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Felsentheim Dogs of War



by Davis Chenault

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A d20 System adventure for 4-6 characters of levels 3-5.

FELSENTHHEIM

Dogs of War

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Credits

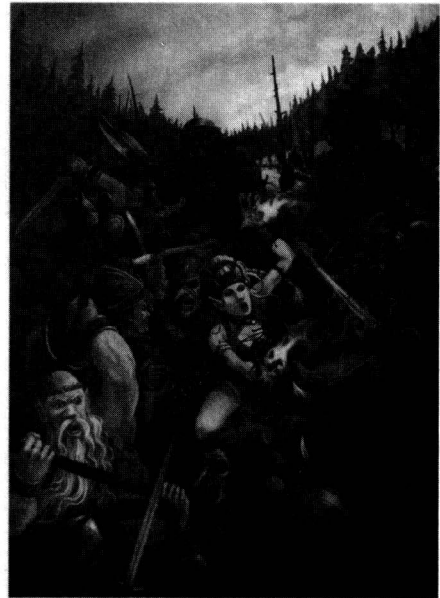
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“For here is Inzae and all things slip into the
Maelstrom, and from hence are heroes
born.”

~From the Odes of Híimdel



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Felsentheim: Dogs of War



The DM's Advice (The Troll Lord)

This is an 'epic' adventure module that contains a great deal of combat. Much of the action late in the adventure orients around large scale battles. Roleplaying and pacing are significant factors in making the epic nature of this adventure come to life in a memorable way. In each section, advice is offered on how to use action as a vehicle to enhance roleplaying events. I cannot stress enough how crucial are the proper casting, management, and roleplaying of NPCs. It would be best to familiarize yourself with the goals and aspirations of NPCs, of all ilks, before playing them.

Whaaatt? At DZEEBAGD!!!' The stones of Hrad shake with Grodge's fury. The gigantic Zjerd hefts a black iron spear over his head and jams it toward an infernal sky, "By all that breathes! By all that sees! I will find these fowl humans and hang them from the Eyes of Inzae. I will see their bodies quiver before me, I will raise the towns of those gross slaves, I want them to Die, Die, DIE!" Grodge's voice cascades furiously down the hall, across a littered courtyard and into the barracks of his fiercest warriors.

The Hrad, muffled, quiet with anticipation, wary of Grodge's rage, slowly begins to ripple with tension and expectation. Grodge thunders for revenge, screams for a massive bloodletting, his red eyes roll in his head, his veins pulse and throb as his vengeful blood courses to his black heart.

The troops emerge from their reticence and they begin to gather around their leader, thumping their feet on stone and chanting their deep throaty war songs. Within moments the barracks begin to empty and the courtyards and hallways become scattered with warriors chanting and crying out for war, for booty, for power, for land, for their place in the world.

"Gather my armies, gather the arms, gather your hatred my warriors for we are to the North." Grodge, his muscles groaning with effort and rippling with power, thrusts his dark spear into the stone floor, where the tip strikes deep into flagging. It quivers for a moment and silence falls upon the Hrad. There, engraved upon the floor is an ancient map. Carved in those first days after the building of the Hrad, it has seen no attention for generations, until now, and the tip of that ever so sharp spear sits in the heart of a small town near the coast of the Interzae, resting astride that great road, the Kambreea. It is Halpveg.

The module concerns a war that is brewing in the Dampfrat and the Graffenvold and the role the characters play in its unfolding. Initially, the characters are trying to escape from the clutches of an advancing Zjerd army. They will, however, eventually have to face this army in battle. This combat will take place in one of two places, Felsentheim or Vakhund. Both are large scale combats involving hundreds of goblins and dozens of humans. The rules for running these combats are detailed at the end of the module. Although I dislike 'railroading' players into choosing particular courses of action, in some adventures, it is sometimes best to place the characters on the path to glory, rather than allow them the easy way out and down the road to ignominy. With this in mind, it would be best to steer the characters towards Felsentheim.

All **bold** text is to be read aloud to the players. The stats for most of the creatures are included in the appropriate appendices to reduce redundancy and save space, though several are contained within the module.

Notes

The module is prepared for 4-6 characters of levels 3-5. All classes are useful and are likely to contribute significantly to the successful execution of the adventure. But, one cleric and one Ranger greatly increases the party's chance of survival. Most important, heroes are needed, characters of high mind and grand ideas, players who are willing to lay their life on the line for little material reward. This is an adventure from which potentially truly heroic characters are molded, and with personages and events that linger long in the memory of roleplaying.

Prologue

Running Felsentheim

This module can be run independent of its two predecessors *Vakhund: Into the Unknown* and *Dzeebagd: Under Dark and Misty Ground*, and can be placed in any campaign setting. For the adventure to be logical and useful in a setting outside the one described in the module, a few structural elements should remain the same. There is a kingdom of goblins (the Zjerd) along a frontier region who are initiating a war against weak and widely dispersed human settlements. There should be two crossings on a river over which the goblins must move their armies to attack. The fords should be at least 40 miles apart, but probably a little further. To meld the module into an existing setting requires some tweaking with the names of the locations and persons involved.

Just prior to the beginning of the adventure, a Zjerd outpost, Dzeebagd (see map), was attacked. The Zjerd are looking for the

perpetrators. At the same time, The Zjerd are moving in the direction of the nearest human settlements and are attacking them as an act of revenge and conquest. The characters begin the adventure between Dzeebagd and the human settlements. The DM should supply reasons for the characters being there (see inset for suggestions). If the adventure is not continued from *Dzeebagd*, the Zjerd mistake the party for

Involving the PCs: The following is a list of reasons the DM may use for placing the party near Dzeebagd.

- 1: A local baron has hired them to scout Dzeebagd.
- 2: A merchant has hired them to rescue a member of their family taken to Dzeebagd.
- 3: The characters are on their way back from a previous adventure.
- 4: The party was trailing another group of adventurer's whom are thought to know the location of the famed bandit fortress, Magershole.

those who attacked the outpost. If the module is continued from *Dzeebagd*, the characters are likely to be aware that a Zjerd army is on the march, but do not know the size or intent of the army.

If Felsentheim is being run as a continuation of Vakhund and Dzeebagd notes on Evanna can be found on pages 23-24.

PROLOGUE

An attack on Dzeebagd, a short time before the beginning of the adventure, has enraged the local Zjerd warlord, Grodge, and he wants revenge for the act. A revenge that coincides nicely with his plans for conquest of the Graffenvold. In order to accomplish the conquest, Grodge needs to galvanize the disparate Zjerd tribes

in the Dampfrat and meld them into an army. To unite the tribes under his banner, Grodge must prove his worth in battle. He reasons that revenge for the attack on Dzeebagd offers the perfect means to unite them under his command.

Also, like all Zjerd warlords, Grodge has a tenuous hold on power in Klidnij. He realizes that unless he acts in a manner suiting both his troops and the Zjerd tribes as a whole, he will be disposed of in the most bloody of rituals. He decides to immediately attack the nearest human settlements of the Graffenvold to satisfy their code of revenge. And, as a very personal act of revenge, Grodge intends to find the perpetrators of the attack on Dzeebagd and have them captured or killed because his only cousin by his older brother died in that raid. The disposition and stats of the troops currently under the command of Grodge are detailed in the *Appendix I*, as are the culture and nature of the Zjerd.

Plan of attack: Grodge divides his army into three groups. He sends one group to each of the two settlements nearest Klednij, Vakhund and Felsentheim, while one group remains in Klednij with him. Vakhund and Felsentheim are located near crossings over the Treklant Creek. His intention is to use Vakhund and Felsentheim as bases for future attacks and, at the same time, to gain control of passage over the upper reaches of the Treklant Creek. As Grodge is greatly concerned with garnering support for his war in the Graffenvold, he commits the majority of his army to the battles to ensure victory. It takes the groups 10 days to reach Felsentheim and 13 days to reach Vakhund. Each army is preceded by units of scouts. The remainder attempt to stay in a formation while traveling very fast. The armies are divided as follows, and representative statistics are found in the *Appendix*.

Klednij: These troops remain in Klednij with Grodge. 6 regular troops (100 in each troop), 1 elite troop (100), 2 cavalry troops (25 wolf riders in each troop), 3 scout troops (5 spider riders in each troop), 5 trackers (each is a Ranger).

Vakhund: These troops travel through the Dampfrat going directly towards Jzunad and thence to Vakhund. They are commanded by Odeevichk. 2 troops (100 in each troop), 1 cavalry troop (25 wolf riders in each troop), 1 scout troop (5 spider riders in each troop).

Felsentheim: These troops travel straight from Klednij to the Hiitenford and thence to Felsentheim. They are commanded by Preeozjit (see *Act III*). 4 troops (100 in each troop), 1 cav troop (25 wolf riders in each troop), 2 scout troops (5 spider riders in each troop), Chazrim (10).

Scouting: These troops spread out to the north of Klednij acting as messengers for Grodge. They inform the outlying elements of his armies that a war is in the making. 2 scout troops (5 spider riders in each troop).

PART I: TIME TUMBLES AND DEATH BREATHES HOT ON THE TRAIL

The characters begin the adventure camped 15 miles north of Dzeebagd (*See The Chase*). They should be heading in a northerly direction, presumably for a civilized clime. If they are not, it will shortly become obvious that their only hope for escape from the Zjerd is to get to civilized lands as quickly as possible.

Behind them, to the south, the lead elements of Grodge's army are gathering. As Grodge's scouts spread out before the army, Preelozjit, the commander of the Zjerd army heading towards Felsentheim, sends several scouts and his mercenary Chazrim to locate and slay the party.

The ensuing chase to the edge of the Dampfrat is the first part of the adventure. It should be a fast-paced event and the characters should be made to feel pressed and increasingly desperate. For these purposes, keep random encounters to a bare minimum. This is somewhat logical because, once word gets out and the scouts and Chazrim start to race across the Dampfrat in front of the party, they scare

away most of the inhabitants of the region. Everything will be on alert and very wary. However, the party is in front of the army's main elements and some encounters may occur. *See Dampfrat Random Encounter Table, next page.*

From Dzeebagd, the trip to the Hiitenford is 6 days of normal overland travel on foot or 4 days mounted.

Scenes detailing four encounters that occur along the way are described below. The DM is encouraged to interject or delete scenes to allow the tension of the chase to build.

To exploit the chase sequence, the DM should pace the action slowly at first and allow the tension to build as the PCs come to realize they are being followed. Each successive encounter should have a greater sense of urgency than the previous, and carry greater potential threat. The final encounter in the chase, the Hiitenford, should be climactic and theatric. When it ends, the characters should have developed a false sense of security having defeated a large contingent of Zjerd and safely crossed the ford.

The Dampfrat: The Dampfrat is the remnant of a volcanic cone. It is a morass full of steamy swampy grasslands, hot springs, geysers, warm creeks and pools, thick evergreen copses, and tangled underbrush. Travel is arduous and time consuming. The trails are difficult to follow, only made possible by wood markers sticking several feet out of the ground every 100 yards. Many of these have rotted and fallen down, but generally, with a few hours search, another can be located.

THE CHASE

The party begins the adventure in the early morning in a thick copse of evergreens. It is cold as winter has arrived. Snow flurries occur occasionally throughout the day and night, but snow accumulation is slight due to the heat from the geysers and hot

springs. If the characters follow the trail they are currently on it will take them to Felsentheim via the Steps of Hiiten and across the Hiitenford.

Troubleshooting the Chase

There are several options the party has in trying to escape the armies of Grodge. Because of the nature of the module, all the directions the characters might choose to pursue

cannot be addressed. The DM should predetermine how the various groups of Zjerd will react to the party's decisions. If need be, the DM should encourage the party to trek north towards the lands of men, perhaps mentioning the lack of food, the approaching winter storms, or warm beds awaiting them in the hospitable lands of the Freelaander, those erstwhile settlers along the frontier of the Dampfrat.

The likeliest action the character might take that is not addressed by the adventure is to go deeper into the Dampfrat, heading east or west from Dzeebagd and away from Felsentheim. If this should happen, the party will still be tracked by the scouts and



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Dampfrat Random Encounter Table

The following table is a list of encounters for the Dampfrat. Check for encounters three times during the day and twice at night. A 1 on a d12 indicates an encounter. Roll 1d8 to determine the encounter.

1: Elk - A heard of elk is sunning or resting at the edge of a pasture. They are easily frightened and will run if approached.

2: Elothere - 1-4 giant boars are foraging for food. As winter has arrived, the Elothere have become more aggressive. If they are disturbed, 1 or 2 will attack. Killing any one of the Elothere will cause the others to run squealing into the woods.

Elothere: CR 2; Medium-size Animal (5 ft long); HD 4d8+9; hp 26; Init +0; Spd 40 ft; AC 16 (+6 natural); Att +4 melee (1d8+5 gore); SA: ferocity; SQ: scent; AL N; Fort +6, Ref +3, Will +2; Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4.

Skills: Listen +4, Spot +2.

3: Mammoth - The party notices a herd of 5-10 mammoth. The mammoth are grazing, resting or sunning themselves. Mammoth are generally unafraid of most things and the PCs can move in or around them rather closely if they so choose. However, like many large herbivores, they are capable of aggressive action if threatened. There is a 20% chance that a bull will attack if the party moves within 100 yards of any of the herd. Further, if any member of the party moves within 50 yards of the herd, there is a 50% chance a cow will react violently. For every 10 yards closer the party moves to the herd, the chance of violent reaction increases 10%. If the bull reacts violently, the rest of the herd moves away; if the cow reacts violently, the entire herd charges forward and attempts to trample the party.

Mammoth: CR 9; Huge Animal; HD 15d8+60; hp 125; Init +0; Spd 50 ft; AC 16 (-2 size, +8 natural); Att +20/+20/+15 melee (3d6+8 slam, 4d4+6(x2) stamp, 3d8+20 gore); Face 10 ft x 20 ft/10 ft; SA: trample 3d6+8; SQ: scent; AL N; Fort +15, Ref +6, Will +3; Str 35, Dex 10, Con 23, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

SA - Trample (Ex): A mammoth can trample medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity can attempt a Reflex save (DC 20) to halve the damage.

4: Bear - A very large bear, weighing nearly 700 lbs, is wandering nearby. The bear is not aggressive unless the encounter occurs around a campfire or where food is out. Then, it first tries to scare the characters off before it attacks..

Bear, Black: CR 2; Medium-size Animal; HD 3d8+6; hp 19; Init +1; Spd 40 ft; AC 13 (+1 Dex, +2 natural); Att +6/+1 melee (1d4+4(x2) claws, 1d6+2 bite); SQ: scent; AL N; Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +6, Listen +4, Spot +7, Swim +8.

5: Smiledon - This saber-toothed tiger is looking for easy prey. If a character is scouting or wanders far from the party, the tiger will attack him if he appears vulnerable. The nature of these hunters is such that, when faced with numerous foes, it backs down.

Smiledon: CR 4; Large Animal (9 ft long); HD 7d8+20; hp 48; Init +2; Spd 50 ft; AC 14 (-1 size, +2 Dex, +3 natural); Att +10/+5 melee (1d8+8 (x2) claws, 3d6+3 bite); Face 5 ft x 10 ft/5 ft; SQ: Pounce, improved grab, rake 2d4+4; AL N; Fort +9, Ref +8, Will +5; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5, Listen +3, Move Silently +9, Spot +3, Swim +10.

6: Deer - There are 10-30 deer resting, grazing or sunning themselves. They flee if approached.

7: Fenath - The Fenath are tree spirits, kin to the great trees - the Grundl, those first trees nurtured and grown by the Inzal. They exist in human form and live deep within the bole of massive dying Grundl, caring for them in their last days. The Fenath appear as human, though their sex is indeterminate. Women perceive them as gorgeous men, and men perceive them as gorgeous women. They are usually very reclusive and never leave the bowl of the Grundl unless to gather information of the passing of years or, after the death of a Grundl, to seek out another. They speak any tongue. Fenath skin is tinted green or dark brown and gleam with the color of moonlight. They always attempt to escape if attacked, fleeing far from the tree they consider home only to return once the danger has passed. They usually carry a walking stick that seconds as a cudgel if forced to defend themselves.

In this instance, the Fenath is leaving her tree to discover why the forest is in such a frenzied state. Whispers of war and the thunder of Zjerd armies has piqued her interest and it seeks information. The Fenath will follow the party for a short time, and make itself known when it determines whether or not they are dangerous. It then asks questions in an effort to discover what is happening in the Dampfrat.

Fenath (1): CR 1; Medium-size fey; HD 2d6; hp 7; Init +2; Spd 30 ft; AC 12 (+2 Dex); Att +1 melee (1d6 cudgel); SA: spell-like abilities; SQ: commune with trees, merge with Grundl; AL N; Fort +0, Ref +5, Will +5; Str 11, Dex 15, Con 10, Int 14, Wis 16, Cha 18.

Skills: Animal Empathy +9, Escape Artist +10, Hide +10, Knowledge (woodcraft) +7, Listen +9, Move Silently +8, Spot +12, Wilderness Lore +8; **Feats:** Alertness, Dodge, Improved Initiative.

SA - Spell-like abilities (Sp): A Fenath can cast *charm person* at a 6th level ability five (5) times per day.

SQ - Commune and Merge (EX): The Fenath can commune with trees at will. They can step "into" any Grundl at will as well.

8: Wolves - There are 8-12 ferocious wolves on the prowl. They follow the party for a long time, looking for a weak character or straggler to attack. They stick with a basic attack plan and try to lead one of the characters off to attack him individually. They fight ferociously to protect any kill. If no prey becomes available during the day, they await nightfall and attack the camp, again focusing on one character, especially anyone that steps out of the firelight.

Wolf (8-12): CR 1; Medium-size Animal; HD 2d8+5; hp 14; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural); Att +4 melee (1d6+3 bite); SA: trip; SQ: scent; AL N; Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2 (+4 with scent); **Feats:** weapon finesse (bite).

SA - Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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attacked by the Chazrim should they ever be caught. This takes place within the Dampfrat proper. Once the characters manage to cross the Shatten Escarpment both the trackers and Chazrim will halt their pursuit. If the PCs cross over the Shatten Escarpment through named passes, they will be attacked by the Zjerd who are guarding them (similar in numbers to those at Hittenford) unless they employ stealth in their movements.

If the party never realizes that they are being followed, it could be problematic. The results may be disastrous if the Chazrim overtake them, as they surely will do. Try to give the party as many hints as possible if they do not seem to understand the perilous situation they are in.

Troubleshooting Scenes 1-4

It is never possible to address all the potential choices players can make, but the DM should keep the party on course towards the Hiitenford and Felsentheim. This can be managed by placing scouting parties to the east, west and rear of the party to discourage travel in those directions. In any case, all scene encounters should remain the same.

Scene 1

A breezy wind

flurries through the tree tops, whipping up snow and cold. A darkened sun hides behind black clouds frothing across the sky. Gigantic fir trees stretch away to all sides, their overhanging boughs dipping low to the ground and their tops reaching up to the sky. A beaten trail twists away to the north disappearing into the green boughs of the trees.

The PCs are camped near Dzeebagd and are preparing for the days journey. See "The Dampfrat" above for a description of the region, roll encounters as above.

Scene 2

This encounter occurs within 2 days of the adventure's beginning. Up to this time, the armies of Grodge have been organizing themselves and have just begun marching north. The Zjerd scouts have located the party's tracks and are closing in on them. As soon as the party's trajectory was determined, Preelezjit sent messengers to a Zjerd patrol at the Hiitenford and all the passes over the Shatten Escarpment informing them that a group of Graffenvolders is headed in their direction and that they should prepare to ambush and slay them. The Chazrim are trailing close behind the Zjerd trackers, awaiting their chance to attack the party.

Scene 2 should indicate to the party that they are being followed. Play this scene out slowly and calmly, giving the PCs a little time to think and figure out what is happening. Try to intone the militaristic nature of the Zjerd (banners flapping, military insignia gleaming) and the threat of the Dampfrat with descriptions emitting entrapment (enshrouding fog, overhanging trees)

The last watch of the evening or the first watch in the morning of the second day, the party sees the following:

A large glade extends for miles around and below the small rocky rise upon which you stand. A gentle mist shrouds the earth, wraps around your legs, blankets over your companions, and envelops the boles of the massive trees beyond. The morning is silent and the wind is dead. Overhead, black clouds sprawl against a reddish morning sky, mixing tumultuously with the Dampfrat's deadly desire.

And out of the black night beneath the eaves of those great trees across the glade, creeps a stooped and wary Zjerd. His pale green skin contrasting with the white mists, his purple headband whips about from its perch, and a pinion of emerald, wrapped to a the shaft of a gleaming spear, flutters in an occasional breeze. The Zjerd, intent upon the ground, bends to the earth, sweeping at the mists. He rubs the ground for a few moments.

This Zjerd tracker is nearly 300 yards away and out of the range of most weapons. He spends several rounds inspecting the ground, so the party has an opportunity to act before the Zjerd sounds his horn. Ten more trackers are with him, and are spread out in a ragged line to his left and right. After a few rounds, during which the Zjerd locates the tracks of the party, he sounds a small horn.

The Zjerd suddenly straightens, grabbing for a horn. He sounds it, and a deep blast rolls into the sky. A few dreadful moments pass as the Zjerd stands erect, his spear aloft and his eyes scanning the horizon. Then the tree line is again breeched. Several Zjerd, in a ragged line and spread over several hundreds yards, slowly emerge from amongst the trees and make their way towards the one with the horn.

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After the Zjerd trackers gather, they have a short conversation, spread out again and head up the rise toward the encampment. They have no intention of fighting. The first one to make contact immediately signals his compatriots who quickly flee in the direction they came. They were instructed to inform the Chazrim and allow them to deal with the party. If possible, they trail several hours behind the party. *See Appendix for the stats on the Zjerd trackers.*

Scene 3

Scene 3 occurs two days after Scene 2. The Zjerd trackers have been following the party and have informed the Chazrim of their whereabouts. The Chazrim, unable to track, have spread out and moved ahead to the point they believe the party is headed. As they start zigzagging back to find the party, one lone Chazrim manages to locate his prey.

The somber and thick forest shrouds the ground in darkness. Periodically, these tangled copses open onto broad glades where a cruel sun glares down from on high, illuminating the stagnant morass of the Dampfrat.

As you manage your way out of another brushy copse and begin to cross one of these muddy and damp glades, you spy a dreaded Chazrim, sitting astride his great war beast, lingering at the edge of another copse and watching you closely.

He rests astride a dreaded Olekotheer, one trained and harnessed for battle. The Chazrim is thickly cloaked in tattered wools and skins, a splintered shield, gouged from innumerable battles, hangs from his saddle while a massive and deadly lance lays across his lap. The green skin of his arms, brightly reflected in the sunlight, ripples with muscle and sinew as he adjusts his lance, shifting it upward and into his right hand. His broad face, dominated by ragged and huge fangs surveys the horizon in your direction. The Olekotheer, panting a misty breath, stands silent, its tusk bobbing slowly in the quiet. Then it snorts.



Chazrim are great hulking warriors who have spread terror from one end of Inzae to the other. They are powerfully built, massive cousins of the goblins. The Chazrim rides a large boar-like creature called an Olekotheer. (*See the appendix for a description and stats.*) When the Chazrim notices the characters, he observes them momentarily, then grabs a horn with his left hand. In moments the characters hear a short deep baritone blast that is followed by several others coming from far away in different directions. The Chazrim then approaches the party, at an increasing pace, and lowers his lance.

The Chazrim knows little fear and intends to test the party's strength. He fakes a few charges, attempting to draw one of the characters out and away from the other party members. As soon as it appears opportune, he attacks one character, attempting to run him down or lance him. If the Chazrim suffers enough damage to reduce him to half of his hit points, he breaks off the attack and awaits reinforcement.

This encounter should be played in such a manner as to give the players an indication that, not only are they being followed, but that powerful creatures are following them. Impress upon the players the fierceness and power of the Chazrim. The Olekotheer are exceedingly powerful mounts, as large as a horse and as broad as a giant boar. These creatures are capable of withstanding quite a pounding before falling. *Chazrim and Olekotheer stats are located in the Appendix.*

Scene 4

This encounter occurs within 24 hours of Scene 3 (the 5th day of travel). Several of the Chazrim have gathered and located the party, and they shadow behind and in front of them. Their intent is to slow the party down until reinforcements arrive. They manage this by circling the party, making fake charges, and generally getting in the party's line of march. When the first Chazrim makes his appearance, the party is in a copse of trees.

The quiet of day is drowned by a black noise churning in the air, the snorting and huffing, pawing and mauling of a Olekotheer. The great beast and its rider come into view through the dark trees ahead. A fierce Chazrim sits abreast the Olekotheer. He hefts a large round shield and a massive axe, which he clangs challengingly against his armor and accouterments. He bellows with laughter and anticipation, and suddenly urges the boar forward, disappearing into the trees. Shortly after, the woods echo with a deep, bellowing blast.

There are three Chazrim gathered near the party. They make themselves known one at a time and finally, when the party has entered a clearing, they appear together. At that point, they charge the party and attempt to run them down. When the Chazrim attack they attempt to charge through the party, turn around, and charge again, repeating the process as often as necessary to defeat the characters.

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If fighting the party proves to be easy, they continue charging and fighting until victory is achieved. If two of the Chazrim are killed, the third will break off the attack and find the other Chazrim in the vicinity. At this point, the players should be made to feel the desperation of their situation. They will hear horn blasts from several places not far away shortly after the fight has ended. The Chazrim are closing in.

Up to seven Chazrim locate the party within six hours if they do not move. Once they locate the party, they will attack in mass, only quitting after 4 of their number have been killed. The party is only a day's trip from the Stairs of Hiiten when the previous attack occurs. Once the party reaches the Stairs of Hiiten, the Chazrim will break off the attack, realizing their superior maneuverability is useless in the tight confines of trails through the Shatten Escarpment.

Kreut: When the world was young and the Gods warred for dominion, Hiimdal and Inzae clashed in the skies above. Hiimdal climbed high into the night and wrestled the stars from the heavens and sent them hurling down at Inzae, the Earth Dragon. The stars split and sundered upon her back, shattering into millions of shards that scattered far and wide across the world. The shards, the Kreuts, have been collected from time immemorial by the Trottigen Giants and placed in sacred groves and religious centers as an act of thanks to Hiimdal for driving Inzae into the sea.



There are few other trails through the Shatten escarpment. Those that do exist are rocky, steep, difficult to navigate, and usually the home of some foul denizen of the marshes. The Stairs of Hiiten are often guarded by a troop of Zjerd, but they have decided to move below the Stairs to the Hiitenford and ambush travelers there. Travel across the Stairs takes a day. They end at the base of the escarpment on the flood plain of the Treklant Creek, about 1 mile from the ford. The Hiitenford is the easternmost crossing of the Treklant Creek.

PART II: OVER SLIPPERY ROCK AND ACROSS WATERY DEMISE

The foot path ends at the Steps of Hiiten, massive steps carved into the stone of the Shatten Escarpment and offering egress from this dreaded land. The steps are large, but not so large that they cannot be traveled upon. They twist and turn, rounding massive boulders and following the course of the land.

The steps lead through the Shatten Escarpment's rocky ridges, jumbled with massive sandstone boulders, crumbling cliff faces, and thick underbrush. Giant firs, heavy with a scent of pine and dark with green needles, shadow the trail. The sky lets fly a misty white snow that whips and twirls in the powerful Inzaen winds.

THE AMBUSH

Grodge had several small troops of Zjerd patrolling the Dampfrat. He contacted this troop immediately and ordered them to guard the Hiitenford. Though nervous, and not knowing what to expect, the Zjerd patrol's leader, Krazjim, is prepared for action. In this troop are Krazjim, the leader, 2 subchiefs, one shaman, and 30 Zjerd warriors.

Krazjim, male Zjerd War4/Rgr1: CR 4; Small Humanoid (4 ft. 3 in. tall); HD (4d8+4)+(1d10+1); hp 34; Init +1; Spd 20 ft; AC 16 (+1 size, +1 Dex, +4 Scale); Att +7 melee (1d8+1 morningstar) or +7 ranged (1d6 shortbow); SQ: darkvision 60ft; AL CE; Fort +7, Ref +2, Will +2; Str 13, Dex 13, Con 13, Int 9, Wis 12, Cha 8.

Skills: Hide +5, Jump +7, Listen +1, Move Silently +6, Spot

Over Slippery Rock and Across Watery Demise

The Shatten Escarpment : The Shatten Escarpment is an uplift of steep cliffs, precipitous rock faces, and boulder fields bounding the northern and eastern edges of the Dampfrat. There are several well known passes through it. The pass on the north side of the escarpment is named the Steps of Hiiten, so called because it is a series of steps hewn into the rock ages ago. The steps are large (carved by Trottigen Giants) and follow the stratigraphy of the land, going up and down with the slopes. They are worn with time and use.

darkvision 60ft; AL CE; Fort +4, Ref +2, Will +0; Str 12, Dex 13, Con 12, Int 12, Wis 8, Cha 7.

Skills: Alchemy +3, Climb +3, Hide +5, Intimidate +4, Listen -1, Move Silently +5, Perform -1.5, Spot -1, Swim +7; *Feats:* Blind-fight, Improved Initiative.

Brkek, female Zjerd shaman Adp5/Ari3: CR 6; Small Humanoid (4 ft. 1 in.); HD (5d6-10) + (3d8-6); hp 20; Init -1; Spd 30 ft; AC 10 (+1 size, -1 Dex); Att +5 melee (1d8 light flail); SQ: darkvision 60ft; AL NE; Fort +0, Ref +3, Will +8; Str 11, Dex 9, Con 7, Int 8, Wis 13, Cha 9.

Skills: Appraise +2, Handle Animal +1, Hide +3, Intuit Direction +2, Knowledge (religion) +3, Knowledge (arcana) +1, Listen +3, Move Silently +3, Profession +6, Spot +3; *Feats:* Alertness, Lighting Reflexes, Spell Focus (illusion).

Adept Spells (3/3/1): 0 – Guidance, Inflict Minor Wounds, Resistance; 1st – Bane, Command, Doom; Hold Person.

Possessions and notes: Brkek carries a small flail. She lingers back from combat and runs when it appears as though the Zjerd are losing. She is ranking individual in the Zjerd hierarchy and does not feel it is her duty to die in a messy creek so far from home.

Zrejld patrol (30): CR ½; Small Humanoid (4-5 ft tall); HD 1d6; hp 3; Init +1; Spd 30 ft; AC 14 (+1 size, +1 Dex, +2 leather armor); Att -1 melee (1d6-1 shortsword) or +1 ranged (1d6 shortbow); SQ: darkvision 60ft; AL NE/CE; Fort +1, Ref +2, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3, Wilderness Lore +4; *Feats:* Alertness, Endurance.

Disposition

The patrol is divided into two camps. 25 warriors and the 2 subchiefs are located on the north bank of the ford, while 15 warriors, the shaman, and Krazjim are located on the ford's south

+1, Swim +5; *Feats:* Track, Weapon Finesse (morningstar, punching), Weapon Focus (shortbow).

Subchiefs, male

Zjerd War 3 (2):

CR 2; Small Humanoid (4 ft. 5 in. tall); HD 3d8+3; hp 19; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 12 (+1 size, +1 Dex); Att +5 melee (1d6+1 shortsword or 1d10 +1 halberd) or +5 ranged (1d6 shortbow); SQ:

The Zjerd: This is a vicious race of goblinoids. In centuries past, they split from their cousins, the Kdyz, over territorial disputes and moved to the Dampfrat. From here, Keretzeva the father of the clan, planned a conquest of the Graffenvold. His plans came to naught as family and tribal disputes escalated into open warfare and the Zjerd splintered into ever smaller groups. They have resided in the Dampfrat for many years, grown accustomed to its difficulties and nursed their heritage, creating a hardy, but divisive and warlike race.

The Zjerd are taller than most of other goblinoids, but thinner. They have a very light green skin that yellows with age. Their ears are large and keen, and their eyes are bright and shifty. Hair grows on only a few, but is considered a sign of leadership.

They are not altogether cowardly but prefer tremendous odds before entering a fray. Though not as industrious or as learned as their cousins, the Kdyzj, the Zjerd have a keen sense in battle and instinctively understand warfare. In combat, they prefer to use ranged weapons to soften up the enemy. They then charge into a fray led by a priest and warlord, carrying their sundry swords and pole arms.

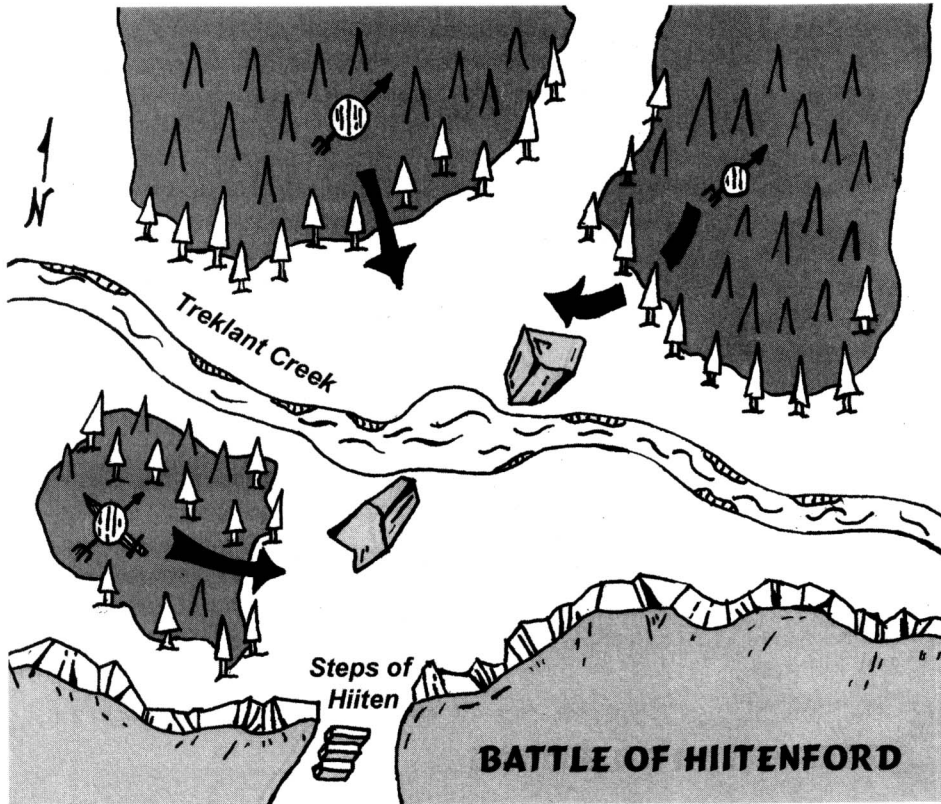
Tales of and desires for conquest still echo in Zjerd halls and their kings rise and fall on their ability to fulfill this unrequited dream. They primarily worship Mortzva, the handmaid to the fates. They believe that Mortzva, when he decides the time is right, will deceive the fates and arrange for the Zjerd great conquest and magnificent reward.

bank. Those on the north bank are widely dispersed in a semi-circle amongst the trees about 100 yards from the ford. The group on the south side is hidden in a dense copse upriver about 200 yards away, waiting for the most opportune moment to strike. Several scouts are spread out along the south bank on the lookout for the party.

Battle Tactics

If anyone approaches the ford from either bank, the group farthest away waits until the enemy are in the middle of the creek and then attacks with ranged weapons. If the enemy retreats, the party on the opposite bank then attacks. If the enemy presses forward, the group being pressed backs away while the other party moves in from behind. Ranged weapons are used as much as possible, with melee only occurring at the last possible moment. Any enemy troops that are mounted are to be pulled of their horses with the appropriately armed troops.

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There are two large Kreuts standing on both sides of the creek. They are 10' tall and 3' in circumference. Each is covered with carvings and runes.

When the PCs begin to cross the ford, read the following:

While crossing through the chilly waters of the Trekklant Creek, precariously balancing on each moss covered rock, the thick brown underbrush across the creek explodes with activity as many green skinned Zjerd leap from hiding, screaming and brandishing bows that are being pulled tight. The groaning and creak of bows being pulled taught is followed by a sharp snap and the whistle of arrows slicing through the air.

The Zjerd have fairly high morale as they believe they can best the party. Krazjim leads the attack from the south side of the ford hanging back from battle while urging his troops forward. Brkek will remain to the rear and cast spells as necessary. If Krazjim is killed, the troops on his side of the

Trekklant begin to lose morale. Essentially the same is happening on the north side of the creek. The subchiefs are urging the troops forward.

If they are killed, their troops begin to lose morale. In any case, if 50% of the troops die, all begin to lose morale. They break and run when 65% of the troops are killed.

After the battle at the Hiitenford, the party should be able to make its way quite easily to Felsentheim. To enhance the aura of safety, it is suggested that no random encounters be used

during the final leg of the trip. The town is only 15 miles from the ford, and no Zjerd between it and the ford.

THE SETTING

The Trekklant Creek tumbles and careens through its narrow banks and deep channels, rushing wildly towards the Interzae. Only at the Hiitenford does the swirling river offer easy passage over its cold waters. The creek widens and flows roughly across a broad frothy and shallow crossing. Two massive Kreuts settle on both sides of the Trekklant Creek, marking and guarding the Hiitenford.

If the ground at the ford is examined, it becomes obvious that it has been churned up with the passage of many feet. A successful Wilderness Lore check (DC15) reveals the tracks to be Zjerd. The general direction of movement cannot be determined. Further investigation in a broader sweep reveals that many goblins were in the area very recently. A careful tracker will be able to follow the tracks back to the Dampfrat or to the area where Krazjim and his troops are hidden. If the characters discover him, he eschews combat, beating a hasty retreat towards the interior, only to double back on the party in a few moments. The Hiitenford is broad, 50 feet wide, and nearly 100 feet long. The rocks across the ford are moss covered and very slippery. There is a chance of slipping every round while crossing the ford (DC 13; while in combat, a DC17). Also, the water is cold and nearly 3' deep at its center. While in thigh high water, characters receive only ½ dex bonus to AC; at waist high, there is no bonus.

DM's Advice: The battle at the ford should seem climactic, but it is a false lead for the party. The characters should feel as though they have overcome a major Zjerd force and are now moving into safer lands. The battle should be motion heavy to increase the cinema and theatrics. Allow the party to spread out and act heroically in their fight. Do not, however, overwhelm the party; the real battle is yet to come. Yet, do not make the battle so easy that there is no real threat to the character's lives. If necessary, add a few Zjerd to an attacking party or have several Chazrim working with Krazjim.

The Sweltering Heat of Battle and the Swirling Mists of Death

PART III: THE SWELTERING HEAT OF BATTLE AND THE SWIRLING MISTS OF DEATH

The dogs in the woods begin barking, baying wildy at a setting sun. The woodsmen look up from their work. The whack of their axes stop, and all of them feel their doom. "What is it?"

"Quiet son, quiet, pick up your axe boy!"

"Father."

"Do as your father says son." Kruger of Frugborg glances fearfully to his left, then to his right, a bead of sweat rolls across his temple, his hand shakes a little as he grips his axe more tightly, as it does before every fight.

Ulrike looks around and feels the breath of Odesfale, the whiff of death lingers ominously in the cold air. A tear comes to his eye and the words of the Fates of Kreutzmark come to his mind, "When your time comes, you will know." The dogs go quiet.

FELSENTHEIM

This small thorp consists of a large two story wooden building, a wooden palisade, a watch tower, and several outbuildings (*see map*). In addition to the specific personalities detailed below, it has 54 inhabitants: 13 children under the age of 14, 22 adult females, and 19 adult men. There are three extended families in the town: the Thyans, the Heise, and the Alsleben. Several are intermarried, but most are married to family members from other villages.

The town has been settled for less than 50 years and is considered little more than an outpost in the region. The town owes allegiance to none, though Olaf Thyan, the head of the Thyan family, pays homage to Lord Isen in Isenborg

The party's arrival at Felsentheim is greeted with suspicion and disapproval by most, though not outright hostility. The PCs should be introduced to most of the major NPCs and encouraged to interact with them. The primary goal at Felsentheim, initially, is to increase the players sense of security and encourage them to engage with the community, which, hopefully, encourages the players to act heroically when the Zjerd attack finally occurs.

The welcoming walls of Felsentheim lay open beneath the mid-afternoon sun. It is a small thorp, no more than an expansive long house which the families of the frontier so often build. A small palisade with a single scaffolded tower surrounds a large yard. Tendrils of smoke waft lazily into the chilly sky. The sound of laughter, and the calls of men and women working, echo with the clucking of chickens, the braying of sheep, and mewing of cows. Across fields of frozen earth scattered with small clumps of snow are several men and women gathering hay from large hayricks. Others tramp through the snow and mud with loads of firewood on their backs, heading for the compound.

As you break the clearing a man upon the tower gives alarm by banging on a metal rod and yelling out to the people below, "Hoaaa, travelers, travelers from the south!!!"

Initially, the community acts with reserve and caution, though not hostility. Several men gather weapons, including farm implements such as shovels and pitchforks. The Thane, Schildea Albensen, and the other Elders of Felsentheim (*see below*) gather and approach the characters. The party's attitude upon arrival determines, to a great degree, the villager's attitude. Haughty or domineering party members will be treated poorly and rudely. Those along the frontier in this region are a proud and independent people who, though very hospitable and usually friendly, brook little disrespect, especially from strangers. If the party presents themselves well, the Thane will offer food and a place to stay at her expense.

Schildea and the other Elders attempt to gauge the characters worth and honesty during their initial meeting. They act politely, but reveal a certain amount of concern about the arrival of people from the south - a none too hospitable place teeming with wild and vicious creatures, not to mention the Zjerd. As the meeting develops, the inhabitants of Felsentheim gather around the party and the Elders, asking questions and trying to discern where the party has been and what they were doing. Reactions vary from dismay, shock, and curiosity to concern and distrust.

However, the members of the community have jobs to do and shortly return to them. Other than the Elders, the villagers leave the party alone until the evening. The elders show the party to the long house, invite them in, and bring food for them. They aid those who are injured. During the evening, all the villagers gather in the long house to eat and sleep (*detailed below*). While there, they ask the party about the Dampfrat and discuss the many mysteries that lie shrouded over that dismal swamp. They crack their keg of mead, and several younger men will stay up late into the evening discussing forays into the dark south, with its lure of gold, wealth, and adventure.

The following are some of the significant people in Felsentheim and their general reactions to the party:

Schildea Heise is a tall middle aged women, stoutly built with long brown hair, large eyes and thin lips. She moves with a sturdy gait and bears herself with much dignity.

Schildea is the Thane of the community. She inherited the position from her father who died the previous winter. She is unmarried and intends to stay that way. Though her lineage cannot be traced back many generations, she is proud to descendent of the founding family of Felsentheim. Through a straight line, from her great grandfather down to her, have come the rulers of Felsentheim.

Felsentheim: Dogs of War

She reacts friendly towards the party. Being of little ill will, she rarely notices it in others. Much of her conversation concerns the coming of winter, the storage of food, and the safety of those under her leadership. She has a running 'entanglement' with Olaf concerning marriage. He has thrice proposed and she has thrice denied. The banter between the two is friendly, and both poke fun at the other for their respective obstinance.

As Thane, Schildea is responsible for insuring that the day to day needs of the villagers are met. She defers to Olaf in military matters and to Tattiana in religious matters. In combat she carries a shield emblazoned with the family emblem (a green tree with a snake wrapped around its trunk), a battle axe, and wears scale mail.

Schildea, female human Bbn4/Nob2: CR 5; Medium (5 ft. 5 in.); HD 4d12 + 2d8; hp 38; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 scale mail); Att +9 melee (1d8+4 battle axe) or +6 ranged; AL NG; Fort +4, Ref +2, Will +3; Str 18, Dex 12, Con 11, Int 9, Wis 9, Cha 16.

Skills: Diplomacy +5, Escape Artist +3.5, Handle Animal +10, Hide +1, Intuit Direction +5, Jump +11, Knowledge (nature) +2, Listen +0, Move Silently +1, Search +0, Spot -1, Wilderness Lore +4; **Feats:** Combat Reflexes, Endurance, Shield Proficiency, Skill Focus (knowledge-nature).

Olaf Thyan is a grizzled older man, slightly stooped, with a face covered by a bushy gray beard. His keen eyes glitter from beneath heavy eyebrows and a balding pate. He is powerfully built with broad shoulders, lean frame, and tremendous arms.

The Hetman of Felsentheim, Olaf's family lineage can be traced back 15 generations to the famed Thyan of Smootfort in the Troke. He is a proud man, stern but mentally tired. A long hard life has left him slowed, wizened, and jaded. He helps the party, recognizing fellow travelers, but acts hospitably only so long as the characters are good guests. He is Felsentheim's lone blacksmith.

If pressed and encouraged with a little mead, Olaf regales the party with a family history cluttered with warriors, princesses, fell beasts, Knights of great renown and battles lost and won. As an added bonus, if the characters seem interested in his stories, he recites, from memory, his entire family tree extending back to Tryshthian Thyan 250 years ago. He explains that he is one of the few survivors of the battle at Foxingham, and that shortly after the battle, he packed his family and belongings and headed west, looking to settle in the more peaceful lands on the south shores of the Interzae.

As Hetman, Olaf is charged with organizing the militia and is responsible for defending Felsentheim from internal and external enemies. In combat, Olaf uses a longsword or shortspear. The former when he is charging into battle, and the latter when he directs troops.

Olaf, male human Ftr4/Nob1: CR 4; Medium (5 ft. 3 in.); HD (4d10+12) + (1d8+3); hp 54; Init +2; Spd 20 ft; AC 12 (-2 Dex, +4 scale mail); Att +8 melee (1d8+4 longsword or 1d8+4 shortspear) or +2 ranged (1d8+4 shortspear); AL CG; Fort +7, Ref -1, Will +3; Str 19, Dex 7, Con 17 Int 9, Wis 11, Cha 12.

Skills: Handle animal +7, Hide -2, Listen +0, Metal Work +1, Move silently, Ride +4, Spot +1, Wilderness lore +2; **Feats:** Blind-fight, Cleave, Improved initiative, Power attack, Weapon focus (longsword), Weapon focus (shortspear).

Tattiana Heise is a young plump lady with heavy, wrinkled eyes. Her long blonde hair is tied into three thick braids. Her hands move gracefully while she speaks. She constantly mutters short poetic odes to the gods, rhymes locally referred to as Keepel.

For ten years Tattiana has acted as community arbiter, healer, and undertaker. This job has leaked away much of her youthful exuberance and she now seems somewhat disillusioned. Tattiana takes kindly to humble party members and offers to use her powers of healing to help them. She mostly uses herbs, but she does have the ability to cast 2 heal spells a day in addition to her normal spell abilities. She only uses these spells in the case of grievous wounds.

She rarely speaks and certainly does not partake in small talk or gossip. When Tattiana decides to add to a conversation, however, she does so with sage words and deliberate advice. To a person, everyone in the village respects her opinions and judgment and quietly listens when she speaks. Tattiana does not sleep with the other families in the long house. She sleeps outside, beside the village Kreut, near a large fire beneath a mound of firs and blankets. She does so to better hear what the gods are whispering in the night skies.

Tattiana, female human Drd2/Adp5: CR 6; Medium (5 ft. 11 in.); HD (2d8-2) + (5d6-5); hp 22; Init +1; Spd 30 ft; AC 11 (+1 Dex); Att +3 melee (1d6 cudgel); AL LN; Fort +3, Ref +2, Will +10; Str 11, Dex 12, Con 8, Int 13, Wis 17, Cha 6.

Skills: Climb +1, Concentration +7, Craft +7, Diplomacy +3, Escape artist +3, Forgery +4, Heal +11, Hide +1, Listen +5, Move silently +1, Scry +8, Spot +5, Use rope +3; **Feats:** Alertness, Brew potion, Improved unarmed strike, Maximize spell. **Languages spoken:** Common, Druidic, Abyssal.

Druid Spells (4/3): 0 – Create Water, Cure Minor Wounds, Guidance; 1st – Calm Animals, Goodberry, Shillelagh.

Adept Spells (3/3/2): 0 – Detect Poison, Resistance, Virtue; 1st – Cure Light Wounds, Deathwatch, Shield of Faith; 2nd – Calm Emotions, Make Whole.

Kirke Albensen appears young and robust, with a scraggly beard on a lean and square face. He smiles broadly and laughs loudly. His swaggering walk is reminiscent of a young man who has never known defeat.

The Sweltering Heat of Battle and the Swirling Mists of Death

The eldest member of the Albesen family, Krirke is married to Hanna Albensen, lately of Keerkinheim. They have two children and both brought several cousins to Felsentheim with them a few years previous. New to the community, Krirke holds no position of authority. He quietly waits for Olaf to pass into the Halls of Hiimdall so that he can take over as Hetman of Felsentheim. Krieke is in good health, strong and powerful. A good host, though a reluctant one, he watches the characters carefully to ensure that they are honest and mean no harm to the town. He carries a shield and battle axe into combat. He also owns a chain mail shirt bequeathed to him by his father.

Krirk, male human War2: CR 1; Medium (6 ft.); HD 2d8+2; hp 18; Init -2; Spd 30 ft; AC 14 (-2 Dex, +4 chain shirt); Att +4 melee (1d8+1 battle axe) or +0 ranged; AL NE; Fort +4, Ref -2, Will +0; Str 14, Dex 7, Con 12, Int 9, Wis 10, Cha 13.

Skills: Climb +4, Handle animal +6, Hide -2, Listen +0, Move silently -2, Spot +0, Swim +8; **Feats:** Quick Draw, Skill Focus (Swim).

Markus Heise is tall and handsome with flowing black hair. He is clean shaven, and sports a wry grin. He smells of cattle and dirt, and cradles a pitchfork as if it were a child.

Markus is the brother of Tattiana. He loves the fresh breezes, the animals, and farming. One rarely sees him when he is not busy working in the field, pestering the cattle, or about some other

farming business. The blood of the trees flows in the family's veins and it truly shows in Markus. His infectious good mood captivates and keeps happy most anyone around him. His wife's name is Else, a beautifully spirited women of open heart and open mind. They have three children, all of whom cling to their mother and father as heat to fire.

Within the community Markus has a special standing. He is the keeper of song and music, a teller of tales, and repository of oral history. Without so much as a word, he will begin singing to any audience, be it man, beast, or plant. For this reason, the earth likes Markus and tends to his needs and wants.

Hidden beneath this mirth and grand appearance is a horrible past. Stricken as a child with a debilitating wisdom, close observation will reveal Markus is rather emotionally weak, stricken by the knowledge that the earth, from whence he came, is coming to reclaim him. Markus plays an instrument much like an oboe that produces deep resonant notes. In combat he carries a short sword.

Markus, male human Brd4/Exp2: CR 5; Medium (6 ft.); HD 4d6 + 2d6; hp 21; Init +1; Spd 30 ft; AC 13 (+1 Dex, +2 leather armor); Att +4 melee (1d6 shortsword) or +5 ranged; AL CN; Fort +1, Ref +5, Will +7; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 12.

Skills: Alchemy +7, Balance +6, Climb +5, Decipher script +4, Handle animal +3, Hide +1, Intuit direction +6, Knowledge



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(arcana) +2, Listen +2, Move silently +1, Perform +8, Pick pocket +8, Scry +1, Spellcraft +4, Spot +2; *Feats*: Alertness, Combat casting, Empower spell, Skill focus (spellcraft).

Bard Spells (3/3): 0 -- *Daze, Detect Magic, Ghost Sound, Mage Hand, Mending, Open/Close*. 1st -- *Cause Fear, Cure Light Wounds, Silent Image*.

Friilof Heise is a grizzled middle aged man with a grim look and thick black hair and beard graying at the edges. His frame is powerful, and stuck in the crook of his arm is a massive sword of unusual make.

Another of the well-thought of members of the community, Friilof has fought alongside the Baron Premiger of Halpveg in his many conflicts with Isenborg and Bergholt. He is very honorable, honest and concerned about the well being of his family and friends. He the most reserved towards the characters and suspects there is always something more than what is being said. He, like many others in the communities of the Friilanders, is proud of his heritage and is capable of telling, in very compelling ways, stories of heroes and the great sacrifices they made.

His sword is a present from the Baron Premiger. It is of Todavian make and rarely is its kind found in these parts. It is wielded with two hands and deals fatal blows whenever it strikes its mark.

Friilof, male human Bbn4/Brd1: CR 5; Medium (5 ft. 11 in.); HD 4d12 + 1d6; hp 40; Init +0; Spd 40 ft; AC 13 (+1 Dex,

+2 leather); Att +5 melee (1d10+5 sword) or +4 ranged; AL NE; Fort +4, Ref +3, Will +3; Str 12, Dex 10, Con 11, Int 11, Wis 11, Cha 12.

Skills: Climb +7, Craft +6, Decipher Script +1, Hide +2, Intimidate +6, Intuit Direction +2, Jump +8, Listen +4, Move Silently +0, Spot +0, Wilderness lore +5; *Feats*: Endurance, Exotic weapon proficiency (one-handed bastard sword), Run.

Bard Spells (4): 0 -- *Detect Magic, Flare, Mending, Open/Close*.

Possessions: *Bastard Sword of Maiming* (+4 damage).

Other NPCs of note

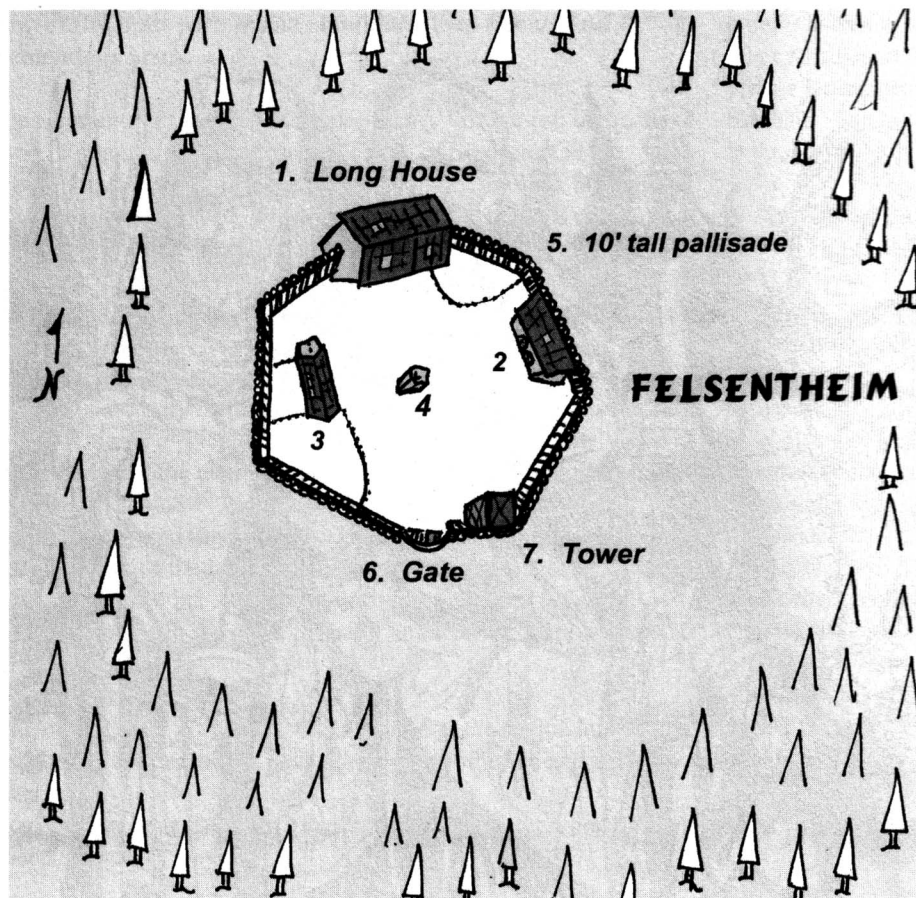
Gerhart Thyan: Woodworker and mead maker. Mean spirited and a drunkard.

Rasaala Albensen: Cousin of Hanna. Ward of the Long house. Rasaala became the ward of the long house due to her tremendous ability to organize the running of the kitchen.

Taagen Heise: Younger brother of Shildea. Usually keeps watch in the tower.

Ordinana Heise: Cousin of Shildea. Keeper of the Seal. She keeps the Seal of Felsentheim, a large banner with the Heise family symbol, a green tree with a snake wrapped around its trunk, emblazoned upon it. She is also in charge of the community finances.

Ankufth Thyan: The village merchant. He is responsible for shipment of goods to larger towns. He is somewhat dishonest and always looking out for himself.



Felsentheim - Key

#1 The Long house is a rambling affair like many of the abodes found amongst the Friilanders. Built of the sturdiest woods by some of the finest craftsmen of the Graffenvold, these buildings withstand the harsh winters, dry summers and fierce storms of the Graffenvold for decades, even centuries. This long house is two stories tall with an attic. The long house itself is adorned with elaborate woodwork, carvings, and symbols garnering protection from the gods.

The backside of the long house provides a rear wall to the compound. There are three arrow slits in the back wall on the second floor.

The walls of the Long house have 100 hit points and a hardness of 6.

The first floor is broad and nearly all open. All the cooking and communal activities take place here. The west half of the room is dominated by a large round table with no center. In the middle of the table is a large fire pit, and there is usually a fire blazing in it.

The Sweltering Heat of Battle and the Swirling Mists of Death

Many implements of daily use are stored here as well as weapons and numerous bedrolls. The unmarried adult men sleep in this space. On the west end of the room is the cooking area. There are several ovens, a large roasting pit, and sacks and packs and boxes of foodstuffs. There is also a trapdoor leading to the basement. At the very east end of the room is a sleeping area where the unwed adult women sleep. They have a small fireplace, four makeshift beds, and their personal belongings.

The Basement is a small cramped space. Many dried goods are stored there with water, mead, meats, fruits and grains. There is a lot of food. The floor is comfortably strewn with hay, but it is a little chilly. The community's wealth is also stored here, in a small iron lockbox behind the barrels of mead. The box holds 120 gp, 400 sp, and 890 cp.

The Second floor: The second floor is divided into upper and lower spaces with several partitions of wood and fabric. All the married couples sleep in partitioned rooms or spaces. The Thane's room is in the far east end of the floor. The rooms and floors are sumptuously piled with blankets and skins of animals. Each space has a brazier and lantern. The upper floor remains a little chilly.

#2: The Storehouse: Set outside and along the wall is the storeroom for the larger farming implements, harnesses, and grinding stones. The backspace is where Tattiana keeps her herbs and other belongings.

#3: The Sheep stall: This is a small pen where the sheep are put up at night, as well as Felsentheim's few cows.

#4: The Kreut: This is the village Kreut. Felsentheim was located here because of the Kreut. This one is rather small, standing only 10 feet tall, but its base is almost 8 feet in diameter. It is covered in moss and carved with ancient runes worn almost to nothing by the ages. The Trottigen who placed this Kreut died on the selfsame spot. Surrounded by the fell beasts of Inzae's imaginings, he defended it until his last breath was drawn. Any character fighting within 10 feet of the Kreut receives a +2 modifier to all combat rolls.

#5: The Palisade: The palisade is nearly 10 feet tall, constructed of the trunks of thick fir tress (about 1½ feet in diameter), and has a parapet circumnavigating its entire length. The wall has 90 hp.

#6: The Gate: The gate is a little flimsy and has not been repaired recently. There is no parapet on the gate section. It is the same height as the wall but the logs are only about 10 inches in diameter. It has 50 hp.

#7: The Tower: The tower is a wooden scaffold with a covered and walled platform on top. It is 40 feet tall and can take 80 points of damage before toppling.

Stats for the Inhabitants of Felsentheim

19 Males, 22 females of fighting age (14 and above), and 13 children.

Male human Ftr1 (7): CR 1; Medium (5 ft. 10 in.); HD 1d10; hp 10; Init +4 (+4 Imp. Init.); Spd 30 ft; AC 10; Att +2 melee (1d6+1 shortsword or 1d6+1 axe or 2d4+1 polearm); AL NG; Fort +2, Ref +0, Will -2; Str 13, Dex 11, Con 10, Int 15, Wis 7, Cha 12.

Skills: Balance +1, Craft +6, Gather information +3, Hide +1, Listen +0, Move silently -1, Spot -2; *Feats:* Combat Reflexes, Improved Initiative, Point Blank Shot.

Male human War1 (8): CR 1; Medium (5 ft. 5 in.); HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 10; Att +2 melee (1d6+1 shortsword or 1d6+1 axe or 2d4+1 polearm); AL LG; Fort +3, Ref +0, Will -2; Str 13, Dex 11, Con 13, Int 9, Wis 11, Cha 11.

Skills: Diplomacy +2, Hide +0, Listen +0, Move silently +0, Open lock +2, Spot +0.

Male human Com1 (4): CR ½; Medium (5 ft. 5 in.); HD 1d4-2; hp 2; Init +1; Spd 30 ft; AC 11 (+1 Dex); Att +2 melee (1d4 dagger) or +1 ranged (1d6 shortbow); AL LG; Fort +0, Ref +1, Will +1; Str 10, Dex 12, Con 6, Int 10, Wis 13, Cha 12.

Skills: Hide +1, Listen +1, Move silently +1, Spot +1, Use rope +3.

Female human Ftr1 (3): CR 1; Medium (5 ft. 6 in.); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 12 (+2 Dex); Att +3 melee (1d6+2 shortsword or 1d6+2 axe) or +3 ranged (1d6 shortbow); AL CG; Fort +4, Ref +4, Will +2; Str 15, Dex 14, Con 15, Int 14, Wis 14, Cha 11.

Skills: Hide +2, Innuendo +3, Jump +6, Listen +4, Move silently +2, Spot +3, Swim +6; *Feats:* Combat Reflexes, Lighting Reflexes, Two-weapon fighting.

Female human War1 (8): CR 1; Medium (5 ft. 6 in.); HD 1d8+1; hp 9; Init +2; Spd 30 ft; AC 12 (+2 Dex); Att +2 melee (1d6+1 axe) or +3 ranged (1d6 shortbow); AL CG; Fort +3, Ref +2, Will -1; Str 12, Dex 14, Con 12, Int 9, Wis 8, Cha 11.

Skills: Gather information +2, Hide +2, Jump +6, Listen -1, Move silently +2, Spot -1.

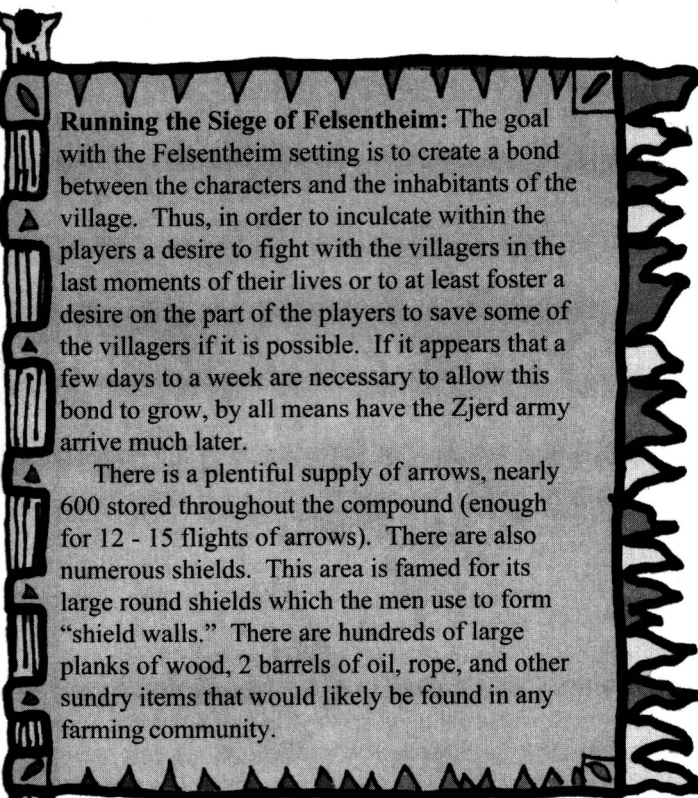
Female human Com1 (11): CR ½; Medium (5 ft. 6 in.); HD 1d4-3; hp 1; Init -2; Spd 30 ft; AC 8 (-2 Dex); Att +0 melee (1d4 dagger) or -2 ranged (1d6 shortbow); AL NG; Fort -3, Ref -2, Will +0; Str 10, Dex 7, Con 4, Int 12, Wis 10, Cha 7.

Skills: Handle animal +4, Hide -2, Listen +0, Move silently -2, Spot +4, Tumble +0.

13 children Com0: CR 1/8; Small; HD 1d2; hp 1; Init. -2; Spd 30; AC 8.



The Sweltering Heat of Battle and the Swirling Mists of Death



Running the Siege of Felsentheim: The goal with the Felsentheim setting is to create a bond between the characters and the inhabitants of the village. Thus, in order to inculcate within the players a desire to fight with the villagers in the last moments of their lives or to at least foster a desire on the part of the players to save some of the villagers if it is possible. If it appears that a few days to a week are necessary to allow this bond to grow, by all means have the Zjerd army arrive much later.

There is a plentiful supply of arrows, nearly 600 stored throughout the compound (enough for 12 - 15 flights of arrows). There are also numerous shields. This area is famed for its large round shields which the men use to form "shield walls." There are hundreds of large planks of wood, 2 barrels of oil, rope, and other sundry items that would likely be found in any farming community.

Prequel to the Battle at Felsentheim

Grodge's army has traveled speedily to reach Felsentheim. They camped for one night after crossing the Hiitenford and are well rested and set for a long battle. The leader, Preelozjit, has laid siege to many Zjerd villages and outposts over the years, and is intending a quick overrun of Felsentheim but is prepared for a short siege.

The timing of Preelozjit's arrival is of great importance. The troops should arrive at the moment the characters begin to feel comfortable, when they believe the worst is behind them. If this requires the passage of several days to a week, allow it. But, if it appears as though the characters are in a hurry to leave the town, have the Zjerd attack immediately. Remember, the point of the adventure is to cause the characters to either act heroically or dastardly. Heroic opportunities are noted below.

The Morning Dew

The morning air is heavy, but a clear blue sky and bright sun welcome in another day. The cattle are being herded towards the gate, the chickens are chattering loudly in the yard, and several sheep are baying for feed. The aroma of fresh bread and stewing meat waft lazily throughout the compound. Taagen is climbing the ladder up the tower, and the large gate slowly grinds open.

The characters should be going about their morning activities. The sun has just risen and the inhabitants of Felsentheim are preparing for another day. While they are doing so, a sense of calm should pervade the setting. When it appears that the characters are settled, the cattle are out of the gate, and people are just settling into the morning routine, the lead element of Grodge's army makes its presence known.

Taagen screams a terrifying warning, "Welfenzjerd!!! WELFENZJERD!" The warning is cut short by the baying and howling of wolves that burst from the treeline across the fields. **Huge, ferocious creatures slaving at the mouth, anticipating slaughter. The air reverberates with the rage in their throats and the earth shudders at their coming. Astride these mighty beasts are the green skinned Zjerd, handling their short spears and screeching war chants, their shrill voices mingling with the deep tenor of the wolves's howls. Crimson banners attached to the ends of each spear waver in the wind, as the wolves hurtle across the frozen fields towards the Felsentheim.**

Before they even reach the town, their reeking odor pervades the air with a deep moldy aroma mingled with oiled leather and animal grease. The Welfenzjerd spread wide as they cross the fields, swooping and swirling like a tornado towards the gate.

Heros Needed
Close the gates; save the people
in the fields.

The Defenders

As soon as the villagers note the presence of the goblins they run for the compound and shut the gates. There is general panic all around as the leaders begin to gather and formulate a plan for defense or negotiation. Some want to strike a bargain with the Zjerd, others want to flee, and others still want to fight. After the death of their significant leaders, if the characters make an effort to take the lead, most of the inhabitants will follow them.

Several people immediately blame the characters for the arrival of the Zjerd army and intend to offer them up to the Zjerd as a peace offering unless convinced otherwise. As the attack begins, chaos reigns. No one knows quite what to do.

"Foul scum, look what you have done, you have brought the Zjerd with you. Go to them now you brave one, oh great heroes.... You have killed my children, do you see their eyes feel their beating hearts? They will be no more because of your greed and your bravery.... Go save us now you beasts and offer yourself up to the Zjerd!"

Felsentheim: Dogs of War

To allow the characters a pivotal role in the battle from its earliest moments, have Olaf die fairly quickly or request the characters aid. If the characters volunteer to help, place them in the 'hottest' spots (inside the long house, on the tower, at the gate), allow them to organize the defenses, and encourage them to act like heroes when the time comes.

Hero Needed A leader.

Most efforts to bring the people of Felsentheim under control works. They are in a desperate spot and realize it. They defer to the greater experience of the characters in the running of the battle. Essentially though, their plans for defense consists of manning the tower, barricading the gate and using the long house as the last line of defense. Should the characters decide to defend the town to the last man they will only be successful with a little luck, lots of bravery, and wise decisions. Bear in mind, several of the inhabitants do not leave Felsentheim, no matter the circumstance, Schildea, Olaf, and Tattiana especially.

A breakout from Felsentheim is likely to succeed as the Zjerd commander is not prepared for one. The best moment to implement this would be while an attack on the walls and gate is occurring (as most of the troops will be spread out and focused on their particular task at hand). In the event of a breakout, most of the troops will be intent upon looting rather than killing the escapees. It is unlikely Preezjlit will be able to control his troops at this juncture.

Do not allow the complexity of the battle to hinder the pace of combat or the characters central role in it. The entire sequence should be played with the characters in mind. Their actions should always weigh heavily and always receive priority.

DMs Note: As the battle commences it is vital that the DM offer the characters an opportunity to act heroically. For instance, have one of the PCs outside the gate amongst the field hands, have another near the gate, or have one on the tower with Taagen. It would be unwise to 'overtly place' them there, but if the players are not specific about what they are doing, give yourself some latitude in placing them in 'heroic' spots and encourage them, through NPCs, to move to where 'hot spots' are likely to be. (For example, in the morning before the attack have one of the field hands ask a character to come out and help.) Further, as the battle commences, the villagers will look to them for leadership. They are adventurers who have braved the Dampfrat. And finally, at no point early in the battle should a character be completely overwhelmed, though they should definitely feel a sense of doom.

The attack by the Welfenzjerd (wolf riders) is a typical terror tactic employed by the Zjerd. It is not intended to succeed in forcing the gate. If, however, the Welfenzjerd do force the gate,

the rest of the army attacks in short order. Otherwise, the Welfenzjerd will only attack those in the fields and easy prey. The primary goal for the Welfenzjerd is to go up the road leading away from Felsentheim and keep a watch for reinforcements. See appendix for Welfenzjerd stats.



Disposition of Zjerd Army (*see appendix for details*).

Commander: Preezjlit, mounted on wolf

4 troops (three troops with 100 regular warriors, 10 sergeants, 4 subchiefs, 1 warchief, and 1 shaman; one troop with 100 elite warriors, 10 sergeants, 4 subchiefs, 1 warchief, and 1 shaman)

2 scout troops (each has 5 spider riders, 1 chief (ranger), and 6 spider mounts)

1 cavalry troop (25 wolf riders, 5 sergeants riders, 1 war chief rider, and 1 shaman rider)

Chazrim support troop (10 Chazrim, 10 Elothere mounts)

Tactics and battle: After the Welfenzjerd have attacked, the remainder of the Zjerd army begins to move into position. The Zjerd will not attack pell-mell. They feel they have a good chance to easily win this battle, so they take time to ensure its outcome. Their initial goal is to rush the gates with the Welfenzjerd and get into the town. If successful in forcing the gates, the remaining Zjerd attack, one troop at a time, through the gates. This is the most devastating outcome as the townspeople and characters most likely will be slaughtered in short order. Otherwise, the Welfenzjerd head up the road leading away from Felsentheim.

The remainder of the army surrounds the town. Fifty Zjerd are placed on the east and west sides of the wall, another 100 position at the rear, 100 more at the front, with the 100 elite troops held in reserve. The cavalry will move to the outside and protect the road. The scouts move to the rear.

All the troops remain in the tree line to avoid any arrows that may be shot their way. Once situated, they begin building ladders, rams, prepping nooses, and building shield walls. They also

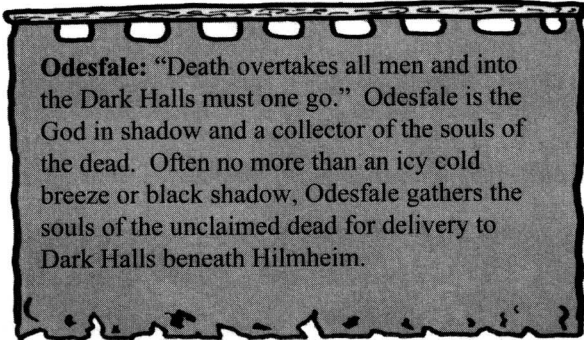
The Sweltering Heat of Battle and the Swirling Mists of Death

prepare fires, and take rags and douse them in oil. The ones near the road begin chopping down trees to lay across the road, and the cavalry fans out, searching the area for other inhabitants and guards against potential reinforcements.

Preelozjit pitches a tent near the edge of the woodline, lines up his personal bodyguard and surveys the situation from atop a small scaffold. He then arranges for his drummers to begin the beat. They start a slow methodical rhythm of deep and hollow resonance. It pervades the entire area and picks up in crescendo throughout the day.

THE SIEGE

The resonance of the drums weighs heavy in the air, their beat and rhythm unnerve the soul. Dark clouds of noise roll across the fields and bank up against the walls. The sound of death fast approaching, the doom of Odesfale is upon the land. All along the treeline, scurrying like ants in a hive, the Zjerd make their way through the woods. Dark green creatures, malevolence in their deep set eyes, heft their spears, their bardiches, their swords, and clumsy maces screaming obscenities over the noise of the drums. Fires leap up in the woods, and the whack of axes, the crack of wood and the thunderous noise of trees falling to the ground fill the land about. War is upon Felsentheim.



Odesfale: "Death overtakes all men and into the Dark Halls must one go." Odesfale is the God in shadow and a collector of the souls of the dead. Often no more than an icy cold breeze or black shadow, Odesfale gathers the souls of the unclaimed dead for delivery to Dark Halls beneath Hilmheim.

The Zjerd commander will first attempt to negotiate. He demands forfeiture of all weapons, 20 hostages, and a blood oath swearing that the defenders will not be involved in any future conflict with the Zjerd. The negotiations are partially a ruse. He will agree to the above terms but as soon as the defenders are out of the town, he has his regiments attack, killing all those that resist and taking the rest back to the Dampfrat to be gainfully employed as court feasting implements. His larger goal is to prevent, for as long as possible, the inevitable counterattack. He awaits reinforcements from Klednij. If negotiations are fruitless, the siege begins.

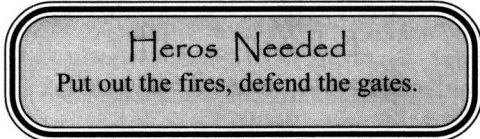
Siege Tactics

The options during the battle are innumerable and detailing all the possibilities is an impossible task. It should suffice to mention a few courses of action. In all attacks, consider the following: the

Zjerd are not idiots, they will not spend themselves senselessly on the walls or at the gate. They try every ruse available to them, from fire to magic in an effort to weaken the defenses of Felsentheim. Further, they are seasoned warriors and not prone to panic nor are they excessively fearful of death.

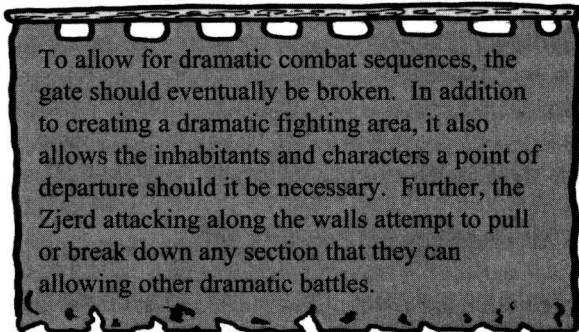
The initial attack consists of flights of flaming arrows to minimally clear defenders from the rampart and the tower while hopefully catching the walls and building on fire. For each volley of arrows there is a possibility that the building, tower, or a portion of the wall, will catch fire. A DC is rolled for each one. The building catches fire on a DC13, the tower on a DC15, and the walls on a DC11. Once a fire is set, it takes 1d4 rounds to extinguish if water can be dumped on it.

After several volleys of arrows are released, Zjerd troops charge the gate, the rear of the long house and the walls. The group attacking the long house has the sole intention of lighting it afire. This is actually the initial goal of the first foray and the attacks on the wall and gate are a distraction. No effort is wasted to ensure the house is set afire. Each Zjerd attacking in the long house carries a torch and when reaching it tries to start a fire. The attacks on the walls provide a distraction for most of the defenders. The initial attack will not last long and, unless it is going exceedingly well, will be called off as soon as the house catches fire. See above for chances of catching a fire per round, and in this case, per Zjerd adjacent to the long house.



Heros Needed
Put out the fires, defend the gates.

If the house catches fire the Zjerd allow it to burn for several hours before initiating the second attack. If the long house does not catch fire, the second attack occurs almost immediately. In the second attack, the Zjerd move in on all fronts using ladders and ropes to try and get over the walls or around the house. Also and significantly, the spider riders will charge over the long house, burning or not, in an effort to get into the compound and cause disarray amongst the defenders. One troop charges for the gate with a battering ram attempting to break it down and rush into the compound. The battering ram does 2d10 points of damage per round as long as at least 10 Zjerd remain to use it. The subchiefs and clerics are intimately involved in close quarters combat.



To allow for dramatic combat sequences, the gate should eventually be broken. In addition to creating a dramatic fighting area, it also allows the inhabitants and characters a point of departure should it be necessary. Further, the Zjerd attacking along the walls attempt to pull or break down any section that they can allowing other dramatic battles.

Heros Needed

Defend the gate, fight of spider riders, and organize panic stricken villagers.

If the second attack does not manage to force entry into the town, the Zjerd pull back for several hours to recoup. They launch a third and final attack to gain entry to the town. This attack is preceded by numerous volleys of arrows followed by an all out charge on all sides of the town. This is their make-or-break attack and all their forces will be committed, excepting of course Preezjlit and his personal guard.

Running the Battle

The important aspect of this battle is its theatric nature. Do not get bogged down by the rules, they will spoil the fun. The battle is supposed to be climactic and dangerous, many innocents will be killed, possibly including characters. Also, bear in mind the morale of the Zjerd -- it is high and breaking them will be some feat -- but the defenders are desperate. If the characters do not suggest a break out, have one of the NPCs do so as it may be the only chance to survive the encounter.

Further, and importantly, if a character dies in a particularly heroic fashion (for example they die fighting 10 or more Zjerd, charge back into combat to save someone and die trying) give them a wonderful farewell, make their last swing dramatic, give them a last utterance, anything that adds to the drama. Consider also giving them a dream sequence where they are allowed to enter the next world. For example:

You stand tired and your arm is weighed down by your heavy weapon. Salty sweat stings your eyes, blood dribbles from your mouth and your breath heaves raggedly. The storm of battle, the screams of pain and fear, the dull clanging of weapons, rage quietly around you until the noise altogether dies. The dead lie in heaps, their arms and legs twitching, grasping for the last bits of life. But many of their souls are let go and are now traveling to another place. Their misty spirits are filling the ground, covering all signs of the dead and the massive trees begin to fade. Soon, a man emerges slowly from the distant stars. His walk is powerful, his shoulders massive, in his hand is a great hammer and in the other a massive shield. His brown braided locks hang to his waist, tied about with golden threads and red cloth. His eyes are friendly but wary, his brow heavy with expectation and anticipation. He is tall and thunderous but slowly bends to one knee, placing his hammer in front of him when out of the clouds at his feet emerge a wooden bridge stretching infinitely behind him. "It would be good to have you with me, to have you at my side in the coming battle. Will you stand at my side?"

"Make haste, your decision for the final battle is upon us!" With this, he points to your rear and you turn

without choice and there you see the most horrible vision your nightmares could ever have concocted. The massive bulk, the densest place, the darkest hour is upon the bridge, blotting out the stars and consuming the darkness around her in even greater darkness. It is Inzae, the Earth Dragon, come to reclaim her own.

"I am Hiimdall my son and I seek your aid with those other brave souls in keeping the land free from her wrath . . . Come now and choose" He stands in haste.

Every character who dies a good death should receive a similar sequence.

Running Large Scale Battles

There are two considerations when running the battle at Felsentheim. The first and foremost is to maintain a level of excitement and motion throughout the battle. The second is to remember that the party could very well carry the day if they involve themselves in the battle. To this extent, the DM may want to allow the players to assume the roles for NPCs, even allowing the players to make a few of their decisions, or to allow the players to make the NPC's dice rolls. In any case, whether the DM plays the NPCs or the players do, each NPC at Felsentheim



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has their own set of goals and dreams. Some are cowardly, some are brave, some are scared, and some want to leave. If the individual NPCs are controlled by the players, it will add a new dimension to the game and will allow for NPCs to become heroic in the eyes of the other villagers and amongst themselves.

Because the number of troops fighting at any single time will be small, it is possible, though not advisable, to run the battle on an individual level, though combat by and among PCs and NPC leaders should be conducted on an individual basis. For group combat, however, the following simple dice mechanics can be used to resolve combat.

First, initiative is rolled on a d20 for each opposing troop. The highest roll attacks first.

Second, the number of combatants in each troop should be considered on a 10 to 1 ratio. For every 10 individuals in a troop, one d20 is rolled 'to hit.' Add the average 'to hit' bonus from the troops and the average of any other bonuses, and apply the total bonus to the 'to hit' roll. A successful hit occurs on a 'to hit' roll equal or equivalent to the defending unit's AC. The Zjerd Armor Class is AC 15 and AC 12 for the villagers. Each villager unit with a PC in it should have their AC increased by a maximum of 1 if the PC's AC is higher than 12.

Damage is applied as average per weapon type in the troop. For the Zjerd that damage would be per Zjerd unit type (see appendix, p. 22-23). Roll the appropriate dice and multiply the result by the number of people in the troop, then apply that damage to the enemy. The resultant damage is applied per individual in the defender's troop, the dead are removed, and the excess ignored. Remember, damage is applied individually, not on a 10 to 1 ratio. (For example, let's assume 5 humans attack 5 Zjerd. The humans successfully roll 'to hit.' The humans roll a 4 for damage on a d6, thus hitting for 20 hp damage. The Zjerd have 4 hp each; therefore, 5 Zjerd are slain. Conversely, if 15 damage was applied, 4 Zjerd are removed. Do not track excess damage.)

The defenders then resolve their combat action, swinging 'to hit' and applying damage if needed.

Skills and Feats: Only unit skills or feats affect group combat.

Modifiers: All troops defending on a parapet receive a +5 to their AC. All characters defending behind a shield wall receive a +3 to their AC (a shield wall requires a minimum of 5 individuals to be effective).

PCs: Again, all combat involving PCs and NPC leaders should be conducted on an individual basis.

Morale: The Zjerd have a high morale when they arrive. If they lose troops, a morale saving throw may be necessary as detailed below. If at any point, however, more than 20 Zjerd have penetrated Felsentheim's walls and are in the town, no morale roll is necessary.

If the Zjerd lose 120 or more troops, they must make a morale saving throw at DC 11 (no modifiers). If the number rolled is 10 or lower, the Zjerd will break and fall back. They will regroup, then start the assault again several hours afterwards. If the Zjerd lose another 40 troops in the second assault, they must again make a morale saving throw at DC 11. If they fail a 2nd time, they will retreat, regroup, and move to the area of the Ford. They will not launch another assault, but will remain at the Ford for several days until the Welefenzjerd return. They then head back to Klednij.

WRAPPING UP THE ADVENTURE

War has been brought to the Graffenvold by those erstwhile adventurers who crossed the Treklant and disturbed the delicate balance of power in the realm. The war will have wide ranging effects with many alliances and conquest soon to follow.

The Zjerd will continue to press to the north. The more successful they are, the larger their armies grow as neighboring tribes join them. Grodge's intent is to move as far north as Halpveg and get control of the trade route along the Kambria (the road stretching from the Kambrian Mountains in the West to the Troke in the East). He will then press on to Isenborg and attempt to gain control of all the towns and villages of the Halpvegtier. Importantly, for those who have *Vakhund: Into the Unknown*, if Gnarjd was not killed, he returns to the political scene. Gnarjd wants to use Grodge's success to start a holy war in the Graffenvold. Gnarjd wants to gain control of Kreutzmark and presses hard for an attack on that town. Gnardj can also rouse and gather Chazrim from the far east to come to the Graffenvold and fight.

The Baron Premiger of Halpveg, realizing his danger, attempts to sue for peace with Grodge and offers up the southern Halpvegtier to stave off an attack. At the same time he attempts to mend his relations with the rulers of Bergholt and Isenborg and draws on a long standing alliance with the Lords of Firstenfeld. Many troops eventually arrive to help defend Halpveg. But will they be too few and too late?

The Lords of Isenborg, so great their hatred for Baron Premiger of Halpveg, immediately offer alliance with Grodge to help bring the Baron Premiger down. They offer to Grodge all the Halpvegtier excepting those towns along the Vindig River - which includes Kreutzmark.

The Eleven Meisters of Bergholt are split in their desires. Much struggle between the Lords intensifies as they know the decisions made concerning the conflict could have disastrous economic affects. The warrior caste and several of the noble houses want to send aid to Baron Premiger, while the merchant and banking families want to stay aloof from the war and insure the trade routes stay open.

The towns in the southern Halvegtier defend themselves as best they can. The bandits (the Magershole Gang) pour out of their

Felsentheim: Dogs of War

castle in the Dampfrat, follow the armies and its battles, picking up the scraps and preying on the weak.

Appendix: Statistics for Zjerd and allies; Evanna.

Chazrim, Orcs (10): CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 20 ft; AC 16 (+4 scale mail, +2 large shield); Att +4 melee (1d10 war axe); SQ: darkvision 60ft; AL CE; Fort +3, Ref +0, Will -1; Str 15, Dex 11, Con 11, Int 8, Wis 8, Cha 9.

Skills: Hide +0, Listen -1, Move Silently +0, Ride +5, Spot -1; *Feats:* Endurance, Improved Initiative.

Notes: Mounted on Elothere (see below).

Elite troops, Zjerd (100): CR ½; Small Humanoid (4-5 ft tall); HD 1d6+1; hp 5; Init +1; Spd 30 ft; AC 17 (+1 size, +2 Dex, +3 studded leather, +1 small shield); Att +0 melee (1d6 shortsword) or +5 ranged (1d6 shortbow); SQ: darkvision 60ft; AL NE/CE; Fort +2, Ref +1, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +7, Listen +5, Move Silently +6, Spot +6, Wilderness Lore +4; *Feats:* Alertness, Endurance.

Elothere mounts (10): CR 2; Medium-size Animal (5 ft long); HD 4d8+9; hp 26; Init +0; Spd 40 ft; AC 16 (+6 natural); Att +4 melee (1d8+5 gore); SA: ferocity; SQ: scent; AL N; Fort +6, Ref +3, Will +2; Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4.

Skills: Listen +4, Spot +2.

Preezjlit, male Zjerd Bbn6/Rgr2: CR 8; Small Humanoid (4 ft. 7 in.); HD (6212+18) + (2d10+6); hp 81; Init +1; Spd 40 ft; AC 20 (+1 Dex, +1 size, +6 splint mail, +2 large shield); Att +9/+4 melee (1d8 shortspear and 1d6 scimitar) or +10/+5 ranged; SQ: darkvision 60ft; AL LE; Fort +11, Ref +3, Will +3; Str 11, Dex 13, Con 16, Int 10, Wis 12, Cha 11.

Skills: Climb +8, Hide +5, Intimidate +1, Jump +8, Knowledge +4, Listen +1, Move silently +5, Profession +12, Spot +6, Swim +5; *Feats:* Run, Track, Weapon Focus (spear), Weapon Focus (scimitar).

Description: A massive, brilliant, and cruel Zjerd. He has climbed the merciless ladder of power in the Zjerd realm and knows his life is forfeit if Felsentheim is not conquered. As such, if it appears the battle will be lost, he mounts a wily wolf and charges into combat in an effort to rally his troops.

Notes: Mounted on wolf (see below).

Preezjlit's mount, wolf: CR 2; Medium-size Animal; HD 2d8+8; hp 17; Init +2; Spd 50 ft; AC 15 (+3 Dex, +2 natural); Att +4 melee (1d6+3 bite); SA: trip; SQ: scent; AL N; Fort +5, Ref +6, Will +1; Str 13, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2 (+4 with scent); *Feats:* weapon finesse (bite).

SA – Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Regular Troops,

Zjerd (300): CR ½; Small Humanoid (4-5 ft tall); HD 1d6; hp 3; Init +1; Spd 30 ft; AC 14 (+1 size, +1 Dex, +2 leather armor); Att -1 melee (1d6 shortsword) or +1 ranged (1d6 shortbow); SQ: darkvision 60ft; AL NE/CE; Fort +1, Ref +2, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3, Wilderness Lore +4;

Feats: Alertness, Endurance.



Sergeants, male Zjerd War2 (40): CR 1; Small Humanoid (4-5 ft); HD 2d8; hp 8; Init +1; Spd 30 ft; AC 18 (+1 size, +2 Dex, +4 chain shirt, +1 shield); Att +2 melee (1d6-1 shortsword) or +5 ranged (1d6 shortbow); SQ: darkvision 60ft; AL CE; Fort +3, Ref +2, Will -1; Str 9, Dex 15, Con 11, Int 10, Wis 9, Cha 9.

Skills: Hide +7, Intuit Direction +1, Listen +5, Move Silently +5, Spot +2, Tumble +3, Wilderness Lore +3; *Feats:* Alertness, Endurance.

Shamans, Zjerd Adp3 (4): CR 2; Small Humanoid (4-5 ft.); HD 3d6; hp 9; Init +1; Spd 30 ft; AC 13 (+1 size, +2 Dex); Att +1 melee (1d6 shortsword) or +4 ranged (1d6 shortbow); SQ: darkvision 60ft; AL CE; Fort +3, Ref +2, Will +3; Str 10, Dex 14, Con 11, Int 11, Wis 11, Cha 10.

Skills: Concentration +5, Heal +5, Hide +7, Listen +3, Move silently +6, Spot +3, Wilderness Lore +4; *Feats:* Alertness, Endurance.

Adept Spells (3/2): 0 – cure minor wounds, ghost sound, guidance; 1st – obscuring mist, sleep.

Spider Riders, 4-armed Zjerd War2 (10): CR 1; Small Humanoid (4-5 ft tall); HD 2d8; hp 12; Init +2; Spd 30 ft; AC 15 (+1 size, +2 Dex, +2 leather); Att +5 melee (1d6 shortsword) or +1 ranged (1d6 shortbow); SQ: darkvision 60ft; AL LE; Fort +5, Ref +2, Will +0; Str 10, Dex 15, Con 11, Int 8, Wis 10, Cha 6.

Skills: Balance +2, Escape artist +3, Hide +11, Jump +5, Listen +4, Move silently +4, Ride +3, Spot +6; *Feats:* Ambidexterity

Notes: Mounted on Spider (see below).

Spider Rider Chief, 4-armed Zjerd Rgr1 (2): CR 1; Small Humanoid (4-5 ft tall); HD 1d10; hp 10; Init +2; Spd 30 ft; AC 15 (+1 size, +2 Dex, +2 ? padded); Att +1 melee (1d6 shortsword) or +3 ranged (1d6 shortbow); SQ: darkvision 60ft; AL LE; Fort +5, Ref +2, Will +0; Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 6.

Appendix

Skills: Balance +2, Escape artist +3, Hide +11, Jump +5, Listen +4, Move silently +4, Ride +3, Spot +6; **Feats:** Ambidexterity, Track.

Notes: Mounted on Spider (*see below*).

Spiders, Scout Mounts (12): CR 2; Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft, climb 20 ft; AC 14 (-1 size, +3 Dex, +2 natural); Face/reach 10 ft. by 10 ft./5 ft.; Att +4 melee (1d8+3 bite); SA: poison; SQ: Vermin; AL N; Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int-, Wis 10, Cha 2.

Skills: Climb +14, Hide +6, Jump +2, Spot +7.

Subchiefs, Zjerd War4 (16): CR 2; Small Humanoid (4-5 ft tall); HD 4d8; hp 16; Init +2; Spd 30 ft; AC 19 (+1 size, +3 Dex, +4 chain shirt, +1 small shield); Att +4 melee (1d6 shortsword) or +6 ranged (1d6 shortbow); SQ: darkvision 60ft; AL CE; Fort +4, Ref +1, Will +1; Str 11, Dex 16, Con 11, Int 10, Wis 10, Cha 11.

Skills: Handle animal +2, Hide +9, Listen +7, Move silently +6, Spot +4, Wilderness Lore +4, Intuit Direction +2, Tumble +4; **Feats:** Alertness, Endurance.

Warchief, Zjerd War5 (4): CR 2; Small Humanoid (4-5 ft tall); HD 5d8; hp 20; Init +2; Spd 30 ft; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 large shield); Att +5 melee (1d8+1 morningstar) or +6 ranged (1d6 shortbow); SQ: darkvision 60ft; AL CE; Fort +4, Ref +1, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 11.

Skills: Handle animal +2, Hide +9, Listen +7, Move silently +6, Spot +4, Wilderness Lore +4, Intuit Direction +2, Tumble +4; **Feats:** Alertness, Endurance.

Wolf Riders, Welfenzjerd War1 (25): CR 1; Small Humanoid (4-5 ft tall); HD 1d8; hp 8; Init +1; Spd 30 ft; AC 16 (+1 size, +1 Dex, +3 studded leather, +1 small shield); Att +0 melee (1d? small scimitar); SQ: darkvision 60ft; AL NE/CE; Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 8.

Skills: Climb +3, Hide +5, Innuendo +2, Listen +3, Move Silently +5, Spot +3, Wilderness Lore +4; **Feats:** Weapon Finesse (strike, unarmed), Endurance.

Wolf Mounts, (25): CR 1; Medium-size Animal; HD 2d8+5; hp 14; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural); Att +4 melee (1d6+3 bite); SA: trip; SQ: scent; AL N; Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2 (+4 with scent); **Feats:** weapon finesse (bite).

SA – Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Playing Evanna

If this module is run independently of its predecessors, *Vakhund* and *Dzeebagd*, Evanna need not be used in this adventure. If the previous modules have been played and Evanna is still alive, use the following guidelines for play and further adventure.

Evanna is the daughter of a merchant from Bergholt, Meister Herbert Rothenheimer. The Rothenheimers are one of the lesser of the eleven ruling families of Bergholt. They are merchants and traders who control the docks and warehouses in Bergholt Bay. Taxes and packaging revenues gathered from the shipment of goods through Bergholt has made them a fairly wealthy family. The extended family is large though and its size has not allowed a significant accretion of wealth by any single member and has thus prevented them from becoming one of the major families.

Herbert Rothenheimer was the nephew of the family's leader, Geoff Rothenheimer. In an effort to increase his wealth and hence his stature, Herbert Rothenheimer made a deal with a nefarious pirate by the name of Ubert von Beck. Meister Rothenheimer informed Von Beck of valuable shipments leaving Bergholt for the Troke in the distant East. Von Beck would then pirate the ships, and transport the goods to Firstenfeld or to a port further west where Meister Rothenheimer awaited him. There, Rothenheimer would purchase the goods on credit, at a significant discount, and resell them, giving the agreed upon portion of the take to Von Beck.

This arrangement worked well for several years. Very recently though, a religious sect, the Geis' tot, arrived in Bergholt. The Geis' tot are a very secretive group and their motivations are poorly known, but one of their initial acts upon arriving in Bergholt was to drive out any potential threats to their power. Sensing the latent magical powers of Evanna and to a lesser extent those of Herbert Rothenheimer, the Geis' tot attempted to assassinate the both of them. Two failed attempts alerted Meister Rothenheimer to the threat and he decided to leave Bergholt with his daughter in tow.

The timing for this was poor as Meister Rothenheimer was in the middle of arranging a payment to Von Beck. Von Beck wanted his money and sent two of his men, Klaus and Tindle, to collect it. At the same time, the Geis' tot sent an assassin, Markus, to find and kill Meister Rothenheimer and his daughter. While these events were unfolding, the Geis' tot also sent a group to Magershole in search of an ancient enchantment. Unbeknownst to them, Magershole was occupied by a powerful bandit organization called the Magdole Gang. They quickly decimated the Geis' tot band and chased the few to escape to the far corners of the Dampfrat. This led to the series of events at the basis of *Vakhund* and *Dzeebagd*.

The events in *Felsentheim* can lead to further continuation of the plot-line. If the PCs manage to survive the chase though the Dampfrat and the siege at Felsentheim, bringing Evanna safely to Bergholt should be managed by the DM. Bear in mind the following plot developments for accomplishing this task.

1) Klaus and Tindle will arrive at Felsentheim shortly after the Zjerd army. If the characters and Evanna survived the siege, they attempt to find them and waylay them before they reach Bergholt. Klaus and Tindle will then race to Bergholt with Evanna and hand her over to Ubert von Beck. For his part, Von Beck intends to

Felsentheim: Dogs of War

marry Evanna and elevate himself to 'society' in Bergholt. (Von Beck originally comes from a powerful family in the West, the Veldranes. Von Beck's given name is Bernard Veldrane III. After the death of his father though, the family estates were acquired by another powerful lord and Bernard Veldrane was cast out learning to make his way as a pirate on the Interzae.) To accomplish the marriage Von Beck uses his given name and threatens dire consequences to the Rothenheimer family and Evanna should she refuse. If the characters stand in the way of Von Beck's goals, he deals with them accordingly, or offers them 3000 gp to encourage them to turn her over to him.

2) The Geist' tot still want to kill Evanna and send several assassins after her to try and do this. The Geis' tot make no deals. Members of this religious sect are distinctively tattooed with two yellow half moons on their backs. If the characters get in the way, the Geis' tot attempt to slay them.

3) Evanna herself is no longer passive in the events swirling around her. She knows Von Beck's men are trying to kill her, mistakenly believes her family offered no support in her protection, and, following the events at Vakhund, realizes someone else is trying to kill her. If she survives the siege of Felsentheim, she encourages the party to help her get back to Bergholt. If she arrives safely in Bergholt and is returned to her family, the characters are treated lavishly and each is given a 1000 gp reward. They are then politely encouraged to depart by the Family leader, Geoff Rothenheimer. Evanna, on the other hand, encourages the characters to stay. Evanna is going to make a play for the leadership of the family. In order to do this, she will try to use the characters as a power base, hiring the characters to clear the docks of the rival gangs who work under the noses of Bergholt's authorities and more importantly, she requests the characters seek out and bring Ubert von Beck to justice. She also wants the characters to discover the nature of the Geis' tot and bring them to task.

There are numerous spin-off adventures the DM can take advantage of if the characters choose to bring Evanna back to Bergholt. These adventures are further detailed on the Troll Lord Games website, though not exhaustively, and can be downloaded for free. The DM is encouraged to develop them on her own to make them fit her style of play.

Evanna, female Human Sor1: CR 1/2; Medium-size Humanoid; HD 1d4; hp 3; Init +3; Spd 30 ft; AC 13 (+3 Dex); Att +0 melee (1d6 quarterstaff); SA: spells; AL LN; Fort +2, Ref +3, Will +3; Str 10, Dex 16, Con 15, Int 16, Wis 12, Cha 18.

Skills: Alchemy +2, Concentration +4, Knowledge (Arcana) +4, Profession (Merchant/bookkeeper) +4, Sense Motive +2, Speak Language: Kdyszj, Spellcraft +3; Feats: Endurance.

Languages: Inzaen, Leucrotian, Orillian, Todavian.

Sorcerer Spells (5/4): 0 – Daze, Mage hand, Prestidigitation, Resistance; 1st-level; Message, Shocking Grasp.

Possessions: Quarterstaff, clothing.

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GLOSSARY

PLACES OF NOTE

Bergholt: A large city located on the south shore of the Interzae, near the Graffenvold.

Bierkeller: The largest Tavern in Frisia. Owned by Ronnart Tonnahor.

Dampfrat: A swampy upland filled with hot springs and geysors. Primarily controlled by a tribe of goblins known as the Zjerd.

Drazkleed: The Kingdom of the Kdzyj. Located south of the Treklant Creek and west of the Dampfrat.

Dzeebagd: An abandoned fortress centrally located in the Dampfrat.

Felsentheim: A community of men near the Hilttenford.

Frisia: A large trading town south of Halpveg. Located along the Unterbasser and where most trade with the Drazkleed is conducted.

Graffenvold: A great forest on the southern shores of the Interzaa. The Graffenvold is famed for its trees that are especially prized for building ship masts.

Jzunad: A recently constructed temple to honor Kleejd. Located near the Dampfrat.

Jugensborg: A small town located on a strategic crossing of the northern reaches of the Treklant Creek.

Halpveg: A city located on the Kambreea. The capitol city for the Halptier.

Halptier: An area comprising most of the lands between the Vindig River and the Treklant Creek.

Hilttenford: A commonly know ford located on the upper Treklant Creek.

Interzaa: The great inland sea and the center of the world.

Isenberg: A large town situated on the southern Vindig. Loosely allied with Bergholt.

Kambreea: The road that stretches from the Kambreean Mountains in the West to the Troke in the East.

Kambreean Mountains: A large mountain range that lays to the west of the Interzaa and stretches far into the south.

Kragenmores: A large range of mountains that lays to the south of the Graffenvold.

Klednij: A large Zjerd town located in the Dampfrat. Ostensibly the capitol of the Zjerd.

Kreutzmark: A religious center located on the banks of the Vindig River.

Mejketek: A Kdzyj trading post located at the southern terminus of the Unterbasser.

Shatten Escarpment: A very rocky volcanic remnant that surrounds the Dampfrat.

Treklant: A large creek that starts in the eastern periphery of the Dampfrat and empties into the Interzaa.

Troke: An large area of independent city states located on the southeast shores of the Interzaa.

Unterbasser: The road leading from Halpveg to Mejketek. It passes through Frisia and the Vakhund.

Vakhund: A Guard tower on the northern Border of Baron Premiger's realm. It is primarily used to tax merchants traveling to and from the Drazkleed.

Vindig: A large river that flows from deep within the Graffenvold and empties into the Interzae. Locally known as the "River for the Dead" and is believed to be a conduit between this world and the next.

Ubert von Beck: A very powerful and famed pirate plying the waters of the southern Interzaa.

Tindle: A member of Ubert von Beck's Reavers. Primarily stays in Bergholt.

ERRATA OF NOTE

Ane: The God of War.

Geis' tot: A secret organization, the goals of which are unknown. They are traditionally described as a Todavian sect of mystical zealots.

Gdeez: A holy symbol associated with Mortzva.

Kdzyj: A tribe of goblins that reside primarily in the Drazkleed.

Kleejd: A God of the Chazrim. He is commonly associated with a war, primarily because the recent expansion of the Chazrim Kingdom in the East.

Hiimdel: A God, defender of the men of Inzae and the one who cast Inzae down into the world.

Inzae: Used in two manners. Primarily it refers to the world. It also refers to the Earth Dragon, the creator of the world. (Note, the "a" is long and the "e" is short)

Inzaen: The language spoken in the areas around the Interzae.

Letario: A God of knowledge.

Magdole Gang: A notorious group of bandits based out of an abandoned fortress somewhere in the Dampfrat.

Mortzva: A goblin god that works as a handmaid to the Fates.

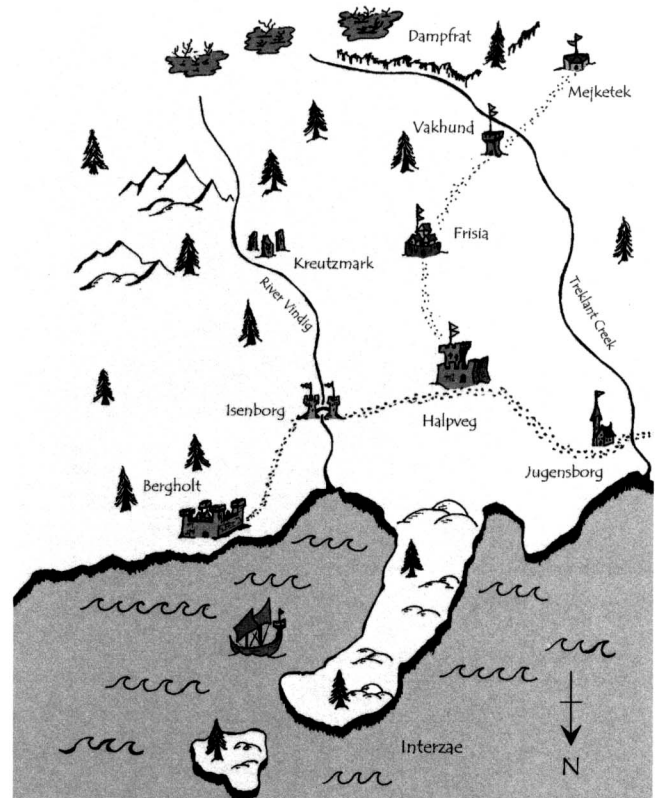
Miiween: A type of snow Fay peculiar to the Dampfrat and its surrounding regions.

Odesfale: A God who collects most of the souls of the dead and brings them to the halls of Hilmheim.

Shtroomsh: The God worshiped by most Ogres. Shtroomsh and his kin play a pivotal role in the pantheon of Inzae as the foot soldiers of Ane, the God of war.

Sumpfgroll: A race of trolls peculiar to the Dampfrat.

Zjerd: A tribe of goblins that reside in the Dampfrat.



A note on pronunciation: Almost every word is spelled phonetically. The difficult combinations are described below.

zj or jz - This is an interchangeable combination and should be pronounced by combining the two letters, placing the tip of the tongue at the front end of the roof of the mouth and at the base of the upper incisors, exhale, drop the tongue to the rear of the lower incisors while pronouncing the letters.

dz - This combination is pronounced similarly to "zj" but the tongue is initially located directly behind the front incisors.

' - This indicates a glottal stop.

All double letters are long.

ie - Pronounced as a long "e".

ei - Pronounced as a long "i".

eu - Pronounced as "oi" in oink.

ou - Pronounced as "ou" in ouch.

u - Pronounced as "oo" in look.

th - Pronounced as "th" in thus.

The "a" in Inzae is long and the "e" is short.

Felsentheim: DOGS OF WAR



The dogs in the woods begin barking, baying wildy at a setting sun. The woodsmen look up from their work. The whack of their axes stop, and all of them feel their doom. "What is it?"

"Quiet son, quiet. Pick up your axe boy!"

"Father?"

"Do as your father says son." Kruger of Frugborg glances fearfully to his left, then to his right. A bead of sweat rolls across his temple. His hand shakes as he grips his axe more tightly.

Ulrike looks around and feels the breath of Odesfale, the whiff of death lingers ominously in the cold air. A tear comes to his eye and the words of the Fates of Kreutzmark come to his mind, "When your time comes, you will know."

The dogs go quiet.

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