

## INTRODUCTION

This module was in a large part created by the Hexploitation tables in MECC4. After my group came to the conclusion of MECC3, they realized that some blue dragon meat they had previously dropped off at a butcher should be ready. I'd pulled the plot hook that the butcher was worried about a shipment of missing Dwarven salt out of thin air and then using the Hexploitation tables, I determined what the group would encounter along their way. Some of this happened on the fly during play, while some I had time to prep for before game night. Herein you'll find it after it's been polished and formatted for publication, of course, but the fact remains that each hex was generated from the simple tables in MECC4; you can easily do the same!

The PCs will be hired by a butcher in the town of Nefford, who is concerned about a missing shipment of salt he'd been expecting. Following a path the merchants are known to take will lead the PCs out of the valley of Karaccia and over through the rugged Pinehurst forest before ending up at KamoZ Kamendom, one of the great Dwarven cities of the KamoZ KamoZian empire.

## GETTING INVOLVED

Charcuterie in Nefford may never be the same. One of the more well known butchers in the town of Nefford, **Nicolas Apostu**, is completely distraught. He was supposed to receive a large shipment of salt from the Dwarves of KamoZ Kamendom two weeks ago and has heard neither hide nor hair from them. Nicolas (and others in Nefford) have been trading with the Dwarves of KamoZ Kamendom for at least the last 200 years, and specifically with a dwarf named **Harbem Bottlebringer** for about the last 60.

Nicolas is worried about his friend Harbem, especially as there's no official legal connection between the kingdom of Imlar and that of the dwarves, giving Nicolas more or less no avenue to follow up on his missing dwarf friend. He himself can only offer 500gp as a reward, but he assures the PCs that the dwarves of KamoZ Kamendom themselves will likely be generous if they end up saving some of their people.

Exactly how the PCs end up getting hired can be as simple or involved as you wish.

## OVERLAND TRAVEL

Each of the six-mile-hexes the party will travel through following the dwarves' trail is numbered 1 through 40 for this module, with their corresponding hex numbers from the map of Imlar listed as well. Depending on their actions, multiple hexes in a day, or just one. As such, no timeline is ascribed to the hexes, only their contents to be discovered when they are traveled through. It is roughly 200 miles from Nefford to KamoZ Kamendom, if the dwarves' trail is followed. Once on the trail (starting in **Hex 14**), it's generally easy to spot and follow; tracking rolls will only be needed occasionally (like in **Hex 24**, for example). Larger versions of the maps are provided in the back.

## Hex 1 (21.14)

A cave is noticed about two miles from the border of **Hex 2**, and about a mile or so southwest of the road. It's visible from the road as there is smoke wafting from it. It is inhabited by a smallish tribe of **flinds**, 21 in total, along with their guard of gnolls. If the party begins successfully slaughtering them, the flinds will attempt to negotiate, trying to give away as little treasure as possible (the tribe's treasure, guarded by their leader in area 4, amounts to 1,470gp and an incredible polished amber worth 1,000gp).

### 1 – Entrance

The smell of wet dog wafts out, mingled with the smoke which attracted the PCs to these caves. The tunnel descends at about a 20 degree angle towards the first intersection, and continues to do so towards area 2 to the north, and towards the next intersection to the south.

Firelight can be seen coming from area 2, and gruff voices speaking in Gnoll argue about who's turn it is to wake

### 2 – Common Room

The bulk of the flinds stay in this large chamber, usually gathered around a bonfire eating and drinking. They will quickly attack the PCs, though are likely to run (1-4 on 1d6) or surrender (5-6 on 1d6) if the fight's not going their way.





Kamoz  
Kamendom

Grimegarde  
Nefford

Fort  
Karaccia

Mylid



### Flinds

AC: 15 HD: 2 (d10) Size: M MV: 40'  
Att: "flind bar" Dmg: 2d4  
Special: darkvision 60'  
Save: P Int: Average AL: LE XP: 10+2  
HP: 19, 17, 15, 16, 16, 14, 14, 13, 13, 12, 12, 12, 10, 9, 8, 7, 7

### 3 – Gnoll Knowledge

The flinds' leader keeps a few **gnolls** around, as he finds they're more brash and cruel than the flinds; he likes that they have a way of talking him into plans which the other flinds would find disagreeable. Being so close to the leader's cave, any loud noises (combat, arguing, etc.) will attract the leader's guards.

### Gnoll

AC: 15 HD: 2 (d8) Size: L MV: 30'  
Att: by weapon Dmg: by weapon  
Special: darkvision 60'  
Save: P Int: Low AL: CE XP: 10+2  
HP: 12, 12, 10, 9, 8

### 4 – Krekk, Leader Of The Flind

A stout flind named **Krekk**, the leader of this small band, makes this cavern his lair, along with his four toughest **flind** bodyguards. If obviously about to lose his life, Krekk more so than the other flinds will surrender (1-6 on 1d8) instead of fighting to the death (7-8 on 1d8), and his guards will quickly follow suit.

### Krekk

AC: 15 HD: 2 (d10) Size: M MV: 40'  
Att: "flind bar" Dmg: 2d4  
Special: darkvision 60'  
Save: P Int: Average AL: LE XP: 10+2  
HP: 19, 17, 15, 16, 16, 14, 14, 13, 13, 12, 12, 12, 10, 9, 8, 7, 7

### Krekk's Guards

AC: 15 HD: 2 (d10) Size: M MV: 40'  
Att: "flind bar" Dmg: 2d4  
Special: darkvision 60'  
Save: P Int: Average AL: LE XP: 10+2  
HP: 19, 17, 15, 16, 16, 14, 14, 13, 13, 12, 12, 12, 10, 9, 8, 7, 7

Krekk keeps the tribe's money in a small, locked (CL 2) wooden box, the key to which he wears on a leather thong around his neck.

### Hex 2 (22.14)

While passing through this hex, the sky darkens as heavy clouds pass through. They clear almost as fast as they arrive. If the indicated weather is already cloudy or rainy, the skies instead clear for a short duration before returning to their previous state.

### Hex 3 (21.15)

A small, shallow cavern is just off the road, hidden by brush, near the border of Hex 4. A group of eight **bugbears** attempt to ambush the party as they pass.

### Bugbear

AC: 17 HD: 3 (d8) Size: L MV: 30'  
Att: by weapon Dmg: by weapon  
Special: darkvision 60'  
Save: P Int: Average AL: CE XP: 20+3  
HP: 18, 16, 15, 14, 14, 10, 9, 6

Their loot, which they've amassed from robbing travelers, is a total of 20gp, 8 gems (500gp, 250gp x2, 50gp and 25gp x4), a medallion (jade with silver; 1,250gp), another medallion (jade with gemstones; 5,000gp), an ankle chain (silver; 250gp), an expertly crafted scimitar (non-magic +1 damage; 150gp), a surcoat (20gp), a hollow wooden gourd (1gp), a music box (wooden; 50gp), a tapestry (with silver and gold threads; 500gp), a painting (640gp), and 1 **Potion of Cure Serious Wounds** (300xp) stashed away in the cavern.

### Hex 4 (22.15)

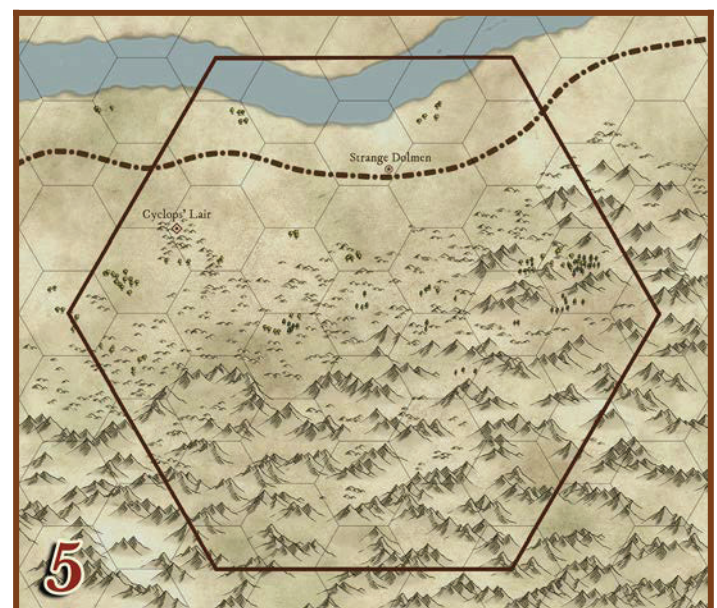
There are signs of kobold activity here, mostly footprints in the road. It's been a few weeks since the dozen or so creatures passed through here, however, and they have long since gone on their way.

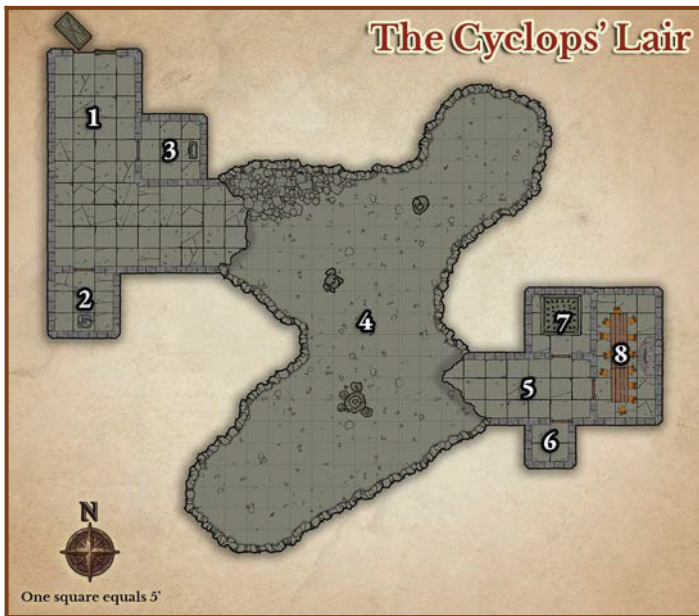
### Hex 5 (23.16)

The party runs into a human woman, **Teofil Wozniak**, along the road shortly after entering this hex. A leather worker by trade, she has a roll of leathers strapped to her back, and tools hanging from her belt. She tells them to avoid the cyclops lair nearby, "There's nothing to see there; it's dangerous, stay away." Teofil will point vaguely in the direction of the lair, but doesn't give specifics. She comes across as anxious, and is eager to go on her way; she hurries along as soon as she can.

### 1 – Entrance

The cyclops' lair was once a Dwarven outpost. Two large brass doors of Dwarven make once guarded the entrance to the outpost, but one has been torn from its hinges by the one-eyes creature and now lies collecting debris along the ground in front of the antechamber.





## 2 – Repeating Statue

A statue of a Dwarf, carved handsomely in the Dwarven style stands in the center of this small chamber. When the door is opened, it repeats out loud in the Dwarven tongue:

“SAY ‘DIBBLE-FLIP’ FOR THE KAMENDOM STONE.”

This is referring to the strange dolmen located a few miles further along the road in this hex. While standing within 20’ of the dolmen, uttering the words “Dibble-Flip” aloud causes the speaker to be whisked away to the matching stone located near the Dwarven city of Kamoz in Hex 31.08.

## 3 – Empty Chest

A large stone chest lies against the eastern wall of this chamber, its lid ajar. Many small darts are strewn across the floor here, signs of the trap protecting the chest having gone off. A woman’s body, very recently dead, also lies on the floor. However she has no darts sticking from her, nor any wounds indicating she had. She does have a puncture wound on the side of her head, and while round, it’s much too large to have been caused by the darts.

This is the body of **Tara Featherlace**, a beautiful brunette who was murdered by Teofil with a leather awl after becoming the subject of her jealousy. Especially if the PCs are mounted, it will be relatively simple to chase Teofil down, as she mostly stays to the road out of fear of monsters. When presented with evidence (even if it’s as flimsy and circumstantial as “we found a body in the place you told us to stay away from”), she quickly breaks down and confesses. How justice is served (execution on the spot, letting her go, bringing her to the nearest place of law like Fort Karaccia to be formally tried, etc.) is entirely up to the PCs.

The inside of the chest is dusty and full of cobwebs, save for a small circular area where it appears something has been recently removed, though not by Teofil.

## 4 – A Natural Cavern

The middle of the Dwarven outpost has fallen into a natural crevasse which opened up here many years ago. The floor of the cavern is about 20’ lower than the floor of the outpost. The cyclops had built up some rough stairs in the northwestern portion of the cavern which acted as stairs for the creature. While much too large for normal sized Folk to walk comfortably down, they do make egress quite a bit easier than if it were a straight-down drop.

A terrible stench hangs in the air here, as the rotting carcasses of the cyclops, along with the two bears he kept as pets, have been left behind by whomever felled them a month or two prior. The smaller cavern in the northeast was used by the bears as their lair, evidenced not just by the lingering stench of wet fur, but also by the gnawed bones which litter the ground.

A large pallet of small branches, hay, and uncured hides is piled in the southern portion of this large cavern, which was used by the cyclops as its lair. Though a handful of copper coins (18, to be exact) have been left behind, most everything worthwhile the cyclops possessed has been looted by whomever killed it.

## 5 – Three Doors Up

The cyclops unfortunately did not stack any rubble to help in accessing this area. As such, the PCs will need to figure out how to climb the 20’ ascent to this hallway.

Three doors are located here, each made of brass though much smaller than the outside doors. All three are locked (CL 8) with fine Dwarven mechanisms. The keys belonging to them have long since been lost to time, and they must be either picked or otherwise destroyed if the PCs wish to explore further.

## 6 – Zombie Dwarves!

Three **dwarven zombies** immediately attack when the door to this small room is opened.

### Dwarven Zombies

AC: 12 HD: 2 (d8) Size: M MV: 20’

Att: slam Dmg: 1d8

Special: overwhelm, slow

Save: P Int: None AL: NE XP: 10+2

HP: 12, 9, 6

One of them has an opal worth 750gp in its pocket.

## 7 – Axe Me About My Traps

A beautiful Dwarven axe, wrought of bronze with the name “Bunthrum” inscribed in Dwarven runes on the blade, hangs on the northern wall. This is **Bunthrum’s Axe**, a battleaxe which grants a +1 to hit and damage normally, and a +2 against gnolls (750xp).

The **covered pit trap** in front of it is CL 7 to detect, and CL 3 to disarm. It is 20’ feet deep (3d6 fall damage) and has spikes at the bottom (1d8 damage, CL 4 Dexterity save for half).

## 8 – Hearth And Home

A large hearth, long cold, dominates the eastern wall while a large table surrounded by chairs, all of Dwarven craftsmanship, occupies the center of this chamber. There is nothing worthwhile to be found in here.

## The Strange Dolmen

Along the road, about two and a half miles east of the cyclops' lair, stands a strange stone dolmen. It is about 4' high, and is covered in Dwarven style decorative knot patterns. In the center is a blue gem with a soft glow about it. Speaking aloud the words "Dibble-Flip" while within 15' of this stone immediately send the speaker to a matching stone located in **Hex 31.08**, as noted above, and will have to find their way back on their own.

### Hex 6 (24.15)

An old abandoned keep along the road here is now used by a small group of bandits as a hideout. After hearing the rumors about monsters keeping the guard at Fort Karaccia busy, these thieves are hoping they'll be able to shake down travelers for coin without being harassed by the law, even with as relatively close to the fort as they are.

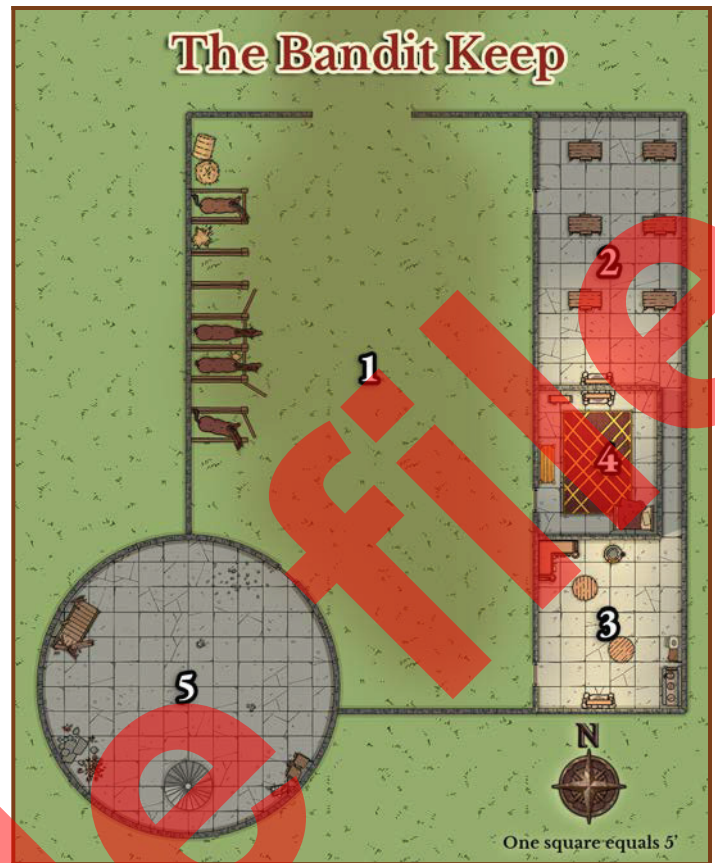


A group of half a dozen **bandits** will be waiting at the road as the PCs pass. They'll demand a toll of 5gp per PC, and will threaten violence if it's not paid. Once two or more of them have been slain, the remainder will run as fast as they can to the keep to rally the others from the dining hall.

### Bandits

AC: 13 HD: 1 (d6) Size: M MV: 30'  
Att: short sword/short bow Dmg: 1d6  
Save: P Int: Average AL: NE XP: 5+1  
HP: 5, 4, 4, 3, 2, 2

This lot currently has a 6gp and 27sp in a sack, which they've collected so far today.



### 1 – Courtyard and Stables

Four of the stalls here hold horses. There are two **bandits** in the courtyard "guarding" them, however they are quite drunk and are easy to get past. In the event of combat, they suffer a -1 to initiative, hit, damage, and saving throws because of the state they're in.

### Bandits

AC: 13 HD: 1 (d6) Size: M MV: 30'  
Att: short sword/short bow Dmg: 1d6  
Save: P Int: Average AL: NE XP: 5+1  
HP: 4, 3

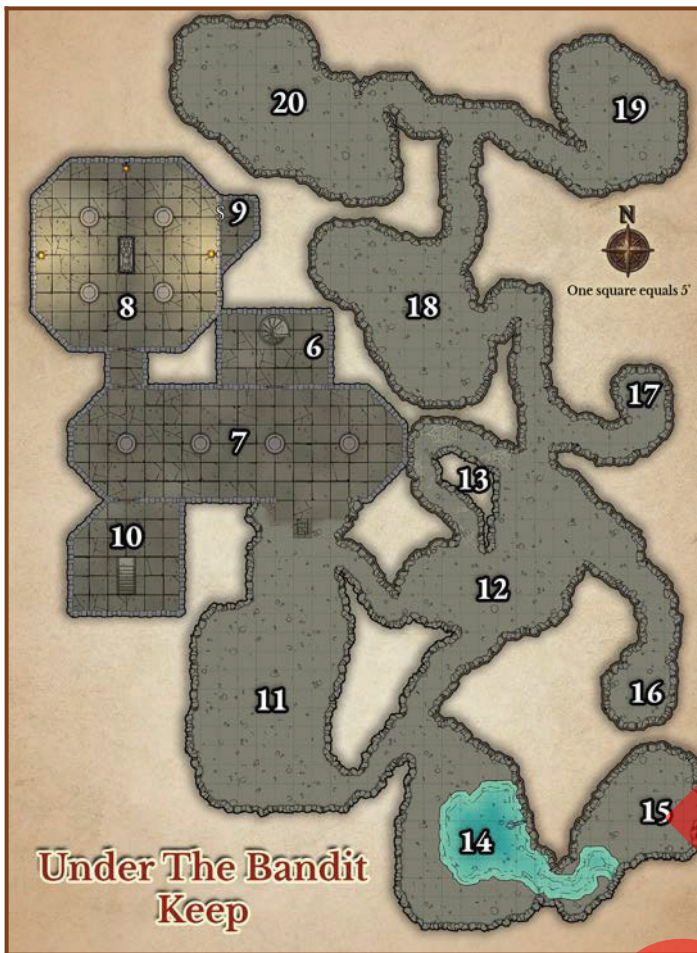
### 2 – Dining Hall

A half dozen tables fill this large hall, and unless they were rallied by the others out front there will be a dozen **bandits** in here dining. During a melee, a few of them will attempt to make it to their leader's room to warn him.

### Bandits

AC: 13 HD: 1 (d6) Size: M MV: 30'  
Att: short sword Dmg: 1d6  
Save: P Int: Average AL: NE XP: 5+1  
HP: 6, 6, 6, 6, 5, 4, 2, 2, 2, 2, 1





A locked (CL 8) chest in here contains the bulk of the bandits' treasure. Bynn keeps the key on a chain around his neck. They've amassed 483sp, 138ep, 336gp, three rubies worth 150gp each, eight small emeralds worth 30gp each, seven gold chains worth 20gp each, a holy symbol of Erm made of platinum worth 750gp, and two *Potions of Cure Light Wounds* (100xp each).

### 5 – A Ruined Tower

Though the walls of this tower still climb a good 40' into the air, the interior floors rotted away long ago. Now all that's left of them is some rubble strewn about the floor, and the base of the stairs, which now only ascend about 10'. Towards the southern portion of the tower's base, multiple boards have been spiked into the ground, covering up a set of spiral steps which descend into the darkness.

### 6 – That's Why It's Boarded Up

The stairs descend 30' down to this room. Three ghouls will have gotten incredibly excited waiting for the PCs to unblock the passage, as they've been stuck down here by the bandits for weeks.

#### Ghouls

AC: 14 HD: 2 (d8) Size: M MV: 30'  
 Att: 2 claws, 1 bite Dmg: 1d3/1d3/1d6  
 Special: paralysis, darkvision 60'  
 Save: P Int: None AL: CE XP: 20+2  
 HP: 13, 9, 6

### 3 – Kitchen

The bandit's cook is in here. He's an imposing, incredibly obese man and just as mean as any of the other bandits.

#### Bandit Cook

AC: 13 HD: 2 (d10) Size: M MV: 30'  
 Att: giant cleaver Dmg: 1d8+1  
 Save: P Int: Low AL: NE XP: 46  
 HP: 18

There's about a month's worth of food for a score of men stored in crates and on the shelves in here.

### 4 – Bynn the Bandit

The leader of the bandits, a dashing yet arrogant young man named Bynn, has claimed this relatively well appointed chamber as his own. Unlike the others who'll generally fight to the death (not because of their convictions, but because they're too dumb to know when to stop), Bynn is apt to surrender hoping to keep his life.

#### Bynn the Bandit

AC: 17 HD: 2 (d8) Size: M MV: 30'  
 Att: long sword Dmg: 1d8  
 Save: P Int: Average AL: NE XP: 42  
 HP: 16

Little more than torn scraps of clothing, leather armor, and a handful of gnawed on bones remain of the couple of unfortunate bandits that got stuck in here with the monsters when the others sealed the way. Scattered about, though, are 2 daggers, 1 short sword, 1 small wooden shield, and 19sp.

### 7 – SKELETONS!

A dozen skeletons immediately snap to attention when this hall is entered, and quickly move to attack the living.

#### Skeletons

AC: 13 HD: 1 (d12) Size: M MV: 30'  
 Att: spear Dmg: 1d6  
 Save: P Int: None AL: N XP: 5+1  
 HP: 12, 10, 10, 10, 9, 8, 8, 7, 5, 5, 5, 4

