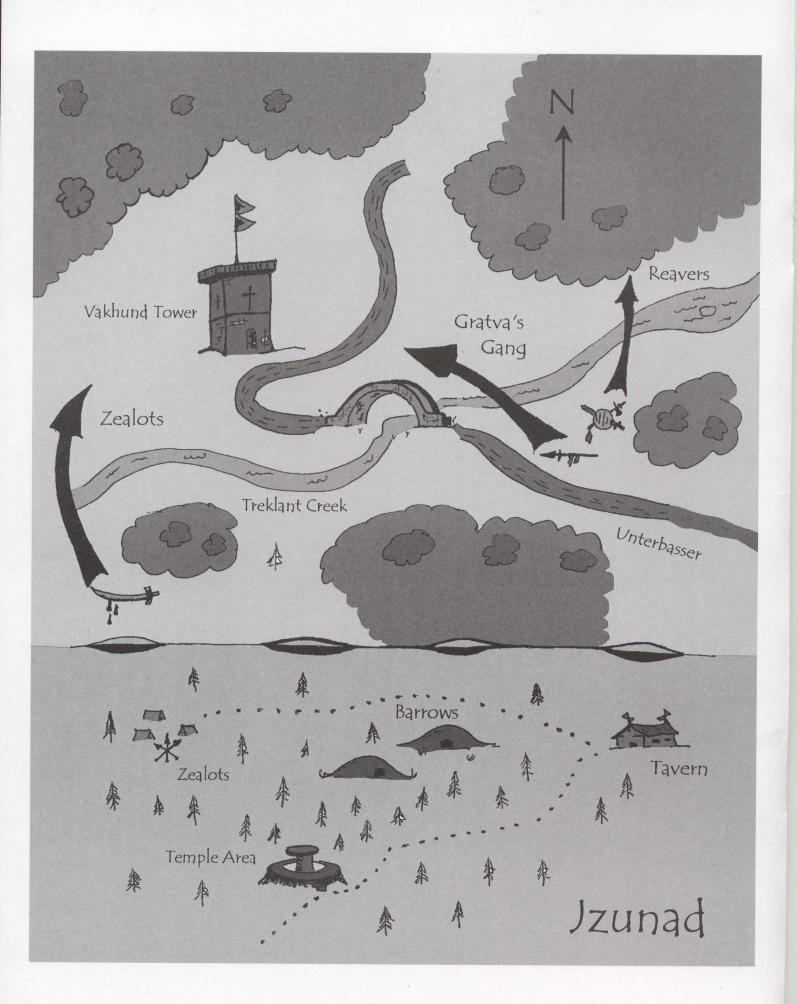
Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.® REVISED D20 SYSTEM EDITION by Davis Chenault \$6.95 U.S. TLG 1702

A d20 System adventure for 4-8 characters of levels 1-2.



by Davis Chenault

Art: Cartography:

Jason Walton Mac Golden

"Take heed traveler, take heed as you enter the Graffenvold, it will do you well to remember that this is a deadly world and lest you take care, you will be engulfed in its dying spasms!"

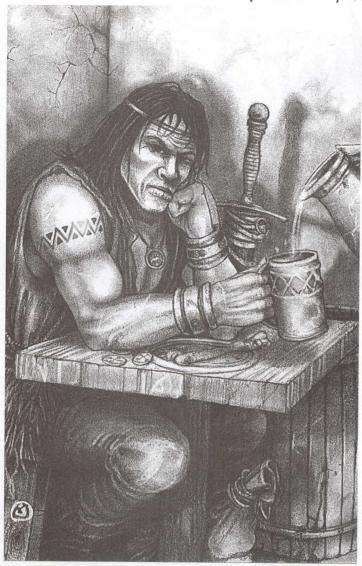
Dedicated to: Nicolette, Lane, Zoe, Crystal, and Sidney and to the wonderful work they do! This module is based on actual events... no really.





P.O. Box 251171-q Little Rock, AR 72225 www.trolllord.com

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"No introductions are necessary for I know well who you are my intrepid adventurer....

"A weary traveler indeed. Have a seat my friend before you enter the Graffenvold and traverse its byways. Have you come here to rest, to leave the muddy tracks and sharp edges of the world behind? Is that it my fine fellow? Or have you come to beat down the lords of this Land and submit them to your will? Which is it fellow, the easy or the hard road you are after?

"I fear you have gone beyond yourself, and here in Inzae your mistake may be your doom. For beyond yonder door is a fearful world clinging desperately to life. Its denizens struggle against a vast array of malignant forces that seek to drag them deeper into the pits of the Maelstrom. And even here, in this backwater called the Reintier, you will find no respite from this meaningless and overwhelming struggle. So take heed traveler, take heed as you enter the Graffenvold, it will do you well to remember that this is a deadly world and lest you take care, you will be engulfed in its dying spasms."

DM's Advice

This module is designed to be read only by the DM, with those sections in **bold** text to be read aloud to the Players. The map of the region should be available to the Players, while the map of Vakhund and Jzunad are for the DM.

This adventure challenges Players tactically and requires a party capable of combat, stealth, and cunning. The party should contain 4-6 characters of levels 1-2, with at least two fighters types and one cleric. As several portions of the adventure involve overland travel, a ranger or character with wilderness skills will also enhance play.

Plot Synopsis

The Meister Herbert Rothenheimer, a powerful merchant of Bergholt, recently fled his home with his daughter, Evanna, fearing for his and her life. The adventure begins with Rothenheimer and Evanna joining a caravan accompanied by the Players' characters. The caravan's destination is Mejketek, a goblin trading center. In route, the caravan stops at a guard post and tax collection point called The Vakhund. While there, the Meister's enemies attack, kidnap Evanna, and trap the characters inside the tower.

If successful in fending off the assailants, Meister Rothenheimer requests the characters find his daughter and bring her back to safety. The characters must track the kidnappers to an orc temple located far inside goblin territory. Once there, the characters will have to locate and rescue Evanna.

Graffenvold (Graff' in vold): "The County Forests." A dark and swampy forest on the south shore of the Interzae. Its forbidding paths and byways house all manner of vile creatures and cruel monsters.

The Vakhund (Vak' hoond): "The Watchdog." In the year 467 the Borgmeister Premiger of Halpveg ordered the construction of a tower along the Treklant Creek. All that plied their trade in The Drazkleed thenceforth paid tax.

The Last Warm Meal

Involving the Players' Characters

The Referee is encouraged to develop background reasons for the characters to be accompanying the caravan. The following is a list of reasons the Referee may want to use:

- 1: The characters are members of a local militia assigned to accompany the caravan as far as The Vakhund.
- 2: A character is delivering a message to the Kaptane at The Vakhund.
- 3: The characters have just been hired to work for the lead Driver of the caravan.
- 4: The characters are traveling with the caravan for safety until it reaches its final destination at Jugensborg.
- 5: The characters have been hired to reconnoiter and determine the nature of the goblin activity in the region, or to map the otherwise poorly known region.
- 6: The characters have been hired to locate a stronghold controlled by the infamous Magdole Gang.

Part I: The Last Warm Meal

The chilly mists of the early morning rise off the fair surrounding Frisia. A wooden palisade and earthen embankment wrap tightly about this cluster of small houses, rambling barns, and squat buildings. Warm wisps of smoke rise lazily from several chimneys and linger, only for moments around the town's roofs, before disappearing above the massive green firs that dominate the horizon. The only sound heard in the crisp fall air is the braying of bulls tacked too early to a harness.

Frisia is a small farming and timber community of no more than 500 inhabitants. It lies in the northern periphery of the Graffenvold, sixty leagues north of The Vakhund. Surrounding the town is an earthen embankment topped with a wooden palisade. It overlooks a dry moat, which is in the process of being constructed. Frisia's buildings and houses are one and two story wood or wattle and daub constructions, either shingled with wood or thatched with

Geejzdnard: An old and friendly, though well guarded, goblin who acts as a translator for other goblin merchants plying their trade in Frisia. He has become, to the chagrin of many of Frisia's residents, a permanent fixture in the community. Rog2: HD 1d6 (6 hp); AC 12 (leather); Att +2 (1d4+2 dagger+2); AL N; Fort+1, Ref+2, Will+0; Str 10, Dex 11, Con 11, Int 14, Wis 12, Cha 8. Speaks Inzaen and goblin.

Ronart Tonnahor: Ronart, a gangly and friendly fellow, is the owner of the only tavern in Frisia, the Bierkeller, and he constantly busies himself with the daily chores necessary to run it efficiently. A lifetime of keeping bar in this region has garnered Ronart an encyclopedic knowledge of the area, though he rarely parts with this information unless to his benefit. Com1: HD 1d4-2; hp 2; Init+1; AC 11 (+1 Dex); Att+2 melee (1d4 dagger); AL N; Fort +0, Ref +1, Will +1.

hay. Most buildings have simple wood cat chimneys, while the homes of the wealthier inhabitants have rock chimneys. Frisia is the last human settlement on the road south into the goblin kingdoms.

Ronart Tonnahor owns Frisia's only tavern, the Bierkeller. It is a rambling two story structure. Having grown wealthy as a result of the trade passing through Frisia, Ronart adorned the Bierkeller with two rock chimneys, plastered its sides, and added a stone floor and wood shingles. Within is a large common room where meals are served and the beer flows cheaply. Attached to the backside of the common room and upstairs are a series of small halls and bedrooms for rent. The characters should begin the adventure in the Bierkeller's common room.

The hall of the Bierkeller is cold. The morning's sun barely shines through the open door and Ronart, the gangly tavern keeper, has just started a fire in one of the tavern's two fireplaces. Outside, the noise of the Drovers barking orders as they load the wagons is periodically drowned out by the braying of steers protesting their job. At the far end of the hall, wrapped in a thick sheepskin cloak, sits an old wrinkled goblin. He is balanced precariously on a tall stool placed at the bar hurriedly eating out of a steaming bowl.

Ronart will spare some time to talk with the newcomers, but is busy preparing for the day: gathering wood, starting fires, cooking meals and cleaning. He has little information he is willing to impart to strangers and mostly bemoans the arrival of another cold winter. Geejzdnard, the goblin, will speak to the characters obsequiously trying not to offend anyone. He knows much about The Drazkleed and trade in the south. He clearly indicates that travel south of the Treklant Creek and to Mejketek is very dangerous as there are groups of marauding bandits and as Mejketek's inhabitants might feel threatened by well armed groups of travelers.

While the characters are in the common room, Meister Rothenheimer and Evanna appear.

From the dark hallway emerge two stunning humans, nobles or merchants by their clothing. A tall man, hefty yet handsome, with a graying mustache flowing over his mouth and down his cheeks smiles broadly with gleeful eyes as he enters the common room. He laughs quietly as he places a hand on the shoulder of a young maiden with rivers of blonde hair cascading down her shoulders. She is a lean, even thin figure, moving gracefully though weighed down by a thick fur-lined

cloak. She laughs demurely and glances backward at the two drovers struggling up the hallway, each managing elaborately decorated large wooden trunks.

Meister Rothenheimer and Evanna are gracious and in good spirits. While the Meister overseas the loading of his baggage, Evanna waits inside. Both will have a meal before leaving. The Meister is more than willing to converse with anyone. Evanna, however, at first, is very reserved without her father in the room. The Meister claims to be traveling to Jugensborg and then on to Firstenfeld on business. In an effort not to alarm his daughter, he states that he is checking

Evanna: The somewhat naive daughter of Herbert Rothenheimer is a young, blonde haired women of obvious refinement and fine dress. Evanna loves her father and rarely disagrees with him. If addressed, she makes pleasant conversation in a soft voice that reveals her high level of education. She never complains nor inquires as to other activities or intents. Though she rarely questions her fathers opinions and actions, if left unattended by her father and prompted, she wonders where her father is going and why they left Bergholt in such "unusual circumstances." Evanna is at an impressionable age and is easily influenced by anyone that takes her into their confidence. Female Human Com1: HD 1d4; hp 3; AC 13; Att +0; AL LN; Fort +2, Ref +3, Will +1; Str 10, Dex 16, Con 15, Int 16, Wis 12, Cha 18; speaks Inzaen, Leucrotian, Orillian, and Todavian.

Meister Rothenheimer: Herbert Rothenheimer is the nephew of the head of the Rothenheimer family, powerful merchants and one of the lesser of the eleven families that rule Bergholt. The Meister is a gregarious person who enjoys telling tales of Bergholt's docks and its patrons. He attempts to make friends wherever he goes, and willingly drops gold coin if necessary. He jokes constantly and while his sense of humor borders on crass, it is never vulgar. He enjoys good drink and food but rarely overindulges.

The Meister possesses an uncommon mental gift, the ability to manipulate the physical world around him. This ability attracted the attention of a mentalist who had recently moved to Bergholt to spread the influence of the Geis'tot, an eastern religious sect. This involved eliminating potential enemies in the city. Soon thereafter, an assassination attempt was made on the life of Meister Rothenheimer.

The Meister, sensing something more than mere thuggery, feared for his and his daughter's lives. He immediately fled Bergholt, taking his daughter with him. Unknown to Rothenheimer, a Geis'tot assassin, Markus, followed him to the hinterlands.

Meister Rothenheimer's escape was complicated by his failure to pay Ubert von Beck, a nefarious pirate plying the waters around Bergholt from whom the Meister purchased stolen goods to sell in other cities. When Rothenheimer fled, he failed to complete a transaction with von Beck. Upset with being unpaid, Von Beck sent several men to find Rothenheimer and retrieve the money he was owed. If the Meister refused to pay, von Beck ordered that he be slain. And, to further his ambitions, von Beck also commanded that Evanna be taken and returned alive to him. By marrying Evanna, von Beck could enter the caste of ruling elites in Bergholt. **Human Ari3**: HD 3d8; hp 12; AC 10; AL LN; Fort +1, Ref +1, Will +4; Str 10, Dex 11, Con 10, Int 14, Wis 10, Cha 11; relevant skills: Perform +6; has appropriate psionic abilities.

The Meister's trunk: This large, ornately carved trunk is bound with brass straps. It is locked with a large padlock, the key to which is in the Meister's purse. The trunk contains several pairs of pants, a fine heavy cloak (15 gp), a few hats, vellum, an ink well with several quills, a pair of gloves, a large belt and one pair of boots. There is a false bottom that contains two letters of debt from merchants in Firstenfeld, a note guaranteeing a loan for 1,000 gp.

Evanna's trunk: This trunk is similar to her fathers. She has the key in her purse. It contains dresses and clothing as well as one book, "The Geometries of Inzae, the Angles and the Heavenly Objects as Determined by Melequintus, Servitor of Arstibul".

Stansley: The caravan's manager and lead driver. He owns both wagons and is very careful with them. He has been trading in this area for many years and has friends in every town along his routes. Stansley is old, but strong and thickly muscled from years of hard labor. He speaks goblin fluently, but only resorts to its use when absolutely necessary. He has a short sword in the wagon. War1: HD 1d8; hp 6; AC 11; Att +1 (1d6+1 short sword); AL N; Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 11, Wis 11, Cha 11;

Klamart (klay mart'): The driver of the second wagon in the caravan. Klamart is usually quiet and speaks only if spoken to. He then tends to talk incessantly until distracted by a job to which he must turn his mind. Com1: HD 1d4; hp 3; AC 10; Att +0; AL NE; Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 9, Wis 9, Cha 9.

Muddy Roads
Any of the Muddy Roads

the trade routes for safety and efficiency. Any of the characters from the region recognize the name Rothenheimer as one of Bergholt's ruling families.

After finishing their meal, Stansley, the lead driver of the caravan, enters the common room:

"Allo, my friends!" Stansley hollers into the room. His haggard face cheerful, despite the cold and the long journey ahead. "We are about at it, so throw your belongings on the wagon and lets away to the land o' the Zjerd." With this, Stansley turns and goes back outside.

Outside, Stansley and Klamart help Meister Rothenheimer and Evanna onto the lead wagon. The drovers, Milter, Arkus and Frieland are gathered in the square stomping away the cold and joking loudly with one another. The steers stretch in their harnesses, anxious to be on the road. Ahead, the gates of Frisia stand open beneath a churlish sky and the muddy track known as the Unterbasser beckons travelers and merchants alike.

There are two wagons in the caravan. The drivers are Stansley and Klamart. The drovers, Milter, Arkus and Frieland, provide the help. The lead wagon carries barrels of salted carp and the famous mead, Gaddners, as well as the Meister and Evanna's belongings. The other wagon carries

Unterbasser (oonter bas' ser): The road from Halpveg to Mejketek. Trade along this perilous path has increased with the ascension of Meister Premiger to the throne of Halpveg.

several large burlap bags of pepper (16 gp), numerous crates of bronze ingots (3 gp), a large ceramic vase filled with vellum (8 gp), a chest with a bolt of purple cloth (20 gp), and a chest with purple glass jars (10 gp).

The Unterbasser is well traveled during the summer months, but as winter closes in, fewer and fewer caravans enter The Drazkleed. Winter weather in the region is harsh and unpredictable, often bringing sleet mixed with wet snow that piles deep on the gloomy forest floors making travel increasingly difficult. Stansley's winter route usually takes him from Halpveg to Mejketek, back to The Vakhund, then along the Treklant to Jugensborg, on to Firstenfeld, and finally back to Halpveg.

The Unterbasser meanders south beneath the majestic green firs of the Graffenvold. The muddy road stretches beneath a moody sky that alternates between rumbling dark clouds and cold drizzles to bright winter afternoons with the last of the warm breezes coming off the marshes of the Dampfrat. Stansley and Klamart drive their wagons hard and the steers pull with might along the track. Yet, despite their efforts, the wagons occasionally become mired in the slick mud requiring the efforts of all to push and pull them free.

The trip to Vakhund takes three days. Other than the chance for wandering encounters, the trip is uneventful. The referee should encourage roleplay to create an affinity between the players and members of the caravan.

The wagons become stuck a few times each day. Each time, the drivers ask for the characters help, though they pointedly do not ask help of the Meister and Evanna. Each evening, the steers are unhitched and tethered, and a large fire built. The drovers do most of the cooking and will cook for the characters if offered some food. The drivers and drovers make themselves comfortable wherever they can, sleeping as close to the fire as possible. Evanna sleeps near her father, underneath a tarp attached to a wagon. On the second evening the Meister cheerfully offers to purchase a barrel of beer from Stansley. He will share it with everyone in an effort to make friends with his traveling companions. Storytelling by both the Meister and Frieland is a constant around the fire.

Characters who leave the camp and wander into the woods have a 2 in 10 chance of encountering a wandering monster. (see *TABLE 1, Unterbasser Encounter Table*, page 6)

A Short Respite

The Vakhund rests ponderously in a very lonely, wide pasture. Nearby, an aged but sturdy bridge crosses the Treklant Creek. All about, the land is trampled and muddy from the recent rains. Stumps of trees and the refuse from hundreds of merchant camps clutter the pasture. Fire rings, piles of chopped and half burnt wood, tethering posts, broken and busted barrels and boxes, shreds of cloth and other debris mark where the Unterbasser begins its treacherous journey into the Drazkleed.

TABLE: Unterbasser Encounter Table

- 1: **Hungry Wolf:** This wolf will attack any small sized character who appears vulnerable. Otherwise, it will run away once spotted. Wolf: CR 1; Med. 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).
- 2: Mortzva: This goblin spy works for Ubert von Beck. He has followed the caravan from Halpveg. At the moment he is encountered, Mortzva has decided to race ahead to Jzunad and inform his companions of the caravan's location and what he believes to be its likely destination. If encountered and captured, he reveals little and lies as much as possible to conceal his true identity. Mortzva, male Zjerd Rog3: CR 3; Small Humanoid (4-5 ft tall); HD 3d6; hp 16; Init +6; Spd 30 ft; AC 15 (+1 size, +2 Dex, +2 leather); Att +4 melee (1d6+1 shortsword) or +6 ranged (1d6 light crossbow); SA: sneak attack +2d6; SQ: evasion, uncanny dodge, darkvision 60ft; AL CE; Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9. Skills: Appraise +8, Disable Device +10, Hide +8, Listen +6, Move Silently +8, Open Lock + 10, Search +8, Spot +6, Tumble +8, Wilderness Lore +4; Feats: Improved Init. Possessions: short sword, light crossbow, dagger, 5 gp, necklace with a tiny platinum inverted dagger hanging from it (by showing it to the Apothocary in Isenborg one can gain access to one of the Guild's safeholds).
- 3: Owls: The hooting of these owls is strange and other worldly. Any character not familiar with the local wildlife must make a Wisdom check or mistake the sound for the groaning and screaming of humans.
- **4: Coyotes:** A large pack of coyotes gathers around the camp hoping to find easy prey. Initially, one will howl, calling others to the campsite. Within a few minutes, nearly 15 coyotes show up yipping and howling. Though they will linger for a while, any aggressive action will scare them off.
- 5: Smiledon: A large saber tooth tiger has decided to make a meal of one of the characters. The smiledon will attack any average sized or small humanoid. Acting aggressively has a 4 in 10 chance of frightening it. Otherwise, it attacks the most vulnerable appearing person. 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 with Elchmann:** A small group of deer move through the area. There is a 25% chance that any character successfully moving silently and hiding in shadows will note a "man" walking with the deer. A successful Intelligence check will reveal the true nature of the "man." It is an Elchmann. Any movement or noise will send them scattering. The elk-man speaks no known tongue and cares not for man or their ilk and will make his way as quickly as possible into the depths of the wood.
- 7: Worg: This lone worg seeks easy prey. It follows the group for some time until a straggler or someone becomes an easy target. If espied prior to an attack and beaten off, everyone seeing the animal who makes an Intelligence check notices that the "wolf" had a bit and harness still in its mouth.
- 8: Corpse of a woodsman: This is the body of a recently killed woodsman. The wounds are punctures, but are obviously not from animals. A large chopping axe and a small knapsack with some crusts of bread and dried meat in it lie nearby. He is from a town near the Vindig though no one knows him.
- 9-11: Deer: Common woodland deer. They run if disturbed.
- 12: Bear: A small black bear. The only way to get near it is by surprise and stealth. Unless cornered, the bear runs away as soon as it is aware there are people nearby. Bear, Black: CR 2; Med. 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.
- 13-19: Elk: Common woodland elk. They run if disturbed.
- **20:** Goblins: There are 6-13 goblins on a raid. Zjerd (1d8): CR 1/2; Small Humanoid (4-5 ft tall); HD 1d6; hp 3; Init +1; Spd 30 ft; AC 14(+1 size, +1 Dex, +2 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.

A Short Respite

The Vakhund is a squat tower constructed half of stone and half of wood, no taller than the great fir trees hemming in the glade. The tower is the outermost extension of Halpveg's power and serves as a tax collection point for all traffic crossing the Treklant Creek.

The tower is the only structure in the vicinity. The ground level walls, constructed of stone, bear no windows. A thick wooden door set in the center of the east wall and bound with iron straps provides the only entrance. The upper level is faced with stout wood and has an arrow slot cut in each wall. An overhanging wooden battlement tops the tower where a guard stands solidly beneath the unfurled black and green banner of Halpveg.

The Taxes ~ By Order of The Meister Premiger

Man on foot - 1 silver

Man with load - 2 silver

Cart pulled by man - 4 silver

Cart by animal - 1 gold

Wagon - 5 gold



There are five militiamen stationed at Vakhund, including the leader, Kaptane Steigler. They remain at the tower at all times except when hunting or when accompanying merchants to Mejketek.

Kaptane Steigler ~The haggard militia leader at Vakhund. Older and graying, Steigler is a striking and powerfully built warrior. After serving for many years with the armies of the east, Steigler finds his current assignment on this desolate border post boring. As a result, he has resorted to excessive drink to pass the time. He welcomes everyone to The Vakhund in a stern way and is unyielding on the taxes (see inset). If slighted, insulted, or his authority challenged, Steigler lashes out violently and is not unwilling to put anyone in irons for a few days.

Steigler, male human Ftr4: CR 4; Med. Humanoid (5 ft. 11 in tall); HD 4d10; hp 34; Init+5; Spd 20 ft; AC 18; Att+9 melee (1d8+5 longsword); AL N; Fort+8, Ref+2, Will+2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9. Skills: Climb+2, Jump+2; Feats: Weapon Focus (longsword), Great Fortitude, Imp. Initiative, Power Attack, Weapon Spec. (longsword). Possessions: Chain mail hauberk, large steel shield, masterwork longsword.

Gottfried von Frisia ~ A young militiamen who is very excited about his first posting at Vakhund. Poorly educated, Gottfried's speech is simple but colorful. He is a loyal friend to Karl.

Gottfried, male human War1: CR 1; Med. Humanoid (5 ft. 9 in tall); HD 1d8; hp 4; Init +0; Spd 30 ft; AC 12; Att+1 melee; AL NG; Fort+2, Ref+0, Will+0; Str 11, Dex 10, Con 11, Int 10, Wis 9, Cha 11. Skills: Climb+1, Jump+1, Ride+1, Swim+1. Possessions: leather armor. He fights with any available weapons.

Karl Veldman ~ Another militiaman assigned to Vakhund, Karl is the youngest son of the Meister of Frisia and is very aware of the duties required by his position. He is friendly and of honorable bearing. His loyalty to Gottfried is matched only by his loyalty to his family. In combat he is steadfast. Only under the greatest of duress will he or Gottfried leave the protection of the tower

Karl, male human War1: CR 1; Med. Humanoid (5 ft. 7 in tall); HD 1d8; hp 6; Init +0; Spd 30 ft; AC 12; Att +1 melee; AL NG; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 9, Cha 11. Skills: Climb +1, Jump +1, Ride +1, Swim +1. Possessions: leather armor. He fights with any available weapons.

Dominating the ground floor of the tower is a large fire ring. It sits set in the center of the earthen floor. An open staircase runs up the north wall to the first floor. Neatly stacked in the room are 2 barrels of fresh water, 3 large burlap sacks filled with flour, a crate of dried meat, a large burlap sack of grain and another full of beans, several tin pans, some wooden

spoons, a pile of fire wood, two chopping axes, a pile of kindling and a tinder box, a lantern, 12 torches, a small barrel of oil (equivalent of 12 flasks), and a pile of ten wool blankets. The door can be barred with a stout cross beam.

Vakhund's first floor is constructed of wooden planks. There is a narrow arrow slit in each wall. The slit in the east wall is placed directly above the door on the ground floor. Inside, along the edge of the northern wall, an open wooden staircase leads to a trapdoor between the first floor and the roof. On this second floor there are two small barrels containing 50 crossbow bolts each, 2 light crossbows, 2 shields, 2 spears, 3 small helms, 12 torches, an iron brazier, and 4 empty barrels. The Kaptanes bed sits next to the west wall. It bears a hay mattress. Underneath the bed is the iron tax box, locked with a padlock. Inside are 13 gold, 56 silver, and 120 copper.

The roof of the tower has a low wooden battlement, 2 iron braziers, and a flagpole in its center flying the banner of Halpveg. One can see as far as the treeline in every direction.

The day following their arrival, Stansley asks the characters, Meister Rothenheimer and Evanna to wait at Vakhund until he returns from his trip to Mejketek. He assures everyone he will return within the week. Two militiamen accompany the caravan to Mejketek, while Karl and Gottfried remain at the tower.

Three uneventful days pass after the caravan leaves. Any character straying far from the tower has a 2 in 10 chance of encountering a Wandering Monster (see *TABLE 1*, *Unterbasser Encounter Table*, page 6). Note, no wandering monster can be encountered twice. Reroll if an encounter is duplicated.

Part II: The Swift Axe

Late on the morning of the 4th day, a group of bandits attack The Vakhund. When the attack begins, Meister Rothenheimer and Evanna are on a walk east of the tower, and Kaptane Steigler is fishing on the Treklant about ½ mile west of the tower. Only Karl and Gottfried are at the tower.

The bandits are a motley collection of races under the command of an ungern named Gratva. A description of each group and Gratva's attack plan follows. The stat blocks for each group is found on pages 10 and 11.

Ungern (Medium-size Humanoid)

Hit Dice: 3d8 (13 hp)

Innitiative: +6 (+2 dex, +4 Imp. Init.)

Speed: 30ft

AC: 16 (+2 dex, +4 natural)

Attacks: +4 melee (weapon of choice), +2 great bow, or 2 claws +4

Damage: Weapon of choice +2, great bow 2d8,

claw 1d2+2,

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Gore +2 (1d6+2 damage)

Special Qualities: Dark vision 60 ft., Scent, SR 20

Saves: Fort+5, Ref+3, Will+1

Abilities: Str 15, Dex 15, Con 14, Int 12, Wis 11, Cha 10.

Skills: Hide +3, Listen +3, Spot +3

Feats: Alertness, Combat Reflexes, Imp. Init

Climate/Terrain: Any

Organization: Individual, band (6-12), tribe (20-80)

Challenge Rating: 2 Treasure: Standard Alignment: E

In the black days of the Winter Dark when the Horned god Unkla ruled the land, the ungern issued forth from the fortress of Aufstrag. They served Unklar as soldiers and captains, and spread his evil throughout the lands. Some say that they were born of a union between the dark fey and wild evil men enslaved in Unklar's service. Whatever their origin, they are always the same: evil with an undying lust for destruction.

The ungern are devil-like in appearance. Their shape mimics the guise of their maker, Unklar. They stand about 6 feet on average and are generally humanoid in shape. They have dark brown or red skin. Their hands are clawed, their feet cloven hooves. They have wolf like heads with long tooth-filled snouts. Long black horns adorn their brows. In battle, they are always dressed in armor, helms and shields. They wield axes and other heavy cleaving weapons such as bardiches or halberds. Their archers are famed for using great horned bows, and though they can only fire one arrow per round, the damage they do, 2-16, more than makes up for it.

Previously: Two days prior to the attack on The Vakhund, the bandits crossed paths with Stansley's caravan. The bandits slew or imprisoned everyone but Frieland, who escaped. Frieland made his way back to The Vakhund, thinking he had outrun the bandits.

In truth, Gratva allowed Frieland to escape, hoping to use him as bait in the attack on Vakhund. He sent several goblins ahead to hamper Frieland's travel, thus allowing the bandits time to get to The Vakhund shortly before Frieland.



Gratva, male Ungern Bbn5: The quick witted and bold leader of the Magdole Gang.

CR 5; Medium-size Humanoid (4-5 ft tall); HD 5d12; hp 45; Init +6; Spd 30 ft; AC 18 (+2 Dex, +4 natural, + 2 armor); Att +9 melee (1d8+3 heavy mace) or +2 ranged (1d10 heavy crossbow); SA: gore +2 (1d6), rage (2/day), uncanny dodge SQ: darkvision 60ft, fast movement, scent, spell resistance (1); AL NE; Fort +7, Ref +3, Will +2; Str 17, Dex 14, Con 16, Int 12, Wis 13, Cha 10.

Skills: Climb +4, Craft +4, Handle animal +2, Hide +4, Intimidate +6, Intuit Direction +2, Jump +4, Listen +6, Move silently +3, Ride, Spot +6, Swim +2, Wilderness lore +4 Hide +4, Listen +6, Spot +6; Feats: Alertness, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (mace).

Possessions: Chainmail shirt, large wooden shield, small metal helm w/nose guard, heavy masterwork mace(+1), masterwork heavy crossbow (+1), 12 bolts, dagger, thick wool breeches, shirt and robe, rk +1), bedroll, tinderbox, food, pan, pouch holding 30 pp, and a jeweled necklace (200gp).

Chazrim, Orcs (6): These orcs are itching for combat, have very high moral, and will fight ferociously.

CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 20 ft; AC 14 (+2 leather, +2 large shield); Att +4 melee (1d10+2 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 Iniative.

Lesser Zjerd (5): Primarily used for missile support, these goblins are miffed about this "excursion" and will flee if they feel their lives are in danger.

CR ½; Small Humanoid (4-5 ft tall); HD 1d6; hp 3; Init +1; Spd 30 ft; AC 12 (+1 size, +1 Dex); 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.

Bandits (2), male human War1: These humans are outlaws from the Reintier. They will fight, but they have little loyalty to Gratva.

CR 1/2; Medium-size Humanoids; HD 1d8; hp 4; Init +0; Spd 30 ft; AC 13 (+3 armor); Att +1 melee (1d8 longsword/mace/battle axe/warhammer) or +1 ranged (1d8 longbow); AL CN; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 9, Cha 10.

Skills: Hide +2, Move Silently +3, Spot +3; Feats: Point Blank Shot.

Possessions: Longbow, longsword (or mace, battle axe, or warhammer), studded leather armor, traveler's clothes, pouch holding 2-10 gp each.

Ubert Von Beck's Reavers

Klaus, von Beck's right hand man in Bergholt, leads several of Ubert von Beck's pirates (see sidebar, p. 4). All are familiar, though uncomfortable, with the area as von Beck occasionally works with the Magdole bandits on raids up and down the Treklant Creek. Having propitiously encountered the Magdole Gang at Jzunad, Klaus promised them a large portion of the loot if they helped him attack the Vakhund. Klaus did not tell Gratva that they are after Rothenheimer.

Klaus: Klaus is a tall and thin man with wisps of hair on his head and chin. He is acne scarred, beady eyed, and thin lipped. His clothing is simple, fairly dirty and unkempt but quite functional. He speaks with a lisp and gesticulates wildly when excited. Klaus is motivated by little other than Ubert von Beck's desires. He is wily and quite unwilling to lay his life down for anything, obsequious when necessary, and blustering when useful. Klaus carries a long bow and spiked chain into battle. In combat, he uses the spiked chain to disarm or trip an opponent while Tindle moves in for the kill. He also carries a short sword with a +2 enchantment on it, for close fighting.

Klaus, male Human Rog5: CR 3; Medium-size Humanoid; HD 5d6; hp 15; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 armor); Att +4 or +2 melee (1d6+4 shortsword, 2d4+2 spiked chain) or +2 ranged (1d8 longbow); SA: sneak attack +3d6; SQ: evasion, uncanny dodge; AL CN; Fort +1, Ref +6, Will +0; Str 15, Dex 15, Con 11, Int 13, Wis 9, Cha 8.

Skills: Balance +4, Climb +5, Disable Device +4, Escape Artist +3, Forgery +1, Gather information +4, Hide +8, Jump +4, Listen +4, Move silently +7, Open lock +7, Pick Pocket +2, Search +3, Spot +7, Tumble +7; Feats: Point blank shot, weapon finesse.

Possessions: Masterwork (+1) studded leather armor, +2 short sword, spiked chain, longbow, 12 arrows, thieves tools, 100 gp.

Tindle: Tindle is a fairly handsome man with a stubble of growth covering his face. His eyes are a piercing blue and his voice firm and powerful. Tindle walks "tall" and carries himself pompously, glowering at most who bother to talk to him. He is fairly loyal to Klaus, having traveled with him for nearly 5 years. Tindle carries a

battle axe and a longsword for melee. As a combat tactic, he tries to knock opponents prone with his shield and deal with them one at a time.

Tindle, male Human Ftr3/Rog2: CR 4; Medium-size Humanoid; HD 3d10/2d6; hp 33; Init +0; Spd 20 ft; AC 18 (+8 armor); Att +8 melee (1d8+3 longsword or battle axe) or +7 ranged (—); SA: sneak attack +1d6; SQ: evasion; AL CN; Fort +6, Ref +4, Will +2; Str 16, Dex 11, Con 15, Int 8, Wis 13, Cha 14.

Skills: Balance +4, Bluff +6, Climb +4, Gather Information +6, Hide +6, Intimidate +5, Jump +4, Move silently +4, Ride +4, Sense Motive +4, Spot +6, Swim +3; Feats: alertness, blind-fight, cleave, track.

Possessions: Masterwork (+1) scalemail, masterwork (+1) spiked large metal shield, longsword, battle axe, thieves tools, platinum armlet (25gp), 2 nice rings (10gp and 15 gp), a belt with silver emblazoning on it (30 gp), and 50 gp in a pouch.

Krees: A human bandit working for Klaus. Krees is a difficult person to like. His asinine and pointlessly insulting comments invite hatred and anger. His immediate intention is to leave the Dampfrat and make his way to a bandit stronghold near Frisia.

Krees, male human War1: CR 1/2; Medium-size Humanoids; HD 1d8; hp 4; Init +0; Spd 30 ft; AC 13 (+3 armor); Att +1 melee (1d8 longsword/mace/battle axe/warhammer) or +1 ranged (1d8 longbow); AL CN; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 9, Cha 10.

Skills: Hide +2, Move Silently +3, Spot +3; *Feats*: Point Blank Shot.

Possessions: Longbow, longsword, studded leather armor, traveler's clothes, pouch holding 2-10 gp each.

Nurjd: The loyal and stalwart servant of Ubert von Beck, Nurjd is a powerful orc warrior and relentless enemy. He is a quick thinker who has survived many years on the seas due to his ability to estimate his enemies' will.

Nurjd, male Orc Ftr2: CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 20 ft; AC 16 (+4 scalemail, +2 large shield); Att +4 melee (1d10+2 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 Iniative.

3 Humans: These humans were hired by Klaus in Bergholt. They are uncomfortable working with the orcs

and goblins. They presently feel that this job presents more risk than they are willing to undertake. One, Markus, is a spy for the Geis'tot.

Human War1: CR 1/2; Medium-size Humanoids; HD 1d8; hp 4; Init +0; Spd 30 ft; AC 13 (+3 armor); Att +1 melee (1d8 longsword/mace/battle axe/warhammer) or +1 ranged (1d8 longbow); AL CN; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 9, Cha 10.

Skills: Hide +2, Move Silently +3, Spot +3; Feats: Point Blank Shot.

Possessions: Longbow, longsword (or mace, battle axe, or warhammer), studded leather armor, traveler's clothes, pouch holding 2-10 gp each.

5 Orcs: These orcs are pirates from von Beck's flagship. They are very loyal to von Beck but are ready to return to the open seas.

Orcs (5): CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 20 ft; AC 14 (+2 leather, +2 large shield); Att +4 melee (1d10+2 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 Iniative.

Kleejd's Zealots

There are 5 orc zealots from Jzunad. They accompanied the bandits (for thier dark master) to gather corpses and to fight. They do not fear death and will fight accordingly. A spell cast on the orcs bestows a high Armor Class (18) but reduces their movement and dexterity (see Part III, The Protection of Kleejd). The spell causes the skin to turn hard and become ochre colored.

Orc Zealots (5): CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 15 ft; AC 18; Att +2 melee (1d10+2 war axe); SQ: darkvision 60ft; AL CE; Fort +3, Ref +0, Will -1; Str 15, Dex 9, Con 11, Int 8, Wis 8, Cha 9.

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

The Magdole Gang

This band is comprised of several races found in The Drazkleed. They belong to a larger organization headquartered far to the east of Vakhund and have traveled this far to locate and slay the members of a band of "sheriffs" who attacked their stronghold some weeks back. They recently joined with Ubert's Reavers (below) because, as Gratva put it, "being close to human lands tis far more dangerous alone ya see." Though the Magdole Gang succeeded in killing the last of the sheriffs a few days previous, Gratva agreed to help Ubert's Reavers with their attack on Vakhund in exchange for a percentage of the loot.

The Plan

Gratva plans to attack the tower from the east, west, and south. The smallest group crosses the Treklant west of Vakhund and attacks. Another group, lead by Klaus, crosses the Treklant east of the tower. The largest group remains in the tree line south of the Treklant and awaits the other two groups appearance before attacking.

The group attacking from the west accidentily finds Steigler, kills him, and continues moving towards the tower. After crossing the Treklant, Klaus's group finds the Meister and Evanna. A scuffle ensues that leaves Rothenheimer mortally wounded and Evanna prisoner. Klaus and the others then move back across the Treklant and do not join in the initial attack on The Vakhund.

Gratva and his men remain in the treeline until Frieland runs out of the woods to the tower (see below).

Referee's Advice: To build suspense and surprise for the players, the referee should ask the players for their positions prior to the attack or use the table below to randomly place the characters. The referee is encouraged to place the characters in such a manner as to make the initial attack challenging, though not deadly.

- 1: Tower roof watching
- 2-3: Inside tower sleeping/cooking
- 4: Following Steigler
- 5: Following the Meister rothenheimer
- 6-8: Eating at a table outside
- 9: On the creek bank washing
- 10: In the tree line

Gratva orders the goblins to shoot Frieland before he reaches the bridge. He hopes that the wounded Frieland will draw out the tower's defenders. If the characters opt to rescue Frieland, as soon as they reach him, Gratva's troops attack. If no rescue attempt is made, Gratva waits until the band from the west is in sight, before attacking.

The referee should determine the composition of each group bearing in mind the following factors: Gratva leads the largest group which contains at least two goblin archers; Klaus leads the group which crosses the Treklant east of the tower and his unit should contain Markus (see Ubert Von Beck's Reavers); the group crossing west of the tower should contain several zealots (the only ones strong enough to defeat Steigler).

The rains have chilled the air and the afternoon's sun is hidden behind boiling gray clouds. A brisk wind whips from the north carrying the crisp, salty smells of the inner sea. Earlier, Kaptane Steigler meandered down the Treklant Creek, promising to bring back trout for the noon-day's meal. The Meister Rothenheimer, in an ochre cape, and Evanna, brilliant in a white ermine overcoat, just disappeared behind the trees at the pasture's edge on a morning walk up the creek.

"AAHHEEEEE! Beware! We are set upon! Heeelllllp!!" Frieland's's voice shreds the air as he leaps from the woods, screaming desperately. His clothing is tattered and his face streams with blood.

A few heartbeats pass and arrows course through the air. From the treeline across the creek emerge savage goblins hefting bows. They let fly deadly shafts and one pins Frieland in the back. He falls to the ground, screaming in agony.

Gratva uses several strategies in the attack on Vakhund, but he is not willing to sacrifice many of his troops for the purported treasure. Gratva first attempts to draw the defenders out of the tower. If this doesn't work, he tries bargaining or threatening the defenders. He will use subterfuge and make promises to retrieve the gold without being killed. If unsuccessful, Gratva finally resorts to direct assault. The archers will be used to pin down anyone on the roof while the remainder of the bandits attack from several directions (flaming arrows are an option but the wood on the tower is soaked from the rain). While Gratva is bargaining, his troops will be busy constructing makeshift ladders and a battering ram.

The Chase

The attackers remain near the tower throughout the day, launching attacks as necessary. At nightfall, Gratva pulls the bandits back to the south side of the Treklant, and makes camp in the woods near the road. An argument between Klaus and Gratva over the fate of Evanna breaks out. Klaus claims he wishes to ransom her to the Rothenheimer family in Bergholt and bring the money back; Gratva wants an assurance that he will get his money and refuses to allow Klaus to take the girl. The argument ends when Markus, as instructed, makes an attempt on Evanna's life. Before Markus succeeds, Tindle slays him. After the scuffle, Gratva and Klaus agree to take the girl to Jzunad to determine her fate. They leave early on the morning following the attack.

The Closing

The Meister Rothenheimer yet lives, and it is imperative that the characters find him. There are two means of accomplishing this. The first is to have him wander back to the tower, falling mortally wounded into the hands of the characters. The preferable manner is for the characters to search the woods.

Each encounter is described separately, but the outcome will be the same. The Meister has been shot with an arrow and will bleed to death within 24 hours unless healed. His dying request is that the characters find his daughter. He promises that returning her safely to his family in Bergholt will earn them a great reward. Should the players hesitate in accepting the Meister's passionate plea, he assures them that any request, within reason, will be met by his family.

In this encounter, the Meister returns to the tower:

Night has fallen and a deadly black pall hangs thickly over the tower. A reddish light spills out of the thicket of trees across the creek and carries with it sounds of camp, and songs of war and death common to both goblin and orc. Violent intent spills over the open spaces and a lone, hulking figure emerges from the shadows, moving toward the tower. The Meister Rothenheimer's arm raises, but no sound escapes him. He collapses outside Vakhund's door.

In this encounter, the characters find the Meister in the woods where he was attacked:

The Meister Rothenheimer lies propped up against a tree, his body broken and shattered. Blood pours from many wounds, his clothing is soaked a dark red. Words

bubble out of his mouth in bloody spasms between haggard breaths, "Evanna... Evanna..."

In each case, the Meister pleads for the characters to find Evanna and return her to Bergholt. He has nothing of value on his person, other than his signet ring. There is a letter tucked in a pouch on his belt. The letter reads: "R. Our failed communication of late has left me little choice, either return to me what is mine or I shall have my Klaus settle the account permanently. V. Beck."

Part III: The Chase

The Unterbasser stretches into the dreary south. Its muddy trails and byways are traveled by few other than merchants, goblins, and those of ill intent. There is no law to protect the honest, so it is with much haste that they make their way between The Vakhund and Mejketek.

The signet ring: This is one of seven Rothenheimer family rings. It is worth 1000 gp. Selling it in the wrong quarters, however, could cause the seller serious problems.

The characters must track the bandits to Jzunad to find Evanna or her trail (see Jzunad). The task should be aided by the bandits lack of effort to conceal their tracks, not expecting anyone to follow. They head south along the Unterbasser for several days to the area where the caravan was attacked. There, they turn east and follow a trail to Jzunad. They travel with such haste that it is unlikely the characters will be able to catch them.

There are two areas of interest on the trail to Jzunad and one encounter area. Each is detailed below. The Wandering Monster Chart should be checked twice per day with a 2 in 10 chance of an encounter each time. Again, there is no duplication of encounters and Mortzva should be excluded (See *TABLE 1: Unterbasser Encounter Table*, page 6).

The Campsite

This is the site where the bandits camped after attacking the tower. It is on the south side of the river, just inside the treeline and near the road.

Mejketek: Deep in the wilderlands beyond the Treklant Creek lies the famed goblin trading post Mejketek. This is the furtherest outpost of the Zjerd, goblins of the Kingdoms in the sothren volds. Merchants from the far ends of the Interzae gather here and trade all manner of goods the most prized being the small mechanical contraptions used for keeping time for which the goblins are famed throughout the known world.

As you cross the bridge where the Unterbasser disappears beneath the dark bows of the Graffenvold, a grizzly reminder of the previous day's battle sits in the middle of the road. Two heads placed atop small poles rest awkwardly in the middle of the road. Kaptane Steigler's eyes stare blankly at the tower and an unfamiliar dwarf's head mimics his gaze. Beyond are the dying embers of a large fire, and the discarded scraps of a night's meal.

The encampment provides little valuable information. Several yards beyond the fire in a pile of brush lies the body of Markus. Markus has no valuables, but a tattoo of two quarter moons facing each other can be found on his back. The Kaptane's body can be found down the creek about ½ mile. The dwarf's head belongs to one of the "sheriffs" Gratva was after. His body can be found with the caravan wreckage. The bandits left obvious tracks on the road to Mejketek.

The Caravan Site

Two days travel brings the characters to where Stansley's caravan was destroyed by the bandits.

Rounding a bend in the road, you are greeted by a long stretch of the Unterbasser hemmed in tightly by massive green firs dusted with snow. Down the road are the burnt husks of two wagons. Peaceful and still, the charred remains are the sole marker of those you traveled with merely a week earlier. The crates, boxes, sacks, and barrels are spilled, broken and scattered up and down the road, and the steers, tack and harnesses are gone.

Klaus and Tindle were disappointed to discover that Meister Rothenheimer and Evanna were not with the caravan and decided that they must be at the tower. A search of the area reveals few useful items as the bandits have thoughoughly **Dampfrat:** A morass of shallow swamps, hot springs geysers and stunted trees located in an uplift south of the Treklant Creek.

ransacked the caravan for anything of value. Conspicuously, only one corpse can be located. That is the headless corpse of a dwarf, the body belonging to the head at the campsite. The dwarf had come upon the caravan and decided to travel with it for safety. Searching him reveals the same tattoo as that on Markus. Again, the tracks are easily followed. They lead east into the woods towards the Dampfrat.

(Ibert von Beck's Reavers

On the third day of travel after leaving the road, the players encounter several of Ubert von Beck's Reavers traveling along the same trail, heading back to the Unterbasser. There are three orcs and one human. This group split from the other bandits after reaching Jzunad.

The Dampfrat is a dark and silent place. The massive green bows of the firs smother most noise and cast dark shadows even in the brightest of afternoons. A light snow filters from the sky, whipped by a spiteful wind that, for once, brings more than chill and bitter cold. The wind carries a noise, the muffled grumbling of voices not far in the distance.

These four survivors from the attack on The Vakhund are not attentive to their surroundings and are easily surprised. For character details see descriptions for Krees and Nurjd in Von Beck's Reavers. Any character capable of speaking orc discerns that the three orcs are arguing about the quickest route back down the Treklant to the Interzae. An observant character notes the lead orc has a limp, and the human has a bloody bandage dangling out from under his hat.

From around the trees stomp three fierce orcs hefting an assortment of weapons and hauling small packs upon there backs. Their dress is unusual outside the bays and ports of the Interzae. They wear padded armour with bright colors and hats of colorful hue. With them is a lone human, attired in a similar fashion but with a great hooked polearm in tow. The orcs are barking at each other in their angry tongue while the human limps quietly behind.

If confronted, the Reavers offer no resistence and ask for mercy. If interrogated, they impart valuable information. The Jzunad

leader, Nurjd, will berate the others for giving out too much information, and he will impart only what is necessary to ensure his survival. The human, Krees, is quite willing to talk about Evanna's whereabouts though, due to his position within the Reavers, he knows little of value. Bear in mind, these are life-long pirates. They have been interrogated in the past and have interrogated foes. They can instinctively sense danger and will give the players false and misleading information to escape unharmed.

The Reavers know that "the blonde human woman" is being held at Jzunad. No one knows exactly where. Nurjd will not guess, but one of the orcs claims she is at the bar. The human thinks she is to be taken deep into the Dampfrat to a stronghold named Magdole. They admit working for Ubert von Beck, hoping the name will cause fear in the players and therefore save their lives. The human disowns loyalty to von Beck and claims to be working for Klaus. They will also admit they were sent here to get money from Rothenheimer but they have no idea why the girl was taken prisoner. They all agree that Jzunad is a two day walk from where they are and impart that it is a temple complex erected to the orc war god Kleejd. They tell the players that if they want the girl, they can find Klaus and Tindle, their leaders, at Jzunad's Tavern.

Krees, tired of the company of orcs, will gladly join the party if given the opportunity. He will not, however, go back to Jzunad. "A death sentence, ya see!" If allowed to travel with the party, he will escape at the first possible moment and seek to join another group of bandits that reside near Frisia.

Jzunad

Jzunad is a recently constructed orc and goblin temple complex dedicated to the orc war-god, Kleejd. A powerful orc shaman and several orc religious zealots manage it. Jzunad, though an orc temple, is not a closed place. Goblins, humans, giants, and other nefarious agents of the Dampfrat frequent it to trade information, goods, and conduct other activities peculiar to their lifestyles.

Though by no means safe, Jzunad need not be considered unapproachable. The inhabitants are accustomed to strangers and will not act violently unless provoked. Several of the bandits who attacked The Vakhund are staying at the bar. They will not recognize the players as the defenders of the tower.

The characters arrive by a trail that leads to the temple itself. In addition to the temple, there is an encampment for the orc zealots, a bar/storehouse, and several barrows. The encounter areas are arranged in such a manner that there is no specific chronological or spacial order of encounters, but events in one area will almost always effect other areas of the complex.

The Temple

The trail ends at an open glade of well manicured, vibrant green grass. In the center of the glade is a large earthen ring, built to a man's height, covered in thick flowing grass. Thrusting out of the embankment is a massive red column topped by a slab of black slate. A rough hewn, ebony stoned staircase rises up the embankment's side. Upon the top landing is an ochre hued statue of an orc hefting a broad-bladed spear.

On the far side of the glade is a small wagon set amidst a bewildering array of stakes and poles roped together. The wagon has been formed into a cage with wooden bars. Clearly discernable from this distance are three human figures and a dwarf with their arms held aloft by heavy chains.

On the opposite side of the glade, a massive octagonal shaped building rests heavily upon beaten and churned ground. Its split log sides and thatched roof seem hastily constructed. From a hole in the center of the roof a ghastly smoke lingers and spills liquidly into the sky.

!!! When the characters arrive, the referee must decide whether to end the adventure at Jzunad or to continue in the second part of the "Death on the Treklant Series" - "Dzeebagd." If the referee is of a mind to end the adventure at Jzunad, Evanna will be in the Shaman's barrow (Barrow A, room 3) Gratva, Klaus, Tindle and the other bandits have moved on to the abandoned fortress of Dzeebagd. If the referee has decided to continue the adventure, the characters should discover that Evanna has been taken to an old goblin stronghold deep in the Dampfrat. The adventure then continues in the second part of the series, "Dzeebagd."

The temple consists of a recently constructed earthen embankment in the shape of a circle, with a large red column, constructed of an other worldly material that defies common

perceptual understanding, but appears as red marble with white veins. Close examination reveals its exotic nature. The massive column is in motion. The white veins wriggle like small worms and the column grows and shrinks up to two feet within short periods of time. When touched by anyone who does not worship Kleejd, the column delivers a shock causing 1-4 points of damage. On the top of the column is a thin black slab. The only access to the top of the slab is through the shaman's room in Barrow B, Room 3.

There are always 1-4 zealot guards at the temple and usually 3 within the vicinity. These guards wear no armor, but are under the shaman's protective spell (*see The Protection of Kleejd, below*). They carry huge spears and cleavers. Their mission is to protect the temple, and unless the temple is approached or the wagon tampered with, they ignore any travelers.

One guard carries a horn he will sound if attacked. This brings the Shaman and the orc zealots from their encampment. The Shaman *teleports* onto the black slab atop the column in 3-6 rounds (see Barrow A for his profile and teleportation ability).

The Zealots: These orc zealots on guard duty at the temple are simple minded and only worry about the prisoners and those approaching the temple. Because of the Shaman's spells, the orcs speak only when necessary and fight to the death if challenged.

Orc Zealots (5): CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +2; Spd 15 ft; AC 18; Att +4 melee (1d10+2); SQ: darkvision 60ft; AL CE; Fort +3, Ref +0, Will -1; Str 15, Dex 9, Con 11, Int 8, Wis 8, Cha 9. Skills: Hide +0, Listen -1, Move Silently +0, Ride +5, Spot -1; Feats: Endurance, Improved Iniative.

The Prison Wagon

The prison wagon sits north of the temple. Its wheels, harness, and tacking have been removed and is now a temporary holding cell for those destined to become animated skeletons (see below). In the wagon are three humans and a dwarf.

Stansley, the sole survivor from the caravan, is being held here. Stansley, though injured and grieving for the loss of his friends and goods is eager to help the party and will energetically assist them whenever possible. The other two humans are Urlich and his wife, Marriana. They traveled from the east by coach and were attacked near Jugensborg. Although they try to be helpful, between age, wounds and Urlich's resignation to death, they can manage very little. The dwarf, Nilfur, is in descent health, and as soon as he sees the characters, his spirits immediately rise. He will join the party but he knows little about Jzunad because he was brought here unconscious and has seen nothing other than his cell.

Additionally, the Referee can place any number of other persons in the wagon, to replace Player characters, to increase the party's strength, or to enhance the game. The guards at the temple watch any characters that approach the wagon, but they will not interfere unless the characters tamper with the wagon or attempt to free the prisoners. If the guards observe the characters attempting to free the prisoners, one will sound the horn, bringing the Shaman and the remaining zealots from the encampment.

Marriana: A prisoner of the orcs, Marianna is an older woman with graying auburn hair. She is stalwart and has accepted life's twists and turns with grim resignation. If given the chance, she fights viscously to make her escape.

Com1: hp 3, AC 10; Att +0.

Urlich: Marrianna's husband was grievously injured and is barely capable of walking. The older man is pained and believes his life is spent. This resignation remains despite his wife's pleas. It is only overcome if escape appears certain. **War1**: current hp 1, AR 10; Att +0.

Nilfur: The dwarf was kidnapped recently as he wandered lost in the Graffenvold. He had been tracking a group of people headed into the Dampfrat for a lord in Bergholt. Though he will try his best to lie and obscure the nature of his business in the Dampfrat, the dwarf is very helpful to the party. He is an experienced traveler and warrior.

Nilfur, Dwarf Rgr3: CR 3; Small Humanoid (4 ft 5 in tall); HD 3d10; hp 24 (currently 7); Init +6; Spd 20 ft; AC 10; Att +5 melee (weapon +2); SQ: Track, favored enemy goblinAL NG; Fort +4, Ref +3, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8. *Skills*: Hide +8, Move Silently +8, Spot +12, Wilderness Lore +7; *Feats*: Endurance, Improved Iniative.

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The Preparation House

A split-log, octagonal structure sits in a trampled clearing near the Temple. It is a broad low building with a conical thatched roof and no windows. Its large wooden door faces the temple. A foul stench of decay and rot pervades the air. The ground in the front of the complex is muddied and bears a crimson hue. Bits and pieces of bone are scattered haphazardly about.

This is the Preparation House, the area where prisoners are prepared before becoming skeletons.

The complex consists of three rooms. The overseer, Pejznog, is inside going about his ghastly work. He pays little attention to those who enter the abode, for this is not a sacred place and many make their way into its confines. He only glances occasionally at any intruders to make sure they are not intefering. If disturbed, bothered, questioned, or distracted from his work, however, he may go beserk and attack the party.

Room 1:

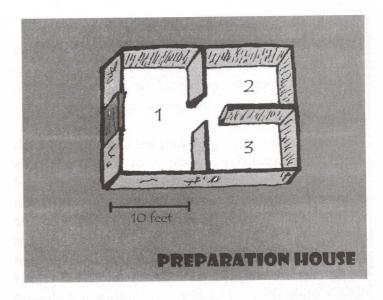
The door to the building swings inward. Beyond lies a grisly site. A massive red stained wooden table sits heavily in the center of a large room. Upon it and on the floor are piles of bone. The rotted and fetid remains of innumerable creatures are heaped about the room. A gigantic cleaver and saw hang on the wall to the right, while a brazier smolders heavily. Beyond lie two other rooms, movement can be seen in the one to the left.

This is the initial preparation room. The cleaver acts as a halberd.

Room 2

Looking beyond the open portal into this room is a bizarre sight. There are three skeletons laid on large wooden tables. In front of the tables is a huge, pale orc, with rolls of fat like cascades of lava. It grunts and groans as it picks up a barrel of bones. Hanging on the walls about the room are all manner of ghastly instruments illuminated red by a brazier of blazing coals.

This is the Flayer, Pejznog and it is the only time the characters will catch him by surprise. For several rounds he tries to pick up the barrel. When finished, he notices the players.



Although he remains busy, he will keep an eye on the characters and never turn his back to the entrance again. Other than directly pestering Pezjnod, he is not bothered unless someone enters Room 3. It is his personal room. Pezjnod is a powerful fighter though somewhat slow. His hands are powerful weapons but he uses the instruments on the wall if a fight ensues.

Room 3

Beyond the opening to this room is a huge pile of hay with many tattered woolen blankets thrown upon it. A fire pit has been dug into the floor and a small fire burns within. A pot of thick steaming soup rests beside it.

A search of the bedding reveals several pouches of valuables that the Flayer has filched from his victims. There is an assortment of coins totaling 100 gp and jewelry valued at 200 gp.

Pejznog: "The flayer of the dead and living." This great orc, huge after years of working Preparation Houses for the orc war god, loves inflicting pain on all those around him. Pejznog is blithely unaware of his surroundings the majority of the time as his mind is blurred by the constant use of exotic herbal teas and potions. Only when distracted from his business will he react. Then, his anger rises and he attempts to kill whoever pestered him. Only the Shaman has any control over the flayer.

Pejznog, Orc Ftr3: CR 3; Med. Humanoid (5-6 ft tall); HD 3d10; hp 27; Init +5; Spd 20 ft; AC 14; Att +7 melee (1d4+2 hands x2); SQ: darkvision 60ft; AL CE; Fort +7, Ref+2, Will+2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 7. *Skills*: Hide +0, Listen -1, Move Silently +0, Ride +5, Spot -1; *Feats*: Endurance, Improved Iniative, Great Fortitude.

A Cold Drink

This former stable and storehouse for those constructing the embankment has now become a bar and tavern for the orcs, goblins, and others that gather at Jzunad. Though no one owns the establishment, Dzeegle, an orc, currently runs it.

The trail leads to a large trampled clearing in which stands an expansive, ramshackle structure. Its thatched roof, split log and bark siding, and single mud chimney haphazardly rests upon each other as if each was constructed independent of the rest. In front of the building is a broad porch with a stone fire ring built in its center. Several chairs and tables are scattered upon the porch, with mugs, plates and the rubbish of a recent dinner upon them. The bitter rumbling and choked laughter of orcs echoes within.

In the mud next to the porch lies a single orc. His fat vicious head rests upon his arms and his bloodshot eyes look skyward. Uhhhhhhhg... "deeg'thud" he says, and continues to peer upwards.

This orc is harmlessly drunk and offers little resistance if ruffed up. He can only speak orc and if the characters choose to wake him, he just blabbers on about the recently arrived mead. Those inside will hear any commotion or conversation and will investigate. Anyone who looks through the doorway will likewise be spotted. Though everyone is suspicious, none of the occupants initially act with hostility. Bandits and others passing through have accustomed them to strangers.

Beyond the loose hung doors is a large room with a planked floor rotting in many places. Darts of light shoot through many cracks in the ceiling, and a blue haze of pipe smoke lingers thickly in the air. In the center of the room is a stone lined fire pit and a long thin table piled high with dried meats, mugs, and other refuse of drinking and mealtime eating. Around it are gathered three hulking orcs and two haggard looking humans. A tapped keg sits alone near the table of orcs, slowly dripping its contents into a puddle on the floor. Sitting at a low table perilously close to the door, playing cards, are four goblins. The room silences immediately, and one of the orcs stands as you enter. The far end of the bar is piled high with boxes, sacks and racks of drying meat.

As soon as the goblins soon realize there is no danger and, they return to their game, ignoring the party. Two of the orcs

Dzeegle: This orc runs the bar. He is average sized, ugly, green skinned and of a decidedly evil temperament. He is an unfriendly orc well disposed towards making a gold piece, and always considers the possibility of financial arrangements resulting from new found acquaintances. He treats most patrons with a level of disrespect commonly reserved for mortal enemies.

Dzeegle and 3 Chazrim: CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init +4; Spd 20 ft; AC 14 (+2 leather, +2 large shield); Att +4 melee (1d10+2 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 Iniative.

Goblins (4) that will run away if possible: CR 1/2; HD 1d6; hp 3; Init +1; AC 12; Att -1 melee (1d6 shortsword).

Bandits (2), male human War1: CR 1/2; Medsize; HD 1d8; hp 4; Init +0; AC 13; Att +1 melee (1d8); AL CN.

are zealots not currently under the spell of the shaman. Though drunk, they manage to fight if challenged. The two humans are part of the Magdole group, but they do not recognize the characters. The orc rising from his seat is Dzeegle. To make sure the party are legitimate customers, he walks toward them in a threatening manner.

Though aggressive, Dzeegle does not want to fight. He sizes up the party before serving them and asks sidelong questions to determine where they have come from and where they are going. An astute beer taster (Cha check at DC 14) notices that the beer is the same as that from the caravan.

The tone of the other orcs' conversation is muted and dull. However, it does concern the recent attack on the tower and, by careful listening, or joining in the conversation, it can be gleaned that a girl has been taken to Dzeebagd by the Magdole Gang (or that the Shaman has taken her - depending on the ending the DM chooses). Other information is left to the DM's discretion, such as the names of those involved in the various activities over the past week, the argument at the tower, and false information to throw the players off the trail.

A Cold Drink

This is a one room structure. At the far end are piles of boxes, crates, and sacks. If investigated, several of the newer crates have the stamp of Halpveg upon them. They contain apples, potatoes, metal ingots, crossbow bolts, and silk. These were stolen or legitimately purchased from goblin merchants.

A Warm Tent and Decent Meal

The tangy smell of burning pine wisps through the thick firs ahead. A well beaten path twists amongst the trees and leads to a small clearing with a large fire raging in its center. Several crimson colored orcs stand near the fire, their massive hands outstretched to the flames and their great guffaws of laughter breaking the silence. Surrounding the clearing are black canvas tents tucked neatly between and underneath the trees. A large grinding stone sits near the fire and a stack of spears and assorted polearms rests nearby.

The Zealots camp consist of 6 tents each large enough for 3 orcs. There are 5 orcs at the camp when the party arrives. Two are at the fire, one is asleep, one is dressing a recently killed deer, and one is in his tent mending his armor. They are very aggressive. They attempt to scare the players away with threats and resort to violence if necessary. There is little information to be gained from these orcs. The guards know little about the recent events and care less. Their conversation consists of joke after joke.

Orc Zealots (5): CR 2; Med. Humanoid (5-6 ft tall); HD 2d10; hp 13; Init+2; Spd 15 ft; AC 18; Att+4 melee (1d10+2); SQ: darkvision 60ft; AL CE; Fort+3, Ref+0, Will-1; Str 15, Dex 9, Con 11, Int 8, Wis 8, Cha 9. Skills: Hide +0, Listen -1, Move Silently +0, Ride +5, Spot-1; Feats: Endurance, Improved Iniative.

The Protection of Kleejd: The components of the spell used by the Shaman to add protection to his zealots are a well kept secret. But the spell is not. Its wide ranging use by orc Shamans in the east have allowed orc armies to shatter the defenses of the strongest Dwarven fortresses and defeat the mightiest Todavian armies. When properly cast, the spell turns the skin of a worshiper of Kleejd to iron, confering an AR of 18. Sadly, the weight of the spell recipient's new skin makes movement more difficult, reducing it by 10 ft and reducing Dexterity by 2 (Dex AC adjustment does not apply while spell is in effect)..

Kleejd: "The dawning lights of Inzae have always offered harbor to brutal warlords, maleficent beasts, and those of violent intent and their wars have raged over these lands from time immemorial. It must have been the offer of unending struggle that brought Kleejd and his hordes for no great treasures nor magics are to be found underneath the Inzaen sun, only unending strife." From Sivianas' "Speculations on the Origins and Natures of the Chazrim"

Kleejd is the orc's god of war. His sole objective in existence is battle and conflict. His adherents and followers are instilled with the same unyielding desire for war and welcome death in battle as the only avenue for entering Kleejd's armies in the afterworld. Treasure and magic mean little to him or his followers unless useful as a means of defeating an enemy in battle. This philosophy, combined with the might of the orc armies around Inzae, make the followers of Kleejd the most feared warriors ion the world.

Treasure spread throughout the tents include trinkets collected over years of travel and plunder: 85 gp, and 120 sp. There is one particularly fine masterwork battleaxe in the tent with the sleeping orc.

Barrows of the Dead

The dense branches of the fir trees open to reveal two large earthen mounds, starkly bare of any vegetation. The mounds are surrounded by muddy trails, pools of brackish water, shafts of wood, and broken tools. The pall of death lingers over them like an abysmal cloud.

These barrows house the Shaman and his growing army of skeletons. One is his home, the other is a temple to the orc god of death. The shaman has perfected a raising spell and the awful repercussions of his experiments will soon be felt by all in the region.

Barrow A: The Shaman's home

Giant obsidian slabs frame the entry to this mound. The narrow passage beyond is dark, moist, and cramped. From within its confines, a low pitched, barely audible howling can be heard.

The entryway is just over three feet wide and six feet high. The hall extends 20 feet then swings left to a wooden door.

Fighting in the passage is cramped and combat modifiers should be adjusted accordingly.

A rune of protection is upon the floor in front of the door. There is an chance (Search DC 4) that it will be noticed by anyone inspecting the floor. It is a spiral with a cloud bank, the sign of Kleejzd. When the rune is passed by or stepped on by any other than a zealot or the Shaman, the rune releases a bluish gas in the shape of heavily muscled arms. The arms wrap around the person stepping on the rune and immobilize them causing 1-2 hp per round for 1-4 rounds unless they make a Will Saving Throw (DC 17). A held individual must make a strength check to escape (DC 15). At the same time, it emits a loud whistling sound. The gas cannot be physically

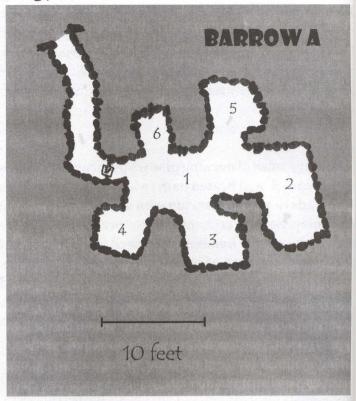
Gnarjd: The orc shaman. He is an old and powerful shaman. His travels have taken him over several thousand miles and many decades to come to the area and fulfill a mission given him as a child. His mission has not been revealed to any, but the genesis of his holy war is in the making.

Gnarjd suffers from a peculiar lycanthropy brought on by his religious zeal. When cornered and death appears imminent, he changes into his lycanthropic state within 1-2 rounds. This immediately heals him. In his lycanthropic state, Gnarzd appears as a large wolf with red scaly skin on his underside and tail, with bristling white hair on his back and shoulders. His long claws and gnashing fangs can deliver terrible blows while his very continence may strike fear into the hearts of the bravest of men (see cover pic).

Gnarjd, Chazrim Orc Clr4: CR 4; Med.; HD 4d8; hp 28; Init -1; Spd 10 ft; AC 18; Att +7 melee (1d8+3 scimitar); SQ: darkvision 60ft; AL CE; Fort +7, Ref +0, Will +7; Str 15, Dex 10, Con 14, Int 10, Wis 15, Cha 13. Skills: Concentration +9, Spellcraft +7; Feats: Scribe Scroll, Brew Potion. Possessions: +2 Scimitar. Spells (5/5/4): 0 -- Guidance, Inflict Minor Wounds, Light, Resistance, Virtue; 1st -- Bane, Command, Doom, Sanctuary, Summon Monster I; 2nd -- Aid, Inflict Moderate Wounds, Spiritual Weapon, Summon Monster II.

Gnarjd, lycanthrope: CR 4; Med; HD 4d8; hp 28; Init +6; Spd 50 ft; AC 16; Att +3 (1d6+1 bite); SA: Trip, emanates constant fear as *cause fear* spell; SQ: scent; AL CE; Fort +7, Ref +5, Will +4; Str 13, Dex 15, Con 15, Int 10, Wis 15, Cha 10.

Skills: Hide +3, Listen +14, Move Silently +4, Search +8, Spot +14, Wild. Lore +0; Feats: Blind-fight, Imp. Init., Weapon Finesse (bite). Note: Curse of lycanthropy does not apply.



attacked, but it can be dispelled. The arms can hold only one individual and, unless the character is very large and blocks the entire passage, others can pass around him. The door opens freely.

If the trap is set off, the Shaman investigates and attacks if he feels he can win the combat. Otherwise, he runs to Room 3 and transports to the black slab atop the column. There, he calls all the zealots to attack the intruders.

Room 1:

The door opens into a large room with several chambers extending from it. The floor is paved with small gray rocks and the walls are constructed of the same black slabs as those in the passage. In the center of the room is a broad, rock lined pit. Along the walls, by each chamber entry is a metal brazier, burning with a deep red flame.

Although there are several separate chambers, the chambers are situated so that all areas inside the mound are visible from the others, excepting the inner portion of Room 2. The referee should bear this in mind when running the encounter.

If the Orc Shaman has not been warned, either by the guards, the bell, the glyph or some other method, he will be in Room 2.

Room 2:

This is a small, narrow chamber with a fireplace and rock chimney. It bears a wood framed chair, and a plain bed with a wooden trunk at its foot. A large gleaming scimitar leans against the wall next to the bed.

This is the Shaman's sleeping chamber. The simple wooden trunk banded with metal is not locked. Within are two ceremonial bearskin cloaks with the heads still attached, thick boots and wool pants, a pair of fur gloves, a huge fur hat, a small metal box about arm's length and no taller than a mug for beer. The lock is easily picked, but if picked without the correct key, a small glob of poison in a glass tube inside the mechanism breaks and spills onto the lock. A *trap detection spell* will reveal the poison, but if not, an ungloved touch imparts a mild poison, time having reduced its effect, which causes 2-5 points of damage. Within the box is a small pouch containing 15 gems (each valued at 50 gp), 60 gp, and a gold ring with a ruby (500 gp). The scimitar is an *enchanted scimitar* (+1) that never dulls or rusts.

Room 3:

This is the Shaman's workroom. If the adventure is to end with this module, Evanna will be here, tied and gagged in a chair.

Two long wooden tables dominate this broad room. A plush chair hung with thick blankets and skins sits in the corner, and a cauldron filled with a black liquid sits over a low fire. A shelf against the back wall is full of boxes, cases, and small ceramic jars.

The Shaman is currently preparing a concoction for his protection spells. The jars and boxes contain various material such as Hogswart, rat jaws, cockroach shells, hemlock and aspen leaves, roots and other items used for mystical purposes. There are some rare items, such as the scale of an Amber Dragon, the tooth of a paladin, the beak of an eagle, and ruby dust (a value of 500 gp to an Apothecary).

Room 4:

This small aperture contains nothing more than a rickety wooden shelf bearing a few scrolls, vials, and a box. On the center of the floor, carved into the flagstones, is a bizarre series of glyphs forming a circle.

This is the Shaman's library. Three scrolls bear instructions, written in orcish, detailing various and sundry concoctions including the protection spell the Shaman casts on the zealots to increase their AC. The box contains several quills and a small sharpening knife. The vials contain writing ink. The engraving on the floor is a teleportation rune. Speaking the orcish command word for war will transport the speaker to the black slab on top of the column at the temple.

Room 5: Store Room

Store room This room is piled with boxes and crates and a pile of polearms.

The boxes and crates contain foodstuffs, clothing, armor, and the bric-a-brac of day-to-day living. There are 6 halberds in decent condition.

Room 6: Guard chamber

Only a wooden table with two chairs at it sits in this room.

Barrow B

This barrow is used to house and raise the skeletons the Shaman plans to use in his holy war.

A huge slab of black rock covers the entry to this mound, locked in place by smaller square stones. A black space peers out from around its imperfect fit and the smell of death coalesces here. No sound nor movement disturbs the mound.

The slab of rock can be rolled to the side once its supports are removed. It reveals a muddy, cramped passage. If entered, creaks and moans rise from within the bowels of the mound.

The skeletons below sense the characters and are immediately drawn to them.

The descending passage rapidly expands into a wide, low slung room. An appalling sight greets your eyes. Several figures saunter out of the shadows toward you, ghastly caricatures of living men. Fleshless bodies airing a fetid stench assail you, turning your stomach and striking the drums of your primal fears.

12-15 (1d4+11) skeletons inhabit this lower room and attack until none are left. The wide room has a low ceiling which hampers combat. Several skeletons, yet to be raised, litter the corners. The only interesting object in the room is a banner. It leans against a wall, tightly furled. When unfurled, the emblazoned symbol of the orc god of death, a blood red bone set on a black background, stares at the characters.

Skeletons (12-15): CR 1/3; Med.; HD 1d12; hp 6; Init+5; Spd 30 ft; AC 13; Att+0 melee (1d4 claws x2); SQ: undead, immunities; ALN; Fort+0, Ref+1, Will+2; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11. Feats: Improved Initiative.

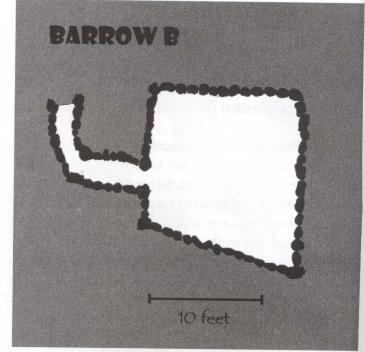
Closing the Adventure

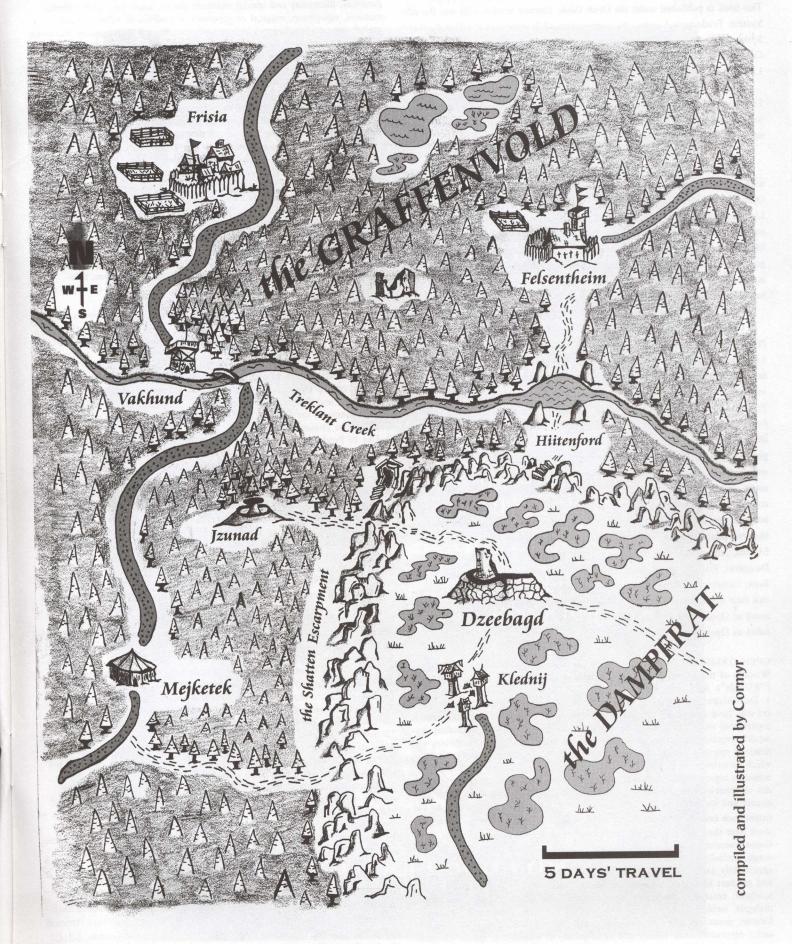
If the characters manage to escape Barrow A with Evanna or immediately vacate the area of the temple, the Shaman will not give chase. He does not have enough power for a prolonged search and fight at this juncture,

and only tries to control events at the temple. Also, the Shaman has traveled a long time and great distances to come here. He will not sacrifice himself senselessly. His mission is far more important than defeating the party. The trip back to Vakhund is uneventful unless the Referee chooses otherwise.

The repercussions of the raid on Jzunad are far reaching and instigate a retaliatory raid by local goblin chieftains against the humans north of the Treklant creek. The players, if they continue their search for Evanna, become embroiled in a war that will forever change the political landscape of the southern Interzae. The adventure continues in Part II of The Death on the Treklant Trilogy, *Dzeebogd: Under Dark and Misty Ground*.

Tracking Evanna: When the characters arrive, the Referee must decide whether to end the adventure at Jzunad or to continue in the second part of the Vakhund series. If the Referee decides the adventure will end at Jzunad, Evanna will be in the Shaman's barrow, (Barrow A, room 3). Gratva, Kraus, Tindle and the other bandits will have moved on to the abondoned fortress of Dzeebagd. If the Referee decides to continue the adventure, the characters should discover that Evanna has been taken to an old goblin stronghold deep in the Dampfrat. The adventure will then continue in Part 2, Dzeebagd: Under Dark and Misty Ground.





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VAKHUND: Into the Unknown





"No introductions are necessary for I know well who you are my intrepid adventurer. Have a seat my friend before you enter the Graffenvold and traverse its byways. Have you come here to rest, to leave the muddy tracks and sharp edges of the world behind? Is that it my fine fellow? Or have you come to beat down the lords of this Land and submit them to your will? Which is it fellow, the easy or the hard road you are after?

"I fear you have gone beyond yourself, and here in Inzae your mistake may be your doom. For beyond yonder door is a fearful world clinging desperately to life. Its denizens struggle against a vast array of malignant forces that seek to drag them deeper into the pits of the Maelstrom. And even here, in this backwater called the Rentier, you will find no respite from the struggle. So take heed traveler, take heed as you enter the Graffenvold. It will do you well to remember that this is a deadly world and lest you take care, you will be engulfed in its dying spasms."

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