met him when they were slaves not far from Kusnir. He was a quiet but strange man, given to the study of wicca. Some thought he was wise, but wise men do not always decide good is the best course of action.

Why attack now?

Lokynn: Utavo is in his mountain lair and the Utanu are pledged to find Brotherhood raiders searching the shores of the lake. Their men are depleted. Now is the best chance to attack.

What is your plan?

We must be quick. Utavo is said to be able to appear from thin air and he brings the nagaul with him.

What are the nagaul?

Lokynn looks to his master for guidance and then offers only the following information.

Lokynn: Those pledged to serve us while we are not free. Their aid comes at a price.

What price?

Lokynn (clearly nervous): That is not for outsiders to know.

What warrior is this?

Lokynn: Three of my liege's men and Mirawarr followed him briefly. He wields powerful magics. They say he smells of straw and that he kills Utanu that challenge him.

What do you mean he smells of straw?

Lokynn: He works for them – the ones with heads of straw and robes of blood. The Scarlet Ones you call them.

Mirawarr: He smells of the straw, but not of the straw. There is a blackness about him. The strawheads are dark, like the twilight, but this man and his invisible servants, are somehow darker. He has headed east of Kusnir for now and Nola willing will not play a role in our mission.

Development: If the PCs mention their quest to rescue Kurst, Horakur suggests that both Kurst and Nirwanga should be held in the same area. If any of the PCs show any interest in rescuing Nirwanga, Horakur is willing to let them try if they swear a blood oath.

If the PCs are able to persuade Horakur to listen to them they can attempt to delay his attack by one day, allowing them to attempt stealth and subterfuge to rescue his *nuawn*. Horakur and his men gladly offer to stand ready to attack if the PCs are discovered.

On the other hand if the PCs favor Horakur's more direct approach he suggests they directly approach the slave pen while he and his forces act as a diversion.

If the PCs use good roleplaying and diplomacy you could allow them to combine the forces of the Olman and the Brazen Blade. This buys them even more time during the assault. However these two groups are hostile to each other and thus any alliance is shaky at best. Before the attack the PCs will have to be on their guard against incidents between the two groups.

ENCOUNTER 5: KUSNIR

The PCs adventure in Kusnir is intended to be relatively freeform. Refer to the relevant sections below for descriptions of Kusnir and the number of enemy troops in the village. Stat blocks are provided for the improvisation of encounters (such as a guard patrol at the gate, or a random passer-by who spots the PCs and so on).

GETTING INTO KUSNIR

There are many ways the PCs might sneak into Kusnir. You should note the word "sneak". If the PCs are spotted the alarm is sounded at the first opportunity. From this point they have a limited amount of time to locate the

prisoners. This makes it harder for them to complete all their objectives, in fact it is difficult to locate the prisoners at all if they mess up getting into the village.

The Gardens of Ehlonna

Outside Kusnir was a garden shrine to Ehlonna, with the priests housed within the temple in the village proper.

The shrine contained an underground grotto linked to the temple inside the village. Mysteriously tar pits have formed in the Gardens of Ehlonna and despite the Touv druids reconsecrating it the garden shrine swiftly became choked with scrub and fungus. It is all but abandoned now.

Within the garden lies a secret trapdoor (requiring a successful DC 20+ APL Search check to discover). Beyond lies a passageway connecting to the old temple of Ehlonna (now a Temple of Syrul). If the PCs can get in and silence the priest of Syrul within they can enter Kusnir undetected.

Lake Spendlowe

The PCs could conceivably build makeshift rafts to get into Kusnir. Horakur's men can easily make these, otherwise a successful DC 15 Craft (woodwork) or similar skill check could make something workable. Kusnir has a dock which the PCs could easily reach (the lake is relatively calm).

Magic

There are of course spells that could be used to gain access to Kusnir, reward the PCs for their use.

Bluff/Disguise

Unless the PCs are Olman or Touv in appearance (or make themselves so with magics or a disguise) they are likely to be met with suspicion. (Treat this as giving a -10 circumstance penalty to their Bluff and Diplomacy checks). They also need to be able to speak Olman or Touv as 75% of the Touv do not speak Common (check for this as necessary).

If the PCs allied with Horakur he can have tribesmen teach the PCs some basic phrases, such as, "We bring prisoners" and so forth. If the PCs wish he could additionally provide a warrior to aid in their bluff by prompting the PCs with what to say.

THE RUINS OF KUSNIR

Forgotten and downtrodden the original villagers not slain by the invading Scarlet Brotherhood, shipped to parts unknown or slain by their savage counterparts during Utavo's liberation are now little more than slaves.

Only a few remain of the original settlers. Many of these fellows are the sick, old and/or infirm.

The following text describes the areas of note within Kusnir.

0) Gates

At times of low alert there are five Touv warriors on the gate. At times of high alert there can be as many as ten, although not all will engage a small attacking force (some

will rush to check other portions of the walls, raise the alarm and so on. Use your judgment here as to how many sentries the PCs can realistically deal with.

The palisade wall surrounding Kusnir is 15 feet high and topped with sharpened stones and wood to make climbing over the wall difficult. PCs must succeed on DC 20 Climb checks to scale the wall.

1) Original Slave Pens

Little more than scorched lines in the earth mark the pens where once Olman, Touv, Hepmonaland Suel and, even the original folk of Kusnir were imprisoned as virtual serfs of the Scarlet Sign. It is now meticulously clean—the bodies and bones that once lay scattered about the area are all now buried.

An aura of menace lies here—felt by any druid, paladin or cleric who enters the area. During the uprising against the Scarlet Brotherhood powerful fiendish magic was used here by Utavo. During the insurrection he sacrificed some of his men and summoned demons to slay the occupiers.

2) The Ruined Houses

Most of the houses in Kusnir were occupied by the overseers of the Scarlet Sign after the fall of the Hold. Consequently when the demons struck on the Night of the Nagaul, their handiwork left the buildings in quite a state.

3) Restored House

The survivors have attempted to restore this house. This typically means at least one room is structurally intact. However it has a dour and shoddy feel to it.

4) Shrine to Syrul

This building was once a shrine dedicated to Ehlonna the Huntress. Once the Scarlet Brotherhood took Kusnir they leveled the shrine, destroying the reliquary. It was converted to a shrine to Syrul – the Suel goddess of lies and deceit. During Utavo's uprising all the other Scarlet Brotherhood shrines were destroyed except this one. There are some that believe Syrul is Utavo's patron deity as he spends most of his time in Kusnir here.

4a) There is a 75% chance that Wassal, the Olman priest of Syrul, is present here before the attack either praying or preparing the shrine for a black mass of lies. During the attack this chance drops to 10%.

If interrupted from his prayers he attempts to talk with the PCs. Allow them a chance to bluff their way through here but remember that he is no fool and anyone who is not a Touv sticks out like a sore thumb. (Treat him as hostile in regard to Diplomacy checks and apply a -10 circumstance penalty if the PCs are not disguised as Touv).

4b) This room bears no holy symbols to the Mistress of Lies, but rather eight sets of manacles, embedded into the walls. A lever in the room causes the eight sets of manacles to retract quartering any hapless victim. There are blood stains on the floor and any PC who makes a successful DC 15 Heal check realizes the blood is less than a week old.

4c) The grizzled remains of a marodin (an intelligent man-shaped plant creature) that was tortured lies in this room. Written in marodin blood on the wall (in Touv) is the following:-

“Danger... forces of evil gather... fiends stalk the land... come to me... imprisoned in the halls of my fathers... hasten to me... I await the coming of a new bearer... To long have I tarried in my purpose...”

If Kurst is with the PCs, or they mention it in his presence later on, he notes that something similar to this happened almost 20 years ago. His memory is hazy though and he cannot remember any substantive details.

4d) Sacrifice Room

Nirwanga is here, awaiting sacrifice, but unless the PCs are able to somehow communicate with her (she speaks only Touv) she is hostile and suspicious to the PCs. PCs can attempt to change her attitude with a successful Diplomacy check (Treat her as hostile in regard to Diplomacy checks). Note that the PCs must be able to speak to (and be understood by) Nirwanga to attempt this. Alternatively the PCs could render her unconscious and forcibly rescue her.

5) Slave-Pen

The slaves are guarded by an assassin vine that attacks the PCs if they attempt a rescue. The slaves try to warn the PCs of the danger in a mixture of Common, Ancient Suloise, Touv and Olman.

There are thirty prisoners, twenty of whom can move. The other ten however are in a bad way and will need to be carried from the village. This group of ten includes the old, infirm and so forth. Kurst is here – Nirwanga is not, though the prisoners know she is in the Temple of Syrul.

6) The Stone Altar

Utavo appears here after the alarm is called and the number of rounds given in “The Sands of Time” section has passed. The altar is otherwise used for sacrifice.

ENEMY FORCES IN KUSNIR

A complete roster of all the enemies in Kusnir is listed below. It is not necessary, or even fair, for the PCs to face all of these. Rather you should use them to create the necessary encounters.

The EL listed below for each APL is the total value in ELs of all the foes the PCs will face in this encounter. The DM should modify this total dependant on any other combats the PCs have been involved in during earlier encounters.

The PCs should never face an encounter of more than APL +2 and should only face one such encounter.

It is not necessary for the PCs to face all of these opponents in direct combat; successfully avoiding their foes results in the PCs gaining the requisite XP award.

APL 2 (EL 10)

➤ **Touv Berserkers (20):** male human barbarian 1, hp 12 each; see Appendix 1.

➤ **Wassal:** male human cleric 2, hp 18; see Appendix 1.

➤ **Assassin Vine:** hp 30; see *Monster Manual* page 20.

EL Calculations

- Berserker (1): EL 1
- Berserker (2): EL 2
- Berserker (3): EL 3
- Berserker (4): EL 3
- Wassal: EL 1
- Assassin Vine: EL 3

APL 4 (EL 12)

➤ **Touv Berserkers (20):** male human Barbarian 3, hp 35; see Appendix 1.

➤ **Wassal:** male human Cleric 4, hp 34; see Appendix 1.

➤ **Advanced Assassin Vine:** hp 89; see Appendix 1.

EL Calculations

- Berserker (1): EL 3
- Berserker (2): EL 5
- Wassal: EL 3
- Assassin Vine: EL 5

APL 6 (EL 14)

➤ **Touv Berserkers (20):** male human Barbarian 5, hp 52 each; see Appendix 1.

➤ **Wassal:** male human Cleric 6, hp 65; see Appendix 1.

➤ **Advanced Assassin Vine:** hp 129; see Appendix 1.

EL Calculations:

- Berserker (1): EL 3
- Berserker (2): EL 5
- Berserker (3): EL 8
- Wassal: EL 5
- Advanced Assassin Vine: EL 7

APL 8 (EL 16)

➤ **Touv Berserkers (40):** male human Barbarian 5, hp 52 each; see Appendix 1.

➤ **Wassal:** male human Cleric 8, hp 70; see Appendix 1.

➤ **Advanced Assassin Vine:** hp 230; see Appendix 1.

EL Calculations

- Berserker (1): EL 3
- Berserker (2): EL 5
- Berserker (3): EL 8
- Berserker (4): EL 9
- Wassal: EL 7

- Advanced Assassin Vine: EL 9.

Treasure

APL 2

Treasure Per Berserker: L: 1 gp; C: 0 gp; M: 0 gp.

Treasure On Wassal: APL 2: L: 24 gp; M: *wand of inflict light wounds* (25 gp), *Quaal's feather token (bird)* (25 gp).

APL 4

Treasure Per Berserker: L: 1 gp; C: 0 gp; M: *potion of cure light wounds*, 4 gp.

Treasure On Wassal: APL 4: L: 24 gp; M: *wand of inflict light wounds* (25 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

APL 6

Treasure Per Berserker: L: 27 gp; M: *potion of cure light wounds*, 4 gp.

Treasure On Wassal: L: 24 gp; M: *wand of inflict moderate wounds* (150 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

APL 8

Treasure Per Berserker: L: 27 gp; M: *potion of cure light wounds* x2, 8 gp.

Treasure On Wassal: L: 24 gp; M: *wand of inflict serious wounds* (375 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

Detect Magic Results: *wand of inflict light wounds* (faint necromancy), *Quaal's feather token (bird)* (moderate conjuration), *Quaal's feather token (swan boat)* (moderate conjuration), *potion of shield of faith* (faint abjuration), *wand of inflict moderate wounds* (faint necromancy), *wand of inflict serious wounds* (faint necromancy).

Tactics: Sentries carry war horns to alert the village. Of course if/when Horakur's men attack the alert is immediately sounded if it has not already been so.

THE SANDS OF TIME

Once the PCs are detected in Kusnir they only have a certain number of rounds before they are forced to flee by superior numbers of Touv. This depends on how many allies they have on their side:-

No allies: 20 rounds

Brazen Blade only: 30 rounds

Olman only: 40 rounds

Brazen Blade and Olman: 50 rounds

After this time read aloud the following text:-

There is a crash of thunder and a figure appears suddenly on the stone altar in the center of Kusnir. He raises a jeweled gauntlet and points

at you, snarling in a language you do not understand.

Allow the PCs to escape Kusnir chased by superior numbers of Touv warriors. (The PCs are unfortunate enough to time their attack to coincide with the return of a large warband of Utavo's followers who rush to help their comrades). In this situation the PCs have failed in their mission and will not be able to free the slaves (unless they have already done so).

If there are any PCs in the vicinity of the stone altar unwilling to flee the superior opposition assume that Utavo can cast any 1st-5th level cleric spell necessary to deter the PCs from attacking him.

After this time if the PCs are not fleeing from Kusnir they are attacked by wave upon wave of Touv warriors rushing to the village's defense. Eventually the PCs are forced to retire.

CONCLUSION

THE BRAZEN BLADE

The Brazen Blade warband, if they still are on speaking terms with the PCs, have little interest in the prisoners. They do escort the PCs eastwards toward Hokar for two days before returning to their spying.

If the PCs fell foul of the Brazen Blade they receive the following AR entry.

‡**Disfavor of the Brazen Blade:** You have earned the enmity of the Fraternity of the Brazen Blade, a vicious revenge society dedicated to Kelanen.

THE TOUV AND NIRWANGA

If the PCs were allied with the Olman and attempt to return Nirwanga to them immediately they should find Horakur is occupied by the battle against Kusniri forces. Lorakyr the Tongued on the other hand is not taking any part in the battle beyond the initial planning stage and thanks the PCs for their efforts.

If they return after the battle is over they discover that Horakur has been slain by Utavo. There is much mourning, but joy over Nirwanga's return.

KURST

The old man is somewhat unhinged by his experiences but can provide the following information.

- The fellow with the jeweled gauntlet is Utavo the Wise.
- Many years back, in a night the Touv call the Night of the Nagaul, Utavo summoned forth demons that overthrew the Scarlet Brotherhood.
- Utavo resides somewhere in the Kapmh Mountains – he is rarely seen.
- Some Scarlet Brotherhood forces have been seen east of Kusnir.
- A few weeks ago a strange creature emerged from the lake and began to attack the village. It

disappeared into the temple. Soon after shrieks of pain were heard coming from the Temple of Syrul.

If the PCs return Kurt to their patron in HOKAR they are praised highly and given the promised reward, with an additional bonus for any other prisoners they rescued.

If they are unsuccessful Prince Haramarr commiserates with them but does not pay them anything. Morcarak on the other hand pays them half the reward below.

Haramarr's Rewards

APL 2: L: 200 gp, 1 gp per additional prisoner.

APL 4: L: 400 gp, 1 gp per additional prisoner.

APL 6: L: 600 gp, 1 gp per additional prisoner.

APL 8: L: 800 gp, 1 gp per additional prisoner.

Morcarak's Rewards

APL 2: L: 100 gp, 5 gp per additional prisoner.

APL 4: L: 200 gp, 5 gp per additional prisoner.

APL 6: L: 300 gp, 5 gp per additional prisoner.

APL 8: L: 400 gp, 5 gp per additional prisoner.

NIRWANA

If the PCs saved Nirwana they receive the following AR entry.

‡ **Favor of the Olman:** As thanks for saving Nirwana the Olman have gifted you with either:

- Access to the Tattoo Magic feat
- A magical tattoo with one of the following spells: *bull's strength*, *protection from arrows* or *silence*. Delete those not chosen. This spell must be chosen when the PC receives this AR.

Activating the tattoo requires the PC to touch the tattoo. This casts the spell on the tattoo's bearer and is a standard action that does not draw an attack of opportunity. The spell is cast at the minimum caster level required for that spell.

This feat is described in the *Living Greyhawk Journal* in *Dungeon* 109.

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 (objectives plus roleplaying) to each character.

Get the Brazen Blade on side

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	270 XP

Get the Olman on side

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	270 XP

Rescue Kurst and the other slaves

APL 2	300 XP
APL 4	360 XP
APL 6	420 XP
APL 8	480 XP

Discretionary Roleplaying Bonus

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Experience Totals

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 5: Kusnir

APL 2

Treasure Per Beserker: L: 1 gp; G: 0gp.

Treasure On Wassal: APL 2: L: 24 gp; M: *wand of inflict light wounds* (25 gp), *Quaal's feather token (bird)*(25 gp).

APL 4

Treasure Per Beserker: L: 1 gp; M: *potion of cure light wounds*, 4 gp.

Treasure On Wassal: APL 4: L: 24 gp; M: *wand of inflict light wounds* (25 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

APL 6

Treasure Per Beserker: L: 27 gp; M: *potion of cure light wounds*, 4 gp.

Treasure On Wassal: L: 24 gp; M: *wand of inflict moderate wounds* (150 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

APL 8

Treasure Per Beserker: L: 27 gp; M: *potion of cure light wounds* x2, 8 gp.

Treasure On Wassal: L: 24 gp; M: *wand of inflict serious wounds* (375 gp), *Quaal's feather token (bird)* (25 gp), *Quaal's feather token (swan boat)* (38 gp), *potion of shield of faith* (4 gp).

Haramarr's Rewards

- APL 2:** L: 200 gp, 1 gp per additional prisoner.
- APL 4:** L: 400 gp, 1 gp per additional prisoner.
- APL 6:** L: 600 gp, 1 gp per additional prisoner.
- APL 8:** L: 800 gp, 1 gp per additional prisoner.

Morcarak's Rewards

- APL 2:** L: 100 gp, 5 gp per additional prisoner
- APL 4:** L: 200 gp, 5 gp per additional prisoner.
- APL 6:** L: 300 gp, 5 gp per additional prisoner.
- APL 8:** L: 400 gp, 5 gp per additional prisoner.

ITEMS FOR THE ADVENTURE RECORD

† **Favor of the Olman:** As thanks for saving Nirwana the Olman have gifted you with either:

- Access to the Tattoo Magic feat
- A magical tattoo with one of the following spells: *bull's strength*, *protection from arrows* or *silence*. Delete those not chosen. This spell must be chosen when the PC receives this AR.

Activating the tattoo requires the PC to touch the tattoo. This casts the spell on the tattoo's bearer and is a standard action that does not draw an attack of opportunity. The spell is cast at the minimum caster level required for that spell.

This feat is described in the *Living Greyhawk Journal* in *Dungeon* 109.

† **Disfavor of the Brazen Blade:** You have earned the enmity of the Fraternity of the Brazen Blade, a vicious revenge society dedicated to Kelanen.

Item Access

APL 2:

- *Wand of inflict light wounds* (Core; DMG; 750 gp).
- *Quaal's feather token (bird)* (Adventure; DMG; 300 gp)

APL 4 (all of APL 2 plus the following):

- *Wand of inflict moderate wounds* (Core; DMG; 4,500 gp).
- *Quaal's feather token (swan boat)* (Adventure; DMG; 450 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Wand of inflict moderate wounds* (Core; DMG; 4,500 gp).

APL 8 (all of APLs 2-4 plus the following):

- *Wand of inflict serious wounds* (Core; DMG; 11,200 gp).

APPENDIX 1: NPC AND MONSTER STATISTICS

APL 2

Encounters 1 and 2

☛ **Brazen Blade Member:** Male human fighter 1; CR 1; Medium humanoid (humanoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5; Great Fortitude, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, masterwork longsword, light crossbow, 20 bolts, explorer's outfit.

Encounters 3 and 4

☛ **Olman Warrior:** Male human barbarian 1; CR 1; Medium humanoid (human); HD 1d12+1; hp 13; Init +0; Spd 40 ft.; AC 11, touch 10, flat-footed 11; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SA rage; SQ fast movement (+10 ft.), illiteracy; AL NE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 12, Int 9, Wis 10, Cha 10

Skills and Feats: Climb +6, Handle Animal +2, Intimidate +3, Jump +6, Swim +3, Cleave, Power Attack

Rage (Ex): 1/day—hp 15; AC 9, touch 8, flat-footed 9; Grp +5; Atk +5 melee (1d8+4/x3, battleaxe); Full Atk +5 melee (1d8+4/x3, battleaxe); Fort +5, Will +2; Str 18, Con 18; Climb +8, Jump +8, Swim +5. Lasts 6 rounds than fatigued.

Possessions: padded armor, battleaxe.

Encounter 5

☛ **Touv Berserker:** Male human barbarian 1; CR 1; Medium humanoid (human); HD 1d12+1; hp 13; Init +0; Spd 40 ft.; AC 11, touch 10, flat-footed 11; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SA rage; SQ fast movement (+10 ft.), illiteracy; AL NE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 12, Int 9, Wis 10, Cha 10

Skills and Feats: Climb +6, Handle Animal +2, Intimidate +3, Jump +6, Swim +3, Cleave, Power Attack

Rage (Ex): 1/day—hp 15; AC 9, touch 8, flat-footed 9; Grp +5; Atk +5 melee (1d8+4/x3, battleaxe); Full Atk +5 melee (1d8+4/x3, battleaxe); Fort +5, Will +2; Str 18, Con 18; Climb +8, Jump +8, Swim +5. Lasts 6 rounds than fatigued.

Possessions: padded armor, battleaxe.

☛ **Wassil:** male human Clr 2; CR 2; Medium humanoid (human); HD 2d8+4; hp 18; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +1;

Atk +1 melee (1d8, heavy mace); Full Atk +1 melee (1d8, heavy mace); SA Rebuke undead 5/day, spontaneous cast *inflict* spells; AL NE; SV Fort +5, Ref +1, Will +6; Str 11, Dex 12, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Bluff +7, Concentration +6 (+10 cast def), Diplomacy +9, Disguise +4, Heal +5, Hide -4, Intimidate +4; Combat Casting, Improved Initiative.

Cleric Spells Prepared: (4/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, resistance*; 1st—*bane, cause fear, entropic shield, protection from good*.*

*Domain spell; *Deity:* Syrul; Domains: Evil (You cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Banded mail, heavy steel shield, heavy mace, Quaal's feather token (*bird*), wand of *inflict light wounds* (CL 1; 20 charges).

Encounters 1 and 2

➤ **Brazen Blade Member:** Male human fighter 1: CR 1; Medium humanoid (humanoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5; Great Fortitude, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, masterwork longsword, light crossbow, 20 bolts, explorer's outfit.

Encounters 3 and 4

➤ **Olman Warrior:** Male human barbarian; CR 3; Medium humanoid (human); HD 3d12+6; hp 35; Init +6; Spd 40 ft.; AC 13, touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +7 melee (1d12+4/x3, greataxe); Full Atk +7 melee (1d12+4/x3, greataxe); SA rage SQ fast movement (+10 ft.), illiteracy, uncanny dodge; AL NE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +9, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 1/day—hp 41; AC 11, touch 10, flat-footed 11; Grp +8; Atk +9 melee (1d8+7/x3, battleaxe); Full Atk +9 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 20, Con 18; Climb +9, Jump +11, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe.

Encounter 5

➤ **Touv Beserker:** Male human barbarian; CR 3; Medium humanoid (human); HD 3d12+6; hp 35; Init +6; Spd 40 ft.; AC 13, touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +7 melee (1d12+4/x3, greataxe); Full Atk +7 melee (1d12+4/x3, greataxe); SA rage SQ fast movement (+10 ft.), illiteracy, uncanny dodge; AL NE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +9, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 1/day—hp 41; AC 11, touch 10, flat-footed 11; Grp +8; Atk +9 melee (1d8+7/x3, battleaxe); Full Atk +9 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 20, Con 18; Climb +9, Jump +11, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe, *potion of cure light wounds* (CL1).

➤ **Assassin Vine (advanced):** CR 5; Huge plant; HD 8d8+40; hp 89; Init -1; Spd 5 ft.; AC 17, touch 7, flat-footed 15; Base Atk +6; Grp +23; Atk +15 melee (1d8+13, slam); SA constrict, entangle, improved grab;

SQ blindsight, camouflage; AL N; SV Fort +11, Ref +1, Will +2; Str 28, Dex 8, Con 20, Int 0, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Reflex DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

➤ **Wassil:** male human Clr 4; CR 4; Medium humanoid (human); HD 4d8+8; hp 34; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace); Full Atk +3 melee (1d8, heavy mace); SA rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +6, Ref +2, Will +9; Str 11, Dex 12, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +10, Concentration +6 (+10 cast def), Diplomacy +11, Disguise +5, Heal +5, Hide -4, Intimidate +5; Combat Casting, Improved Initiative, Iron Will.

Cleric Spells Prepared: (5/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, magic weapon, resistance*; 1st—*bane, cause fear, entropic shield, obscuring mist, protection from good**; 2nd—*aid, death knell, hold person, invisibility**.

*Domain spell; *Deity:* Syrul; *Domains:* Evil (You cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)

Possessions: Banded mail, heavy steel shield, heavy mace, *potion of shield of faith* (CL 1), *Quaal's feather token (bird)*, *Quaal's feather token (swan boat)*, *wand of inflict light wounds* (CL 1; 20 charges).

APL 6

Encounters 1 and 2

➤ **Brazen Blade Member:** Male human fighter 1; CR 1; Medium humanoid (humanoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5; Great Fortitude, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, masterwork longsword, light crossbow, 20 bolts, explorer's outfit.

Encounters 3 and 4

➤ **Olman Warrior:** Male human barbarian 5; CR 5; Medium humanoid (human); HD 5d12+10; hp 52; Init +6; Spd 40 ft.; AC 13, touch 12, flatfooted 13; Base Atk +5; Grp +8; Atk +9 melee (1d12+4/x3, greataxe); SA rage; SQ Fast movement, illiteracy, improved uncanny dodge, trap sense +2; AL NE; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +11, Ride +8, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 62; AC 11, touch 10, flat-footed 11; Grp +10; Atk +11 melee (1d8+7/x3, battleaxe); Full Atk +11 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 21, Con 18; Climb +9, Jump +13, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe.

Encounter 5

➤ **Touv Beserker:** Male human barbarian 5; CR 5; Medium humanoid (human); HD 5d12+10; hp 52; Init +6; Spd 40 ft.; AC 13, touch 12, flatfooted 13; Base Atk +5; Grp +8; Atk +9 melee (1d12+4/x3, greataxe); SA rage; SQ Fast movement, illiteracy, improved uncanny dodge, trap sense +2; AL NE; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +11, Ride +8, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 62; AC 11, touch 10, flat-footed 11; Grp +10; Atk +11 melee (1d8+7/x3, battleaxe); Full Atk +11 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 21, Con 18; Climb +9, Jump +13, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe, *potion of cure light wounds* (CL 1).

➤ **Assassin Vine (advanced):** CR 7; Huge plant; HD 16d8+40; hp 129; Init -1; Spd 5 ft.; AC 17, touch 7, flat-footed 17; Base Atk +12; Grp +29; Atk +17 melee (1d8+11, slam); SA Constrict, Entangle, Improved Grab; SQ Blindsight, Camouflage; AL N; SV Fort +17, Ref +4, Will +6; Str 28, Dex 8, Con 20, Int 0, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+12 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

➤ **Wassil:** Male human cleric 6; CR 6; Medium humanoid (human); HD 6d8+12; hp 54; Init +5; Spd 20 ft.; AC 19 touch 11, flat-footed 18; Base Atk +4; Grp +4; Atk +5 melee (1d8, heavy mace); SA: Rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +7, Ref +3, Will +10; Str 11, Dex 12, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +12, Concentration +7 (+11 cast def), Diplomacy +13, Disguise +5, Heal +5, Hide +4, Intimidate +5, Combat Casting, Improved Initiative, Iron Will, Weapon Focus (heavy mace).

Cleric Spells Prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, magic weapon, resistance*; 1st—*bane, cause fear, entropic shield, obscuring mist, protection from good**; 2nd—*aid, death knell, hold person, invisibility**, *silence*; 3rd—*blindness, magic vestment, nondetection**, *searing light*.

*Domain spell; *Deity:* Syrul; Domains: Evil (You cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Banded mail, heavy steel shield, heavy mace, *potion of shield of faith* (CL 1), *Quaal's feather token (bird)*, *Quaal's feather token (swan boat)*, *potion of shield of faith*, *wand of inflict moderate wounds* (CL 1; 20 charges).

Encounters 1 and 2

🔪 **Brazen Blade Member:** Male human fighter 1; CR 1; Medium humanoid (humanoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+4/19-20, masterwork longsword) or +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5; Great Fortitude, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, masterwork longsword, light crossbow, 20 bolts, explorer's outfit.

Encounters 3 and 4

🔪 **Olman Warrior,** Male human barbarian 5; CR 5; Medium humanoid (human); HD 5d12+10; hp 52; Init +6; Spd 40 ft.; AC 13, touch 12, flatfooted 13; Base Atk +5; Grp +8; Atk +9 melee (1d12+4/x3, greataxe); SA rage; SQ Fast movement, illiteracy, improved uncanny dodge, trap sense +2; AL NE; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +11, Ride +8, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 62; AC 11, touch 10, flat-footed 11; Grp +10; Atk +11 melee (1d8+7/x3, battleaxe); Full Atk +11 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 21, Con 18; Climb +9, Jump +13, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe.

Encounter 5

🔪 **Touv Beserker:** Male human barbarian 5; CR 5; Medium humanoid (human); HD 5d12+10; hp 52; Init +6; Spd 40 ft.; AC 13, touch 12, flatfooted 13; Base Atk +5; Grp +8; Atk +9 melee (1d12+4/x3, greataxe); SA rage; SQ Fast movement, illiteracy, improved uncanny dodge, trap sense +2; AL NE; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +2, Intimidate +6, Jump +11, Ride +8, Swim +3, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 62; AC 11, touch 10, flat-footed 11; Grp +10; Atk +11 melee (1d8+7/x3, battleaxe); Full Atk +11 melee (1d8+7/x3, battleaxe); Fort +7, Will +5; Str 21, Con 18; Climb +9, Jump +13, Swim +5. Lasts 7 rounds than fatigued.

Possessions: padded armor, greataxe, 2 *potions of cure light wounds* (CL 1).

🔪 **Assassin Vine (advanced):** CR 9; Gargantuan plant; HD 20d8+140; hp 230; Init -1; Spd 5 ft.; AC 20, touch 6, flat-footed 15; Base Atk +15; Grp +40; Atk +24 melee (2d6+19, slam); SA constrict, entangle, improved grab; SQ blindsight, camouflage; AL N; SV Fort +19,

Ref +5, Will +7; Str 36, Dex 8, Con 24, Int 0, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 2d6+19 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Reflex DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

🔪 **Wassil:** male human cleric 8; CR 8; Medium humanoid (human); HD 8d8+16; hp 70; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, heavy mace); Full Atk +8/+3 melee (1d8+1, heavy mace); SA rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +8, Ref +3, Will +11; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +14, Concentration +10 (+14 cast def), Diplomacy +14, Disguise +5, Heal +5, Hide -4, Intimidate +5; Combat Casting, Improved Initiative, Iron Will, Weapon Focus (heavy mace).

Cleric Spells Prepared: (5/4+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, magic weapon, resistance*; 1st—*bane, cause fear, entropic shield, obscuring mist, protection from good**; 2nd—*aid, death knell, hold person, invisibility**; *silence*; 3rd—*blindness, dispel magic, magic vestment, nondetection**; *searing light*; 4th—*divine power, poison, unholy blight**.

*Domain spell; *Deity:* Syrul; *Domains:* Evil (You cast evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Banded mail, heavy steel shield, heavy mace, *potion of shield of faith* (CL 1), Quaal's feather token (bird), Quaal's feather token (swan boat), *potion of shield of faith, wand of inflict serious wounds* (CL; 20 charges),

APPENDIX 2: NEW RULES ITEMS

Tattoo Magic [Item Creation]

Dungeon magazine issue 109.

You can create tattoos that store spells.

Prerequisite: Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd+.

Benefit: You can create single-use magic tattoos.

You can create a tattoo of any spell of 3rd level or lower that you know and that targets a creature or creatures. Creating a tattoo takes 1 hour, and it must be inked onto a creature with a corporeal body. When you create a tattoo, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a tattoo is its spell level x its caster level x 50 gp. To create a tattoo, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

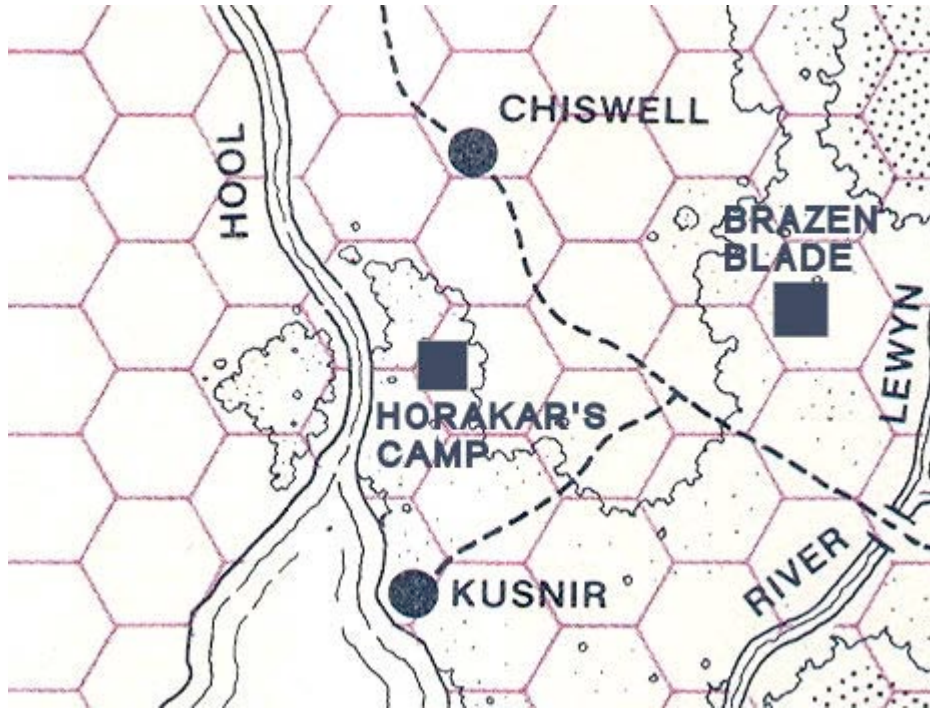
When you create a tattoo, you make any choices that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity.

Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the tattoo.

Normally a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A tattoo can be created that does not use a magic item space, but that base price of such a tattoo is double the normal value.

A magic tattoo can be erased with an *erase* spell as if it were magic writing. Failing to erase the tattoo does not activate it.

MAP 1: BERGHOF AREA

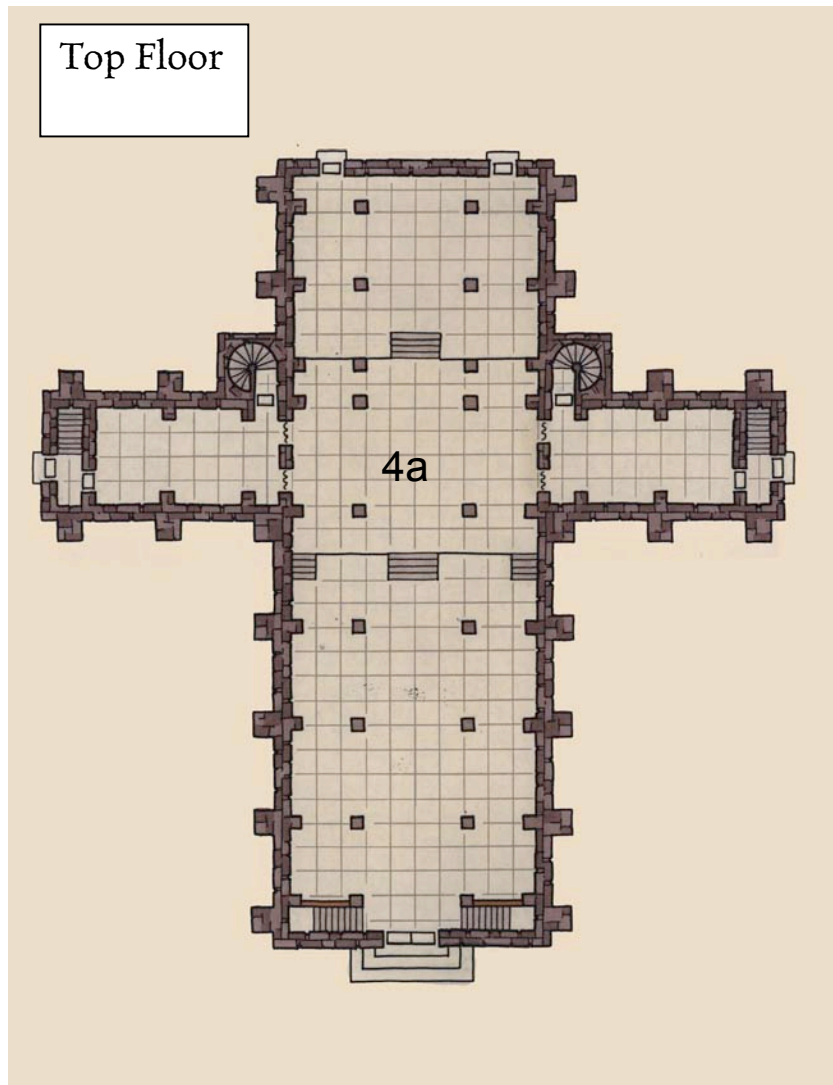


MAP 2: KUSNIR

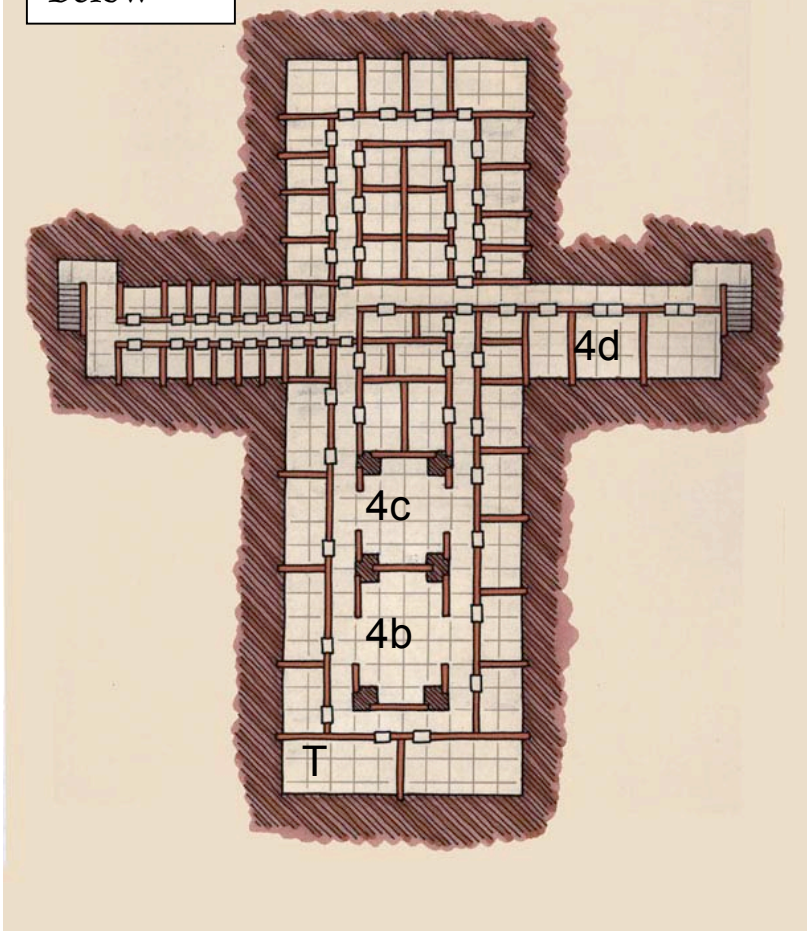


1 sq = 5 ft.

MAP 3: TEMPLE TO SYRUL



Passages
Below



1 sq. = 5 ft.