

NAE09-01

## **Bordermarch v0.2**

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**An adventure for the Greyhawk Reborn Campaign**

**Set in Principality of Naerie**

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With the outbreak of hostilities in northern Ahlissa, Prince Barzhaan is keen to secure the borders of Naerie and the best opportunity comes after negotiations with the Kingdom of the Iron Hills. Now someone just has to go out mark where the border goes...

A one-round outdoor adventure set in Principality of Naerie for character levels 1-4 (APL2)

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## Running a Greyhawk Reborn Adventure

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To run a Greyhawk Reborn adventure, you must have a character built according to the rules found in the Greyhawk Reborn Campaign Booklet (GRCB).

To learn more about the Greyhawk Reborn character creation and development, visit the Greyhawk Reborn website at <http://www.chapleau.us/Reborn>. This adventure is available for play until December 31<sup>st</sup> 2010.

If you intend on play this adventure stop reading now.

To run this adventure, you will need a copy of the D&D 3.5 core rule books: *Player Handbook (PHB)*, *Dungeon Master's Guide (DMG)* and *Monster Manual (MM)*.

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### Adventure Level

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This adventure has a number of tiers of play. This is referred to as APL (Average Party Level). To determine APL, add the following together.

- 1- Add each PC's levels together. Cohorts are counted as a PC for this purpose.
- 2- For each animal not allowed by a class features (such as animal companion, familiar or bonded mount) or by a feat (mount from the PHB for rider with Mounted Combat), add 1.
- 3- Add the total together and divide by the number of PCs, rounding up if the result is  $\geq .5$  and down otherwise. This is the APL.
- 4- If you are running this for six PCs, add one to the total.
- 5- If you are running this for four PCs, subtract one from the total.

The result is the level at which the PCs must play the adventure. A party can always choose to "play up" one APL, but they may never chose to play down.

### Adjusting the Adventure

As a DM you can adjust the adventure if the PCs are having too easy or too hard a time. Feel free to add to some description, or combats but remember to be fair to the players, and keep fun as an end goal. No one enjoys simply being killed or destroyed because of a DM's call.

Acceptable changes include changing a spell list, tactics or cutting boxed text short.

Unacceptable changes include changing the whole encounter or radically modifying the encounter.

Keep in mind that the author and triads often have something in mind they want the player to experience or accomplish. You may or may not know about this end goal.

Try to keep as close to the script as possible, but be responsive to PCs' actions. Do not allow NPCs to do everything. "I go tell the king to send his guard to take down the thieves' guild and we'll wait here." The PCs are the heroes and the protagonists.

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### Time Units

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An adventure costs a number of time units (TUs) to play. PCs who hail from the **Principality of Naerie** region pay 1 TU per round and PCs from other regions pay 2.

Adventurers' standard upkeep costs 12gp per Time Unit. PCs may elect to pay for Rich at a cost of 50gp per TU and receive a +2 bonus to all social skill checks. PCs may also elect for luxury upkeep at a cost of 100gp per TU and receive a +4 bonus to all social skill checks.

Alternatively a PC may elect to live off the wild. This requires a DC20 Survival check (the PC may take 10). Doing s

If a PC fails to live off the wild, he does not heal any conditions or damage between adventures. Some adventure may add extra penalties for living off the wild.

If this is a PC's first adventure, then it is assumed that he has enough money to pay for Adventurer's Standard (in other words, a new PC does not need to worry about paying upkeep on their first adventure).

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## Before You Start

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### New Rules

This adventure includes two monsters outside the core rules, the mazchedeen and the runehound. Their statistics have been included in appendix.

### Differences with Living Greyhawk

Because of the nature of "Greyhawk Reborn", this adventure has less "padding" than than a normal Living Greyhawk adventure and gives more freedom to DM to make his own calls.

### Notes on the Adventure

The adventure has been written with Ahlissan point of view. However, it is possible that PCs might wish to assist dwarves with forging maps and so on. This does not hamper the adventure at all, but requires some improvisation from DM.

Several events in this adventure have their beginnings in Naerie regional modules of the Living Greyhawk campaign. However, prior knowledge of Naerie or Greyhawk is not required to play this adventure.

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## Background

The Principality of Naerie has weathered great turmoil over the last year. There was the revelation of a hidden Scarlet Brotherhood naval base near the Spine Ridge which required the full attention of the navy and army to take care of. At the same time, unrest struck the town of Gornor's Cove and decimated the ruling house. As if this was not enough, the Flanaess was struck by the reversal of the Flight of Fiends, and Ahlissa was plunged into open conflict with the North Kingdom.

But at least something good has occurred. Prince Barzhaan has sent some of the army to assist Overking Xavener and the reduced military presence in Naerie has improved relations with the Kingdom of the Iron Hills. To avoid unnecessary conflict, an agreement has been reached to ratify the border between Naerie and the Kingdom of the Iron Hills.

The dwarves have agreed to send their own group to work with the Ahlissans and Prince

Barzhaan has delegated the duty of appointing an Ahlissan team to House Heshun.

The task will not be entirely without problems. Not only is there some trouble on the way but at the end of the journey, a small village is suffering from a strange anomaly.

Until recently, the village of Denshaw had a priest of Joramy named Heikor (and an ex-cultist of Pyremius, the Suel god of fire, poison and murder) who took part in banishing a glabrezu demon in an old temple dedicated for Pyremius near village of Osfelred (*NAE7-02 Demon Wishing*). Heikor met his demise at the hands of the glabrezu and his body was returned to Denshaw.

Heikor was somewhat of an oddity and viewed with suspicion by many. However, he had also started to attract some would-be converts. A local priestess of Merikka named Aepfelwine did not like what she saw as people straying from the traditional ways of Denshaw.

Aepfelwine decided to scare people back to the fold by having Denshaw be struck by curse ostensibly called on by "Heikor's Abyssal servants". The local druid Berionna and hunter Groggo agreed to help, Berionna by appearing as a beast and Groggo by causing some minor ruckus.

In the end, an *animate dead* scroll was to be used to re-animate Heikor's body, now hidden in the shrine of Merikka so Aepfelwine could banish the evil.

Unfortunately, having a fake burial for Heikor in the middle of some old standing stones (as he had requested), did not go as planned. The burial ceremony unintentionally started a ritual whose completion required a body to be disposed in the standing stones as a sacrifice to Demogorgon. As no body was forthcoming (Aepfelwine burned a bag full of twigs and leaves), the stone ring's guardian beast was summoned to finish the ritual. It attacked the funeral party and would likely have slain them all had the druid Berionna not intervened. The intervention cost her her life.

Now, the runehound wanders the vicinity of Denshaw (having twice been killed by militia), Aepfelwine has plenty of new people ready to worship Merikka and Groggo has withdrawn to the bottle. It is this situation where PCs and dwarves eventually arrive to and have to get rid of the Demogorgon's servant one way or the other.

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## Summary

**Introduction:** The PCs meet with dwarves and Olphan Vinn.

**1. The Journey Begins:** The PCs head out towards Iron Hills.

**2. Divided Ground:** The PCs come across the farm of the war veteran Kalintos, who has the unfortunate luck of having built his farm on the dwarven side of the border.

**3. The River:** The PCs must cross a river and combat a group of mazchedeen.

**4. Arrival in Denshaw:** PCs arrive in Denshaw and are briefed on the situation by Mayor Rurigan.

**5. Temple of Merikka:** The PCs investigate the shrine of Merikka.

**6. Standing Stones:** The PCs investigate the standing stones.

**7. The Beast of Denshaw:** PCs might be required to combat the beast of Denshaw at some point.

**Conclusion:** Having marked the border and banished the runehound, PCs head back to civilization.

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## Introduction

*After a short sea voyage from Naerie City with the bureaucrat Olphan Vinn, your band has arrived in the town of Poelitz. You were hired to accompany Olphan on the official state business of marking down the border between the Principality of Naerie and the Kingdom of the Iron Hills.*

*You are to meet the dwarven delegation at the temple of Wee Jas, outside the town proper.*

If PCs have any questions, use the bullet points to run conversations between them and Olphan. The PCs should also introduce themselves to each other at this point. Once done, continue with the following:

*Outside the temple of Wee Jas, a small pyre has been built and five bodies, wrapped in linen, have been placed on top of it.*

*"And may the Stern Lady guard those who gave their lives for the sake of our homeland." With those words, a priestess finishes the ritual and a group of orcs in House Heshun uniforms light a funeral pyre.*

*As the smoke rises, the orcs begin to play a mournful tune with their horns. Some*

*distance away, a group of dwarves watches with interest.*

If PCs ask whose funeral this is, Nheia or orcs can answer that it was for members of House Heshun Brute Squads who were killed in combat against outlaw Traneth Etali in the harbor of Naerie City, giving their lives to save the ship of a Keoland Ambassador from his attack. The elf was Sertern (sergeant) Ethuel Aildolin, somewhat of an oddity for being in House Heshun's forces. Burning is the burial method of choice in Poelitz because land use is strictly controlled.

Traneth Etali is a wanted rebel and a Knight of the Chase, and his current whereabouts are unknown. In addition to this, PCs might have heard of the other persons before.

**Nheia Arkangel:** LN female human cleric 5/swashbuckler 1.

*Appearance:* Tall, pale Suel woman with piercing blue eyes and dark hair.

*Personality:* True believer, loyal Ahlissan, rigid.

**DC 15 Knowledge (local: Splintered Suns):**

Nheia Arkangel is an ex-adventurer who rose to prominence due to her efforts to help the Ahlissa. Now she is high in the local hierarchy of Wee Jas, and the leader of the temple in Poelitz. Worshippers of Wee Jas know this automatically.

**Olphan Vinn:** LN male human expert 6.

*Appearance:* Old Oeridian man with white hair and retreating hairline. Wears glasses and simple clothing.

*Personality:* Organized, bureaucratic, accustomed to city life and does not like outdoors. Willing to tolerate some corruption or loopholes if it benefits Ahlissa or its citizens.

**DC 15 Knowledge (local: Splintered Suns) or (nobility and royalty):**

While not royalty and quite unimposing, Olphan Vinn is actually one of the mightiest men in Naerie City, as he is more or less responsible for the day-to-day bureaucracy associated with running a principality.

**Freodil Darakson:** LN male dwarf warrior 3; hp 18; *Appendix 1*

*Appearance:* A dwarf in fine chainmail with short beard and hair. Unremarkable in all ways.

*Personality:* Younger brother of Darrak Darakson, ambitious, didn't fight in the war and strives to prove his worth now.

**DC 20 Knowledge (local: Splintered Suns) or (nobility and royalty):** Freodil is the young brother of Darrak Darakson, who is the de-facto leader of dwarven community in Poelitz and the Barony of Foelt. Freodil has been overshadowed by his brother and he worked hard to get this assignment. Dwarven characters receive +5 bonus to their roll for this check.

**Dwarves (5):** hp 6, MM 154 except have throwing axes for ranged attacks (+1 ranged 1d6+1/x). In addition, the dwarves are equipped for overland trip with food, water, bedrolls and three mules that carry the border markers.

They are all male members of Darakson clan and their names are Barvak, Daulf, Gael, Gorlar, and Noshad.

## So, What's Going to Happen?

Olphan needs people to accompany him on a trip to mark the border between Principality of Naerie and kingdom of Iron Hills. A group with representatives from both nations is, naturally, deemed necessary.

- The journey starts near Castle Rishmar and ends at the village of Denshaw.
- The location of the border will be determined with old border markers, maps and new calculations, and then marked with poles carried in the mule train. Later on, these will be replaced by stone markers.
- A second team, led by Captain Jadale of Ekehold's Redswords and a dwarf named Tharnis starts from other end of the Iron Hills a few days after this group.
- Once in Denshaw, official border agreement papers are exchanged between representatives of the Principality of Naerie and the Kingdom of the Iron Hills, in this case Jadale and Freodil.
- The mission is relatively simple - walk by the agreed border, check that it matches and put up border markers at half-mile intervals.
- PCs will be paid 100 gold pieces each for this job.

**Development:** Move to Encounter 1

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## 1: The Journey Begins

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PCs can do any shopping they want in Poelitz as a few hours will not hurt the expedition. A ferry will take the party 30 miles up the coast to the village of Fenross where they must then travel further 20 miles north to the border.

Nothing out of the ordinary happens but it is an opportunity to have PCs and dwarves get acquainted. Only thing worth noting is the half-ruined Castle Rishmar where the rulers of Poelitz live and the everpresent cloud of ravens surrounding it.

Once on the border, PCs can see the so-called "Ideegate" in the distance, a settlement of old Ideean expatriates who do not wish to return to Ahlissa. From here, the PCs are to move over the hills and mark the border.

**Development:** Move to Encounter 2.

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## 2: Divided Ground

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Three days into the journey, there is a sudden absence of border markers and progress is slowed down as Olphan and Freodil consult maps and make calculations.

The reason for this is an Ahlissan war veteran named Kalintos who unknowingly used them to build a fence for his cattle.

Eventually dwarves PCs come across the modest farm where he lives mainly self-sufficiently, only occasionally venturing down to Fenross.

Kalintos will want to know what people do in his land but if asked, allows people to come in. Border markers can also be spotted as part of a cattle compound's fence.

The problem here is that eventually Olphan realizes that Kalintos has his farm in dwarven lands, something Freodil likely has an issue with.

Ways of resolving the situation include forging maps, telling the truth to Freodil and appealing to his courtesy or even convincing that situation needs thorough clarification and the border cannot be marked down until an official investigation has been mounted (= buried in bureaucracy for the next 20 years).

If convincing Freodil goes wrong, he simply tells Kalintos how things are and that there might be issue. However, a simple man as he is, Kalintos jumps to conclusion and is not about to



lose his home. At a suitable opportunity, he attacks the dwarves, using his bull as mount.

#### **APL2 (EL3)**

- **Bull:** hp 37, MM 269.
- **Kalintos:** hp 12; *Appendix 1*

*Appearance:* Tall, grizzled Oeridian male.

*Personality:* Straightforward, honest but not eager to please or be polite. Especially to dwarves.

**Development:** Once the situation is resolved, one way or the other, the expedition can continue. Move to Encounter 3.

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### 3: Across the stream

Two days after Kalintos is left behind, the PCs come to one of the streams running down from Iron Hills. Unfortunately the bridge has collapsed due to lack of maintenance. To further complicate the matters, this area is part of a territory claimed by a pack of mazchedeen.

**Creatures:** Mazchedeen are "tunnel-hunters" bred by the Scarlet Brotherhood which were released in large numbers to Iron Hills and Hollow Highlands to attack dwarven and gnomish settlements. Despite repeated attempts at eradication, they remain an isolated threat in these hills.

Mazchedeen are blind, relying on other senses to pinpoint their prey and also have a "Suel failsafe" which stops them attacking pureblooded Suel unless attacked first. Their skin is chameleon-like, making them almost invisible when they hide and their claws enable them to make easy progress even up steep cliffs.

As if this was not enough, they have vicious acidic spit to unleash against targets out of their reach. All above information can be found out with the proper Knowledge (dungeoneering) or Knowledge (local: Splintered Suns) check (native dwarves and gnomes receive a +2 to this check). Freodil also knows this, having encountered these creatures before.

#### **APL2 (EL4)**

- **Mazchedeen (2):** Hp 22, *Appendix 1*

**Terrain:** The river is 30 ft. wide and difficult terrain. In addition, every round spent in the river there is 10% chance that a large piece of wood or other object that drifts from upstream hits a

PC or a dwarf, requiring a DC 10 Balance or Strength check to remain standing. Remains of the bridge are very difficult terrain. Faster movement (difficult terrain) is possible with DC 15 Balance check but failure by five or more results in the PC falling into river. The path leading to and from the bridge is 15 ft. wide and clear. Other terrain is clear but somewhat unstable, requiring DC 10 Balance check to run or charge over.

**Development:** Once the river is crossed, PCs can continue on to Denshaw. Move to Encounter 4.

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### 4: Arriving in Denshaw

When the PCs and dwarves are nearing Denshaw, read the following:

***Denshaw is a rural community where approximately three hundred people work and live, scattered over a wide area. The village proper has a modest administrative building, inns, a smithy, a general goods store, and three small shrines. One of them is clearly unused, with boarded up windows and door that interestingly has a large beam leaning against it.***

**Denshaw (Hamlet):** Conventional; AL (L)N; 100 gp limit; Assets 1600 gp; Population 324; Mixed (82% human, 3% halfling, 5% elf, 6% dwarf, 3% gnome, 1% half-elf).

**Authority Figures:** Rurigan Volck, the mayor (N male human aristocrat 5); Lamidia Berrgen, chief constable (LN female human warrior 4) (away).

**Important Characters:** Aepelwine Harst (NG female human cleric of Merikka 4); Groggo Berkomm (CG male gnome ranger 1/rogue2); Malkam Hammerhome, the smith (NG dwarf male expert); Tordak Hammerhome, a traider (NG dwarf male expert 3); Volgan Ernsting (LN human male cleric 3 of Zilchus).

Some of the villagers will eventually spot the group coming down and fetch Rurigan to meet them. He will look at PCs, say "Thank you for coming but where is Volgan? Didn't he come with you?"

**Rurigan Volck:** N male human aristocrat 5.

*Appearance:* Medium height man of Oeridian-Suel descent. Has greying hair and grey beard.

*Personality:* Calm, down-to-earth

Rurigan will tell PCs about their situation:

- For nearly two weeks now, the strange two-headed beast has come to Denshaw.
- Militia mustered and killed it. Then the beast returned and was killed again. By this time many in the militia were wounded and when it returned for a third time, people didn't want to face it again.
- The creature does not seem to be overly concerned by people. It circles the shrine of Merikka for the night and leaves at dawn.
- People lock up for the night and don't look for the beast and they are left alone.
- Aepfelwine says it is a beast from Abyss, summoned by Heikor.
- Volgan, the local cleric of Zilchus and Lamidia, the chief constable, went to get help from Ekehold, the nearest major settlement.
- The creature killed some cattle and Berionna, a local druid, on its initial appearances.
- One of the creature's heads spits acid, other head uses its long neck to attack enemies far away.

## About Denshaw

If asked about Denshaw and its position in Ahlissa, Rurigan gives brief description.

***"To be honest, we've sort of always been on our own here. Very rarely we get a tax collector here and pay up and that seems to be sufficient. In fact, I've only been mayor for few years. An Ahlissan army unit came here looking for someone important a few years back and I sort of showed them around and when they left, I was told I was to act as mayor and handle the day-to-day running of things until suitable replacement could be found. I'm still waiting so perhaps it's best if you people, if you have authority in the matter, decide between yourself what is best for Denshaw."***

Rurigan can show an official document which makes him a mayor. It has proper seals and signature by Gilinor of House Arxx (Commander of the 4th Army of Naerie).

All the official documents in Hammerhome (after extensive research) indeed show that both nations have taxed the village but very infrequently. Taxes have been collected yearly though and Rurigan keeps it under lock and key, with all the proper accounting.

## Locations in Denshaw

The following locations are of note in Denshaw. It describes two of the shrines. A third shrine is dedicated to the Velaeri (wind gods) and was overseen by Berionna.

**Hammerhome (Inn):** The smith Malkam Hammerhome also maintains a modest inn for travelers along with Volgan Ernsting. In addition, Rurigans "office" and village documents such as taxes collected, births, deaths and so on are kept here. The dwarves and Ophal will spend most of their time here, discussing about the border with Rurigan and investigating documents.

**Malkalm Hammerhome:** NG male dwarf expert 3.

*Appearance:* Dwarf with red-hair and beard, both braided.

*Personality:* Jovial, open minded.

Malkalm knows as much about recent events as Rurigan. If asked if he knows anything else out of the ordinary, it is that Groggo, local hunter, recently brought several casks of strong alcohol for him (quite unusual). Aepfelwine has also appeared tense and agitated in her sermons but that is probably because of the monster stalking her shrine.

If PCs identify Runehound for what it is, Malkalm can supply PCs with one martial weapon and one simple weapon made of silver (type of weapon should be something PCs can use).

**Groggo's home:** The ranger Groggo lives outside the village proper in his hut. Right now he is drowning his guilt to large quantity of cheap alcohol and his house is mess and stinks of piss and vomit.

**Groggo Berkomm:** CG Male gnome ranger1/rogue2

*Appearance:* Tall (for a gnome) gnome with unkempt appearance and badly soiled clothes.

*Personality:* Jovial, carefree. Now a depressed and guilt-ridden alcoholic.

Groggo is decisively out of this world if/when PCs find him. It will require a hot meal, lots of water and at least good a night's sleep to get anything useful out of him. A DC 15 Search check uncovers a scroll case with an *animate dead* spell on it (which was to be used as part of the decoy). It can be identified by normal means. It requires some good negotiating or bluffing to get Groggo to talk. After that, he can reveal the following.

- Aepplwine and Berionna had some sort of plan going, on how to get people to abandon Joramy and return to the proper ways.
- Heikor's body is in the temple of Merikka.
- Groggo was given a scroll to somehow return Heikor's body to unlife so Aepplwine could then destroy it with Merikka's power.
- Groggo is very sorry for everything. He was told nobody would be hurt and now Berionna is dead.

**Shrine of Joramy:** The shrine of Joramy was partially finished. Because of the rumors of a curse caused by Heikor, the locals boarded up the windows and barricaded the door.

There is nothing out of the ordinary inside except some of Heikor's personal items. Among these is a journal where he briefly mentions standing stones and some symbols which are familiar to ones that his old master in cult of Pyremius taught to him.

Last journal entry says "I shall now leave to Osfelred with these six adventurers, to finish what I accidentally started to many years ago".

**Temple of Merikka:** (see Encounter 5)

**Development:** PCs can now visit temple of Merikka (Encounter 5) or the standing stones (Encounter 6) or wait for the beast to arrive (Encounter 7)

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## 5: Temple of Merikka

Temple of Merikka is a sturdy stone building and one of the largest buildings in the village. It's also where the main source of Denshaw's problems is.

Aepplwine Harst runs the shrine and all would be well, were it not for the beast troubling the village. During the day, there is a constant stream of visitors to the temple, while during the night the shrine is besieged by the beast. Thus, Aepplwine cannot even get rid of Heikor's body, which she has hidden in a small crypt below the temple, used as the burial chamber of the shrine's previous caretakers (DC 15 Search check to find).

Runehound cannot enter the shrine because of a *hallow* effect cast by a previous caretaker. It circles the shrine during the night, vainly looking for an opening.

If PCs wish to search the shrine, Aepplwine protests that only Rurigan can command such a thing. Convincing Aepplwine to allow the search requires a DC 20 Diplomacy check. Having Groggo tell publicly that there is foul play involved makes it automatic. Rurigan can also be convinced of the necessity of such a search with a DC 18 Diplomacy check.

If these fail, breaking into the temple works as well if the runehound can be dodged.

A DC 15 Knowledge (religion) check tells that Merikka is a very uncommon religion in Ahlissa and this temple is one of the few of its kind in these lands.

**Aepplwine Harst:** NG female human cleric 4 of Merikka.

*Appearance:* Freckled woman of Suel-Oeridian descent with blond hair.

*Personality:* Friendly, caring. Now rapidly losing self-control and temper over her actions.

**Development:** PCs can now visit the standing stones (Encounter 6) or wait for the beast to arrive (Encounter 7)

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## 6: Standing Stones

PCs can get to the standing stones easily by following beast's tracks (DC 15) or asking someone to show them the way.

The standing stones are in a clearing and include one central pedestal and four pillars surrounding it. All are ancient, cracked and weatherbeaten.

If the rune-inscribed stones are examined, it takes a DC 15 Decipher Script or the ability to speak Abyssal to figure out that the stones are not actually connected to druidic rituals but to something called "The Sibilant Beast" and "Ahmon-Ibor". A DC 15 Knowledge (arcana),



Knowledge (religion) or Spellcraft check is enough to determine that finishing the ritual requires bringing a body to the stone and somehow destroying it (the runehound would achieve this with acid but is not capable of going after bodies other than Heikor's).

Further DC 15 bardic knowledge, Knowledge (the planes) or Knowledge (religion) allows the PCs to determine that the stones are somehow tied to Demogordon, the Prince of Demons who rules the 88th layer of the Abyss.

An even further DC 20 bardic knowledge, Knowledge (history), Knowledge (nobility and royalty) or Knowledge (local: Splintered Suns) allows the PCs to know that Demogordon had it hands in several calamities during the decline of Great Kingdom, including the creation of first death knights.

In addition to finishing the ritual, the PCs can simply destroy the standing stones if they have the means (the dwarves will happily help). However, if this occurs, the runehound appears to defend the stones.

If PCs finish the ritual, the runehound appears and disappears after the ritual is done. Cold wind will rise from nowhere and faint laughter can be heard...

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## 7: The Beast of Denshaw

The beast of Denshaw in game terms is a runehound though in other ways it's a servant of Demogordon and its two heads symbolise this. Its goal is to retrieve Heikor's body and finish the ritual. It will vanish at dawn and reform at dusk until the ritual is completed. It's prevented of doing this by a *hallow* effect on the shrine of Merikka.

The creature does not attack unless someone comes within 30 ft. of it or otherwise hinders it.

### APL2 (EL4)

**The Beast:** hp 12; *Appendix 1*

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## Conclusion

Assuming that Aepelwine's role in summoning the runehound becomes public, Rurigan has her arrested and sent to Ekehold with captain Jadale. The shrine of Merikka will be left without a caretaker.

Dwarves decide that Denshaw is not worth their while, do not contest the border and accept Ahlissa as proper owners.

Olphan, Jadale and the dwarves exchange official border documents and delegations travel to Ekehold from where the dwarves return to their homes.

Groggo will not be punished for his actions but will likely keep drinking.

The PCs receive their designated sum and also reward from Rurigan from Denshaw's tax money.

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## AR Rewards

Corruption uncovered is earned if Aepelwine's actions come to knowledge of Ahlissan authorities. Favor of the Iron Hills is earned if no dwarves die during the journey.

- **Corruption uncovered:** For role in uncovering Aepelwine's actions, Ahlissan authorities are grateful. This favor can be exchanged for any house favor in Naerie.

- **Favor of the Iron Hills:** For successfully helping dwarves, your reputation grows. You gain a +1 circumstance bonus to Diplomacy and Gather Information checks in the Iron Hills.

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## Experience Points

### 2: Divided Ground

Killing or avoiding conflict with Kalintos  
APL2 90xp

### 3: The River

Surviving over the river  
APL2 120xp

### 7: Beast of Denshaw

Banishing the Runehound  
APL2 120xp

### Roleplaying experience

To be awarded by DM for good playing  
APL2 120xp

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## Treasure

At the end of every adventure, all the treasure found in the adventure is pawned off and sold off in exchange for gold.

Add the cost of the loot found in each encounter and divide it by 12. The result is how much each PC's share is.

Some adventures may penalize PCs with an extra TU cost (for example, getting thrown in jail). Those TUs do NOT give the PC any extra gp.

## Conclusion

APL2 100gp/450gp if runehound banished.

**Corruption uncovered:** For role in uncovering Aeppelwines actions, Ahlissan authorities are grateful. This favor can be exchanged to any house favor in Naerie.

**Favor of the Iron Hills:** For successfully helping dwarves, your reputation grows. In future, you can +1 circumstance bonus to Diplomacy and Gather Information checks in Iron Hills.

## Item Access

APL 2:

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## Appendix 1: ALL APLS

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### 1: Introduction

#### OLPHAN VINN

CR 5

Male human expert 6

LN Medium humanoid (human)

Init +0; Listen +3, Spot +3

**Languages** Ancient Suel, Common, Dwarven, Elven, Flan, Old Oeridian,

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**AC** 12, touch 10, flat-footed 12

**hp** 24 (6 HD);

**Fort** +2, **Ref** +3, **Will** +6

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**Speed** 30 ft. in leather armor (6 squares), base movement 20 ft.,

**Melee** weapon +4 (1d6, walking stick)

**Base Atk** +4; **Grp** +4

**Combat Gear** potion of cure light wounds

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**Abilities** Str 8, Dex 12 Con 10 Int 10 Wis 13, Cha 11

**Feats** Alertness, Dilligent, Investigator, Negotiator

**Skills** Appraise +8, Decipher Script +2, Diplomacy +2, Gather Information +7, Knowledge (architecture and engineering) +5, knowledge (nobility and royalty) +5, knowledge (geography) +5, knowledge (law) +5, knowledge (splintered suns), Profession (scribe) +6, Search +5, Sense Motive +3

**Possessions** combat gear plus leather armor, walking stick, cartographers equipment.

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#### FREODIL DARAKSON

CR 2

Male dwarf warrior 3

LN Medium humanoid (dwarf)

Init -1; darkvision 60 ft; Listen +2, Spot +2

**Languages** Common, Dwarven

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**AC** 14, touch 9, flat-footed 13

**hp** 18 (3 HD);

**Fort** +5 (+7 against poison), **Ref** +0, **Will** +1

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**Speed** 20 ft. in chainshirt (4 squares), base movement 20 ft.,

**Melee** weapon +6 (1d10/x3 masterwork dwarven waraxe)

**Ranged** weapon +2 (1d6+1/x3)

**Base Atk** +3; **Grp** +4

**Combat Gear** potion of cure light wounds (2)

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**Abilities** Str 12, Dex 9 Con 15 Int 10 Wis 11, Cha 6

**Feats** Alertness, Weapon Focus (dwarven waraxe)

**Skills** Climb +3, Handle animal +0, Intimidate +0, knowledge (geography) +2, knowledge (Splintered Suns) +1,

**Possessions** combat gear plus masterwork dwarven waraxe, handaxe, chainshirt, light steel shield, throwing axe (3).

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## APL 2

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### 1: Divided Ground

#### KALINTOS

CR 2

Male human ranger 1/fighter1  
N medium humanoid (human)  
Init +2; Listen +2, Spot +2  
Languages Common

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AC 16, touch 12, flat-footed 14  
hp 12 (2 HD);  
Fort +5, Ref +4, Will +1

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Speed 30 ft. in studded leather armor (6 squares), base movement 20 ft.,  
Melee weapon +6 (1d8+2/x3, warhammer)  
Ranged weapon +4 (1d6+2/x3, throwing axe)  
Base Atk +2; Grp +4  
Atk options favored enemy (human) +2  
Combat Gear "homebrewed" (alchemist fire)

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Abilities Str 15, Dex 14 Con 13 Int 10 Wis 12, Cha 8

Feats Animal affinity, mounted combat, weapon focus (warhammer), track

Skills Climb +5, Handle animal +6, Heal +2, Hide +3 (+2 in armor), Listen +2, Move silently +3 (+2 in armor),  
Ride +11, Spot +2, Survival +5

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Possessions combat gear plus studded leather armor, light steel shield, masterwork warhammer, throwing axe (2).  
Special actions wild empathy +2

### 3: Crossing the Stream

#### MAZCHEDEEN

CR 2

LN medium aberration  
Init +4; Listen +3; Blindsight 60 ft:  
Languages Ancient Suel (cannot speak)

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AC 16, touch 14, flat-footed 14  
hp 22 (4 HD);  
Fort +2, Ref +5, Will +5;

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Speed 40 ft. climb 20 ft.  
Melee +5 (2d6+2, bite) and +0 (1d4+1, 2 claws)  
Base Atk +3; Grp +5  
Atk options Spit acid (DC 13)

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Abilities Str 14, Dex 18 Con 13 Int 9 Wis 10, Cha 10

Feats Improved Natural Attack (bite), Stealthy

Skills Hide +18, Listen +3, Move Silently +8

Spit acid (Ex): Mazchedeens can spit 15-foot line of acid once every 1d6 rounds. The acid deals 4d4 points of damage. A successful Reflex save (DC 13) halves the damage. This DC is constitution based.

Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus on hide-checks.

Suel Failsafe (Ex): Mazchedeens are bred not to attack humans of purely Suel origin, unless attacked first.

### 5: Beast of Denshaw

#### BEAST OF DENSHAW

CR 3

NE medium aberration  
Init +2; Listen +1; Blindsight 500 ft:  
Languages Abyssal, Druidic (cannot speak)

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AC 16, touch 14, flat-footed 14  
hp 37 (5 HD); DR 5/silver, fast healing 3  
Fort +4, Ref +5, Will +5;

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Speed 50 ft.  
Melee +8 (2d6+7, bite) or vile spew +5 ranged touch (see text)  
Base Atk +3; Grp +8

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**Space/Reach:** 5 ft./10 ft.

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**Abilities** Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8

**Feats** Combat Reflexes, Lightning Reflexes, Track.

**Skills** Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking\*), Swim +5

**Vile Spew (Ex):** A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (5d6 for a typical specimen), with a DC 15 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target web spell; a DC 15 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based. Extended Reach (Ex):

The serpentine neck of a runehound is long and powerful, giving the creature a reach of 10 feet with its bite attack; this reach also allows it to threaten a 10-foot-radius area. Because of the flexibility of its neck, the runehound can attack adjacent foes with no penalty.

**Psychic Scent (Su):** A runehound tracks by following psychic trails and aura traces. It gains a +20 bonus on all Survival checks made to track. \*It does not receive this bonus against mindless creatures or creatures shielded against mental effects.

**Uncanny Blindsight (Su):** Runehounds are blind but perceive their surroundings with their psychic senses. This ability provides a runehound with blindsight out to 500 feet. In addition, a runehound cannot be flanked.



