

PERIS5-01

Miss Khundgeniality

A One-Round D&D LIVING GREYHAWK[®] Perrenland Introductory Regional Scenario

Version 5.0

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Becoming Queen does not make one a lady. Escort the newly-elected Lady Emeraud Thunderstone to meet her husband. Nothing impossible. After all, the woman is an experienced warrior. An introductory adventure for Level 1 characters only.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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.

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 who 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 Survival check (DC 20), 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

The saga of the Khund began a long time ago. However, it was not until the (re)discovery of the ancient passage between Tusmit and Perrenland that the modern era of the Khund began.

Late in 593CY, Perrenland adventurers freed Barandon, a Perrenland dwarf from his captors and the Great Horn, Olhupe-Baraknoror was blown. Since that time dwarves have been heading to the Yatils to rebuild the fractured nation. Barandon was made Haigh Righ of the Khund.

Later that year, numerous groups of adventurers from Tusmit managed to find the Crown of the Khund, and offered it to Barandon, making his coronation official.

Tusman diplomats wasted no time in trying to secure both trade agreements and a political advantage. The final agreement was in strong favour of all three government: Perrenland, Tusmit and the Khund lands. But the most important success of Tusman diplomacy was to have the Khund agree to have Barandon marry a Tusman Khund. This would not only ensure that the Khund would remain friendly to Tusmit, but also that the Khund land would not be fully under the sway of Perrenland.

Tusman Khund wasted no time and arranged for elections to be held to select their Queen. Many heroes were consulted and finally the choice of Tusmit was clear. Emeraud Thunderstone, a

member of the Patrol of the Great Convention was chosen.

Pressured by her brothers to sign her name, Emeraud is none too happy to have been selected.

However there are other forces at work who do not wish to see the Khund united or at least not united with Emeraud... The dark forces will remain in the dark for the duration of this adventure, but they are never far away...

Adventure Summary

Introduction

The heroes have been hired by Constable Durn in the northern Perrenland city of Exag.

Encounter One:

The heroes meet a number of highly placed people who want this to succeed. They are given their mission, to escort Lady Emeraud at a number of places. Introduced here are also a number of NPCs.

Encounter Two:

The party is attacked by a group of goblins bent on creating some chaos.

Encounter Three:

The party arrive at a cabin built by a gnome merchant. Bimira has a lot of wares for sale.

Encounter Four:

The party reaches the falls. There they must convince Lady Emeraud to keep on with the pilgrimage. If they have not cleaned themselves, they can be attacked by a male hippogriff.

Encounter Five:

While spending the night in a shrine dedicated to Berronar Truesilver, they are attacked by a vicious derro bent on making the pilgrimage fail.

Conclusion

The party meets Barandon and have a chance of making a friend or an enemy of Lady Emeraud.

Preparation for Play

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “your doom is at hand mortal” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and Scrying, Greater: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium).

APL 4: *Summon Monster IV* (Howler).

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge).

APL 8: *Summon Monster VII* (Fiendish Girallon).

APL 10: *Summon Monster VIII* (Vrock)

APL 12: *Summon Monster IX* (Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 2 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud farting sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Introduction

You always wanted be an adventurer, but didn't really know where to start. You have heard many tales about the underground tunnel which spans the two great nations of Perrenland and Tusmit, and thought you might find a way to become famous or at least richer than you are.

It has been a chilly, dark winter in Perrenland, and you find yourselves in the City Of Exag. You are enjoying a good meal at the local tavern. This place used to be a small trading post for copper miners, but now is the last city in Perrenland before venturing to the lands of the Khund and Tusmit beyond. Exag is a city faced with rapid expansion. Buildings are built hastily as more miners, soldiers, dwarves and adventurers move in.

Looking around town, a sign on the constabulary reads: “Guards Wanted. Report to Constable Durn.” After a short interview, you were signed up. You'll apparently escort a caravan for about a week. Maybe it's the opportunity for you to begin a new life of adventure ...! You still, however, have about an hour before you are due to meet at the Constable's house to get details of your mission.

Other young adventurers have also been hired and you have decided to take some time to

know each other. What better place than the local inn?

Allow the heroes to introduce each other before reading on.

Encounter One

Read the following as the Heroes set out towards the constable's house:

When you arrive at the constable's house, you are surprised to see a large camp of Faris (Tusman elite heavy cavalry), Dekros (dwarven heavy missile specialists of the Tusman army) and the Patrol of the Great Convention (Dwarves dedicated to keeping the Yatils safe). In all, about 50 men-at-arms and 20 horsemen are camped on the grounds. This is highly unusual for Perrenland, but you've heard that relations are becoming quite friendly between the distant neighbours since the tunnel opened up.

You are ushered into a room where a Baklunish female wearing gray, a Dwarf male and three dwarf females wearing white and silver dresses are sitting. One of the dwarven females is sitting in a obvious position of importance between the other two.

Allow the heroes to make a roll of Knowledge (Geography or History) DC 10. On a success, reveal to them that the dwarf male is none other than Sheik Omar Saladish, sheik of Dihn (a province of Tusmit). A Knowledge (Religion) DC 10 identifies the grey-clad human female as a priestess of Istus, the Lady-of-our-Fate.

The male dwarf stands and faces you. "Ah... come in, we don't have time to waste, this is of great importance. I am known in Tusmit as Omar Saladish, Sheik of Dihn. State your name and profession."

Allow the heroes time to answer. The Sheik listens intently to what the heroes reply.

The Sheik points to the leading dwarf female, "Here is Lady Emeraud Thunderstone, she is to become Queen of the Khund nation. But before she becomes Queen, she must successfully make a ceremonial journey to receive the blessing of the Lady-of-our-Hearth, Berronar TrueSilver for her wedding with King Barandon".

The human stands. "I am Lara El'Anir, representative of the Pasha and vizier on all

matters related to the Khund. You all know that we are short on arms with the war and the wood elves in the north of Tusmit. We have the permission of the Voorman, Orgus Bildgear, to request that you Perrenders serve as an honour guard for Lady Thunderstone, to escort her on the sacred journey she must follow.

You will travel to the Silver Falls where she must bathe and find a piece of silver to bring to her wedding. She will also need to visit a sacred shrine of Berronar TrueSilver where she must pass a night and pray. Finally, you must escort her to Dungarth Llith, capital of the Vesterkhund or Western Khund. She cannot fight under any circumstance or the sacred journey will be ruined..."

The Sheik will not bother to present the ladies-in-waiting at this time. Making a Sense Motive on the Sheik [DC 15] shows that he is nervous. Lady Emeraud is sitting very straight, her posture denotes military experience, her amber hair is tied in two tresses that fall on her shoulders. A Sense Motive check [DC 15] reveals that she does not seem thrilled about this whole affair. A Sense Motive on Lara El'Anir [DC 10] reveals she is very anxious and excited about this.

Then the Sheik asks you: "Do you accept this most honourable of task?"

The Sheik is ready to offer each hero 100 gold pieces upon completion of the mission.

When the heroes agree, they are given each a white tabard bearing the symbol of Berronar Truesilver. They must wear it over their clothes as it is part of the sacred ritual.

Lady Emeraud is ready and doesn't want to waste more time in Exag. She wants to leave right now and have this ceremony over as quick as possible. However, if the heroes want to do some shopping before leaving, they can, but this will make the Queen very grumpy.

The Sheik presents you Kattar Silverbraid, high priestess of the Lady-of-our-Hearth in Tusmit and Barrala Ironheart, a noble lady from Sefmur. They are to be Lady Emeraud's bridesmaids for the wedding. Lara El'Anir and the rest will leave later with a caravan which gets to the Dungarth Llith directly.

Encounter Two

As the PCs prepare to leave Exag, read the following:

Before you are the great Yatil mountains: formerly an impenetrable frontier. Fortunately there is now a well maintained road to follow. The road is clear, because many members of the auszug (soldiers of Perrenland), adventurers, guards and merchants take this road to (and through) the undermountain lands of the Khund – and on in to Tusmit on the other side.

After a few days travel, you emerge from the tunnel into a vast forest locked between the mighty Yatils.

Lady Emeraud knows the way and repeats often that she doesn't need guards, and that she can do this herself. It is quite obvious that your nomination (and presence) does not please her.

Four goblins are in four trees around the road waiting for some victims. There are two on each side of the road, and the heroes just happen to pass by...

The heroes must make a Spot check [DC 15] not to be surprised. Those who succeed can act normally in the surprise round.

APL 2 (EL 2)

Goblins (6): hp 5 each see *Monster Manual* page 133.

Tactics: The goblins each have one javelin and will throw them down at the PCs in Round 1. Then they just try to hit some heroes with their bags full of hippogriff urine! Don't forget the + 1 attack for higher ground and the goblin laughing at any hero they hit this is humiliating! The bags smell really bad for a moment, but the smell disappears quickly. Have the heroes make a Knowledge (nature) [DC 12] check or a Survival [DC 12] check to know that hippogriff urine does not smell for long ... but it is known to attract male hippogriffs (who can be nasty ...).

Whatever happens, Lady Emeraud WILL GET HIT by the Urine! She can only bathe now at the Silver Falls (Encounter Four).

If the heroes capture one of the goblins, they can interrogate them. The goblins only speak Goblin and Undercommon. If they can understand the questions asked to them, they say they work for a dwarf with dark skin and white eyes who has taken them from their tribe. They don't have a fixed lair and they live in the forest. When the dwarf wants to talk to them, he simply appears

wherever they are, steal whatever treasure they have and vanish. In other words, they know of nothing useful. They are goblins: cunning vermin!

Lady Emeraud will not follow the goblins. So if the party wish to go off into the forest chasing goblin kids, they will leave her alone.

Make sure you take note of who was hit and who cleans themselves later, and this becomes important later in the adventure.

After this incident, the PCs can get back to their travel. Lady Emeraud is upset about this waste of time, especially if the party went off after the goblin kids. She goes so far as to accuse the party of incompetence and stupidity.

Encounter Three

After a few hours walk, the heroes arrive at a crossroads. A recently-painted signpost holds four signs, written in Dwarven, Common and Baklunish. The sign pointing straight ahead reads "Dungarth Llith". The one point back the way you came from reads "Exag". The one pointing left reads "Silver Falls". The fourth sign is written only in Dwarf. If none of the heroes read dwarf, Lady Emeraud tells them "the shrine is that way". She doesn't care where to go first, she just wants it done quickly.

Near the crossroads, stands a little cabin, a trading post with a large coloured sign reading "Bimira, World Famous Crossroads Trading Post at the top of the Yatils". A window swings open and a Gnome, wearing too large a turban, waves happily towards the party, motioning them forward towards the cabin.

And Have the party make a Spot check, tell the hero with the highest roll (no matter what it was) that he spots a piece of a broken comb and a scrap of parchment on the ground. If they make any gesture towards the comb, Lady Emeraud will say it's hers, but she lost it yesterday. She doesn't care for it anymore if any of the heroes wish to take it (it is broken).

The parchment is essentially a threat written in Dwarven, to go back to Exag ... or die. Don't tell the heroes unless they can read it. Asking Lady Emeraud to translate it, will make her upset that none of her guard speaks the great dwarf language.

Bimira the gnome sells regular equipment at regular prices. He sells everything available in the Player's Handbook. However, he does not have

access to anything magical. He is very nice, but not very useful to the party at this time, unless they need equipment.

Bimira has not gone very far from the crossroads, preferring the safety of his house. However, dwarves have told him that to the north is a great waterfall (he takes his water from the river flowing down from there).

BIMIRA: *"This water is crystal clear and cold like a mountain spring. Never drank anything so invigorating."*

Bimira believes there are a number of evil things moving nearby at night. A few times he placed everburning torches outside his house to see what it was. But each time they would die out before he could see. What Bimira doesn't know is that there are more than one Derro in these parts! Using their natural abilities makes them very difficult for Bimira to see. Bimira is in mortal danger as long as he stays here. However, he refuses to move away, so certain he is that his trading post will one day become a major source of money.

Bimira: Exp3, hp 15, NG, Diplomacy +10

If the heroes head to Silver Falls, go to **Encounter Four**. If they head to The Shrine, go to **Encounter Five**.

Encounter Four

The party travels north for a long time. They follow a river toward the Yatils.

At first it seems like the wind is picking up, but soon you realize that the roaring noise must be a waterfall, and a mighty one at that. A majestic rainbow is the first thing you notice as the road ends at a small lake's edge. The mighty waterfall seems to burst out of the rock face and dives over 100 feet into the small lake below. The misty rain is very fresh and cool.

As you are looking around, Lady Emeraud sits on a rock, and starts to cry, her face in her hands and begins to sob.

Lady Emeraud shows her true feelings about the wedding to the heroes at this time. She was forced into proposing her name by her brothers. She would much prefer to be out with one of those nice Auszug Patrols, than killing goblins and other kind of underground vermin. She doesn't want to be a trophy wife for someone she doesn't know. She isn't ready to lay down her waraxe and become a baby-making machine.

Lady Emeraud refuses to bathe in the waters of the lake. The heroes have to convince her as she is starting to smell really bad A Diplomacy check [DC 15] convinces her. Every roll requires about 15 minutes of convincing. However, give the heroes the following bonuses:

- +/- 2 for role-playing
- +2 to call upon her sense of duty
- +2 to remind her that she could be a warrior queen, and a leader of dwarves
- +2 to remind her that she will be the one to re-forge the Khund nation
- +2 to remind her that her wedding will cement further friendship between Tusmit, Perrenland and the Khund.
- +2 if she had the dream in the shrine
- +1 if the heroes have deciphered parts of the dream for her
- +5 if they mention that after her wedding she will be able to boss her brothers (ah sweet revenge)
- 2 if they fought Galdeb already
- 2 if at least half the party went off chasing after the goblin kids

After the first fifteen minutes of talking to Lady Emeraud (the party made their first diplomacy roll, no matter the outcome, unless the party washed themselves previously (either by removing the tabard or with near-complete immersion), a male hippogriff catches scent of the pheromones in the female hippogriff urine and approaches to investigate.

If the party (and the Lady) is clean, the hippogriff flies over the party and leaves the party alone. Through wit (and general cleanliness) they have defeated the goblin' trap.

The hippogriff concentrates its attacks on heroes smelling of urine first.

APL 2 (EL 2)

Hippogriff (1): hp 25; see Monster Manual p. 152.

If Lady Emeraud has not been convinced, she will keep calling for the heroes to hand her a weapon. Doing so of course makes the whole adventure a failure.

Hopefully the heroes should convince Lady Emeraud to bathe in the lake and ask for the

blessing of Berronar Truesilver. Otherwise, the adventure ends here, as her stench becomes so bad that PCs will have trouble fighting or defending her.

Lady Emerald enters the lake, and many shivers later, she stand in the middle of it, water pouring on her face. She prays loudly as if she is trying to be heard in spite of the deafening noise of the fall. She recites the prayer that all young dwarven girls are taught from an early age.

“O to you Lady-of-our-hearth,

I have come because it has been decided that my fate is linked to this nation

I have come to make my home as warm as you have done for Father Moradin

I have come to receive your blessing so that I may forge this nation with my children

I have come to ask that your blessing be on the house of my husband

My Lady, bless my home, my husband and my children.”

As she closes her eyes in reverence, something splashes into the water. Everyone scans the surface of the waters for a moment. There, rising gently just beside Lady Emerald, something gleaming floats to the surface. It’s a silver necklace, floating as if made of wood!

Lady Emerald looks at the necklace. “I was hoping for a nugget of silver, she says to herself. My Lady, I bow to you and accept the path you have laid before me”. As she takes the necklace and places it around her neck, you can see that she is transformed.

The dwarf that exits the pool is not the warrior of Tusmit that entered, but the Queen of the Khund.

As Emerald walks out of the water, her whole outlook has changed, she now participates actively and seems to enjoy the rest of the pilgrimage. This concludes what they must do here. The party can rest safely here. In the morning, move on to **Encounter Five** – or the **Conclusion**.

Encounter Five

After two hours of travel on a wide trail, as you reach the almost vertical rock wall that are the mighty Yatils, you easily spot a cave opening.

Around the opening, the rock has been worked extensively. Dwarven runes spell out “To Berronar Truesilver, keeper of the Words of the Khund”. Lady Emerald takes a moment to read out loud. She steps into the dark cave.

Allow the characters to strike some form of lighting. Lady Emerald does not need any, because of her darkvision. When they have lighting, continue:

The cave digs under the mountains for about 100ft before opening into a large cavern. There are a number of passageways heading out, but the most remarkable feature of the cavern are nine stone pillars made of dark stone are laid out in a rough circle around a statue of a female dwarf. One of the stone pillars looks like a pulpit.

Lady Emerald orders you to build a camp outside the stone circle. She add that she must spend the night by the statue. She then walks toward the statue and kneels before it in prayer.

If someone checks for tracks, a Survival check [DC 12] shows a single set of small-sized humanoid tracks, perhaps a gnome. The tracks are those left by Galdeb the Derro.

Draw a makeshift map of the cave and have the heroes set themselves up (and set up watches if they want). Galdeb does not attack while the sun is up, preferring to wait for nightfall, when he gains a clear advantage when some of the party are sleeping.

The Derro Only Come Out At Night

If the heroes arrive while the sun is high in the sky, Galdeb waits in a small side cave a good distance from the shrine, where he listens to the party. When Galdeb approaches the party, he will be disguised as a small Hill Dwarf - having used his potion.

APL 2 (EL 3)

Galdeb, Derro (EL3): hp 16; see *Monster Manual* page 49.

Tactics: Galdeb begins with a ghost sound at the opposite of the camp from where he is: some kind

of growling near the entrance of the cave. Give the party two rounds to buff-up and/or deploy themselves. Galdeb then casts *sound burst* and targets as many party members as he can.

The next round, he fires a *darkness*-covered bolt on the strongest-looking opponent (most likely a heavily-armoured character) Because of his own spell, Galdeb takes a 50% mischance on his attack. After that, he shoots with his crossbow, and tries to keep some distance between himself and the heroes.

He doesn't attack Lady Emeraud because he knows she will not try to fight unless in peril, he wants to provoke her.

During combat, Galdeb will taunt Lady Emeraud.

GALDEB: “You think I’m alone? There is many like me who want you dead, there are many traitors among the Khund nation, there have always been many. The Khund are marked with the Curse of Beldarak, the mark of the traitor...!”

If a PC falls and Lady Emeraud can reach him without entering combat, she will move and try to stabilize him. Since, she is not fighting, it does not break the rules of the tradition. However, she takes good care to not get dirty with blood doing so.

If the heroes are in great peril and they have no chance of survival, Lady Emeraud takes up a discarded weapon and enters the fight, but doing so ruins everything. She orders them back to Reijah, saying nothing more. She is very cold with the heroes after that. The adventure is over.

Once they defeated Galdeb, the party can search them. On him, they find a number of Tusman coins, an empty potion, and an unsigned letter, describing Lady Emeraud in detail and a rough description of the party. Someone was obviously in on the affair.

Examining The Pillars

If any heroes study the pillars, they are very old. A Spot check [DC 10] reveals that each stone has a sentence written upon it. Each sentence is in Dwarven.

The short pulpit-like pillar has more writings than the others, it is “Pillar One”. It bears the words in Elven, Flan and Old Oeridian. It is important to note that Lady Emeraud will not help the heroes on this one. She is deep in prayer.

Each pillar has a single symbol upon it under which is a single phrase. If one can read Dwarven, then after a little cleaning, can be read without problem. Otherwise, a Decipher Script check [DC 12] must be successful.

Once deciphered, “Pillar One” reads as follows:

1. The words of the Khund must be read in order
2. The words of the Khund must be spoken out loud
3. The words of the Khund cannot be said by the same voice twice in a row.

If they read out loud the words of the Khund correctly, then read them the following.

Morning comes and you pack up, ready to leave. Lady Emeraud looks strangely thoughtful. As [Select random PC, the one who has been most kind to her so far] asks her if she is ready, Lady Emeraud turns to him/her and tells him/her about a dream she had last night.

“I saw a pillar of white and green marble full of cracks. A number of Dwarves were digging around it, but obviously paying no attention to it. They were digging coal and taking it away. A group of adventurers walk into the cave, and still the dwarves pay no attention to them. As the adventurers marvel at the pillar, a beam of light shines from the top, like a beacon. The light shines on the dwarves who turn and approach the pillar in reverence. As they do so, the cracks fill with silver and gold. Do you know what it means?” she asks you.

Any one with Knowledge (arcana) making a DC 12 check can gleam the following. Roll once for each

- In dwarven imagery, a pillar is usually a woman or a nation.
- The dwarves digging coal most likely represent them doing something futile.
- The adventurers coming and showing the dwarves the light is most certainly a reference to the blowing of the Olhupe-Baraknoror.
- The final image most likely represents the cementing of a nation through a woman.
- It is obvious that Berronar Truesilver has a soft spot for Lady Emeraud.
-

This is it for the Shrine. The heroes can now head to Silver Falls or on to the Conclusion.

Conclusion

The few days between the Bimira's crossroad trading post and Dungarth Llith, capital of the Vertherkhund.

The old walls are being rebuilt, but most Khund are concentrating their efforts on their capital at Moradin's Forge, but a few dozen miles east. The place looks like a fortified ruin. The Flag of Tusmit and Barandon's personal emblem floats in the mountain wind. You are quickly shown inside, where many dwarven soldiers kneel as you pass them by.

Ask the heroes: "who has a clean tabard"?... just to make them panic... hehehe. No one cares, if they are bloody, they are proud of them because this means they have done their duty with zeal and ardour.

Do note that Barandon calls Emeraud "Tonderstone". This is because of his Perrenlander accent. Also, Barandon has taken the royal habit of referring to himself as 'we'.

You first glimpse High Raigh Barandon at the great stairs leading into the only standing stone building of Dungarth Llith. Flanked by the High Priest of Moradin, Taklinn Thunderstone, Lady Emeraud's brother.

Barandon is a very handsome dwarf. His neatly trimmed beard and immaculate clothes contrasts sharply with the long beards and dirty heavy armour worn by the other Khund. Lady Emeraud takes a few steps forward and bows before Barandon.

"My liege, I am Emeraud Thunderstone, my pilgrimage has lead me to you. And greetings to you Taklinn, my brother." This final sentence is full of defiance.

"My Dear Miss Tonderstone, at last we can see what you look like and we are pleased by what we see" replies the king of the Khund.

"And what do you see?" asks Lady Emeraud.

"A queen!" replies the king, beaming.

High Raigh Barandon turns in your direction, speaking with the force of the Yatils. Without him shouting or making any special effort, you guess his voice could echo as far as Tusmit or Perrenland.

"As the honour guard of our beloved bride-to-be, you are those who must vouch for her

honour. The Khund nation must ask of you a few questions."

Silence fills the fortress, everyone holds their breath, as the Haigh Righ prepares to ask his questions.

Barandon asks each question to a different hero, starting with the hero to your right. If there is less than 6 heroes, just ask the last two them to a random hero. If at all possible, ask the 6th question to a Dwarf character.

1. Have you and your companions served honourably throughout this sacred journey?
2. Did the Lady ever pick up a weapon and fight on this sacred journey ?
3. Did the Lady bathe in the waters of the Silver Falls?
4. Did the Lady find a piece of silver near the waters of the Silver Falls ? [Barandon asks to see it, when shown the necklace, he is very surprised and impressed]
5. Did the Lady sleep in the shrine of our beloved mother, Berronar Truesilver? [If told Lady Emeraud had a dream, he will be very surprised and interested in hearing about it]
6. Do you think Lady Emeraud Tonderstone should be the first Queen for the Khund nation?

Answers are all positive

If the heroes respond YES to every question, read the following outloud, make sure you write down on the ARs the heroes have received The Friendship Of Lady Emeraud.

As you respond, dwarves who are everywhere around you now begin to shout the name of their new Queen: "Emeraud and Barandon! Emeraud and Barandon! Emeraud and Barandon! Long live their marriage! Long live the Khund"

In the feasts that follow, Lady Emeraud does not reappear wearing dresses, she is instead dressed in a very ornate adamantine full plate armour, with a dwarven waraxe on her back. She will soon become the warrior-Queen of the Khund.

What if Not all answers are positive?

If the heroes answered NO to any of Barandon's questions, read the following (this is no joking matter and dwarves are particularly sticky about

tradition). Make sure you indicate on ALL of the players' ARs that they have earned Lady Emerald's Enmity, and dwarves have long memories...

With your negative answer, Lady Emerald and her brother turn towards you, their eyes filled with hatred. "How DARE you?" spits Lady Emerald. A number of guards seize her before she can leap on you. The 'Lady' showers you with insults, both in Dwarven and in Common. It is clear that you have NOT made a friend of the Queen-to-be.

Dwarves all around return to their activities, their face filled with sadness. The entire pilgrimage will have to be redone.

Something about a Dream ...

If the heroes told Barandon about Lady Emerald's dream, he will send two important clerics to talk to the heroes alone. They are Taklinn Thunderstone, High priest of Moradin (Lady Emerald's brother) and Kattar Silverbraid, High Priestess of Berronar Truesilver in Tusmit (Lady Emerald's bridesmaid).

Both clerics listen to you as you tell once more about the dream. They ask a number of details about the metals appearing. Then they turn to each other and confer in dwarf. Kattar Silverbraid then turns towards you.

"This dream is a very good omen. With Lady Emerald Thunderstone as our queen, the nation will become a tower of stone and riches will flow like blood. The future looks bright for the Khund nation!"

In the end

Finally, no matter what they have done, finish with the following.

The wedding of Lord Barandon and Lady Emerald will not take place immediately, there are more important things to do first. Cities and forts must be rebuilt. The passageways must be made secure. The roads through the lands of the Khund must be fully mapped and patrolled.

However, your minds keep thinking of the words of Galdeb the Derro. Is this new nation really filled with spies and intruders? Perhaps you simply begin to exhibit signs of "adventurer paranoia"...

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 role-playing) to each character

Encounter Two

Defeating the Goblins 60xp

Encounter Four

Fighting the hippogriff or cleaning up before the hippogriff comes 60 xp

Convincing Lady Emerald to go through with the wedding 60 xp

Encounter Five

Defeating Galdeb without the aid of Lady Emerald 90 xp

Correctly reading the words of the Khund 60 xp

Story Award

Befriending Emerald (must be successful in her pilgrimage and the hero not been rude to her)

120 xp

Discretionary roleplaying award

APL2 60 xp

Total possible experience:

APL2 450 xp per character.

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.

Encounter Four:

Killing the Hippogriff (bounty from the Tusman Gov)

APL 2: L: 0gp; C: 50gp; M: 0gp

Encounter Five:

Looting Galdeb

APL 2: L: 35gp; C: 15gp; M: 0gp

Conclusion:

Allowing the wedding to go through (gift from Lady Emeraud & Lord Barandon)

APL 2: L: 0gp; C: 300gp; M: 0gp

Bringing Lady Emeraud to Dungarth Ilith (payment from Omar Saladish)

APL 2: L: 0gp; C: 100gp; M: 0gp

Total Possible Treasure

APL 2: 450 gp

