

PERSM04-01

Dark Risings

A One-Round D&D LIVING GREYHAWK[®] Perrenland Special Adventure

Version 1.2

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The new Lord of the Khund needs your help on a matter of state. Will you dive headfirst into darkness to rise to the challenge? Or will darkness rise up and challenge you? A **special mission** which can be played in 594 CY by both Perrenland and Tusmit characters at APL 2-8.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the

group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

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

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL.

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

	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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a special one-round Regional adventure, set in the Khund enclave betwixt Perrenland and Tusmit. Characters native to Perrenland pay one Time Unit to play this adventure. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This adventure takes place AFTER the events in PER3-07 *Under The Hills*. PCs must have played *Under The Hills* in order to play this mission. It is best played in-between *Under The Hills* and *Moradin's Forge* (though this is not compulsory).

Be warned that the start of the adventure has quite a long narrative. This is to bring all PCs up-to-speed.

Adventure Summary

PCs go get some artefact for Barandon, the soon-to-be King of the Khund dwarves.

Introduction

Read or paraphrase the following :

About a month ago, a loud blowing noise (like that of a loud horn) was heard throughout the Yatil Mountains. Since then, quite a large number of dwarves from Tusmit, Perrenland, Ekbir, Ket and the lands of the Tiger and Wolf Nomads have been travelling into the Yatil Mountains. Rumours abound as to the meaning of the sound. Some say that it signals the beginning of an invasion by extra-planar creatures; others that it signals the return of the great Dwarven Kingdoms; whilst others say that a great Dragon has been spotted. Others even speculate that some great hero has been secretly deified.

You and your companions know better. A new nation is being forged from the ruins of an ancient one. By your own actions, you have helped in the lifting of the great curse that sundered the Khund Dwur: the "Khund Astoog". Now Khund in the thousands are reuniting within their ancient halls to form a new nation: a new nation which you are playing a vital role within.

Now Dwur and non-Dwur alike from across the Flaeness have come to pay homage to Barandon, the Khund Haigh-Righ. Most stay in the relative safety of the halls of the Dunoloree Liith (Eastern Gate). Here, the Khund of the Oosterkhund sept hold court near the city of Exag in Perrenland. For although many Khund patrol the halls of Khundholm, the Haigh Righ is unwilling to extend a guarantee of safe passage past Dunoloree Liith. Even his own halls of Dunoveer Liith (Middle Gate) are held too thinly to be safe. Ambushes by Derro (or other beasts) are still common. Other adventurers such as yourselves have found good employ running escort to Dunoveer Liith, adding some measure of safe re-supply to the large number of Khund working at restoring the ancient halls and strong-points along the "tunnel-path" between Perrenland and Tusmit.

Even now, you find yourselves at the end of another journey bringing welcome supplies and artisan to Dunoveer Liith. The "Great Hall" when you stand enjoying a hard earned pint of strong Dwur ale, is filled with life, and even the usually grumpy Khund laugh and smile.

Towards the back of the Hall, you can see Barandon, surrounded by foreign ambassadors. Most are Dwarven lords dressed in heavy adamantine armor. Some are Tusman ambassadors dressed in fine silks, wearing elaborate turbans, jeweled-encrusted scimitars and pointed shoes. Serious and plainly dressed Perrenders of the Auszug, and several members of the Morganrood, Hussen and Vuurzwad clans are also present.

One of the Khund warpriests you have met recently, Tordek Tonderstone, spots you as he is going past. He turns and greets you warmly.

Encounter One

Tordek says to the PCs:

"Well met my friends how goes it with you?" Tordek says.

This is a golden opportunity to get some information.

Gather Information check DC 15 (or good role-playing) will get the following tid-bits:

- 1) *"Things are going well for us the despite stubborn resistance by the Derro and their*

creatures. Several unknown ways into the lower chambers have been discovered this morning and are now guarded. So hopefully, the upper halls are that bit more safer."

- 2) *"The Haigh Righ is hammering out a treaty with Perrenland and Tusmit (points behind). It looks as if Perrenland and Tusmit may be hammering out their own trade agreement as well."*
- 3) *Barandon's formal coronation is set to happen soon. It must so that he can crown the Righs (sub-kings) of the Oosterkhund and Vesterkhund to properly unit the three great halls of the Khund (Dunoveer Lilth, Dunoloree Lilth and Dunoeeree Lilth.)"*
- 4) *The Khund of Dunoeeree Lilth are trying to secure the last sections of the "Anau-caurak a Zharr" the great highway that runs under and through the monitions between Perrenland and Tusmit. These Tusmit halls have been reclaimed by the Vesterkhund.*

When you feel the PCs have exhausted this source of information read the following:

You are surprised to see that Barandon is gestering to Tordek to come to him. Frowning, Tordek excuses himself and walks over to the Haigh Righ. The two Khund talk together with grim faces. Both look in your direction for a moment before shaking hands and exchanging nods, having very likely decided something involving you. You get that sinking feeling in your stomach that tells you that once again you are in the wrong place at the right time. Tordek comes back quickly. "If you are interested my friends I have a job for you."

Tordek takes you aside and takes a conspiratorial tone

"We have received some news that is a great import to us. To ensure that his rule is absolute, the Haigh Righ requires an ancient sceptre called the "Skelm-Hund" (trans: The Binder of Hounds). We have been searching for it, and other heirlooms, since we re-took these halls. Some we have recovered, enough to see Barandon rightfully crowned but without Skelm-hund any coronation is open to challenge by another claimant if one should step forward with the sceptre in hand.

The Haigh Righ has just learned that a group of Versterkhund have left in the last hour seeking the sceptre. They have passed our guards on one of the new ways into the lower halls. When questioned, they said they were seeking Moril Hall. Moril Hall is one of the places we have been seeking, as it was a holding place of many Khund treasures. If these Vesterkhund have some information regarding the location of this hall, they have not shared it with us. It could be that if they recover the sceptre they may put forward a claimant of their own. We need you to see if they are, indeed, following a hot lead on the location of the sceptre. Will you do it?"

Tordek is ready to answer any questions and provide the PCs with any supplies they may need up to the cost of 150gp if they leave quickly.

He imparts the following additional information once the PC are on their way towards the place that the Vesterkhund descended into the lower halls.

- 1) *"It is known through divination, that the sceptre is in the hands of some Derro worshipping their foul god Diirinka, in Moril Hall. We have known this for some time, we simply have not been able to locate Moril Hall."*
- 2) *We have an old map of the layout of Moril Hall [Give the PCs Handout #1], but the function of each room is lost to us.*

Move to **Encounter Two**.

Encounter Two

Following Tordek's map, you eventually come to an old dwarven shaft funneling downwards. Going down the shaft is slow, and takes a few minutes. The thirty or so guards looking after the shaft said little as you were bundled into a crude looking lift platform big enough to hold eight medium sized creatures.. Tordek offers you the blessing of Moradin as the guards begin lowering the platform into the darkness.

After several minutes (300 feet below), the platform hits the bottom. Your light source shows you have come to a natural cavern. Strange fungi reflect your light with bright colours. The air here is stale and unpleasant. Shadows dance behind tall stalactites; the closeness of the walls, and the ceiling above,

stuffs the air even more, enhancing the choking feeling.

PCs can make a Survival check DC 15 to pick up the recent footprints of a group of Dwur. The ground is quite moist here, and tracking these prints for an hour is possible once they have been picked up.

Either way have the PCs wander through lots of closely confined caverns for about an hour. This should be a short trip, but keep the PCs on their toes. I leave it up to the individual DM to fill the PCs voyage through the underdark. Make them edgy and scared, but nothing should happen, at least until they reach Moril Hall.

Note: Unless specified otherwise, all corridors leading 'nowhere', have all been collapsed long ago during the Khund-Derro war. There is no way to open them up in this adventure.

Further Note: Unless specified otherwise, all the doors have been bashed in, and are now unusable as barriers - except, potentially, to delay a pursuing enemy.

Also Note: Unless specified otherwise, all skeletons are found WITHOUT their skulls.

Development: After building some suspense, move the PCs into Moril Hall via Room A.

ROOM A: Guardroom

As you leave the caves, you enter into a more carved tunnel system. Dust and fungi cover the once beautifully carved murals. Turning a corner, you can see the passageway ahead has been recently cleared of some of the rubble and is now only half-blocked. Crawling on hands and knees will allow you to gain access to the dark room beyond ...

Though the pile of rubble isn't trapped as such, the Derro have set up a temporary alarm trap once they discovered this was the way Vesterkhund group entered the complex.

Trap: The alarm is composed of a number of hollowed-out rocks and boulders. When triggered, the alarm will make a very large 'BONG' sound and alert everyone in Moril Hall that someone is coming. It is a typically simple and cunning Derro trap. If the PCs manage to bypass the alarm, the Derro won't be surprised by the PCs, but they won't be able to set up ambushes.

Derro Alarm: CR 0; makes loud noises; Search (DC 21); Disable Device (DC 15).

The room beyond must once have served as a guard room. Despite the terrible-looking graffiti, it is the seven headless Dwur bodies striped to their loincloths that catches your attention ...

If one of the PCs decide to investigate the bodies, on a Heal check DC10, they will find them to be all Dwur, and all of them have died from multiple recent wounds, puncture and slashing injuries sustained in the last hour or so. These guys went down fighting. Anything of value has been stripped away. Heavy splatterings of blood covers most of the floor.

ROOM B: Shrine of Beronar Truesilver

The corridor leading "nowhere" really leads further down into the lower halls.

The door to this room is covered in graffiti and has been covered by foul material. However, the stone door stands strong.

Because of the holiness of the place, the Derro haven't been able to open these doors. They are locked in from the inside, and the PCs will have to break them down.

Stone Doors: 4 in. thick; hardness 8; hp 60; Break DC 28.

The room beyond is surprising. The foul hands that defiled Moril Hall have obviously not gotten into this room. Serenity emanates from the statue of a tall Dwarven woman. The skeleton of a Dwarven woman, still fully armoured, lies kneeling in front of the statue.

Knowledge Religion DC 15 will recognize the statue as Beronar Truesilver, Dwarven goddess of the Hearth & Home. The skeleton (with skull) is that of her last priestess.

On her, the characters can find a parchment with details of the fall of Moril Hall, written in Dwur. Give them Player Handout #2 if anyone can read Dwur. Hilyn Thonderstone is an ancestor of both Tordek and Berglan Thonderstone (the proposed Righ of the Oosterkhund).

Treasure: The body of the priestess has a heavy mace +2 with the symbol of Beronar Truesilver upon it. She is also wearing half-plate armour and a golden holy symbol. Telling Tordek of her will earn them the friendship of the Thonderstone family.

Treasure:

All APLs: loot-130gp, +2 Heavy Mace (666gp).

ROOM C: The Dorm

Approaching the former door to this place, there are numerous skeletons. This place was taken only after a long and difficult fight. Traces of magic burns are obvious on the walls. Still, there are no skulls on any of the bodies.

This was where the Dwarves of Moril Hall made their last stand. They still lie here, as a symbol of their bravery. As usual, the whole place has been looted.

ROOM D: The Crypt

Passing by the broken doors, symbols of Moradin are obvious under the crude defilements of the Derro. This must once have been the final resting place of the heroes of Moril Hall.

The granite sarcophagus that once must've been impressive have been smashed open. Their content pillaged and the remains of the heroes of Moril Hall scattered across the room.

This is the crypt. As usual, the whole place has been looted. Any PC who spends some time cleaning the symbols of Moradin of the filth that covers them will gain a +1 luck bonus to all attack, damage and skill checks in this scenario.

ROOM E: The Shrine of Moradin

The doors have been smashed using powerful magic. Beyond, you can make out an earthen-floored cavern. What must once have been a mighty statue of Moradin, now smashed to smaller bits and used in the construction of a series deeply dug privies for generations of Derro. The stink is unthinkable.

A religion DC20 check will recognise that this is a temple that connects Moradin to the Oerth. Any PC who spends 1,000gp to assist in the recovery and restoration of this temple will gain the Gratitude of Moradin (see below).

The Gratitude of Moradin: Your dedication to the cause of Moradin has so impressed the god himself that he has granted you his gratitude. If, at anytime in the future, a physical blow (not magic spell, spell like effect etc) would reduce you to -10 hit points or lower, that damage is deflected by the grace of Moradin. You are, instead of dying, placed on -9 hit points, but in a stabilised condition. This is a once-off favour and must be struck through when used.

Development: There is nothing of importance here.

ROOM F: The Forge

If the Derro have been alerted to the presence of the PCs, then they will be here, ready to ambush the PCs. (See Room I for the statistics of the Derro war party). Otherwise, the room will be empty. Remember that Derro don't need light in order to see PCs (and fight).

The room beyond used to be a forge. But now it lies cold and empty. Where once, up to ten dwarves craftsmen might have worked metal, in near infernal-heat, now the room lies silent, silent and cold. The vandals have defiled this once mighty place, the true heart of Moril Hall.

There is nothing of importance in the forge.

Tactics: Unless PCs make a contested Spot check vs the Derro Hide check of 21, the Derro get a surprise round on the PCs. The Goblins are there as canon fodder and to lure the PCs in. The Derro will fire into the melee regardless of the Goblins being in hand to hand. The Derro will open up melee and use their *sound blast* power. The Derro are well placed in this room and get a +4 cover bonus (and all it benefits like improved evasion). They are quite happy to get off a few rounds of crossbow fire before they retreat if the characters approach them too quickly. They will retreat to the Armoury then to the Great Hall.

Creatures: Derro Warparty

APL 2 (EL4)

Derro (1): hp 16 see *Monster Manual* 3.5 page 49.

Goblins (4): hp 5,5,5,5 see *Monster Manual* 3.5 page 133.

APL 4 (EL5)

Derro (2): hp 16,16 see *Monster Manual* 3.5 page 49.

Goblins (4): hp 5,5,5,5 see *Monster Manual* 3.5 page 133.

APL 6 (EL6)

Derro (4): hp 16, 16, 16, 16 see *Monster Manual* 3.5 page 49.

Goblins (4): hp 5,5,5,5 see *Monster Manual* 3.5 page 133.

APL 8 (EL9)

Derro (6): hp 16,16,16,16,16,16 see *Monster Manual* 3.5 page 49.

Goblins (4): hp 5,5,5,5 see *Monster Manual* 3.5 page 133.

ROOM G: The Armoury

Many Dwur must once have died here, protecting this area. This must once have been the armoury. But now its weapons and armour racks lie empty and broken.

There is nothing of importance in the Armoury.

ROOM H: The Derro' dorm

This room has a semblance of order. Moldy and stinking furs have been placed upon the ground, seemingly to serve as beds for the creature who now dwell within this place.

There is nothing of importance in the Dorm.

ROOM I: The Great Hall

Large statues once adorned the walls of the Great Hall. But now, they lie broken, face down on the ground. The room is filled with trash and rubble, and has a particular foulness to it. A great fire has been lit at the far end of the hall. Over it is a cage with a humanoid in it. The poor creature is thrashing around, obviously not dead yet.

If the Derro weren't alerted to the players presence, the war party will be here, hiding among the rubble. They will have heard the PCs moving around.

The humanoid in the cage will die before the PCs can change anything about it. It was a male Drow that has been tortured to death.

Tactics: If the PCs have not encountered the warparty yet they are here (**See Room F**). In this case, unless PCs make contested Spot check vs the Derro Hide check of 21, the Derro get a surprise round. The Goblins are there as canon fodder and to lure the PCs in. The Derro will fire into the melee regardless of the Goblins being in hand to hand. The Derro If the PC have not encountered the war-party already they will open using their *sound blast* power. The Derro are well

placed in this room and get a +4 cover bonus (and all it benefits like improved evasion). They will use their poisoned crossbow bolts to good effect.

Beron the Derro Savant and his goblin slaves are here as well. He will stay well out of range and use his spells to support his troops. The Goblin slaves will act as body shields for Beron. The Goblins are fanatically loyal to Beron.

APL2 (EL3)

Beron, Derro Savant: Male Derro Sor1; Hp 25 see appendix One

Goblin Slave (1): Male Goblin War1; Hp: 4 see appendix One

APL4 (EL4)

Beron, Derro Savant Male Derro Sor3, Hp: 33; see appendix One

Goblin Slaves (3): Male Goblin War1; Hp: 4,4,4 see appendix One

APL6 (EL6)

Beron, Derro Savant Male Derro Sor5, Hp: 49; see appendix One

Goblin Slaves (3): Male Goblin War1; Hp: 4,4,4 see appendix One

APL8 (EL8)

Beron, Derro Savant Male Derro Sor7, Hp: 59; see appendix One

Goblin Slaves (3): Male Goblin War1; Hp: 4,4,4 see appendix One

ROOM J: The Prisoner

As the PCs approach this room let them make a listen roll. On a success, inform them that something is moving in the room ahead.

The stone door ahead has seemingly been repaired and is in good shape. It is barred on your side.

Stone Doors (use only if the PCs are locked in): 4 in. thick; hardness 8; hp 60; Break DC 28.

If the PCs start to break it down or unbar the door, then a voice in Undercommon will call out from the other side. If the PCs don't respond, it will try again in Drow, then finally broken Common.

"Are you friend or foe?"

The PCs will most likely ask a few questions. The person on the other side will say that it is not a friend of the Derro, and that it wants them dead. He will not say who he is or what he is.

If the PCs open the door, they will find a male Drow standing in the far corner of the room. The PCs can fight him in a very one-side battle.

If the PCs decide to talk to the Drow, he will say that his name is Sarl Elondil, and that he is a wizard of immense power (not true). He was captured by the Derro when he was isolated from his party (true). He hates the derro more than the surface-dwellers (true).

He is ready to promise anything to the players if they set him free. He is even ready to agree to help the PCs and accompany them on their quest. He will, of course run off at the first occasion, and make himself just useful enough to be kept alive.

Sarl Elondil: Male drow Wiz1. (All APL)

Tactics: If the PCs attack him, he will fight defensively bare-handed, but will flee at the first occasion.

Treasure: Sarl has no treasure as the Derro stole it all.

ROOM K: Foulness on Oerth

Along the corridor here are numerous skulls and bones. Arranged in a macabre religious manner.

Knowledge Religion DC 20 reveals unholy symbols of Diirinka on every bone. Diirinka is a chaotic deity of magic and cruelty and is believed to be the god of the Derro.

As you approach the broken door, the air becomes fouler than before. It has a revolting and unnatural feeling about it. An unnatural red glow emanates from beyond. The glow radiates out from the far end of the room. There, dwarven skulls are piled from floor to ceiling.

A short evil-looking dwarf-like being, with white eyes and a white beard, stands, dagger in hand over the body of a jet-black skinned female elf. Saying prayers to his dark god. Next to him vaguely humanoid stooped figures turn to face you. Emitting a 'woop' to attract the dwarf priests' attention. The evil dwarf turn his gaze toward you, murderous insanity readable upon his ugly facial traits!

Tactics: The savant orders his Dretch to attack while he uses his spells to best support them. Once he runs out of useful spells, he charges into combat.

APL2 (EL4)

Arragk, Derro Savant: Male Derro Sor2, Hp: 25; see Appendix One

Dretch (1): HP: 13; see Monster Manual p43-44

APL4 (EL7)

Arragk, Derro Savant: Male Derro Sor4, Hp: 33; see Appendix One

Dretch (2): HP: 13 each; see Monster Manual p43-44

APL6 (EL9)

Arragk, Derro Savant: Male Derro Sor6, Hp: 49; see Appendix One

Dretch (2): HP: 13 each; see Monster Manual p43-44

Dretch Sorcerer: Sor2; HP: 27; see Appendix One

APL8 (EL11)

Arragk, Derro Savant: Male Derro Sor8, Hp: 59; see Appendix One

Dretch (3): HP: 13 each; see Monster Manual p43-44

Dretch Sorcerer: Sor4; HP: 34; see Appendix One

With the defeat of Arragk and its demonic cohorts, the PCs can find the scepter they were looking for amongst his belongings and return it to Barandon.

Treasure: The Sceptre of Skelm-Hund. This item must be returned to Barandon immediately.

Conclusion

Emerging from the halls of the Derro, the Khund gather all around you. They are very curious, and act more like halflings than Dwur. They swarm you with questions, each wanting to know how went the mission.

As you hand the scepter to the King, cheers from everyone ring out.

If the PCs discovered the old Temple Of Moradin, read:

You also tell the Kund about the old Temple Of Moradin which you found. Barandon steps forward:

“Such a temple will need much gold to be restored. If any of you would like to donate 1,000 gold pieces (each) to the restoration fund, I am sure that Moradin will reward you as only a great god is able.”

The PCs must donate NOW. Barandon does not know what “reward” Moradin will give a donator. He tells the PCs to “have faith”. Only after everyone has donated, should you hand out a cert to each donator. Then continue:

For the next few days, there is a feeling of serenity and enthusiasm that spreads through Moradin’s Forge. Numerous dwarves from different nations have gathered here, but so have representatives from both Tusmit and Perrenland. The negotiations over what would happen next have gone on till just before the ceremony. You were given places of honour for your bravery and devotion.

The High Clergy of Moradin name Barandon Haigh Righ of the Khund, crowning him with the Crown of the Khund (a last minute gift from the Tusman delegation) and giving him the Scepter of office.

Once the Haigh Righ sits on his throne, Tordek shouts out. “Behold Barandon, Haigh Righ of the Khund! ALL HAIL THE HAIGH RIGH,” “Moradin’s Farg hur nar karn broon” echo’s throughout the hall.

The End

Experience Point Summary

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

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL’s,

so at APL4, the highest possible XP awarded would be 600 (4*5*30xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

Encounter Two: Moril Hall

Defeating the Warparty (out smarting them also counts)

APL 2 150 xp; APL 4 210 xp; APL 6 270 xp;

APL 8 330 xp;

Dealing with the Prisoner

APL 2 15 xp; APL 4 30 xp; APL 6 45 xp;

APL 8 60 xp;

Defeating the Savant and his demonic allies

APL 2 150 xp; APL 4 210 xp; APL 6 270 xp;

APL 8 330 xp;

Story Award

Objective(s) met:

APL 2 30 xp; APL 4 45 xp; AP L6 60 xp;

APL 8 75 xp;

Total possible experience:

APL 2 225 xp; APL 4 337 xp; APL 6 450 xp;

APL 8 562xp;

[Add up all the XP in the adventure and top it at the cap, which is half the normal XP cap per APL.]

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.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

All APLs: L:130gp, C 0gp; M: 666 gp

Total Possible Treasure (Capped)

APL 2: L: 25 gp; C: 0 gp; M: 200 gp - Total: 225 gp

APL 4: L: 25 gp; C: 0 gp; M: 300 gp - Total: 325 gp

APL 6: L: 25 gp; C: 0 gp; M: 425 gp - Total: 450 gp

APL 8: L: 25 gp; C: 0 gp; M: 625 gp - Total: 650+ gp

Special Certificates:

The Gratitude of Moradin: Your dedication to the cause of Moradin has so impressed the god himself that he has granted you his gratitude. If, at anytime in the future, a physical blow (not magic spell, spell like effect etc) would reduce you to -10 hit points or lower, that damage is deflected by the grace of Moradin. You are, instead of dying, placed on -9 hit points, but in a stabalised condition. This is a once-off favour and must be struck through when used.

Trust of the Thunderstone Family: For having discovered the body of their ancestor, the Thunderstone family consider you friends. This will come in handy later in the character's life. This should be written by the DM on the Generic AR.

Items for the Adventure Record

The DM should write this in the ITEMS FOR ADVENTURE RECORD section of the Generic AR.

ALL APLs

+2 Heavy Mace (Regional, DMG)

Appendix One: Monster And NPC Statistics

APL2: Derro Warparty

Beron: Derro savant Sor1; CR 4; Small-Sized Humanoid (Derro); HD 3D8+D4+4; hp 25; Init +6; Spd 20 ft; AC 15 (touch 12, flat-footed 11); Atk +3 melee (1d4, dagger), +5 melee (1d6, light crossbow); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +8; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Bluff +5, Concentration +3, Hide+10, Listen+4

Possessions: Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses).

Spells Known (5/4 base DC = 13 + spell level): 0—[*Detect magic, Acid Splash, Daze*]; 1st—[*Color Spray, Shield*].

Goblin Slaves: as Monster Manual p133.

APL4: Derro Warparty

Beron: Derro savant Sor3; CR 6; Small-Sized Humanoid (Derro); HD 3D8+3D4+6; hp 33; Init +6; Spd 20 ft; AC 15 (touch 12, flat-footed 11); Atk +4 melee (1d4, dagger), +7 ranged (1d6, light crossbow), +6 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +3, Ref +6, Will +9; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +7, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses).

Spells Known (6/6 base DC = 13 + spell level): 0—[*Detect magic, Acid Splash, Daze, Read Magic*]; 1st—[*Color Spray, Shield, Ray of Enfeeblement*].

Goblin Slaves: Rog1; CR 1/2; Small-Sized Humanoid (Goblin); HD 1D6+1; hp 7; Init +1; Spd 30 ft; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6, morningstar), +2 ranged (1d6, light crossbow); SA: Sneak (1D6), Poison; SQ:

Darkvision 60ft; AL NE; SV Fort +1, Ref +3, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Exotic Weapon Proficiency (Repeating Crossbow), Hide+7, Move Silently +7.

Possessions: Morningstar, Repeating Crossbow, 20 Bolts, Greenblood Oil (10 doses), Studded Leather Armour

APL6: Derro Warparty

Beron: Derro savant Sor5; CR 8; Small-Sized Humanoid (Derro); HD 3D8+5D4+16; hp 49; Init +6; Spd 20 ft; AC 16 (touch 13, flat-footed 12); Atk +5 melee (1d4, dagger), +8 ranged (1d6, light crossbow), +7 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +9, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses), Bracers of Armour +1

Spells Known (6/7/5 base DC = 13 + spell level): 0—[*Detect magic, Acid Splash, Daze, Read Magic*]; 1st—[*Color Spray, Shield, Ray of Enfeeblement*]; 2nd—[*Invisibility, Ghoul Touch*].

Hobgoblin Warriors: Rog1; CR 1; Medium-Sized Humanoid (Hobgoblin); HD 1D6+2; hp 8; Init +1; Spd 30 ft; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6, morningstar), +2 ranged (1d6, light crossbow); SA: Sneak (1D6), Poison; SQ: Darkvision 60ft; AL NE; SV Fort +2, Ref +3, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Exotic Weapon Proficiency (Repeating Crossbow), Hide+8, Listen+4, Move Silently +10.

Possessions: Morningstar, Repeating Crossbow, 20 Bolts, Greenblood Oil (10 doses), Studded Leather Armour, Small Shield

APL8: Derro Warparty

Beron: Derro savant Sor7; CR 10; Small-Sized Humanoid (Derro); HD 3D8+7D4+20; hp 59; Init +6; Spd 20 ft; AC 16 (touch 13, flat-footed 12); Atk +6 melee (1d4, dagger), +9 ranged (1d6+5, light crossbow), +8 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +6, Ref +8, Will +12; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +9, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses), Ring of Protection +1

Spells Known (6/7/7/5 base DC = 13 + spell level): 0—[*Detect magic, Acid Splash, Daze, Read Magic*]; 1st—[*Color Spray, Shield, Ray of Enfeeblement*]; 2nd—[*Invisibility, Ghoul Touch, Sorching Ray*]; 3rd—[*Invisibility Sphere, Vampiric Touch*].

Hobgoblin Warrior: Rog3; CR 3; Medium-Sized Humanoid (Hobgoblin); HD 3D6+6; hp 22; Init +1; Spd 30 ft; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d6, morningstar), +3 ranged (1d6, light crossbow); SA: Sneak (3D6), Poison; SQ: Darkvision 60ft, Evasion; AL NE; SV Fort +3, Ref +7, Will +0; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Exotic Weapon Proficiency (Repeating Crossbow) Lighting Reflexes, Hide+12, Listen+4, Move Silently +14

Possessions: Morningstar, Repeating Crossbow, 20 Bolts, Greenblood Oil (10 doses), Studded Leather Armour, Small Shield

Room J: The Prisoner

Sarri Elondil: Wiz1; CR 3(2); Medium-Sized Humanoid (Elf); HD 1D4; hp 3; Init +6; Spd 20 ft; AC 15 (touch 12, flat-footed 11); Atk +4 melee (1d4, dagger), +7 ranged (1d6, light crossbow), +6 ranged (ray spells); SA: Darkvision 120ft; SQ Drow Traits, SR12, Vulnerability to light; AL CE; SV Fort +2, Ref +1, Will +1; Str 13, Dex 13, Con 10, Int 16, Wis 9, Cha 10.

Skills and Feats: Combat Casting, Concentration +3 (+7), Knowledge (Arcana) +7, Knowledge (The Planes) +7, Spellcraft +7

Possessions: Tattered rags.

Spells Prepared (Sarri used all his spells before, he only have a few still memorised, but not enough to be a real threat) (2/6 base DC = 13 + spell level): 0—[*Detect magic, Read Magic*]; 1st—[*Expeditious Retreat*].

Room K: Foulness on Oerth

APL2

Derro Savant: Sor1; CR 4; Small-Sized Humanoid (Derro); HD 3D8+D4+4; hp 25; Init +6; Spd 20 ft; AC 15 (touch 12, flat-footed 11); Atk +3 melee (1d4, dagger), +5 melee (1d6, light crossbow); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +8; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Bluff +5, Concentration +3, Hide+10, Listen+4

Possessions: Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses).

Spells Known (5/4 base DC = 13 + spell level): 0—[*Detect magic, Acid Splash, Daze*]; 1st—[*Monster Summoning I, Shield*].

APL4

Derro Savant: Sor3; CR 6; Small-Sized Humanoid (Derro); HD 3D8+3D4+6; hp 33; Init +6; Spd 20 ft; AC 15 (touch 12, flat-footed 11); Atk +4 melee (1d4, dagger), +7 ranged (1d6, light crossbow), +6 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +3, Ref +6, Will +9; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +7, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses).

Spells Known (6/6 base DC = 13 + spell level): 0—[*Detect magic*, *Acid Splash*, *Daze*, *Read Magic*]; 1st—[*Monster Summoning I*, *Shield*, *Ray of Enfeeblement*].

APL6

Derro Savant: Sor5; CR 8; Small-Sized Humanoid (Derro); HD 3D8+5D4+16; hp 49; Init +6; Spd 20 ft; AC 16 (touch 13, flat-footed 12); Atk +5 melee (1d4, dagger), +8 ranged (1d6, light crossbow), +7 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +9, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses), Bracers of Armour +1

Spells Known (6/7/5 base DC = 13 + spell level): 0—[*Detect magic*, *Acid Splash*, *Daze*, *Read Magic*]; 1st—[*Monster Summoning I*, *Shield*, *Ray of Enfeeblement*]; 2nd—[*Invisibility*, *Monster Summoning II*].

Dretch Sorcerer: Dretch sor2; CR4; small outsider; HD 2D8+2D4+8; hp 27; Init +4; Spd 20ft.; AC 16 (touch 11, flat-footed 16) [+1 size, +5 natural]; Atk +6 melee (1d6+1, 2 claws) and +4 melee (1d4, bite); SA spells; SQ DR5/cold iron or good, darkvision 60ft, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, summon Tanar'ri; AL CE; SV Fort +6, Ref +4, Will +7; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 12.

Spell-like ability: 1/day—*scare* (DC 14), *stinking cloud* (DC15) caster level 2nd.

Summun Tanar'ri (sp): Once per daya dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy(Su): Dretches can communicate telepathically with creatures within 100ft. that speak Abyssal.

Skills and Feats: Concentration +7; Improved initiative, multiattack.

Spells Known (6/5; base DC = 11 + spell level): 0—[*acid splash*, *detect magic*, *ray of frost*, *read*

magic, *touch of fatigue*]; 1st—[*mage armour*, *magic missile*].

APL8

Derro Savant: Sor7; CR 10; Small-Sized Humanoid (Derro); HD 3D8+7D4+20; hp 59; Init +6; Spd 20 ft; AC 16 (touch 13, flat-footed 12); Atk +6 melee (1d4, dagger), +9 ranged (1d6+5, light crossbow), +8 ranged (ray spells); SA: Poison, spell-like ability, sneak attack; SQ madness, SR15, Vulnerability to sunlight; AL CE; SV Fort +6, Ref +8, Will +12; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills and Feats: Blind-Fighting, Improved Initiative, Exotic Weapon Proficiency (Repeating Crossbow), Weapon Focus (Ray), Bluff +5, Concentration +9, Hide+10, Listen+4

Possessions: Masterwork Repeating Crossbow, Dagger, 20 Bolts, Greenblood Oil (10 doses), Ring of Protection +1

Spells Known (6/7/7/5 base DC = 13 + spell level): 0—[*Detect magic*, *Acid Splash*, *Daze*, *Read Magic*]; 1st—[*Monster Summoning I*, *Shield*, *Ray of Enfeeblement*]; 2nd—[*Invisibility*, *Monster Summoning I*, *Sorching Ray*]; 3rd—[*Invisibility Sphere*, *Vampiric Touch*].

Dretch Sorcerer: Dretch sor4; CR6; small outsider; HD 2D8+4D4+12; hp 34; Init +4; Spd 20ft.; AC 16 (touch 11, flat-footed 16) [+1 size, +5 natural]; Atk +6 melee (1d6+1, 2 claws) and +4 melee (1d4, bite); SA spells; SQ DR5/cold iron or good, darkvision 60ft, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, summon Tanar'ri; AL CE; SV Fort +6, Ref +4, Will +7; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 12.

Spell-like ability: 1/day—*scare* (DC 14), *stinking cloud* (DC15) caster level 2nd.

Summun Tanar'ri (sp): Once per daya dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

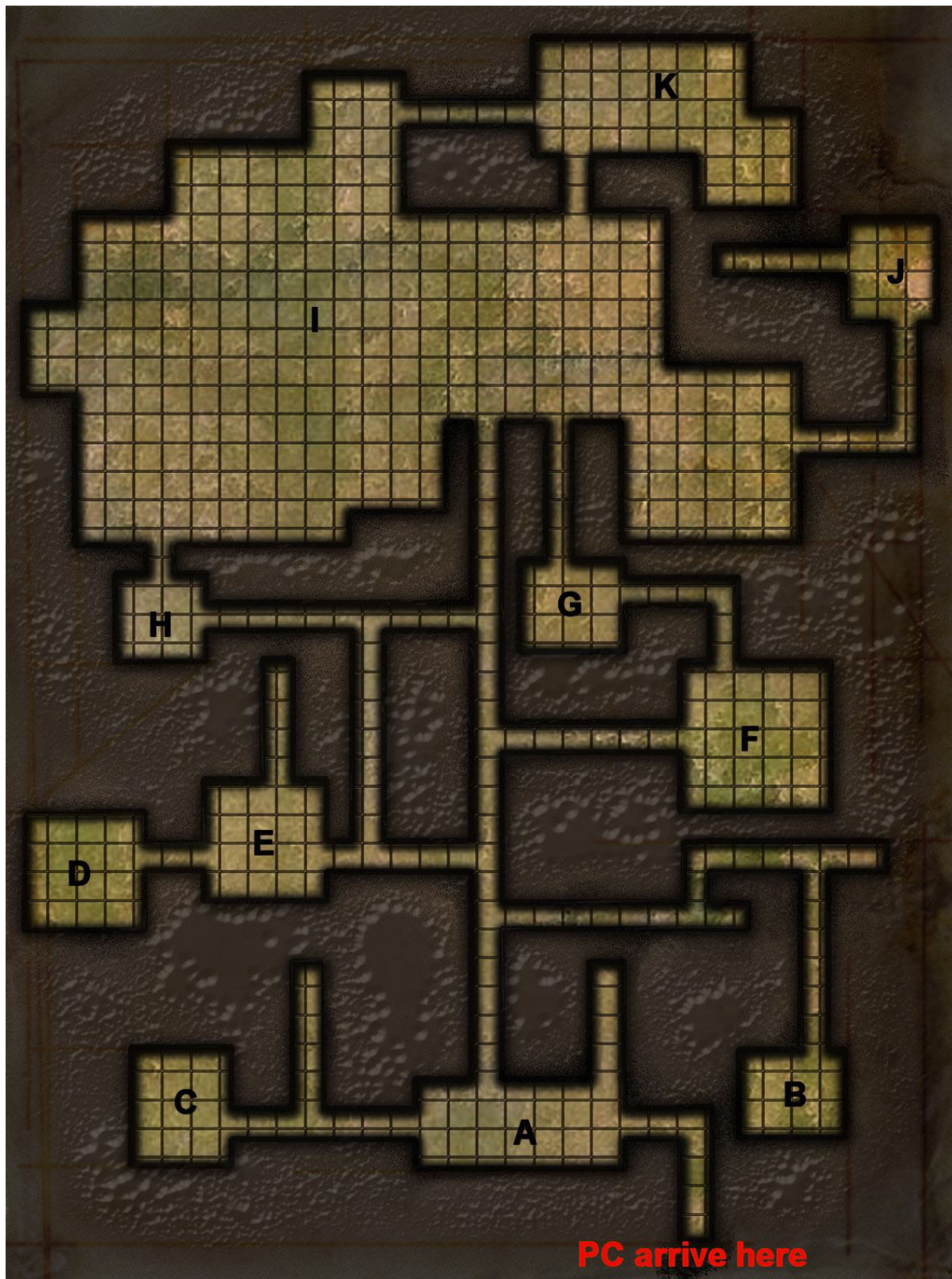
Telepathy(Su): Dretches can communicate telepathically with creatures within 100ft. that speak Abyssal.

Skills and Feats: Concentration +9; Improved initiative, multiattack.

Spells Known (6/3/1; base DC = 11 + spell level): 0—[*acid splash*, *detect magic*, *ray of frost*,

read magic, touch of fatigue; 1st—*[mage
armour, magic missile, sleep]*; 2nd—*[Web]*.

Player Handout #1 and DM's Map Of Moril Hall



Player Handout #2: Parchment on the Dwarven skeleton

To those poor souls who have died fighting, May Berronar Truesilver bless you with eternal repose.

I, Hiln Thunderstone, devoted follower and chosen of the Lady-of-our-Hearth do pray with my last breath that this, my beloved shrine to my beloved Lady never be violated by those evil things bent on destroying our way of life.

To those who will find this, Do know of the last days of Moril Hall. Because of our privileged location near Moradin's Forge we thought the war wouldn't reach us. Everyday, more wounded came in and more warriors went out. Even the old ones left to defend us. None was prepared to see those cursed Derro emerge from our tunnels.

Oh We fought valiantly, even the young ones. No one thought of surrender. Though we did send a few couriers to fetch help from Moradin's Forge, all of them returned saying the place fell.

I hope that our sacrifice will live on in the saga of my people. I myself defended this shrine to my dying breath. I can hear those evil things trying to breach the door, but the lady won't let them.

I pray for help from the outside, but none came. So I find myself the last of the Khund.

May the Lady forgive us our trespass and our lack of vigilance.

Hiln Thunderstone



has acquired the following Special Cert during the Mini Mission *Dark Risings* during 594 CY

The Gratitude of Moradin: Your dedication to the cause of Moradin has so impressed the god himself that he has granted you his gratitude. If, at anytime in the future, a physical blow (not magic spell, spell like effect etc) would reduce you to -10 hit points or lower, that damage is deflected by the grace of Moradin. You are, instead of dying, placed on -9 hit points, but in a stabalised condition. This is a once-off favour and must be struck through by your DM when used.



GP Value: 1,000 gp
Weight: None
Use Restriction: Once Only
Tradeable: NO
Total Bonus: See text above

Judge Signature _____

RPGA # _____ Date _____

Convention/Game Day _____

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