

Tusl4-03

Miss Khundgeniality

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

Version 4

By Martin Minville & Jean-Philippe 'JP' Chapleau

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.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 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.

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 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 four players (not counting the DM), for the game

session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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. It 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 Heroes participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the Heroes participating in the adventure.
2. If Heroes 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 following 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.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six Heroes, 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 Heroes 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 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. Heroes 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.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

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. Emerald Thunderstone, a member of the Patrol of the Great Convention was chosen.

Pressured by her brothers to sign her name, Emerald 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 Emerald... 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 town of Reijah.

Encounter One: One man and four women

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

Encounter Two: Strange fellows on the road

The party is attacked by a group of goblin kids bent on creating some chaos. Their attacks are not dangerous by themselves, but may become later on.

Encounter Three: Crossroads

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

Encounter Four: Silver Falls

The party reaches the falls. There they must convince Lady Emerald to keep on with the pilgrimage.

If they have not cleaned themselves, they can be attacked by a male hippogriff.

Encounter Five: Dark doings in a silver shrine

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 Emerald.

Introduction

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

It's a warm autumn in Tusmit. You enjoy a good meal at the local tavern of Reijah. This place used to be a small trading post for copper miners, but now is the last town in Tusmit before venturing to the lands of the Khund and Perrenland beyond. Reijah is a city faced with rapid expansion. Building are built hastily as more miners, soldiers, Dwarves and adventurers move in.

A sign on the constabulary read: "Guards wanted report to Constable Durn." A short interview and 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.

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: One man and four women

Read the following as the Heroes arrive at a little manor designated.

When you arrived at the constable's house, you were 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.

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 female is sitting in a obvious position of importance between the other two.

Allow the heroes to make a roll of Knowledge (Local/VTF) DC 15, +5 for Tusman characters. On a success, reveal to them that the dwarf male is none other than Sheik Omar Saladish, sheik of Dihn. 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 Emerald Thunderstone, she is to become Queen of the Khund nation. But before, 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. We want you to 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 [DC15] shows that he is nervous. Lady Emerald 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 [DC15] reveals that she does not seem thrilled about this whole affair. A Sense Motive on Lara El'Anir [DC10] 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 fountains upon completion of the mission.

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

Lady Emerald is ready and doesn't want to waste more time in Reijah, 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 will only get a grumpier Lady.

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 them will leave later with a caravan who gets to the Dungarth Llith directly.

***Encounter Two:
Strange fellows on the road***
Before you are the great Yatil mountains formerly an impenetrable frontier. Fortunately there is a well maintained road to follow. The road is clear, because many members of the Patrol of the Great Convention, soldiers, adventurers, guards and merchants take this road to and through the lands of the Khund.

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, that she can do it herself. It is quite obvious that your nomination does not please her.

Four goblin kids are in four trees around the road waiting for some victim, two on each side of the road, and the heroes just happen to pass by... The heroes must make a Spot check [DC15] not to be surprised; those who succeed can act normally in the surprise round.

Goblin Kids (4): hp 5 each see Appendix I

Tactics: The kids don't oppose a real resistance, they won't stay for a fight. They just try to hit some Heroes with their bag full of hippogriff urine! Then they flee! Don't forget the + 1 attack for higher ground and the goblin laughing at any hero they hit this is humiliating! The bags smell bad for a moment, but the smell disappears quickly. Have the heroes make a Knowledge (nature) [DC15] check or a Survival [DC20] check to know that hippogriff urine does not smell for long, but it seems to attract male hippogriffs.

If the heroes capture one of the kids, 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 mad dwarf man 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.

Lady Emeraud will not be hit... for unknown reason, perhaps godly intervention?

After this incident, they 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: Crossroads

After a few hours walk, the heroes arrive at a crossroad. 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 "Reijah". 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.

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 Reijah 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 price. He sells everything available in the PHB. 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). **"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. While Bimira doesn't know, there are more than one Derro in these parts. Using their natural abilities make 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, continue with Encounter Four. If they head to the Shrine, continue with Encounter Five.

Encounter Four: Silver Falls

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 the Patrol of the Great Convention 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. 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 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 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. If reduce to 10 hp or less, he flies away.

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.

Lady Emeraud 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 Emeraud, something gleaming floats to
the surface. It's a silver necklace, floating as
if made of wood!*

*Lady Emeraud 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 Emeraud walks out of the water, her whole outlook has changed, she now participate actively and seems to enjoy the rest of the pilgrimage. This concludes what they must do here. The party can rest safely here.

Encounter Five: Dark doings in a silver shrine

*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 Emeraud takes a
moment to read out loud. She steps into the
dark cave.*

Allow the characters to get some form of lighting. Lady Emeraud 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 Emeraud 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 Tracking check [DC15] shows a single set of small-sized humanoid tracks, perhaps a gnome. The tracks are those left by Galdeb the Derro.

Draw the map 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, he waits in a small side cave a good distance from the shrine, there he listens to the party. When Galdeb approaches the party, he will be disguised as a small Hill Dwarf, having used his potion.

Galdeb (EL3): HP 16; see Appendix I

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* targeting 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. See DM aid 1.

During combat, Galdeb will taunt Lady Emeraud. **"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 Galbeb, the party can search them. On him, they find a number of Tusman coins, an empty potion, and an unsigned letter, describing Lady Emerald in detail and a rough description of the party. Someone was obviously in on the affair.

Examining the pillars

If any hero study the pillars, they are very old. A Spot check [DC10] reveals that each stone has a sentence written upon it. Each sentence is in Dwarf.

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 Emerald 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 [DC15] 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 the party wishes to invoke the words of the Khund, hand them Player Handout One AFTER they managed to decipher the writings. Have them read the words aloud. The only two important things are that they read them in the correct order and that no one says two stanzas 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 Emerald 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 Emerald 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 15 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 Emerald.

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.

Inform 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 Emerald Tonderstone, that is because of his Perrenlander accent. Also, Barandon has taken the royal habit of referring to himself as 'we'.

You first glimpse Haigh Righ 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 Emerald's brother.

Barandon is a very comely dwarf. His neatly trimmed beard and immaculate clothes contrasts sharply with the long beards and

dirty heavy armour worn by the other Khund. Lady Emerald takes a few steps forward and bows before Barandon.

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

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

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

"A queen" replies the king.

Haigh Righ 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 Emerald had a dream, he will be very surprised and interested in hearing about it]
6. Do you think Lady Emerald 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 Emerald:

As you respond Dwarf who are everywhere around you now begin to shout the name of their new Queen: "Emerald and Barandon! Emerald and Barandon! Emerald and

Barandon! Long live their marriage! Long live the Khund"

In the feasts that follow, Lady Emerald 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.

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 Four

Fighting the hippogriff or cleaning up before the hippogriff comes

APL2 120 xp;

Convincing Lady Emeraud to go through with the wedding

APL2 30 xp;

Encounter Five

Defeating Galdeb without the aid of Lady Emeraud

APL2 180 xp;

Correctly reading the words of the Khund

APL2 30 xp;

Story Award

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

APL2 30 xp;

Discretionary roleplaying award

APL2 60 xp;

Total possible experience:

APL2 450 xp;

Treasure Summary

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

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

characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

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 (total of 500gp in the adventure)

Appendix One: Non-Player Characters

Lady Emerald Thunderstone: Female Dwarf (Mountain) Ftr8; Medium Humanoid; CR 8; HD 8d10+32; hp 84; Init +5; Spd 20 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +8/+11; Full Atk +11/+6 Unarmed Strike (1d3+3;20/x2); AL NG; SV Fort +12, Ref +5, Will +4; Str 16(+3), Dex 12(+1), Con 18(+4), Int 10(+0), Wis 10(+0), Cha 10(+0); *Skills and Feats:* Climb +8, Handle Animal +2, Intimidate +4, Jump +2, Ride +4, Swim +6, Blind-Fight, Close-Quarter Fighting, Endurance, Diehard, Improved Critical(Dwarven Waraxe), Improved Initiative, Improved Unarmed Strike, Power Attack.

Possessions: Jewelry, white silver-threaded dress

Encounter Two

Goblin Kids: Male Goblin Rog1; Small Humanoid; CR 1/4; HD 1d4+1; hp 5; Init +9; Spd 30 ft/x4; AC 18 [touch 16, flat-footed 13]; Base Atk/Grapple +0/-3; Atk Piss Ball +6 Ranged Touch (1;20/x2); SA Sneak Attack (+1d6); AL CE; SV Fort +1, Ref +7, Will -1; Str 12(+1), Dex 20(+5), Con 12(+1), Int 10(+0), Wis 8(-1), Cha 6(-2); *Skills and Feats:* Climb+5, Escape Artist+9, Hide+9, Jump+5, Listen+1, Move Silently+11, Ride+9, Search+2, Sense Motive+1, Sleight of Hand+7, Spot+3, Swim+3, Tumble+9, Improved Initiative.

Possessions: Three balls of female hippogriff urine, a lot of nerves, leather armour.

Encounter Five

Galdeb: Male Derro; small Humanoid; CR 3; HD 3D8+3; hp 16; Init +6; Spd 20 ft/x4; AC 19, touch 13, flat-footed 17; Base Atk/Grapple +3/-1; Full Atk Short Sword +4 melee (1d4/19-20) or Repeating Light Crossbow +6 ranged (1D6/19-20 plus poison); SA Poison Use, Spell-like abilities, sneak attack +1D6; Special Quality: Madness, Spell Resistance 15, Vulnerability to Sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11(+0), Dex 14(+2), Con 13(+1), Int 10(+0), Wis 5(-3)*, Cha 16(+3)*; *Skills and Feats:* Bluff +5, Hide +10, Listen +1, Move Silently +8, Blind-Fight, Improved Initiative.

Possessions: 15gp, an unsigned letter, describing Lady Emerald in detail and a rough description of the party, ~~1 potion of alter self~~, studded leather armour, a buckler, a short sword, a repeating light crossbow and 2 cases of 5 quarrels all poisoned.

Poison: Medium Monstrous spider venom (DC: 14 Initial damage: 1D4 STR, after 1 minute 1D4 STR)

Madness: (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

* The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use: (Ex) Derro typically carry 2D4 doses of greenblood oil or Medium monstrous spider venom (see Poison page 296 of the Dungeon Master's Guide), applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

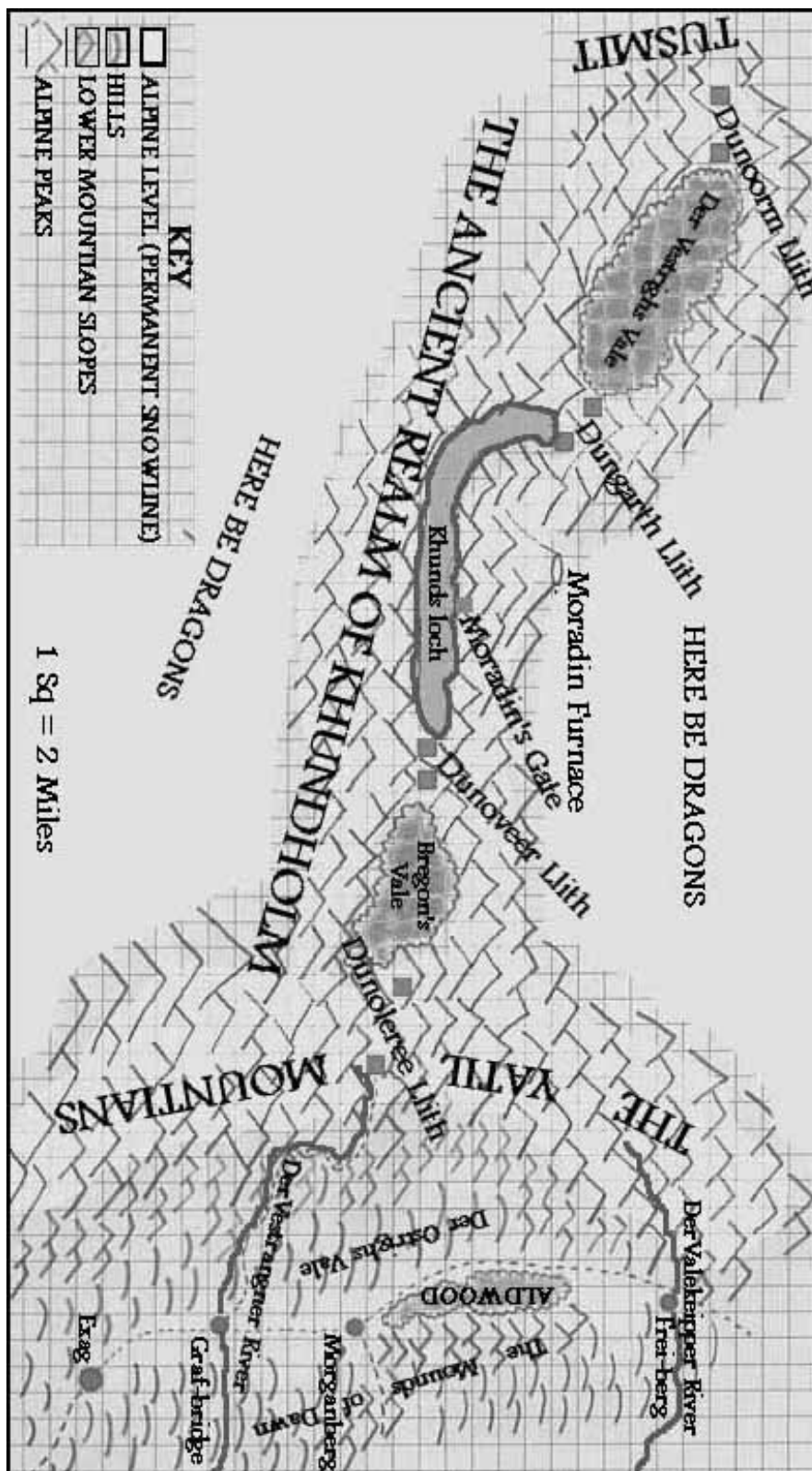
Sneak Attack: (Ex) Any time a derros opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1D6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will – darkness, ghost sound; 1/day – daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

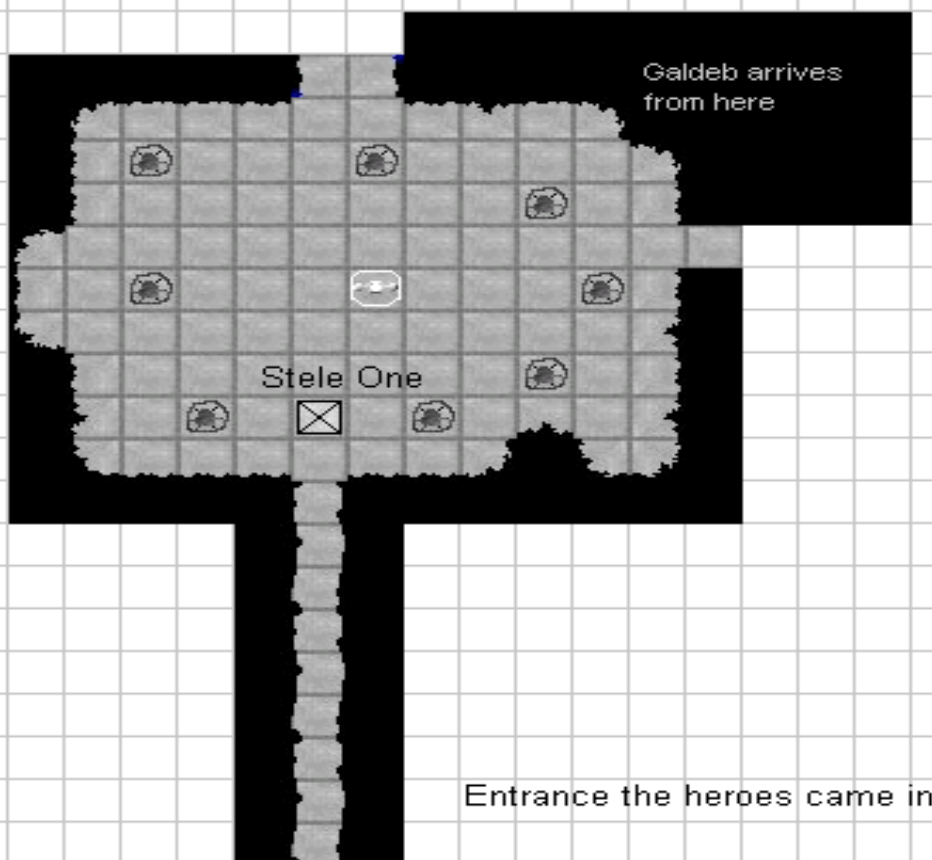
Vulnerability to Sunlight: (Ex) A derro takes 1 points of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Appendix Two: The Lands of the Khund



Appendix Three : The Shrine of Berronar Truesilver



Appendix Four: Textes Français

Introduction

Vous avez toujours rêvé de devenir aventurier, mais n'avez jamais su où commencer. Vous avez entendu plusieurs histoires sur le tunnel et avez pensé que vous pourriez commencer là, à tout le moins devenir plus riche que vous ne l'êtes.

C'est un automne chaud à Tusmit et vous dégustez un bon repas à l'auberge de Reijah. Cette petite ville était un poste de commerce pour les mines de cuivre, mais maintenant il s'agit de la dernière ville avant de vous engager dans les terres Khund et au Perrenland plus loin. Reijah est une ville qui fait face à une expansion très rapide avec des bâtisses construites rapidement alors que des mineurs, des soldats, des nains et des aventuriers s'y installent.

Un signe sur la prefecture lisait « Garde demandé, informez-vous au Constable Durn. » Une courte interview plus tard et vous étiez engagé. Votre mission est d'escorter une caravane pour une semaine. Voilà peut-être la chance que vous cherchiez pour commencer votre vie d'aventurier.

D'autres jeunes aventurier ont également été engagé et vous avez décidé de prendre un moment pour faire connaissance. Quel meilleur endroit que l'auberge locale ?

Encounter One: One man and four women

Lorsque vous arrivez à la maison du constable, vous êtes surpris de la voir entourée par un campement de Faris (cavalerie lourde Tusmane), de Dekros (nains spécialiste des armes lourdes) et la patrouille de la Grande Convention (nains dédiés à protéger les voyageurs dans les Yatils). En tout, environ 50 hommes d'armes et une vingtaine de cavaliers sont campées ici.

On vous escorte jusqu'à une pièce où une Baklunienne vêtue de gris, un nain et trois naines vêtues de robes blanches et argent. Une des naines est clairement assises dans une position d'importance par rapport aux deux autres.

Le nain se lève et vous fait face. « Ah... entrez, nous n'avons pas de temps à perdre, c'est une affaire très importante que nous

avons à traiter. Je suis connu à Tusmit sous le nom d'Omar Saladish, Sheik de Dihh. Quels sont vos noms et profession. »

D'un geste de la main, le Sheik désigne la naine importante. « Voici la Dame Emeraud Thunderstone, elle a été désigné pour devenir reine des Khund. Mais avant de prendre le manteau, elle doit réussir un voyage sacré pour recevoir la bénédiction de la Dame-de-nos-Foyers, Berronar Truesilver pour son mariage à venir avec le roi Barandon. »

L'humaine de lève. « Je suis Lara El'Anir, représentante du Pasha et vizir sur toutes les affaires liées aux Khund. Vous savez tous que nous sommes à court de gens avec la guerre au sud et les elfes dans le nord. Nous voulons que vous serviez de garde d'honneur pour la Dame Emeraud lors de son pèlerinage. Vous devrez vous rendre à Silver Falls où elle doit se baigner et trouver une morceaux d'argent qu'elle devra amener à son mariage. Vous devrez aussi vous rendre à une chapelle sacrée de Berronar Truesilver où elle devra passer la nuit à prier. Finalement, vous devez l'escorter à Dungarth Llith, capitale des Verterkhund ou Khund de l'ouest. Elle ne peut en aucun moment combattre ou le voyage sera raté... ».

Le Sheik vous demande: « Acceptez-vous cette tâche des plus honorable? »

Le Sheik vous présente Kattar Silverbraid, grande-prêtresse de la Dame-de-nos-Foyers à Tusmit et Barrala Ironheart, noble dame de Sefmur. Elles sont les dames d'honneur de la Dame Emeraud pour son mariage. Elles et Lara quitteront Reijah plus tard avec une caravan qui se rendra à Dungarth Llith directement.

Encounter Two:

Strange fellows on the road

Devant vous se dressent les Yatil, jadis une barrière impénétrable. Heureusement, la route est bien maintenue. La route est claire à cause du grand nombre de Patrouilleurs de la Grande Convention, de soldats, d'aventuriers, de gardes et de marchands qui l'empruntent pour se rendre sur les terres Khund.

Après quelques jours de voyage, vous émergez du tunnel dans une vaste forêt prisonnière des puissantes Yatil.

La Dame Emerald connaît le chemin et maugrée fréquemment qu'elle n'a pas besoin de garde, qu'elle se suffit à elle-même. Il est évident que votre nomination ne lui plaît pas.

Encounter Four: Silver Falls

Il semble d'abord que le vent de lève, mais rapidement, vous réalisez que le bruit sourd provient d'une chute d'eau, et d'une chute très imposante. Un arc-en-ciel majestueux est la première chose que vous remarquez alors que le sentier se termine à un petit lac. La chute d'eau jaillit de la face de roche pour plonger dans un petit lac, une centaine de pieds plus bas. La bruine qui emplis l'endroit est fraîche.

Alors que vous regardez autour, la Dame Emerald est assise sur une grosse pierre, et commence à pleurer, le visage entre les 2 mains.

La Dame Emerald entre dans le lac, et plusieurs tremblement plus tard, elle se tient en son centre, avec de l'eau perlant sur son visage. Elle prie à voix haute, comme si elle tentait d'être entendu par-dessus le son assourdissant de la chute. Elle récite la prière apprise à toutes les jeunes naines.

« O à vous, Dame-de-nos-Foyers,
Je suis venue car il a été décidé que mon destin est lié à cette nation

Je suis venue pour rendre ma demeure aussi chaude que celle que vous avez fait au Père Moradin

Je suis venue recevoir votre bénédiction pour que je puis forger cette nation avec mes enfants

Je suis venu demander votre bénédiction pour la maison de mon mari

Ma Dame, bénissez ma maison, mon mari et mes enfants. »

Alors qu'elle ferme les yeux pour se recueillir, quelque chose tombe dans l'eau. Chacun regarde la surface pour un moment. Là, montant doucement à la surface, à côté de la Dame Emerald, un objet scintillant. C'est un collier d'argent, flottant à la surface comme s'il était fait d'bois!

La Dame Emerald regarde le collier.
« J'espérais trouver une pépite d'argent, dit-elle à elle-même. Ma Dame, je me plie à votre volonté et j'accepte le chemin devant moi. »

Elle prend le collier et lorsqu'elle le place autour de son cou, elle est transformée.

La naine qui quitte le petit lac, n'est pas le soldat de Tusmit qui y est entré, mais la Reine des Khund.

Encounter Five: Dark doings in a silver shrine

Vous voyagez deux heures sur une large piste et comme vous atteignez le mur de roche presque vertical que sont les Yatil, vous voyez une caverne.

Autour de l'ouverture, la pierre a été beaucoup travaillée. Des runes naines écrivent « A Berronar Truesilver, gardienne des Paroles des Khund. » La Dame Emerald prend un moment pour lire l'inscription à haute voix avant de pénétrer dans les ténèbres de la caverne.

La caverne fait environ 100 pieds avant de s'ouvrir sur une grande salle. Plusieurs passages sortent de là, mais ce qui est de plus remarquable sont les neuf piliers de pierre sombre formant un cercle autour d'une statue d'une naine. Un des piliers a la forme d'un pupitre.

La Dame Emerald vous ordonne d'établir un campement à l'extérieur du cercle de pierre. Elle ajoute qu'elle doit passer la nuit près de la statue, puis elle marche vers la statue et s'agenouille devant.

Examining the pillars

Le matin vient et vous vous préparez à reprendre la route. La Dame Emerald semble songeuse. Alors que [Select random PC, the one who has been most kind to her so far] lui demande si elle est prête à partir, elle se tourne vers lui/elle est lui parle d'un rêve qu'elle a eut la nuit dernière.

« J'ai vu un pilier de marbre blanc et vert, couvert de fissures. Un grand nombre de nains creusaient autour, ne payant aucune attention au pilier. Ils minaient du charbon et l'emportaient ailleurs. Un groupe d'aventuriers entre dans la caverne et les nains ne paient toujours aucune attention. Alors que les aventuriers sont émerveillés par le pilier, un jet de lumière jaillit du dessus, comme un phare. La lumière touche les nains qui se tournent vers le pilier, la tête baissée. Alors qu'ils font cela, les fissures se remplissent d'argent et d'or. Savez-vous ce que ça peut vouloir dire? » demande-t-elle.

Conclusion

Il y a quelques jours de voyage entre le poste de Bimira et Dungarth Llith, capitale des Vesterkhund.

Les vieux murs sont en train d'être reconstruits, mais le gros de leurs efforts ont sont concentré à la capitale de Moradin's Forge, quelques douzaines de miles vers l'est. L'endroit a l'air d'une ruine fortifiée. Le drapeau de Tusmit et l'emblème de Barandon flotte dans le vent des montagnes. On vous escorte rapidement vers l'intérieur, où plusieurs soldats nains s'incline à votre passage.

Vous apercevez le Haigh Righ Barandon dans le grand escalier menant à la seule bâtisse debout de Dungarth Llith. A ses côtés, le grand prêtre de Moradin, Taklinn Thunderstone, le frère de la Dame Emerald. Barandon est un nain plutôt élégant avec un barbe bien coupée et des habits immaculés qui contraste fortement avec les barbes longues et les lourdes armures crottées des autres Khund. La Dame Emerald fait quelques pas en avant et s'incline devant Barandon.

« Mon Seigneur, je suis Emerald Thunderstone, mon pèlerinage m'a mené à vous. Et bonjour à vous Taklinn, mon frère. » Cette dernière réplique rempli de défiance.

« Ma chère, nous pouvons finalement vous voir, et nous sommes très heureux de ce que nous voyons. » répond le roi des Khund.

« Et que voyez-vous? » demande la Dame Emerald.

« Une reine. » répond le roi.

Le Haigh Righ Barandon se tourne vers vous, sa voix résonne de la puissance des Yatil. Sans qu'il crie ou qu'il ne fasse aucun effort, vous devinez qu'on pourrait entendre l'écho aussi loin que Tusmit ou le Perrenland.

« En tant que garde d'honneur de notre chère future épouse, vous êtes ceux qui devez parler pour son honneur. La nation Khund doit vous poser quelques questions. Le silence envahi la forteresse et tous retiennent leur soufflé alors que le Haigh Righ se prépare à vous posez des questions.

Answers are all positive

Votre dernière réponse à peine terminée que les nains partout commence à crier le nom de leur nouvelle reine. « Emerald et

Barandon! Emerald et Barandon! Emerald et Barandon! Longue vie à leur mariage! Longue vie aux Khund! »

Dans les festivités qui suivent, la Dame Emerald n'apparaît pas vêtue d'une robe. Elle revêt plutôt une armure de plaque en adamantine très élaborée, une hache naine sur son dos. Elle sera bientôt la reine-guerrière des Khund

Not all answers are positive

Avec votre réponse négative, la Dame Emerald et son frère se tourne vers vous, les yeux remplis de haine. « Comment OSEZ-vous? » crache la Dame Emerald. Un grand nombre de garde se saisissent d'elle avant qu'elle ne puisse vous sauter dessus. La « Dame » vous couvre d'injures à la fois en commun et en nain. Il est très évident qu vous ne vous êtes pas fait une amie de la reine-à-devenir.

Les nains retournent à leurs activités, le visage empreint de tristesse. Le pèlerinage devra être recommencé une autre fois.

Something about a Dream

Les deux prêtres vous écoutent raconter le rêve une fois de plus. Ils demandent un nombre de détails sur les métaux qui apparaissent dans le rêve. Puis ils se tournent l'un vers l'autre et confèrent en nain. Kattar Silverbraid se tourne finalement vers vous.

« Ce rêve est un bon présage. Avec la Dame Emerald Thunderstone en tant que reine, la nation deviendra une tour de pierre et les richesses viendront comme le sang. Le futur sera beau pour la nation Khund! »

In the end

Le mariage de Barandon et de Dame Emerald n'est pas pour maintenant, il y a des choses plus importantes à faire en premier. Les villes et les forts doivent être reconstruit. Les passages doivent être sécurisés et les routes doivent être cartographiées et patrouillées.

Cependant, vos esprits repensent sans arrêt aux paroles de Galdeb le Derro. Cette nouvelle nation est-elle remplies d'espions et d'intrus? Peut-être commencez-vous à montrer les premiers signes de la « paranoïa des aventuriers »

The End

Player Handout 1: The Words of the Khund

The words of the Khund as indicated the appear on the steles in a clockwise order from "Stele One".

Stele A

For years beyond reckoning, the Khund were content to mine the depths of the Oerth, constructing beauty from stone, metal and gem. During this time, we fought constantly with the Lesser races made by the evil powers. A race of humans found their way to our borders. They called themselves the Ur-Flanne. The Ur-Flanne marveled at our craftsmanship and praised our works. Friendship between was quickly established.

Stele B

Long the Khund and Ur-Flanne laboured, striving to make the city the greatest yet. The stone itself was made from pure obsidian, creating a vast, black city, unlike any ever seen. Upon its completion, it was named Dagovach by the Ur-Flanne who took possession of it, and the Dwarves headed home to the Yatils.

Stele C

Then, early one morning, the Dark Treachery was unleashed. The people of Dagovach was revealed declared their alliance to Tharizdun. Dagovach sent unspeakable horrors inside the Yatil cities. The Ur-Flanne kingdom was destroyed by their own hands. Demons and monster hordes attacked our miners. Dark powers forged bands of orcs into a tidal wave of terror. Many Khund fell defending our mines and fortresses.

Stele D

We prepared to make a final stand in our greatest city, Dunolorae Ilith. Vowing that as long as the Great Horn, Olhupe-Baraknoror, was in Dunolorae Ilith, none would breach its walls. No enemy would enter its gates. No foe would take its halls. Its magical protection sealed the city from harmful magic.

Stele E

Olhupe-Baraknoror, the sacred horn of the Khund. Carved from the very mountain itself, its coiled length is longer than a hundred dwarves. Its entire surface was the Creation story of the Khund, and the founding of the city of Dunolorae-Ilith. The very magic of Oerth

permeates through it, giving it an aura of stability, of fortitude, of lasting. When the horn is sounded, the pride of the Khund is echoed through every hall, every passage and every cavern.

Stele F

Then, on the 32nd year of the siege of Dunolorae Ilith, humanoids sappers managed to gain entrance to Dunolorae Ilith. Some say it was treachery from secret Khund followers of Tharizdun Cult who gave them access. They knew their target, and made their way to Olhupe-Baraknoror. The defilers assaulted the great chamber and the Evil Priest cast a mighty spell upon the chamber. The doors to Olhupe-Baraknoror swing shut and were sealed forever.

Stele G

Without the protection of the Horn, the Fortress-City of Dunolorae Ilith, became vulnerable. The enemy struck. The vast evil magic of the Humanoid Shamans and Savants, and their Outsider allies were finally able to bring us down. Still, we were resolute, our spirits strong. Our foes then unleashed their greatest incantation, the Curse of Beldarak, forcing us to turn upon ourselves and break our nation.

Stele H

The last Khund to leave the city was the High Priest of Moradin. As he left the city, he turned to it, raised his hands and spoke in righteous fury. All the exits to Dunolorae Ilith collapsed and were buried under tons of rock. The Invaders lost the final battle, but the Khund lost their home. It is said he then prophesized the return of the Khund to their city, and the breaking of the curse, when a Dwarf, descendant of the chief once more blew the Great Horn, Olhupe-Baraknoror.

Player Handout 2: Les Paroles des Khund

Les paroles des Khunds sont écrits tels qu'ils apparaissent sur les pilliers en sens horaire à partir de la "Stèle Un"

Stèle A

Depuis le début des temps, les Khund se sont contentés de miner les profondeurs de la Taerre, créant la beauté à partir de la pierre, du métal et de bijoux. Pendant ce temps, nous combattions sans relâche contre les races Inférieures créés par les puissances maléfiques. Une race d'humain fit son chemin jusqu'à nos frontières. Ils s'appelaient Ur-Flanne. Les Ur-Flanne s'émerveillèrent devant nos réalisations et dirent beaucoup de bien de nos travaux. L'amitié s'établit rapidement entre nos peuples.

Stèle B

Longtemps les Khund et les Ur-Flanne travaillèrent à monter la plus grandiose de toutes les cites. Fait d'obsidienne pure, la vaste cite noire était unique face à tout ce qui existait. Lorsqu'elle fut terminée, elle fut nommé Dagovach par les Ur-Flanne qui en prirent possession, et les nains revinrent dans les Yatils.

Stèle C

Puis, tôt un matin, la Sombre Trahison fut dévoilée. Les gens de Dagovach révélèrent leur alliance à Tharizdun. Dagovach envoya de nombreuses horreurs dans les cites des Yatils. Le royaume des Ur-Flanne fut ainsi détruit par leurs propres mains. Des démons et des hordes d'humanoïdes monstrueux attaquèrent nos mines. Des puissances sombres forgèrent des bandes d'orques en raz-de-marée de terreur. Plusieurs Khund tombèrent défendant nos mines et nos forteresses.

Stèle D

Nous nous préparions pour l'assaut final sur notre plus grande cité, Dunolorae Ilith. Jurant que tant que la Grande Corne, Olhupe-Baraknoror, se trouverait dans Dunolora Ilith, aucuns adversaires ne prendraient ses halls. Sa protection magique protégeant la cité de tout effet magique dangereux.

Stèle E

Olhupe-Baraknoror, la Grande Corne sacrées des Khund. Sculptées de la montagne elle-

même, plus longue que cent nains. Sa surface entièrement couverte d'une gravure de l'histoire de la création des Khunds et de la fondation de la cité de Dunolorae-Ilith. La magie de la Taerre l'emplis d'un aura de stabilité, de puissance, d'éternité. Lorsque la corne est sonnée, la fierté des Khund résonne au-travers de chaque hall, de chaque passage et de chaque caverne.

Stèle F

Puis, lors de la 32ième année du siège de Dunolorae Ilith, des monstres sapeurs parvinrent à entrer dans Dunolora Ilith. Certains disent que ce fut cause par la trahison de quelques Khunds suivant le culte de Tharizdun qui leur donnèrent accès. Ils connaissaient leur cible et se rendirent à Olhupe-Baraknoror. Les monstres prirent d'assaut la grande chambre et le Prêtre du Mal jeta un puissant sortilège sur la pièce. Les portes d'Olhupe-Baraknoror se fermèrent et se scellèrent à jamais.

Stèle G

Sans la protection de la Corne, la cité-forteresse de Dunolorae-Ilith devint vulnérable. L'ennemi frappa. L'immense puissance magique des shamans, des savants et de leurs allies extra-planaires eut finalement le dessus sur nos braves défenseurs. Nous restâmes cependant résolu et notre courage infaillible. Nos ennemis nous jetèrent alors une terrible malédiction, la Malédiction de Beldarak, qui nous causèrent à tourner les uns contre les autres, brisant ainsi notre nation.

Stèle H

Le dernier Khund à quitter la cité fut le grand prêtre de Moradin. Alors qu'il quittait la ville, il se retourna, leva les mains et laissa parler sa fureur. Toutes les sorties de Dunolorae Ilith furent ensevelies sous des tonnes de pierre. Les envahisseurs avaient perdu la dernière bataille, mais les Khund avaient perdu leur cité. Il est dit que les Khund reviendront à leur cité, brisant la malédiction lorsqu'un nain descendant du chef soufflerait une fois de plus dans la Grande Corne, Olhupe-Baraknoror.