

Kingdoms of Kalamark[®]

The EMERALD CURSE

An Adventure for 4th to 6th level **Evil** Characters



by Paul "Wiggy" Wade-Williams

THE EMERALD CURSE

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A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining all the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat or ridding the desert of undead abominations, the Kingdoms of Kalamar provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

THE GNOLL'S COERCION

There are three ways that you, as DM, can run this section. First, you can simply allow the characters to ask whatever questions they want and give them an answer – preferably one that is not 100% true. After all, you don't want the characters having a map or the location of every guard and trap. Secondly, you may allow them a limited number of questions (four or five is reasonable) before the captive dies.

Perhaps the best option is to run a brutal interrogation, where the characters can see the gnoll's will breaking, but also see him getting nearer to death as pressure is applied. For each act of torture, N'garr suffers 1d4 hp damage and must make a Will save (DC 15 + torturer's Charisma bonus) or break and truthfully answer the question asked of him. If no PC is willing to act as the torturer, you can use a standard orc (no Cha bonus). This orc (along with the chief, and all other orcs who hear of this) look or speak shamefully towards the PC characters for their weakness and unwillingness to torture.

N'karr (captured gnoll): hp 22; Fort +9; Bluff +3; Will +0; Languages Gnoll and poor Merchant's Tongue

Answers to some standard questions, along with their modifier for the contest, are given below. DMs can extrapolate answers to other questions for these and from the descriptions of various rooms. Whatever answers he gives, N'karr is destined to be held in captivity until the assault is complete, and then forced to work as a prisoner of the orc band.

Where is your lair? (+10 resistance bonus to Will save)

"In old stone surface cave near edge of the trees. Humans build it, gnolls use now." (N'karr will give fairly accurate directions to the lair – an old blockhouse.)

How entrances are there? (+5 resistance bonus to Will save)

"One. Well guarded. You die weaklings!"

How many gnolls? (+10 resistance bonus to Will save)

"Three hands worth." (Orcs who speak Gnoll know that this equates to roughly a dozen, a very small number for such prolific raiders.)

Are there other lairs? (+10 resistance bonus to Will save)

"Not know. Only warrior. Leader in lair is all wise and powerful."

Are there precious items? Magical weapons?

(no resistance bonus to Will save)

"Only in hands of best warriors, and you taste their fang soon enough scum!"

What does the green eye on your armor represent?

(+10 resistance bonus to Will save)

"The Master. All powerful and wise." (Under no circumstances will N'karr mention anything else about the Master.)

Once the orcs have enough information they should set off towards the gnoll lair. Any orc passing a Survival check (DC 10) knows that it takes two days (48 hours) to reach the general area of the lair, but the area is many miles outside the orcs' territory.

SVOMAWHOM FOREST ENCOUNTERS

The Svomawhom Forest is not a safe place to wander around in, especially at night. Every four hours during the hours of daylight, the chance of an encounter is 1-4 on a d10; at night this drops to 1-5 every two hours. If an encounter is rolled, check on the table below (roll a d100) to determine the creature(s) encountered.

TABLE I-1: SVOMAWHOM FOREST ENCOUNTERS

| d100 | ENCOUNTER |
|----------|--|
| 01 - 04 | Khalitharius, the green dragon "ruler" of the area. He is flying high overhead looking for caravans on the road. He only attacks the characters if they are foolish enough to attract his attention. If they do, he makes a single breath weapon fly-by attack and then ignores them (if they survive), preferring tastier game. See the bestiary in this adventure. |
| 05 - 44 | 1d4+1 gnolls on patrol of the area. See the <i>D&D Monster Manual</i> for statistics. |
| 45 - 51 | 1d2 rangers (Elf, NG, lvl 4) hunting down a roving orc warband. They will easily confuse the players for their quarry and may become a nuisance as they launch guerrilla attacks. [init +4 (Dex); BAB +4; melee +6 short sword (1d6+2), ranged +8 longbow (1d8); hp 36 each; AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 14] |
| 52 - 56 | 1 giant eagle flying overhead. Unbeknownst to the characters he is the friend of a druid who lives in the woods and is spying for the gnolls. He will also report the orcs' location. The party may feel inclined to take potshots at the eagle, but after one miss the bird flies beyond the range of their weapons. See the <i>D&D Monster Manual</i> for statistics. |
| 57 - 69 | 1d6 orcs from the orcs' tribe. They are a roving patrol and will stop to talk and swap food. They have no new information, save that the area towards the edge of the forest is crawling with green gnolls! See the <i>D&D Monster Manual</i> for statistics. |
| 70 - 77 | 1d6+1 woodsmen chopping down trees for lumber. They are nervous following all the attacks and wish to be out of the woods as soon as possible, having no wish to run into any inhabitants. If attacked they count as 2nd level warriors armed with greataxes and leather armor. [init +0; melee +2 greataxe (1d12); hp 9 each; AC 12 (+2 leather), touch 10, flat-footed 12] |
| 78 - 84 | A old gnoll camp, at least a week old and containing the mostly eaten remains of several gnomes. What the gnolls have not eaten, the scavengers of the forest have. |
| 85 - 93 | 1d3 large monstrous spiders that ambush the unwary from the trees. See the <i>D&D Monster Manual</i> for statistics. |
| 94 - 100 | A single dire wolf attacks the rearmost character in the party, trying to devour him before his comrades can assist. See the <i>D&D Monster Manual</i> for statistics. |

AN EARLY SHOW OF FORCE

When the party is some 20 miles from their goal, have them make Spot checks (DC 18). Those who succeed have spotted a gnoll ambush and have 1 round in which to react before the trap is sprung. The ambushers are lying in wait 25 feet further up the track and have obviously spotted the approaching orcs. Those who fail may do nothing this round, but may take a partial action next round if the alarm is given.

One round later, a band of seven gnolls comes howling out of the forest in ambush (use the standard *Monster Manual* gnoll, with varying hit points as listed below).

Gnolls (7): hp 16, 14, 12, 11, 10, 8, 7, 5

The orcs should be able to drive away the gnolls, who flee after 25% of their number are dead or otherwise felled, with little loss to their own side. All of the fallen gnolls have green-dyed fur and the symbol of the green eye.

The tracks left by the fleeing gnolls can guide the orcs straight to the gnoll lair, if the PCs choose to follow them. A Survival check (DC 12) by a PC with the Track feat is required to follow them.

THE OLD BLOCKHOUSE (PART ONE)

As the PCs approach the blockhouse **DISPLAY ILLUSTRATION #1 ON PAGE 18 NOW** and read the following text.

As you climb carefully up the overgrown hillside, you catch your first glimpse of the blockhouse. The low squat building is evidently in disrepair, for the building is overgrown with vines and creepers.



The old blockhouse never bore a name. It was constructed many decades ago as a Zazahni forward base and used as a staging area in conducting logistical interdictions against Ozhvinmish forces. It eventually fell into disuse when local humanoids made holding the area untenable. It is now home to an advanced party of gnolls who use the keep to launch spying missions and small

ambushes. It also houses prisoners before they can be shipped to the main base of operations deeper in the forest.

The path up to the keep is slightly overgrown, but still recognizable. A skilled tracker might be able to spot footprints leading along it. The basic Spot check to locate the gnoll footprints (bipedal dog-like prints) is DC 10, and a successful Wisdom check of DC 17 or higher reveals that two small persons and one large one (all wearing shoe or boots) passed this way with a large party of unbooted gnolls within the last few days.

All the doors within the keep are assumed to be strong wooden doors (hardness 5, hit points 20, break DC 23) and, unless otherwise stated, are assumed to be unlocked. Each can be barred from the inside, although the bars have succumbed somewhat to old age (break DC 23).

(A) ENTRANCE (EL 4 IF ENCOUNTERED SEPARATELY; EL 6 IF ENCOUNTERED TOGETHER)

The entrance to the blockhouse has a small gatehouse flanked by arrow slits. The air is still and there is no sign of any guards.

Creatures: The entrance area of the keep is well guarded by the gnolls, who know that Svimohz human rangers have recently been active in the area. Two guards are normally on patrol outside, trying to remain as hidden as possible in the undergrowth (Spot DC 15 to notice them; with a standard additional +1 penalty per 10 feet of distance from the keep). Two more gnoll guards wait behind the inner partition walls, where they can fire arrows through the arrow slits. The guards outside have orders to yelp if anyone approaches and then to retreat into the keep to bar the door. If you show the PCs the ImageQuest illustration and they notice the hiding gnolls, their character Spots the gnolls automatically.

Outside Gnolls (2): hp 11, 10

Inside Gnolls (2): hp 16, 10

(B) CELLS (EL 4)

Read or paraphrase the following when the defenders have been vanquished, and the PCs enter the northernmost section of this area.

The corridor ends in a wide chamber containing five doors. One stands in the left wall, another in the right wall, and three directly ahead. All are closed.

There are only three prisoners currently being held here. From left to right they are:

- **Namfoo Folkor** (a forest gnome merchant)
- **Maerast Wockle** (a forest gnome warrior)
- **Nheramaz Aziri** (a half-elf/half-Svimohz minor noble from Zazahni).

The prisoners have been here for nearly a week after their caravan was attacked by the gnolls. They are starving and badly beaten. They have no idea whether the gnolls planned to eat them or ransom them back, and these ponderings are unchanged if they now find themselves in the hands of orcs.

Note: The prisoners are in no state to put up a fight against the orcs. Although it is likely that PC orc characters will slay them out of hand, the DM may encourage them to think of enslaving or ransoming the prisoners. Killing a few defenseless prisoners may be 'fun' to your typical orc, but bringing the band wealth will earn the favor of superiors.

Creatures: The far end of this corridor-room holds two gnoll guards (neither of whom has keys to the cells; only leader Nyabrah has keys). Generally bored, they make their own fun by taunting and harassing the prisoners with threats of violence and being eaten alive. They will react to any disturbance in area A by maintaining position, ready to fire their bows at whoever enters the doors (friend or foe!).

Gnolls (2): hp 7, 12

(C1 AND C2) GNOLL WARRIOR QUARTERS (EL 5)

The smell of rotten clothes, spoiled food and poor bodily hygiene pervades the room. Three gnolls sit on top of low wooden cots. They snarl at your intrusion as they draw weapons and advance.

Creatures: Each room houses three gnoll warriors. Generally they are relaxing or bickering amongst themselves. They are well trained, mainly through fear of their overlord, and respond quickly and efficiently to intruders.

Gnolls (3 per room): hp 12, 13, 10

(D) KITCHENS (EL 2)

The gnoll kitchens are far from hygienic. A large, blackened metal pot hangs over a fire pit. Steam rises from the pot, bringing it with it the aroma of boiled meat. A single gnoll is stirring the contents.

The gnoll is not actually cooking (since gnolls prefer live, raw meat), but boiling a gnome prisoner's remaining meat from the bones, so that the bones can be used for other purposes (decorations, carvings, etc.). A large wooden spoon protrudes from the "stew", which smells foul and tastes even worse.

Creatures: One gnoll is in here tending the pot and helping himself to extra portions of rations.

Gnoll (1): hp 9

(E) NYABRAH'S QUARTERS (EL 3)

Whatever this room may have been designed for, it is now a bedroom. A pile of dirty furs and straw is piled in the northwest corner. Beside it lie what appear to be splintered bones.

Creatures: The leader of this particular band of gnolls is a grizzled veteran by the name of Nyabrah, and he has fought in many battles. He is loyal to the hierarchy currently in place but has been skimming a few treasures here and there for himself. Only he has the keys to the cells and to the shrine and treasury.

If intruders are detected he organizes the best defense he can, knowing that there is no escape from the keep other than the main entrance. If things look bad he tries to lead a breakout and then flees to the main keep to report to his leader. Naturally, he tries to clear out the treasury before he goes.

Nyabrah likes to chew on bones, so these gnome leg bones never made it to the kitchen (area D).

Nyabrah (2nd-level ranger): hp 31

(F) SHRINE AND TREASURY (LOCKED DOOR)

This chamber was once the core of the keep, and was apparently a shrine. Chipped and faded mosaics of soldiers, on parade or fighting goblinoids, line the walls.

On a cracked plinth in the center of the room stands a crudely carved, poorly painted green dragon rearing up on its hind legs. In front of the statue is a pool of red liquid. A small wooden chest rests against the west wall.

Formerly the commander's private sanctum, it has been converted into a makeshift shrine to Khalitharius. Aside from the crudely carved wooden statue, which stands roughly 10 feet tall, there is little of interest save for the small locked chest (hardness 5, hit points 1, break DC 17, Open Locks DC 15) and

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the pool of blood, which is still sticky to the touch. The blood is from prisoners that the gnolls sacrificed before eating (and those were the lucky ones!).

Treasure: Inside the chest are 598 gp worth of Zazahni coins [510 copper Onzars, 979 silver Azhvars, and 495 gold Leshvims], a black velvet eye patch decorated with a pearl and green sapphire eye [worth 850 gp], a black velvet mask decorated with citrines [worth 105 gp], a solid gold idol of the Valiant [worth 350 gp but weighs 15 lbs] (known to the orcs as Rorg), a *wand of burning hands* [25 charges, worth 375 gp], and a masterwork longsword [worth 315 gp].

There is also a crudely drawn map, which uses symbols instead of words. The drawing of a small tower marks the PCs current position at the keep, with the only other location – a larger fortress within a clearing deeper in the Svomawhom – marked by a green eye. From the general layout of the map it looks like it can be reached in sixteen hours. Following the map leads to Mozahn Keep.

DM's Note

For the purposes of awarding experience points, you may wish to treat each section as a separate adventure.

MOZAHN KEEP

Built of mortared stone blocks, the keep stands some 25 feet above the surrounding lands, with the towers being 10 feet taller still. Originally built by dwarves, the keep passed into human hands some 80 years ago but soon fell into disuse when bands of humanoids and other monsters made the area around the keep unsafe and fairly inaccessible.

All the doors within the keep are assumed to be strong wooden doors (hardness 5, hit points 20, break DC 23) and, unless other stated, are assumed to be unlocked. Each door can be barred from the inside, although the bars have succumbed somewhat to old age (break DC 23).

There is a 20% chance every 10 minutes that a patrol of 1d3 gnolls is encountered walking the corridors. These gnolls, when killed, should be removed from areas 22 to 26 on the Lower Level. When those numbers are reduced to zero (0), there will be no more wandering encounters, although the alarm will almost certainly have been sounded.

Note: Any prisoners are in no state to put up a fight against the orcs. Although it is likely that PC orc characters will slay them out of hand, the DM may encourage them to think of enslaving or ransoming the prisoners. Killing a few defenseless prisoners may be 'fun' to your typical orc, but bringing the band wealth will earn the favor of superiors.

(I) GATE AND COURTYARD (EL 4)

If the PCs approach Mozahn Keep, **DISPLAY ILLUSTRATION #2 ON PAGE 19** and read or paraphrase the following. Text in [brackets] is intended for your reference and should not be read aloud.

The main gates are huge wooden affairs, no doubt kept locked from within and well guarded on the other side. A small grilled opening at head-height [for a human] is built into each door. Two gnolls stand on guard at either side of the entrance.



The main gates are kept locked on the inside by a locking bar (break DC 23). The gnolls have standing orders to keep the gates locked at all times and to report entrance attempts to their superiors immediately. A small grilled opening allows them to look outside at preset intervals, although they are often lax in doing this.

Creatures: Three gnolls are normally on duty at any one time, two on either side of the outside door and one on the inside. They answer any call to open the door with a request for the password, which is currently "Be embraced in the emerald coils". Any false password (or character speaking a language other than Gnoll) prepares them for intruders, and the gnoll on the inside sounds the alert. The gnolls on the outside have been ordered to defeat or delay invaders (by barring the outer door, for example) while the rest of the keep mobilizes.

Gnolls (3): hp 12, 13, 14

(2) DINING HALL (EL 5)

A massive wooden table, a good 15 feet long, fills most of this room. Two dozen stools surround the table. At present there are three gnolls seated at the table, gorging themselves with raw meat and taking swipes at gnome slaves who pass too close to their masters' claws. A heavy velvet drape hangs in the southwest corner.

The dining hall can hold up to 20 gnolls at once, although there are rarely this many present. Normally, the chieftain and his immediate aides eat first, then the warriors, then the children, and then the women. The slaves are never fed here. Due to the shift patterns, there are always gnolls in here eating.

Creatures: At any one time there will be three gnoll warriors, attended by two gnome slaves (shackled at the ankles). The slaves immediately fall to the ground and try to hide under the table if a fight starts. In the southwest corner is a heavy velvet drape that conceals the stairs to one of the corner towers.

Gnolls (3): hp 9, 15, 13

Gnome Slaves (2; Sil Bagazi (m) and Vulansa Dalit (f)):
hp 3 each

(3) KITCHEN (EL 2)

In the center of the room is an open fire pit. A bread stove, basically a smaller, covered fire pit, stands in the eastern area. Three gnomes scurry around performing menial chores under the watchful gaze of a gnoll taskmaster.

Creatures: Three gnome slaves, shackled as above, inhabit the kitchen area. They are responsible for preparing the gnolls' meals, even though this often means serving one of their old comrades. They work with a mechanical efficiency. All of the gnomes are a little insane after weeks of performing this task (the gnolls cycle the slaves every few weeks) and react to 'freedom' with indifference, paranoia, and fits of uncontrolled sobbing and wailing. One gnoll is always on guard here, making sure that the slaves perform their tasks.

Gnoll: hp 10

Gnome Slaves (3; Baer Galtann (m), Rast Vozer (m), and Salipa Dalfort (f)): hp 5, 1, 3

(4) PANTRY

Crammed into this room are sacks of flour, barrels of water and ale, cheeses, cured meats, and all manner of pastries. Judging by the marks on the containers, all of the produce has been stolen from caravans passing through the area.

Although edible, the food is not used by the gnolls for their own diet. Instead, it is used to feed the slaves and prisoners until they can become part of the food chain themselves.

(5) MEAT STORAGE

Hanging from the ceiling on large metal hooks are the corpses of three humans, a dwarf and two gnomes. Several chunks of flesh are missing from the leg of the dwarf, apparently sliced away.

This is where the gnolls keep the prisoners that are ready to be eaten. Live food is taken straight from the holding cells and eaten raw (and alive naturally). The sight is one of calculated butchery.

(6) BREAD STORAGE

Dozens and dozens of loaves of dark-colored bread sit upon stacks of shelves. A faint metallic smell can be detected, but its source is unclear.

This room is crammed full of a mixture of stale and fresh blood bread. Fighters or other combat-hardened persons can recognize the metallic scent of blood with a Wisdom check (DC 10). For other persons, the check is DC 15.

(7) THRONE ROOM (EL 10)

The throne room is the center of the keep. The huge room is hung with tapestries stolen from caravans. Great braziers of brass and silver stand in the corners, filling the room with smoke, heat, and a sulfurous stench. The throne is a monstrous affair, carved from black volcanic rock, covered with hides and black drapes. Next to the throne is a heavy table, covered with papers, books and maps.

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The papers are all in annotated Gnoll. These are decoys and written so as to confuse intruders as to the gnolls' true purpose for raiding the area.

The secret door to the stairwell is known to all the gnolls, but it is only used in emergencies to delay intruders. It is opened by a pressure plate in the wall some 4 feet above the doorway, which must be pushed with a Strength of at least 14. The door swings into the throne room.

Creatures: There is a 70% chance during the day that the chieftain is in here with his war captain, Aanckh, and his cleric, Yeengala. If so, there will also be three guards, who stand by the main doors (on the inside).

Rezhal (gnoll chieftain, 4th-level ranger): hp 42

Aanckh (gnoll war captain, 3rd-level ranger): hp 49

Yeengala (gnoll, 2nd-level cleric): hp 19

Gnolls (3): hp 9, 15, 12

(8) WAR ROOM (EL 8)

Two large wooden tables and a number of stools adorn the room. Large maps, crudely scribbled on in the gnoll language, lie scattered across tables, as well as other writings. A lantern hangs in the center of the room and is always kept lit.

The war room is the council chamber used by the chieftain and his advisors. The papers include reports from the old block-house gnolls, and notes from a human agent in a nearby human city (unnamed) who is obviously passing on information on the caravans, their cargo and their defenses. This door is always locked (all the senior officials have a key), even when in use (Open Locks DC 20).

Creatures: There is a 20% chance that chieftain Rezhal and his senior aides (spy master Zovazh Nhomvor, war captain Aanckh and cleric Yeengala) are in here when the characters assault the keep, working out the next step of their campaign against the caravan routes.

Zovazh Nhomvor (4th-level bard): hp 18

(9) SPY MASTER'S CHAMBER (EL VARIABLE)

Aside from a bed, a table and a chair, this spartanly furnished chamber holds only a stout wooden chest.

The chest is trapped with a poison needle trap and is well crafted.

Creatures: The spymaster for the gnolls is in fact a human bard, who has agreed to sell out his fellow humans for gold and power. Tolerated only because Khalitharius orders it, Zovazh Nhomvor is adept at his profession. Whenever he wishes to enter or leave the keep he does so invisibly, tailing along with the patrols. When not at work, he can either be found in his room (area 7) or in the war room (area 8). As soon as Zovazh learns that the keep is under attack he uses his *Quaal's feather token* to summon Khalitharius to the keep. He then makes to escape by any means possible (such as becoming invisible and waiting for a chance to flee).

Zovazh's Poison Needle Trap: CR 2; mechanical; touch trigger; bypass Open Locks DC 28; Atk + 15 needle (1 plus poison); Search DC 22; Disable Device DC 16

Green Ape Musk Poison: Type (Contact, DC 13 Fortitude save resists poison); Initial Damage (1d2 Str); Secondary Damage (1d2 Str)

Treasure: Within the chest is a journal, three vials of antitoxin (25 gp each), and a small pouch containing 50 gold pieces in coinage of various countries [11 Ahznomahnii anvims, 4 Kargi tuuakhs, 12 Meznamishii miznors, 9 Ozhvinmishii champions, and 14 Zazahni leshvims]. The chest also contains a set of scholar's robes, clerical vestments (of Servants of the Swift Sword), courtier clothing, traveling clothes, and performer's robes. Hidden in a secret compartment at the bottom of the chest (Search DC 20) are a *candle of truth*, and a bag containing *dust of tracelessness*.

The journal is written by Zovazh Nhomvor, but consists of misleading and fabricated material. It lists false contacts and meeting times, and also implicates a local Zazahni noble in the gnolls' raiding. In return for allowing the raiding, the gnolls will strike against neighboring settlements when they feel they are powerful enough.

(10) CELLS (EL 4)

This unfurnished room contains eight stout wooden doors, each with a locking bar on the outside. Soft moans and cries for help in a variety of languages and dialects can be heard from behind the doors.

These cells are kept locked (Open Locks DC 15; all the senior aides have a key) at all times and contain nothing more than a few moldy blankets and a pot for ablutions. Inside each are crammed 1d6 prisoners. Roll 1d10 to determine the race of each prisoner: 1-4 Gnome, 5-8 Svimohz, 9 Elf, 10 Dwarf.

All are hungry, tired, and beaten badly. If released they begin milling around like lost sheep, trying to determine where the route out is, where the army is camped, and what is happening

in general. None is any use in combat and will be easy prey for the orcs!

Creatures: Two gnoll guards can be found here at all times, one guarding each door. If the alarm is raised they secure the two doors into the area and begin killing prisoners at the rate of one per round. They will fight intruders only when they reach the cell area.

Gnolls (2): hp 5, 15

(11) WAR CAPTAIN AANCKH'S ROOM (EL 4)

The room itself is very spartan, housing only a cot, a table and chair, and a small chest. A small chart is pinned to the wall with a rusty nail.

There is also 73 gp in coins in here. A small chart on the wall gives information on current numbers, patrols outside the keep walls, numbers of prisoners taken, and also a record of the caravans to be attacked in the coming weeks.

Creatures: Unless Aanckh is in the throne room (area 7), war room (area 8), or the alarm has sounded, he can normally be found here, working on plans and rosters for his men.

(12) GUARD ROOM (EL 8)

This small room contains two sets of crudely furnished bunk beds, each covered in a filthy fur. Four gnolls, their peace disturbed by your entry, snarl menacingly as they advance towards you.

Creatures: There are usually four gnolls in here at any one time, waiting until their guard shift starts. If the alarm sounds, the guards head for the main gate, although it will take two rounds for them to equip themselves. If they arrive too late to stop intruders entering, they can at least stop their escape.

Gnolls (4): hp 7, 9, 6, 10

(13) TORTURE CHAMBER (EL 2)

This room contains a number of simple, but efficient, pain-inflicting devices. A lone gnoll is bent over a wide-eyed halfling. The victim pleads for mercy in Merchant's Tongue as the gnoll threatens him with a hot iron. Upon seeing you enter the tormenter smiles an evil grin. New victims have arrived!

Creatures: Currently, a halfling merchant by the name of Nolan Samlar is being cruelly abused by a gnoll torturer. The halfling has been subjected to incredible pain and will not live more than another hour.

If the alarm was sounded, the gnoll kills his captive before heading to the defense of the keep.

Gnoll Torturer: hp 11

Nolan Samlar: hp 1

(14) LATRINES

This area is not so much a latrine as a hole in the ground that leads into a deep, foul smelling pit some 20 feet below.

The gnolls use this area for their own ablutions, and pour the prisoners' waste down here as well (a prisoner is assigned this duty). Climbing into the pit subjects a character to a 5% possibility of contracting a severe disease (see the Rotting Death disease in the *Player's Guide to the Sovereign Lands*, or choose another).

(15) WEAPON ALCOVES

Each of these alcoves contains two battleaxes, a shield, and quivers holding forty arrows.

These weapons are stationed here in case the keep comes under attack and a guard does not have his weapons at hand. The arrows are commonly distributed to the guards atop the towers.

(16) TOWERS (EL 2 EACH)

The spiral stairs lead up onto an open parapet surrounded by a low stone wall. The view is spectacular and a guard can see for dozens of miles.

The four towers at the corners of the keep are identical in shape. The towers have battlements (these provide cover from ranged attacks when crouching behind them) and give the guards a commanding view of the surrounding countryside.

Creatures: Each tower hosts a single, alert guard, and approaching characters will have to tread carefully to avoid being spotted. Once the alarm is raised, a band of ten gnolls rush out of the escape tunnel (area 35) five rounds later and

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begin searching the local area for the intruders, with the guards shouting instructions from the towers.

Gnolls (one per tower): hp 15

MOZAHN KEEP - LOWER LEVEL

There is a 25% chance every 10 minutes that a patrol of 1d3 gnolls or 1d4 hyenas is encountered walking the corridors. These gnolls, when killed, should be removed from areas 22 to 26 on the Lower Level. When those numbers are reduced to zero there will be no more wandering encounters.

(17) EMPTY ROOM

This chamber is currently empty, awaiting a fresh batch of recruits to the ever-growing army of Khalitharius.

(18) TEMPLE TO KHALITHARIUS (EL 5)

At the far end of the room stands a 15-foot-tall statue of a dragon, carved from wood and painted green. Two braziers stand either side and burn noxious perfumes. The air is thick with their aroma as there is no escape for the smoke. On the walls are crudely made tapestries, depicting gnolls raiding gnome and human settlements. In front of the statue stands an altar constructed from stone blocks, heavily stained with the blood of sacrifices.

Creatures: Normally deserted, there is a 5% chance that if Yeengala, the gnoll cleric, is not in the throne room (area 7) or the war room (area 8), he is in here offering libations to his 'deity'. If he is present, there is also a slave, bound and gagged, awaiting sacrifice and two gnoll attendees.

Gnolls (2): hp 17, 14

(19) CLERIC'S SANCTUARY (EL 3)

His room is well furnished, having a wooden cot with fairly good blankets, a table and chair, a dozen tallow candles, a small black wooden statue of a gnoll. An unfinished carving of a dragon stands on the table.

This is the chamber of Yeengala, the cleric of the pack.

Creatures: Unless in the throne room (area 7) or the war room (area 8), Yeengala is normally in his chambers, working on plans to unite the other gnoll packs in the area under his religious leadership, or else he is working on a statue of

Khalitharius to honor him. Being a little paranoid, he keeps his magic items on him at all times.

If the alarm is sounded, he casts *silence* on a stone, which he throws at any intruders he spots. He then casts *doom* on the first person through the door and then casts *cause fear* on the strongest looking character. If the combat goes against him, he attempts to flee to the nearest exit, ordering lesser gnolls to cover his retreat.

(20 - 21) SLAVE QUARTERS

There is a guard down the hall from this room near area 33. He will likely spot PCs who come to investigate this room.

Spartan and filthy is the best way to describe these chambers. Each contains only dirty straw for bedding, which is only changed every month or so, and a pot for ablutions.

Creatures: Ten slaves are housed in each chamber. Roll 1d10 to determine each slave's race: 1-4 Gnome, 5-8 Human, 9 Elf, 10 Dwarf. Like the slaves working upstairs, they mill around aimlessly once rescued, too traumatized to escape or put up any form of defense.

Slaves: hp 2 each

(22 - 26) GUARD BARRACKS (EL 4 EACH)

There is a guard down the hall from area 26, near area 33. He will likely spot PCs who come to investigate area 26.

This foul-smelling chamber contains a wooden cot covered in furs and straw, a few wooden stools, and little scraps of meat on an old table. Two gnolls snarl their contempt as you enter their lair.

Creatures: There are two gnolls in each barrack, generally resting, talking, fighting or cleaning their weapons. Upon an alarm sounding, two head for the escape tunnel (area 35) whilst the rest head upstairs to fend off any intruders.

Gnolls (2): hp 13, 12

(27) HAREM

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter, read or paraphrase the following.

The room has clean furs and hides, new wooden cots, a table and chairs, several wooden chests, and a small amount of fresh meat. Four gnolls, of lighter build than the warriors you have encountered so far, scurry towards the rear of the room, gathering together for safety.

The harem contains the personal females of the chieftain.

Creatures: The females are non-combatants, and will put up no defense if attacked, merely cowering and whimpering for mercy. They will, if given the chance, try to flee and sound the alarm.

Female gnolls (4): hp 6

(28 - 29) FEMALE QUARTERS

The room contains stained furs and hides, wooden cots, a table and chairs, several wooden chests, and a small amount of raw meat. Four gnolls, of lighter build than the warriors you have encountered so far, scurry towards the rear of the room, gathering together for safety.

These two rooms hold the female gnolls who serve as breeding stock with the warrior gnolls. They are considered property rather than beings (something orcs understand).

Creatures: The females are non-combatants, and will put up no defense if attacked, merely cowering and whimpering for mercy. They will, if given the chance, try to flee and sound the alarm.

Female Gnolls (4 per room): hp 6

(30) CHIEFTAIN'S CHAMBER (EL 6)

The entire floor is covered in rugs and furs, all fresh and clean, and there is a large double bed with clean furs on it. There are a total of six small tables around the walls, each holding ten lit candles. A large chest stands to the right of the head of the bed.

This chamber is the home of the gnoll chieftain, Rezhal.

Creatures: Unless located elsewhere, the chieftain will be in his chambers with two gnoll slaves from his harem. If the chieftain is in residence he will have two gnoll warriors guarding his chamber door.

Rezhal (4th-level ranger): hp 42

Gnolls (2): hp 8, 14

Treasure: The chest contains 1,827 gold pieces [Ozhvinmishii champions], one spell scroll with three arcane spells (*protection from arrows*, *summon monster II*, and *blink*), a bloodstone gem [worth 200 gp], two vials of antitoxin [worth 25 gp each], and a *potion of cure light wounds*.

Trap: The chest is trapped with a poison needle device of some potency. The trap can be deactivated, but there is no key. Instead a series of five small pressure plates must be hit in sequence. Each of the plates resembles a human face in profile. The correct order is to push the left most first, then the center one, the right most, the second from the left, and lastly the second from the right (1-3-5-2-4).

Rezhal's Poison Dart Trap: CR 2; mechanical; touch trigger; bypass Open Locks DC 28; Atk + 15 needle (1 plus poison); Search DC 22; Disable Device DC 16

Mild Zeakue Poison: Type (Contact, DC 12 Fortitude save resists poison); Initial Damage (1d4 Con); Secondary Damage (1d4 Con)

(31) NURSERY (EL 2)

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter the room read the following.

A dozen gnollings are playfully wrestling with each other when you enter. They stop their game and look at you. Curiosity overcomes their fear of strangers and they move towards you, pawing at your armor and weapons.

The nursery houses the gnollings (children), who are treated better than the females.

Creatures: A single gnoll guards the door, stopping any but the chief or members of his harem from entering. The kits, of which there are a dozen, are no threat to any character and put up no fight. They also lack the sense to raise the alarm, preferring to follow intruders in a game of "hide-and-seek." If chased or attacked, they scream loudly and try to flee to another room (whatever is nearest) - this will normally inadvertently raise the alarm.

Gnoll: hp 10

Gnollings (12): hp 1 each

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(32) STORAGE

This room contains a mixed collection of items, including kitchenware, stone-working tools, spare blacksmithing tools, rope, chains, bundles of cloth, extra food stores, and other basic items. A layer of dust has covered everything.

There is a 20% chance that any nonmagical item costing less than 100 gp (aside from animals) from the *Player's Handbook*, the *Player's Guide to the Sovereign Lands*, or *Goods and Gear* can be found within this room.

(33) BLACKSMITH'S QUARTERS (EL 2)

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter the room, read or paraphrase the following.

These quarters are reasonably well furnished compared to other rooms you've entered. Inside are two wooden cots, fur bedding, a table and stools. There is also a small amount of fresh food and a tankard of ale visible.

Creatures: At any time there are two male dwarven smiths in here sleeping, guarded by a single gnoll who stands outside of their door. The gnoll has the key for the door, which is kept locked. The smiths, as useful slaves, are well treated and only beaten when they fail to meet quotas.

Gnoll: hp 13

Dwarven smiths (2; Borli Gramdal and Urgaz Damwalk):
hp 6 each

(34) FORGE (EL 2)

A wall of heat hits you as you enter the room. Through the smoke and haze you can make out two dwarves hard at work over a blazing forge. One appears to be pumping the bellows while the other checks the metal. Two gnolls stand lazily against the far wall.

The forge is kept going 24 hours a day, with smiths working 12-hour shifts to produce weapons and armor for the gnoll raiders.

Creatures: At any time there are two smiths, slaves with useful skills, and two gnoll guards at the forge. As well as the forge (which has a chimney that carries smoke away from the

keep to emerge in thick undergrowth), there are tools, water buckets, coal, wood, eight battleaxes, and two suits of scale mail in various stages of completion. Although fairly strong, for slaves, the smiths take no part to assist the orcs, preferring to hide until rescued and then plead to be ransomed.

Gnolls (2): hp 16, 12

Dwarven smiths (2; Klim Zarduk (m) and Zedda Fermost (f)): hp 6 each

(35) TUNNEL TO THE DRAGON AND TRAP (EL 5)

A well-carved tunnel leads off into blackness beyond the range of your vision.

The tunnel runs for over 200 feet, slowly rising until it emerges into a large cavern in the forest. The end of the tunnel is covered with a wooden door, locked on the gnoll side, which is camouflaged outside to resemble part of the tunnel.

Trap: Halfway along the tunnel is a deadfall trap, designed to completely block the tunnel. When the trap is activated, a large stone block drops from the ceiling 10 feet behind the trap activation point. The stone would be nearly impossible to mine through (hardness 8, hit points 900 to make a 5' x 5' passage through it).

Although there is a chance that the rock will land on someone (Reflex save DC 15 to avoid), this is not the main aim of it – it is there to delay pursuing intruders. The gnolls, who rarely visit their master, know of the trap's location and can avoid it with ease.

Falling Block Trap: CR 5; +15 stone block (6d6); avoid with Search (DC 20); Disable Device (DC 25)

(36) LAIR OF THE DRAGON

Peering through the door, you see a large chamber, open to the heavens. It looks as if the chamber is a natural cave, and mosses are starting to grow in areas where sunlight reaches. Across the chamber lies the vast, coiled form of a slumbering dragon; its green scales rising and falling slowly in hypnotic rhythm.

Khalitharius, lord of the gnolls, spends his time scouting for new targets of opportunity and resting in his lair. The cave is 100 feet across and the ceiling has long since collapsed, leaving a convenient portal for the dragon to enter through.

Creatures: When the PCs enter, Khalitharius is curled up in the far corner, resting but not asleep. He delays his attacks until

at least half of the party enters his lair, whereupon he announces his contempt of their intrusion with a blast from his acid breath.

Khalitharius: hp 178

Treasure: Spread across the dragon's lair are 8,700 gp in coins, a brown-green garnet [worth 1,100 gp], a silver-plated longsword with jet in pommel [worth 150 gp], two vials of holy water [each worth 25 gp], a tapestry of a knight outside of a temple [worth 100 gp], and a masterwork heavy mace [worth 312 gp]. Khalitharius has given all of the magic items to his followers to buy their loyalty.

If the PCs manage to defeat Khalitharius, they eliminate a great threat and gain much treasure. They also receive a large measure of status amongst other orcs of their band, for they have demonstrated proof of the orc belief that the world is rightfully theirs, and that in order to claim it they must conquer it. The band gains a stronghold from which to operate, and to spread through the Svomawhom Forest.

BESTIARY PART ONE (BLOCKHOUSE)

GNOLLS

See the *D&D Monster Manual* (add +2 Hide for the green fur).

NYABRAH, GNOLL LEADER

Male gnoll ranger 2 (CR 3)

CE Medium humanoid

Attack and Movement

Init +5

Melee +3 paired battleaxes (1d8+4/1d8+2) or

Melee +7 battleaxe (1d8+4)

Base Atk +3; **Grp** +7

Speed 30 ft. (6 squares)

SA favored enemy (gnomes)

Defense

hp 31 (HD 3d10+2d8+6)

AC 15 (+1 Dex, +1 natural, +3 studded leather), touch 12, flat-footed 14

Fort +9, **Ref** +1, **Will** +4

SQ wild empathy

Traits

Racial darkvision 60 ft.

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Skills Heal +5, Hide +1 (+3 forest), Knowledge (nature) +4, Listen +7, Move Silently +3, Search +4, Spot +8, Survival +3

Feats Improved Initiative, Iron Will, Power Attack, Track, Two-Weapon Fighting

Languages Gnoll, poor Merchant's Tongue

Deity Worshipped none (follows Khalitharius)

Equipment

battleaxe, studded leather, keys to the keep cells

BESTIARY PART TWO (MOZAHN KEEP)

AANCKH, GNOLL WAR CAPTAIN

Male gnoll ranger 3 (CR 4)

CE Medium humanoid

Attack and Movement

Init +2

Melee +9 battleaxe (1d8+5)

Base Atk +4; **Grp** +9

Speed 30 ft. (6 squares)

SA favored enemy (gnomes)

Defense

hp 49 (HD 3d10+2d8+6)

AC 17 (+2 Dex, +1 natural, +4 chain shirt), touch 13, flat-footed 15

Fort +8, **Ref** +3, **Will** +3

SQ wild empathy

Traits

Racial darkvision 60 ft.

Abilities Str 20, Dex 14, Con 14, Int 11, Wis 14, Cha 9

Skills Disable Device +2, Gather Information +1, Hide +2 (+4 forest), Listen +5, Move Silently +2, Perform (drums) +1, Spellcraft +2, Spot +5, Survival +8, Tumble +3

Feats Endurance, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe)

Languages Gnoll, poor Merchant's Tongue

Deity Worshipped none (follows Khalitharius)

Equipment

battleaxe, chain shirt

GNOLLS

See the *D&D Monster Manual* for statistics, adding +2 to Hide checks in forests and similar areas (due to their green fur).

KHALITHARIUS

Use the young adult green dragon in the *D&D Monster Manual*, with the following changes:

Skills Appraise +5, Bluff +7, Diplomacy +7, Jump +13, Knowledge (arcana) +6, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (geography: Svimohzia) +10, Listen +10, Search +10, Spellcraft +9, Spot +10

Languages Draconic, Gnoll, Merchant's Tongue, Svimohzish

Deity Worshipped none

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REZHAL, GNOLL CHIEFTAIN

Male gnoll ranger 4 (CR 5)

CE Medium humanoid

Attack and Movement

Init +7

Melee +9 battleaxe (1d8+4)

Ranged +8 shortbow (1d6)

Base Atk +5; **Grp** +9

Speed 30 ft. (6 squares)

SA favored enemy (gnomes)

Defense

hp 42 (HD 4d10+2d8+8)

AC 18 (+3 Dex, +1 natural, +4 chain shirt), touch 14, flat-footed 15

Fort +9, **Ref** +4, **Will** +2

SQ wild empathy

Traits

Racial darkvision (60 ft.)

Abilities Str 19, Dex 16, Con 15, Int 10, Wis 14, Cha 11

Skills Appraise +3, Diplomacy +5, Escape Artist +3.5, Hide +3 (+5 forest), Knowledge (races) +2.5, Knowledge (local: Svomawhom) +7, Listen +7, Move Silently +3, Spot +5

Feats Endurance, Improved Initiative, Power Attack, Run, Track, Two-Weapon Fighting

Languages Gnoll, Orcish

Deity Worshipped none (follows Khalitharius)

Equipment

battleaxe, shortbow, chain shirt, keys to the war room (area 8) and the keep cells (area 10)

YEENGALA, GNOLL CLERIC

Male gnoll cleric 3 (CR 4)

CE Medium humanoid

Attack and Movement

Init +0

Melee +4 morning star (1d8+2)

Ranged +2 shortbow (1d6)

Base Atk +2; **Grp** +4

Speed 30 ft. (6 squares)

Defense

hp 19 (HD 2d8+6)

AC 11 (+1 natural armor), touch 11, flat-footed 11

Fort +8, **Ref** +1, **Will** +6

SQ cast evil spells at +1 caster level (from Evil domain in *Player's Handbook*); cast illusion spells at +1 caster level (from Oblivion domain in *Player's Guide to the Sovereign Lands*)

Cleric Spells (DC 13 + spell level)

0 (4/day) - *detect magic, guidance, read magic, resistance*

1st (2+1+1/day) - *cause fear, comprehend languages (domain), doom, summon monster I*

2nd (2+1+1/day) - *alter self (domain), silence, sound burst*

Traits

Racial darkvision (60 ft.)

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 11

Skills Bluff +5, Concentration +3, Craft (carpentry) +3, Hide +2 (forests), Knowledge (religion) +5, Listen +6, Spot +6, Spellcraft +3

Feats Combat Casting, Iron Will

Languages Gnoll, Orcish, poor Merchant's Tongue

Deity Worshipped secretly The Confuser of Ways; outwardly follows Khalitharius

Equipment

morningstar, shortbow, *potion of cure moderate wounds*, *potion of invisibility*, keys to the war room (area 8) and the keep cells (area 10)

ZOVAZH NHOMVOR (AKA WHITEFIRE), SPYMASTER

Male human bard 4 (CR 4)

NE Medium humanoid

Attack and Movement

Init +1

Melee +3 longsword (1d8)

Ranged +4 shortbow (1d6)

Base Atk +3; **Grp** +3

Speed 30 ft. (6 squares)

SA fascinate

Defense

hp 18 (HD 4d6)

AC 11 (+1 Dex), touch 11, flat-footed 10

Fort +1, **Ref** +5, **Will** +5

SQ bardic knowledge, bardic music, countersong, inspire competence, inspire courage +1

Bard Spells (DC 13 + spell level)

0 (3/day) - *dancing lights, daze, ghost sound*

1st (2+1/day) - *charm person, cure light wounds, sleep*

2nd (0+1/day) - *invisibility*

Traits

Abilities Str 11, Dex 13, Con 10, Int 14, Wis 12, Cha 16

Skills Bluff +6, Decipher Script +6, Diplomacy +6, Disguise +8, Gather Information +6, Hide +2,

Knowledge (geography: Svimohzia) +6, Listen +6, Move Silently +2, Perform +6, Sense Motive +6, Spellcraft +6

Feats Brew Potion, Dodge, Skill Focus (Disguise)

Languages Svimohzish, Merchant's Tongue, Gnoll, Draconic, Gnomish, Dwarven

Deity Worshipped secretly Risk; outwardly follows Khalitharius

Equipment

longsword, shortbow, *candle of truth*, *dust of tracelessness*, *Quaal's feather token* (bird), keys to the war room (area 8) and the keep cells (area 10)

BESTIARY PART THREE (PRISONERS)

DWARVEN SMITHS [RANSOM 10 GP EACH]

Male or female hill dwarf commoner 1 (CR 1/2)

LN Medium humanoid

Attack and Movement**Init** +2**Melee** +1 unarmed strike (1d3+1)**Base Atk** +0; **Grp** +1**Speed** 20 ft. (4 squares)**SA** +1 attack vs. orcs and goblinoids**Defense****hp** 6 (HD 1d4+3)**AC** 12 (+2 Dex), touch 12, flat-footed 10**Fort** +3, **Ref** +2, **Will** +2**SQ** +4 vs. bull rushes or trips; +2 vs. poison; +2 vs. spells and spell-like effects; +4 dodge AC vs. giants**Traits****Racial** darkvision (60 ft.)**Abilities** Str 13, Dex 15, Con 17, Int 16, Wis 11, Cha 12**Skills** Appraise +5 (+7 stone/metal), Craft (black smithing) +7 (+9 stone/metal), Knowledge (local: Dashan Mountains) +5, Listen +2, Profession (black smith) +4, Search +5 (+7 stonework), Sense Motive +2, Spot +2, Survival +1**Languages** Dwarven, Merchant's Tongue, Hobgoblin, Orcish**Deity Worshipped** Hildal, The Founder**GNOME SLAVES [RANSOM 10 GP EACH]**

Male or female rock gnome warrior 1 (CR 1/2)

LN Small humanoid

Attack and Movement**Init** +0**Melee** +1 unarmed strike (1d2-1)**Base Atk** +1; **Grp** -4**Speed** 20 ft. (4 squares)**SA** +1 attack vs. goblinoids and kobolds**Defense****HD** 1d8+1 (hp variable)**AC** 11 (+0 Dex, +1 size), touch 11, flat-footed 11**Fort** +3, **Ref** +0, **Will** +0**SQ** +4 AC dodge bonus vs. giants; +2 save vs. illusions**Spell-like Abilities** (DC 10 + spell level)1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*, *speak with burrowing mammals***Traits****Racial** low-light vision**Abilities** Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11**Skills** Listen +4, Spot +2**Languages** Gnomish, Merchant's Tongue, Svimohzish**Deity Worshipped** polytheistic**MAERAST WOCKLE [RANSOM 75 GP]**

Male gnome warrior 1 (CR 1/2)

NG Small humanoid

Attack and Movement**Init** +0**Melee** +2 unarmed strike (1d2)**Base Atk** +2; **Grp** -3**Speed** 20 ft. (4 squares)**SA** +1 attack vs. goblinoids and kobolds**Defense****hp** 8 (HD 1d8+2) [hp currently at 4]**AC** 11 (+1 size), touch 11, flat-footed 11**Fort** +4, **Ref** +0, **Will** -2**SQ** +4 AC dodge bonus vs. giants; +2 save vs. illusions**Spell-like Abilities** (DC 10 + spell level)1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*, *speak with burrowing mammals***Traits****Racial** low-light vision**Abilities** Str 11, Dex 10, Con 15, Int 10, Wis 7, Cha 10**Skills** Craft (alchemy) +2, Hide +4, Intimidate +1, Knowledge (geography: Svimohzia) +3, Knowledge (local: Ozhvinmish) +2, Listen +1, Spot +1**Languages** Gnomish, Merchant's Tongue, Orcish**Deity Worshipped** Kalborn, The Traveler**NAMFOO FOLKOR [RANSOM 200 GP]**

Male gnome expert 1 (CR 1/2)

NG Small humanoid

Attack and Movement**Init** +0**Melee** +0 unarmed strike (1d2)**Base Atk** +1; **Grp** -5**Speed** 20 ft. (4 squares)**SA** +1 attack vs. goblinoids and kobolds**Defense****hp** 6 (HD 1d6+1) [hp currently at 3]**AC** 11 (+1 size), touch 11, flat-footed 11**Fort** +1, **Ref** +0, **Will** +1**SQ** +4 AC dodge bonus vs. giants; +2 save vs. illusions**Spell-like Abilities** (DC 10 + spell level)1st (1/day) - *dancing lights*, *ghost sound*, *prestidigitation*, *speak with burrowing mammals***Traits****Racial** low-light vision**Abilities** Str 9, Dex 10, Con 13, Int 15, Wis 9, Cha 12**Skills** Appraise +6, Bluff +5, Craft (alchemy) +5, Hide +4, Knowledge (geography: Svimohzia) +5, Knowledge (local: Anowhizh) +5, Listen +4, Profession (merchant) +3, Ride +3, Sense Motive +3, Spot +2**Languages** Gnomish, Merchant's Tongue, Svimohzish

The Emerald Curse

Deity Worshipped Toa, The Landlord

NHERAMAZ AZIRI [RANSOM 350 GP]

Male half-elf/half-Svimohz aristocrat 1 (CR 1/2)

LN Medium humanoid

Attack and Movement

Init +1

Melee +1 unarmed strike (1d3+1)

Base Atk +0; **Grp** +1

Speed 30 ft. (6 squares)

Defense

hp 7 (HD 1d6+2) [hp currently at 3]

AC 11 (+1 Dex), touch 11, flat-footed 10

Fort +2, **Ref** +1, **Will** +4

SQ immunity to *sleep* spells and similar effects; +2 vs. enchantment

Traits

Racial low-light vision

Abilities Str 12, Dex 12, Con 14, Int 11, Wis 19, Cha 15

Skills Appraise +2, Diplomacy +7, Gather Information +4,

Knowledge (local: Miznoh Forest) +2, Knowledge

(history) +3, Knowledge (nobility and royalty) +3,

Knowledge (religion) +1, Listen +6, Search +1, Spot +6

Languages Low Elven, Svimohzish, Merchant's Tongue

Deity Worshipped Elobreria, Eye Opener

MAGIC ITEMS

For convenience, all of the magic items found in the scenario are grouped here.

The Old Blockhouse

WAND OF BURNING HANDS (SEE AREA F)

The wand is roughly 10 inches long and looks like a twisted, fire blackened forearm (although it is in fact just a piece of wood). At the damage-dealing end there is a small red garnet, and the back end is tipped with silver. The wand currently contains 25 charges, is activated by the word "*enflame*" (which must be spoken in Draconic) and formerly belonged to a wizard from Zazahni who was helping to guard a caravan a month ago. The former owner is long-since eaten.

Mozahn Keep

CANDLE OF TRUTH (SEE AREA 9)

This white tallow candle was stolen from a temple to the Valiant and the stamp of the church can be found on the candle bottom. For all intents and purposes it resembles a normal 10-inch-long candle.

DUST OF TRACELESSNESS (SEE AREA 9)

This small leather bag is marked with the symbol of the thieves' guild of Bet Kalamar (DC 20 Knowledge (local: Bet Kalamar) check to recognize) and contains what seems to be ash from a fire. There is enough dust for 10 uses.

QUAAL'S FEATHER TOKEN (BIRD) (SEE ZOVAZH)

This small dove feather has the picture of a small pigeon engraved on it. This item actually belongs to Zovazh Nhomvor, and he has yet to use it. However, if the keep is attacked he uses it to summon Khalitharius, who arrives within 10+3d10 minutes.

Mozahn Keep - Lower Level

ARCANE SCROLL (SEE AREA 30)

Although written in Merchant's Tongue, the words are magical and thus impossible to read without a *read magic* spell. The substance they are written on is paper and expensive ink was used. It contains the spells of *protection from arrows*, *summon monster II*, and *blink*. There is a watermark (Spot DC 10), which lists it as belonging to Sender Elkin from Dijishy, although knowing the meaning of the mark requires a successful Knowledge (arcana) check DC 25 or Knowledge (local: Dijishy) check DC 20.

POTION OF CURE LIGHT WOUNDS (SEE AREA 30)

Kept in a small glass bottle labeled "Velb's Cure All" in Gnomish, this potion smells of honey but tastes like cinnamon and ash. It has a brown color and a dry texture. There is enough for one full dose.

POTION OF CURE MODERATE WOUNDS (SEE YEENGALA)

Kept in a small leather gourd on Yeengala's belt, this potion smells of honey but tastes like cinnamon and ash. It has a brown color and an oily texture. There is enough for one full dose.

POTION OF INVISIBILITY (SEE YEENGALA)

Kept in a small leather gourd on Yeengala's belt, this potion smells of burnished copper but tastes like tomato juice. It has a clear color and an oily texture. There is enough for one full dose.

PLAYING AN ORC

In the dead of night, six figures move silently through the near darkness, weapons ready in their hands and the lure of treasure in their hearts. With a single, swift motion a door is kicked open in a shower of splinters and the intruders rush into the room, killing females and their offspring without mercy in their unending quest for riches.

Does this example make orcs sound bad? It shouldn't - since this is also the standard approach of many adventuring parties when entering humanoid lairs. Many players happily kill goblinoid and humanoid females ("stops them breeding") or children ("that's the next generation dead") with little thought or emotion. If you tend to play along these lines, then you will enjoy playing an orc.

Orcs, as a "monster race," are always seen as the bad guys, who loot, murder, rape and plunder without hesitation. The psychology of an orc is only describable as evil personified. No act of terror, violence or debauchery is too low for an orc to perform. Orcs are inherently greedy and always desire more than they already possess. Violence is seen as the only way to achieve anything. The orcs have a saying that is ingrained into them from birth; *gugha nagn urár nukug na urár* (which translates literally as 'live long do the great (or strong), quick death to the not strong (i.e. weak)'). Violence is therefore a means to an end: survival. However, cowardice also runs deep in orc veins. For all their reputation as fearsome raiders they will only attack when numbers or the situation are in their favor. Orcs are also experts at ambushes and night raids, preferring to use every advantage they have. Honor is not highly regarded amongst the orc race.

Even so, at their core, they are typical players entering a dungeon, and adapting to playing an orc requires little effort in and of itself. What does require some forethought is actually role-playing an orc and not stereotyping them (often referred to as playing a human in a rubber, or furry, suit). What follows are merely a brief set of guidelines on playing orcs, not hard and fast rules. Use them wisely and orcs should be as fun and versatile, to play as any standard player race; ignore them, and you simply play a monster on the rampage.

The average orc, for all his levels, hit points, base attack bonus, or other abstract game mechanics, is still a coward at heart. Two lowly town guards may as well be expert fighters for all he cares, and charging in recklessly is not his nature. Orcs prefer to fight battles of any sort on their own terms, using ambushes, withering missile fire, and spells to weaken foes before entering into any melee. An orc is as likely to run from one-on-one combat as he is to stay and slug it out. There is no orc term for "coward" for a good reason. Remember this, when faced with strong opponents.

In a similar vein, orcs prefer company in combat. Lone players may bravely volunteer to guard the corridor while the rest of the party searches for secret doors, but an orc will want strength of numbers on his side. The same applies to entering a room; orcs rush in en masse to overwhelm opponents and present multiple targets rather than using sophisticated room clearance tactics.

Destruction of works of art and the pillaging of treasure occur for two reasons. First, orcs lack any understanding of art's inherent value. What use is a statue compared to a weapon? Where is an orc going to sell a painting that he takes from a

Rules or Roles?

Having orcs as inherent cowards goes against the grain in most D&D campaigns, which, for the greater part, require a character to defeat his enemies rather than flee in order to advance a level. There are two solutions to this 'dilemma'.

First, running away does not mean you will not fight at all, it just means you will not fight fairly. By running, you can lead an opponent into an ambush or gain enough distance to make missile fire and spell casting a safe option.

Second, you should reward players that avoid a fight in the name of good role-playing with a small incentive, say 50 XPs as a maximum. Dungeon Masters need to be careful that the game doesn't degenerate into the players running away from everything just to gain some experience or trying to find ridiculously tough monsters just so they can retreat and claim they were role-playing. Make sure that the system is not abused! A third level orc barbarian would not flee from a single gnoll warrior!

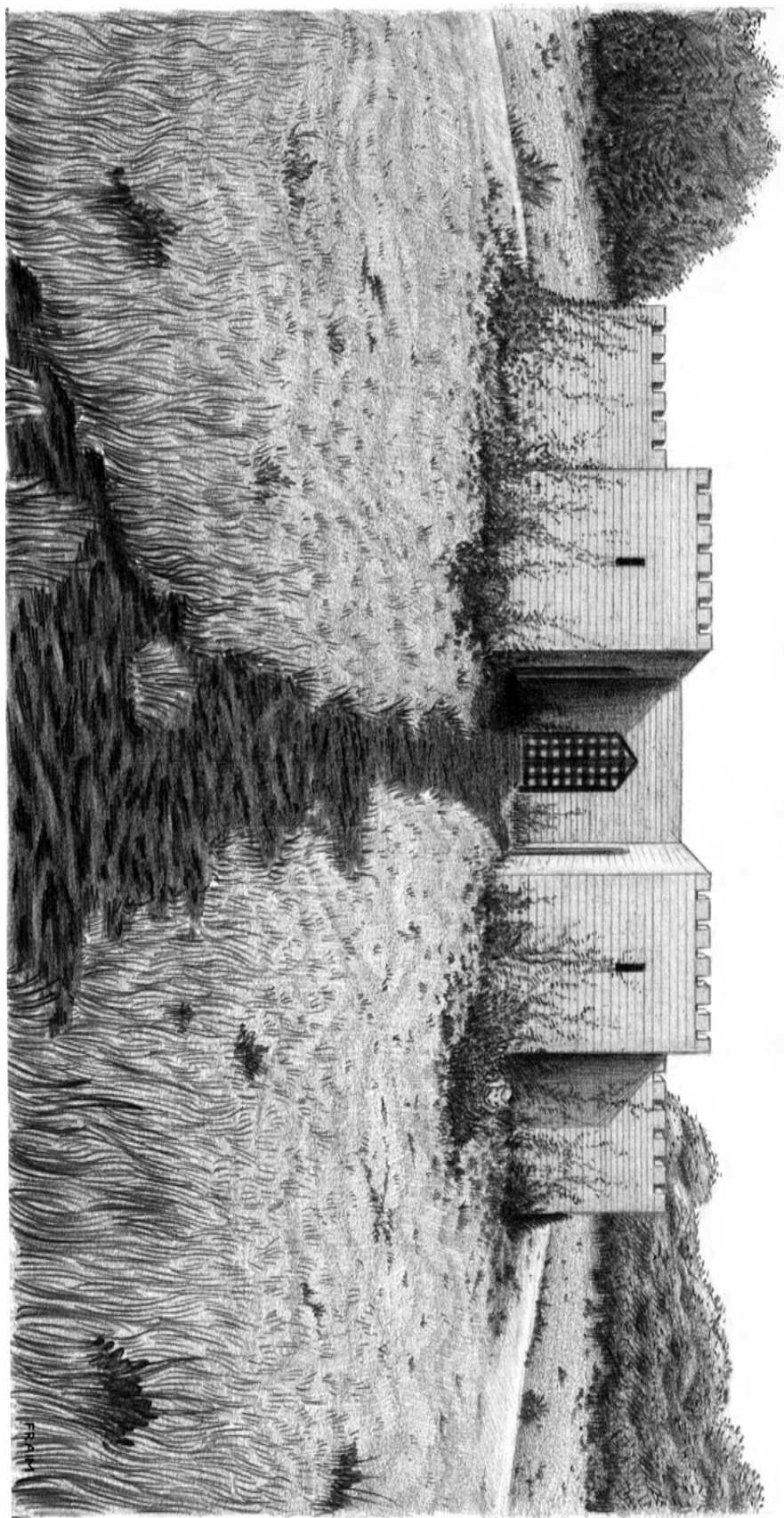
monastery or noble's house? Given their supposed creation method as a tool of evil, orcs prefer to destroy what is worthless to them, so as to deny it to other races. Second, because they see all valuable items (this means items of inherent use rather than pure monetary value) as being rightfully theirs, they want them back. Most of the spoils of a raid go to the tribal ruler and his aides anyway. Orc heroes rarely walk around with pockets bulging with coins and gems and glowing like the Assembly of Light on the summer solstice. Being given a magic item is a sign of favor, not a right because you happened to grab hold of it first or killed its previous owner. For this reason, Dungeon Masters should restrict orc characters to roughly one permanent item per level at most, and make more use of masterwork weapons and armor as rewards.

Religion, though not an overriding factor in the life of the average orc, does give him a reason for performing certain actions. Their gods teach them that the world is rightfully theirs, but that they have been usurped by the other races and must fight to win it back. Priests also expound racial supremacy, with orcs at the top of the ladder and the other races further down. Only through dominance of the "lesser races" can this "natural order" be set right. Do not let religious motivation become an excuse for destructive acts; it is part of the reasoning behind them. (Orcs typically worship Bolg the Creator of Strife, Bugdush the Emperor of Scorn, Garg the Battle Rager, Hilg the Prince of Terror, or Grung the Vicelord.)

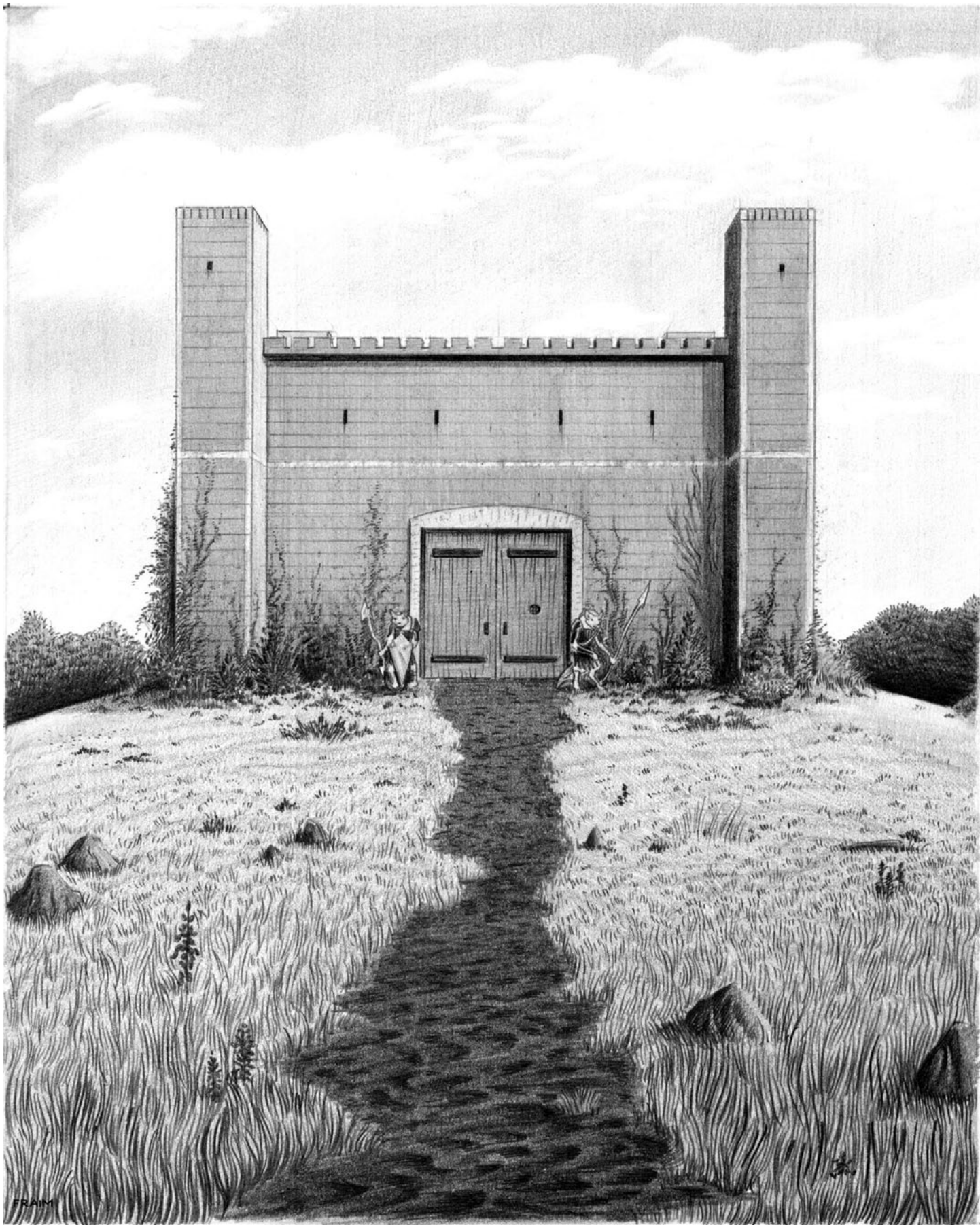
The orc social structure is based on ability and a willingness to advance by removing the person above you on the ladder. This is not taken lightly as there are ancient traditions in place to stop a tribe turning on itself and death awaits the loser. Much better to make your rival look bad in front of his superiors or wait for him to get killed in action. Orcs have short lives, through violence more than any other reason, and advancement is only a heartbeat away. Players should not feel the urge to turn on each other for supremacy within a group. Such actions destroy group morale and ruin the game. As with any fighting force, orcs rely on their comrades for support and will give it freely in return.

For further details on orc subraces, cultures, personalities and more, be sure to read *Fury in the Wastelands: the Orcs of Tellene*.

The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. The maps at the end of the section are for DM use ONLY.



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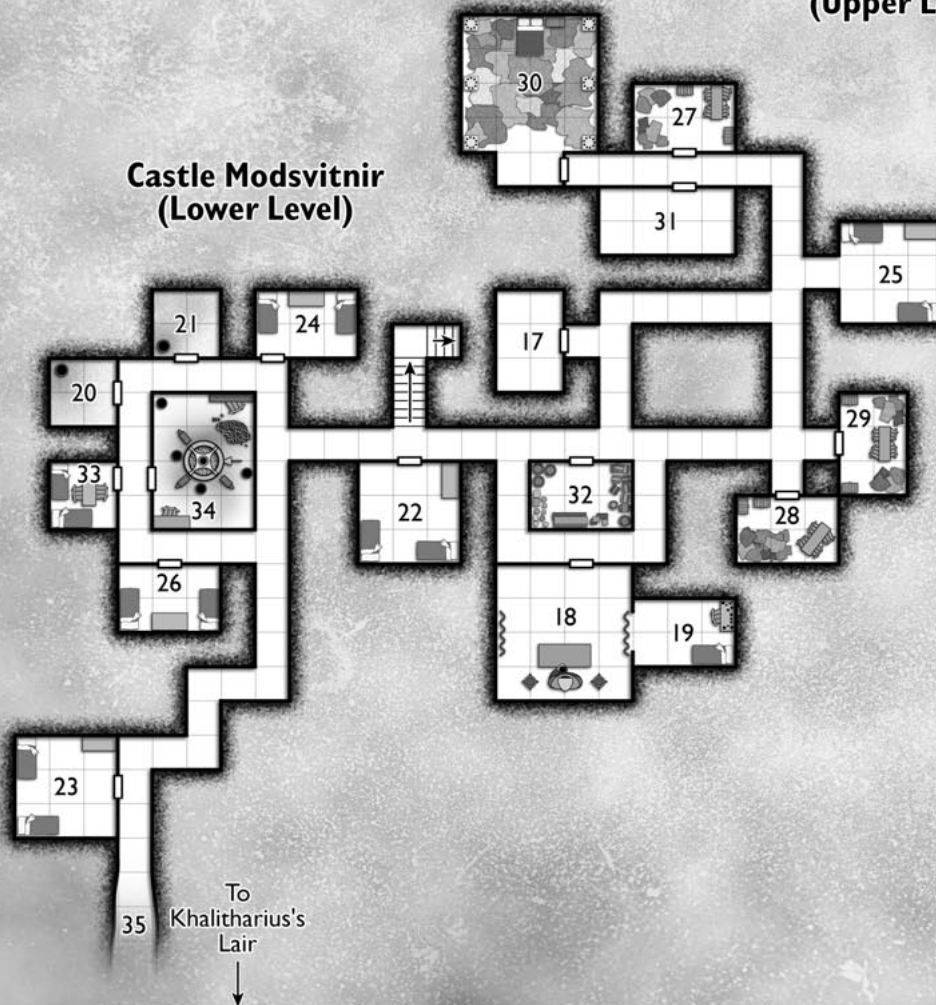
THE EMERALD CURSE



Old Watchtower



Castle Modsvitnir
(Upper Level)



Castle Modsvitnir
(Lower Level)

1 Square = 5 feet



Kingdoms of Kalamar

The EMERALD CURSE

BEWARE THE GREEN.

On the great Svimohzish Isle, your orc tribe struggles to forge their destiny in the roots of the Svomawhom Forest. But danger lurks in the depths of the trees - a large pack of gnolls, their fur strangely green, has been attacking passing caravans, destroying cargo and taking prisoners. While the deaths of these pitiful merchants of lesser races mean nothing to you, if the gnolls are not stopped, then surely the human armies will rise up and pierce the dark woods with their light. Before that happens, you must end the gnoll menace - and uncover the mystery behind their green hue - to claim their goods and territory for yourself...

Like all Kenzer and Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! Here's some of what you get:

- 20 pages of useful background, maps, artwork and adventure details; no useless fluff!
- Magic items and NPCs!
- ImageQUEST Adventure Illustrator: "Because a picture is worth 1,000 words." ImageQUEST is the picture book that gamers love. Now DMs can not only read the boxed text, they can actually show it to the players.

Although easily converted for use in any campaign setting, this book is designed for the official Dungeons & Dragons campaign setting, the Kingdoms of Kalamar - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come faces to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

To use this adventure in a Dungeons & Dragons campaign, you also need a copy of the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. You can also find further detail on the Kingdoms of Kalamar campaign setting in the Kingdoms of Kalamar campaign setting sourcebook, the Player's Guide to the Sovereign Lands PDF and our many other fine sourcebooks and adventures.

Note: A previous version (v3.0) of this adventure appeared in *Fury in the Wastelands: the Orcs of Tellene*. This 3.5 version adds improvements to the text, updated NPCs and game mechanics, an additional regional map, and locates the adventure in a specific area of Tellene.

For characters of 4th to 6th level. Although written from an orc point of view, along with details on how to play an orc character, you can easily modify this adventure to fit any good or evil-aligned party. Simply replace all references to orcs with the appropriate race, or ignore the orc references altogether.

