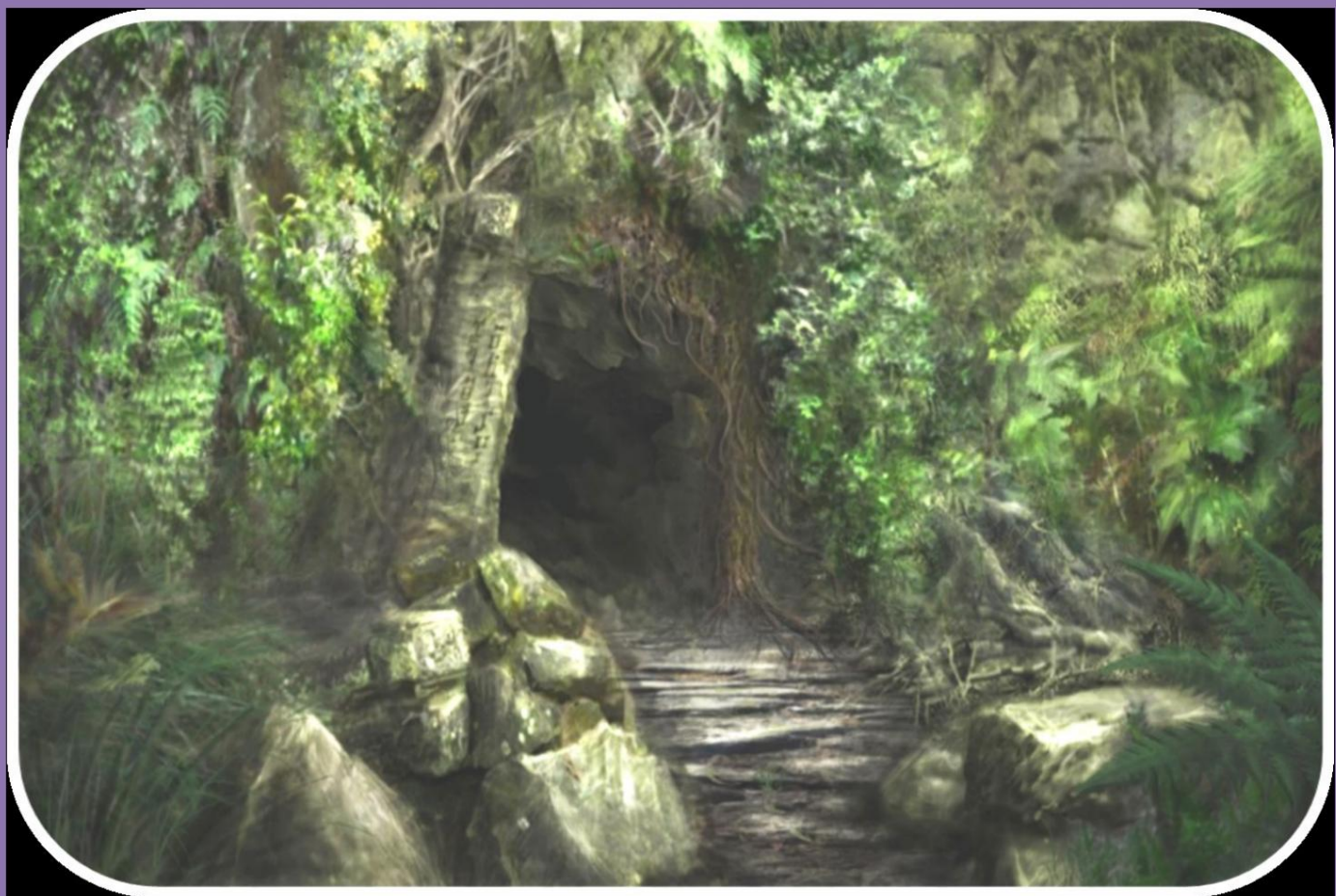


DONJONS & DRAGONS®

An Adventure for the Basic Rules

The lost baggage of the Ylari

By Doyan



A few weeks earlier, the convoy of Bechir Al-Muhammed, a Ylari merchant, was attacked by hill giants. Aleena invites you to follow the trail of the attack and ensure that this crime does not go unpunished. We must now leave Valbourg for the northern mountains...

In Valbourg. . .

For months, our favorite PCs have been hanging out in taverns and inns. Having for a time decided to take advantage of the benefits of their pieces.

Rest for some, learning for others. In Valbourg, life is good. Well not on the Fogor island of course, but the rest of the city is a good place

pleasant.

However, now is the East time to fill emaciated purses with these luxurious and very pleasant pastimes. The PCs know, accidentally or not, that the Black Jug Inn is among the most frequented by groups of adventurers, but also by hunters

adventurers... Their steps therefore led them to this one.

The air is copiously smoky ("and not just from natural tobacco, the fact that there would be pipe weed from the little people, or even "White Dragonne" which gives hallucinations would hardly surprise me ...") and one can find contraband goods here

displeases the master of the city (Sherlan Halaran). You can find a little bit of everything if you know how to get your hands on the purse... Similarly, pretty ladies take pleasure in moving from one table to another in order to monetize their services to the highest bidders.

The Black Jug Tavern

Sherlane Halaran's niece, *Aleena Halaran* (of the **Order of the Griffon Church of Karameikos**), comes to the front of the

incognito PJs. A jet under 3 x SAG of allows to recognize Aleena (



"we met her at the Cathedral" during of a service

any: recall to the life of a comrade, disenchantment, care but impossible to say that

... she is from the Order of the Griffin).

If her cover is blown, she orders the PCs not to betray anything and is ready to leave the room if they do not respect her request.

She needs the PCs' help to find the origin of an attack on the caravan of a Ylaruam merchant who has ventured here. She wishes to help this merchant in order to maintain the good reputation of Valbourg beyond the Grand Duchy, but also in order to ward off the dangers inherent to monsters in the region.

This is why she will approach the PCs to invite them to the table of the said Ylari merchant (an Alphatian of origin), Bechir Al-Muhammed. The latter accepted Aleena's help, not knowing where to turn. She was the only one to listen to him and look after him after his arrival in town. Bechir wandered for an entire week before finding the Black Jug. And it was here that Aleena spotted him (his outfit stood out) and became interested in him.



History as MD knows it

Bechir, left Ylaruam several weeks ago to open a new market with

Karameikos for his family. He believes in the resources of this thriving market. He therefore bought thanks to the help of his father 5 carts which he filled with products from his country, Ylaruam (tobacco, tea & coffee, semi-precious stones, fine porcelain, oils as well as products from Selenica: precious books, wood, fabrics, fish in oil, dyes & spices, glassware,...).

Bechir will say he was attacked by hill giants (actually large Ogres). They cut his bodyguards to pieces and he only had time to run away without turning around.

The ogres have been coming down from the mountains for several months. This is a small clan that has taken up residence in caves

abandoned, under the aegis of a rather clever shaman. The clan bears the sweet name of "Hunger Clan of Jammudaru".

These caves are actually a forgotten sanctuary, dedicated to an *archaic druidic cult of Makai*.

This ancient sanctuary contains a source of underground water which has the power to heal those who drink it there and provides the effect of *major healing* (2d6+2 hit points/ 1 x day). The site has been abandoned and forgotten. His last

activities date back more or less 600 years. The vegetation has regained its rights and it is only recently that the Ogres have found the hill and the sanctuary

which was erected there.

The Hunger of Jammudaru therefore understood the usefulness of this source by tasting it quite naturally and decided to set up in order to organize (fairly recent) raids from this "providential" place.

The clan is led by a level 6 Wiccan and leads the group of 12 adult ogres (there are also 3 cubs and 1 adolescent). Which gives a total of 17 Ogres.

The goods of the merchant are stored in one of the caves with other goods gleaned by the clan in recent weeks (i.e. not much).

The Merchant's Offer (Bechir Al-Mohammed)

The latter asks for help from the PCs who are introduced to him by Aleena. He lost 5 carts full of goods intended to be exchanged in the Karamaikian markets. The value of these properties is around

10,000 gp. The merchant offers 4,000 gp to the group if they bring back the contents of his carts (of which he has a list). He is ready to negotiate up to 5,000 gp and will be able to prove to them the generosity of his people.

Aleena will listen attentively to the negotiation in order to gauge the group. If the party shows an empathetic attitude towards the merchant, Aleena will add to the

negotiation the possibility that she introduces the spellcasters to people who could teach them their art. As for the warriors and clerics, she will question their knowledge of the Order of

on

Griffon and will praise her qualities (she is likely to favor their induction into the Order, but not without having assessed the PCs).

If the group appears purely venal and attracted just by gain, seeking to rob the merchant, she will interrupt the conversation by addressing the merchant. She will tell him that she can find others



people better disposed to help him. Whereupon she goes to speak to a table further away at which are seated 6 well-armed fellows, obviously adventurers...

The departure of the adventurers

The merchant can say that he was attacked three days' march to the northwest. His carts were abandoned. One of these was destroyed by rocks which crushed it. The events took place

took place about 3 weeks ago now. He took up residence in this inn where Aleena learned her story 10 days ago.

THE can equip characters themselves without difficulty in Valbourg. Weapons and armor can be found for double the price of the booklet.

Bechir can locate approximate where he was attacked on a map of the area. It will undoubtedly be possible to find the traces left by the carts.

In addition, the Ylari merchant will give them a copy of the list of his goods that he wishes to recover. Anything that does not appear there can be recovered by the group without difficulty.

The journey

The characters will have to travel 3 days on foot (half on horseback), in the wooded hills 1 roll per 4 hours.

Wood/drill meeting table:	
1 Pixies	1d4x10
2 Wolves	3d6
3 Giant Toad	1d6
4 Dodging Dog	1d6+3
5 Flitterling	5d6x10
6 Lynx	1d4
7 Ours-garou	1d4
8 Hunting Spider	1d12
Hills dating table:	
1 Neanderthals	1d4x10
2 Chimera	1d4
3 Dwarves	5d8
4 White Monkeys	2d4
5 Cyclops	1d4
6 Goblins	6d10
7 Brigands	3d10
8 Dragons d'or	1d4

The PCs can leave whenever they want. Be careful, the dating tables contain monsters that are from not

group level. These meetings will have to be managed with discernment.

in order not to wipe out the group of PCs (golden dragons for example, or even 60 potential goblins...).

The characters will finally arrive on an old track (which can be told to them by kids from the Valbourg lumberjack camp. In fact, the lumberjacks, who are numerous in the region, are spread out over a spread out area, never more than a day's walk away. of Valbourg.

However, some know the existence of this lead but have never followed it, nor do they intend to. They will warn the PCs of the dangers of the forest and the hills which are full of roaming monsters.

A PC with tracking will be able to find a few tracks leading to the track which will simply have to be followed (tracking roll at -2 succeeded = footprints of a person who was running given the size of the strides).

The trail can be followed for about 2 or 3 kilometers before coming across the scene of the attack.

The group will arrive from the east and discover the overturned carts along the track. If no random encounters took place

take advantage of shooting the hill encounters table to take advantage of the site to organize a fight or a meeting.

Apart from the remains of abandoned crates and barrels, there is nothing of value. The corpses of 5

guards are scattered in the area (no equipment has been left for them). The corpse of an ox, missing his hind legs, lies still attached to his yoke in a huge pool of blood. His head was crushed by a large stone obviously left behind (stone weighing 5 to 7 kilos). Footprints (successful tracking) of individuals of

large size (3 m successful tracking of 2). Their number can be discerned without any accuracy (successful tracking roll allows us to say that there were between 6 and 12) by taking 1 hour to explore the surroundings.

The track can easily be taken up to the Ogres marker. Let doubt creep into the PCs' heads as to whether they are giants or Ogres. The merchant did not know how to distinguish and his fear led him to believe in giants. The attack having taken place after dark, his imagination did the rest and he did not linger for further analysis.

The Sanctuary of Makai

It is located on a rocky peak about 30 m above of the ground. The chalk cliffs overlooking the track can be scaled by a thief. A depression in the cliff allows you to use a passable path to reach the entrance to the sanctuary. The fairly steep slope allows you to progress at a rate of 6 m per round. At the top the ground is flatter and the plateau is filled with lush vegetation.

A small pond on the right is home to teeming life. A cart appears to be parked in front of the steps of a building. Statues/columns support the roof of the building and are covered

ivy and other plants. By discovering them, a roll of knowledge of religions or history allows you to identify an ancient druidic cult. The statues represent trees topped

of a cloud (a symbol of the very ancient cult of Makai).

The entrance to the sanctuary

1. Lobby. The ground is dirty and littered with traces of movement. Likewise

we can identify two parallel traces which come from outside and continue straight ahead (the wheels of a cart). The walls must have had frescoes which have now been erased by time and of which we can no longer distinguish anything.

Likewise some large rocks are lined up neatly on the right in front of the entrance to another room.

2. Right piece. This room is empty except for some gigantic old cobwebs. These are full of dust. No ogre has ventured into this room fearing to find a giant specimen of spider there.

However at the bottom, once through the thick shroud, we can find an old wooden box containing

two old unbleached linen capes. Once taken out of the box, the capes are destroyed quickly.

The walls, if dusted and cleaned of canvases (and not by fire which would blacken everything!), reveal forest scenes in faded colors, representing men wearing white outfits and carrying golden pruning hooks, alive in contact with animals. of the forest (from the most dangerous to the most common).

The scenes are naive but well done.

3. Left piece. This room contains primary materials such as a few planks of wood, blocks of roughly hewn stones, even a small gargoyle (1.2m), a few bags of coal, two bales of straw, a box of 5 Greek fires (unfilled of the flammable mixture).

The walls are decorated with a starry night. A successful roll in astrology or astronomy allows us to date the sky of approximately 500 to 600 years, and to identify a precise constellation (the constellation of

the hydra). If the roll is a successful success of 5 or more the character will be able to understand that it is an astronomical event which refers to the rainbow

magic of the elves. Used as a means of transportation to reach the original elven country.

4. Cellar. This one contains well few things. A hole at the bottom of the room has been dug, or rather seems to have formed naturally.

This is a burrow that was once occupied by a pair of giant weasels. Their treasure can be recovered by anyone who takes the risk of crawling without the possibility of turning around 15 m. At the bottom of

hole we can find the body of a small-gens (a woman) of which he All that remains is a skeleton dressed in remnants of clothing. The skeleton carries a short sword, a dagger and a purse on his belt. The remains of a backpack are crushed by the skeleton. It contains a small grappling hook, thieves' tools, a lighter, two vials of oil, a vial (containing 10 Wonder Book *Growth Seeds*).

5. Treatment room. This room was used to provide care to those who needed it (men or animals). We can still see the locations which served as a layer to care for the individuals (the two recesses in the rock). Some remains of broken pottery (dateable with history 500-

600 years) lying around here and there. A beautiful wall fresco shows a dog-headed people (Hutaakiens) in white robes, teaching humans. Canines pointing to a star among the stars in the sky. Humans

seem to evolve on the fresco to more developed representations which seem archaic PJ. A

human representation seems to be represented several times, *Jet en Religion* (Zirchev).



The caves

6. Cave vestibule. This small room was booby-trapped to prevent anyone from entering on the one hand but also to get the ogrillons out (for disobedient...).

Thus, the few steps that go down from room 5 towards the room 6 were greased. The ground at the bottom of the steps is strung with ropes crossing the passage and to which empty tin cans, forks and other noisy objects are attached. The PCs can spot the tight ropes without much difficulty and suspect a

basic alarm system. However, *detecting* greased steps is another story. If a thief PC attempts to *spot the traps* he will have the usual chance of noticing a slightly different color to the rock than a trained eye can observe. In all other cases, only the taut strings are

easily identifiable.

Any character who attempts to approach the ropes silently must make a roll under $4 \times DEX / 1d100$ to avoid sliding with all your weight and landing on the ropes below. In this case, a terrible noise will be heard throughout the underground complex. The PC who slipped will suffer 1d6 points of damage. The ogres will then be on their guard, impossible to surprise during the next 6 hours.

In the event that the trap is foiled and the ropes dismantled (*a roll to defuse the traps at +20%*, the rope traps are crude!), the adventurers can cross the vestibule and reach the drop in height

a little further which leads to the next room 7. In this case, they will be able to surprise the ogres if they give themselves the means (movement speed at a third of the normal speed, silence in the group, etc.).

7. Large central cavern. A part of the clan has taken up residence in this cave and must protect the shaman.

Here, **6 ogres** are ready to fight if the PCs have been noisy or dissipated. Otherwise, they may be surprised if the PCs' approach is discreet.

Their profile is identical to that of **normal ogres**.

AC 5; TAC0 15 ; DV 4+1; OF 27
(9) : And 1 ; D 1d6+2 ; JP G4 ; You 10

PV	25	18	15	18	14	18			

The ogres have a treasure of 2000 sp; 504 gp; 8 gems (amber 100 gp; small aquamarine 250 gp; pearl 500 gp; small garnet 50 gp; pearl 250 gp; crystal 100 gp). Everything is in canvas bags placed on

the heights of the rock but well visible (requires a *climb* roll to reach them (or short ladder or pole with Dex).
The carcass of an ox is in the southwest corner. It gives off a fairly strong but not pestilential odor.

8. Winding corridor. In the winding corridor are the **ogrellons** who will try if there is a fight to attack the second line characters not engaged in combat. They will throw rocks

more or less 1 kg (3m 6m 9m)
for 1d4+2 points of damage
(TAC0 : 17) CA : 5 ; DV 2+1 ; pv 9
and 10. XP: 25

9. Natural cave. This is where the **baby ogre** plays with snails and rats who come to drink from the pond.

He will not take part in any fights even if they take place nearby. He only does what interests him. And what interests him is eating snails and

rats...
A jar is at the edge of the pond. The baby ogre has 9 hit points and is very chubby for its age (it will be a massive representative of its race).

10. Long cave. This cave visibly contains part of the contents of Bechir Al-Muhammed's carts. The list the PCs have seems to cover some of what's here.

You will make sure to detail what is there (Bechir's goods) by adding other goods. So the inventory also includes: 25 special torches (they burn 18 turns or 3 hours), iron pitons (20), two 15 m silk ropes (enc. 25); 3 mirrors; 5 backpacks, 10 small bags, 10 large bags; 3 lanterns.

11. The junction. This small room has been arranged so that a few barrels block access between rooms 10 and 11 (again to limit the movements of the little ones). Barrels are stacked three meters high. The barrels

are not attached just stacked. Too much weight on top will cause them to tumble with a deafening crash. It will be necessary

take the time to dismantle the barricade thus formed, which will take approximately 1 turn.

12. Recess. Empty crates are stored here.
There is enough to carry 20,000 gp.

13. Storage cave. This is where the rest of Bashir's wares can be found. There are **three** free-range chickens eating grain spilled from a ripped sack (AC 7; DV 1/2; hp 2).

If the PCs turn everything over to search, the chickens squawk and flee into the caves

possibly raising the alarm (30% chance). In this case, an ogre will come to see what is happening in room 13 at the risk of raising the alarm. If he is killed he will have to

count ogres in area 16.
In this room, you can find equipment for around 450 gp for resale (inc.

1000). In a crate there is also a box containing three
potions: *potion of strength*, a 15 DV *antidote*, a *potion of language* ;
level 1 wizard spell scroll: protection against evil.

14. Steep corridor. This long corridor descends gently to the large common cavern (area 15). Several hundred years ago this path led the faithful to the cave of magical waters. As such, the walls were decorated with signs

cabalistic and other frescoes created as desired. This gives the
place lit by torches a most festive appearance. The colorful colors have kept their shine.

From blood red to royal blue, golden yellow and olive green, these dazzling colors shimmer in the flickering light of the torches. The patterns are also varied and of all styles.

Art treasures are hidden along these diverse settings.

popular (and why not a treasure map hidden in the reasons).

Be careful, the giant weasels (zone 15) are capable of reaching halfway down the corridor and attacking the PCs.

15. Cave Entrance common. In this recess are the ogres' pets. Or **two giant weasels** which are attached to large rocks with a rope which they can easily gnaw if necessary (freed on a roll of 1-2/1d6 every round).

They can move 12 m without worry at the end of their rope.

Giant weasels:
CA 7; DV 4 + 4 ; pv **19 23**
D 45m (15m); Has 1 bite + special; D 2-8; JP G3; MB 8; TT 37 in. in straw PX 125

16. Common cave. The other six **ogres** are based here.
AC 5; TAC0 15 ; DV 4+1; OF 27
(9) ; And 1; D 1d6+2 ; JP G4 ; You 10

PV 20	16	17	18	17	25		

A chest contains saddlebags
of leather which contain 528 gp; 8 gems (a small garnet 12 gp; large agate 40 gp; amethyst 100 gp; a huge garnet 200 gp; a

coral 200 gp; a small coral 100 gp). *Detect Magic Rod (22 charges); hatchet +1, INT 8, AL Loyal, Ego 2, Willpower 12, Detect moving parts and walls, Detect slopes.*

17. Shaman's Damp Cave.

It is here that the shaman took up residence. He has appropriated the deepest cave closest to the source of the sanctuary.

He is a sixth level ogre mage. If he is warned of the PCs' approach he will try to stick them in a spider's web in the passage leading to 7 or the one leading to 16. He will try to gather his troops then set the web on fire.

Shaman Ogre (Ogre-mage)

Sorts : 2 2 2

1st level

- *Reading foreign idioms*
- *Protection from evil*

• *Light*

2nd level

- *Spider web x2*
- *Levitation*

3rd level

- *Dispel magic*
- *Vol*

CA 3 ; DV 6+12 ; pv 37 ; D 27 m (9 m); A

1 gourd (TAC0 13 or 9);

D 1d6+4 (or 2d6+8 with animal growth); JP:

G 4+2;

Mo 10; TT (S x 10) S x 100 + C

AI C ; XP: 1750 xp

AS: Powers: smell (against invisibility penalty of -2

only) ; Animal growth (doubles damage).

There is a basic bench made from a tree trunk. A beautifully crafted barrel containing

a rum of Minrothad (val 1200 gp, enc. 200), a pallet, a chest containing the books of

Bechir as well as a parchment containing a priest spell (creation of water) and another with

two wizard spells (phantasmagorical force disenchantment), two
And
elven carpets (worth 300 gp each, enc. 100 coin), and three 20 m ropes
(half enc., double value).



18. Spring Cavern. This big cave is noisy.

We can clearly hear the sound of a

streams and splashes.

A large slab of smooth stone (marble) bears a text written in an ancient and lost language. A reading of foreign idioms would make it possible to read a text giving thanks to Makaï, protector of nature in all its forms (the text has to be invented).

To the south-east, a large bearded face carved into the rock seems to spit out a powerful torrent which fills a stream which stretches to the north-west. In this location

the water seems to sink into the

bowels of the earth and disappear there. Lush, flowering vegetation grows where water rushes into the ground.

Drink water straight out

of the face allows you to be healed for 2d6+2 points of damage once per day. Carrying water in containers dedicated to Makai allows you to make *Minor Healing* potions (which expire for around 1d6 weeks).

after filling). But no Makai druid hangs around in the

corner... Only three glazed terracotta potteries are found at the foot of the statue in 19 and they were consecrated Makai

(do not appear magical) as indicated by a phrase in ancient language (reading *foreign idioms*).

19. Statue to the glory of Makai.

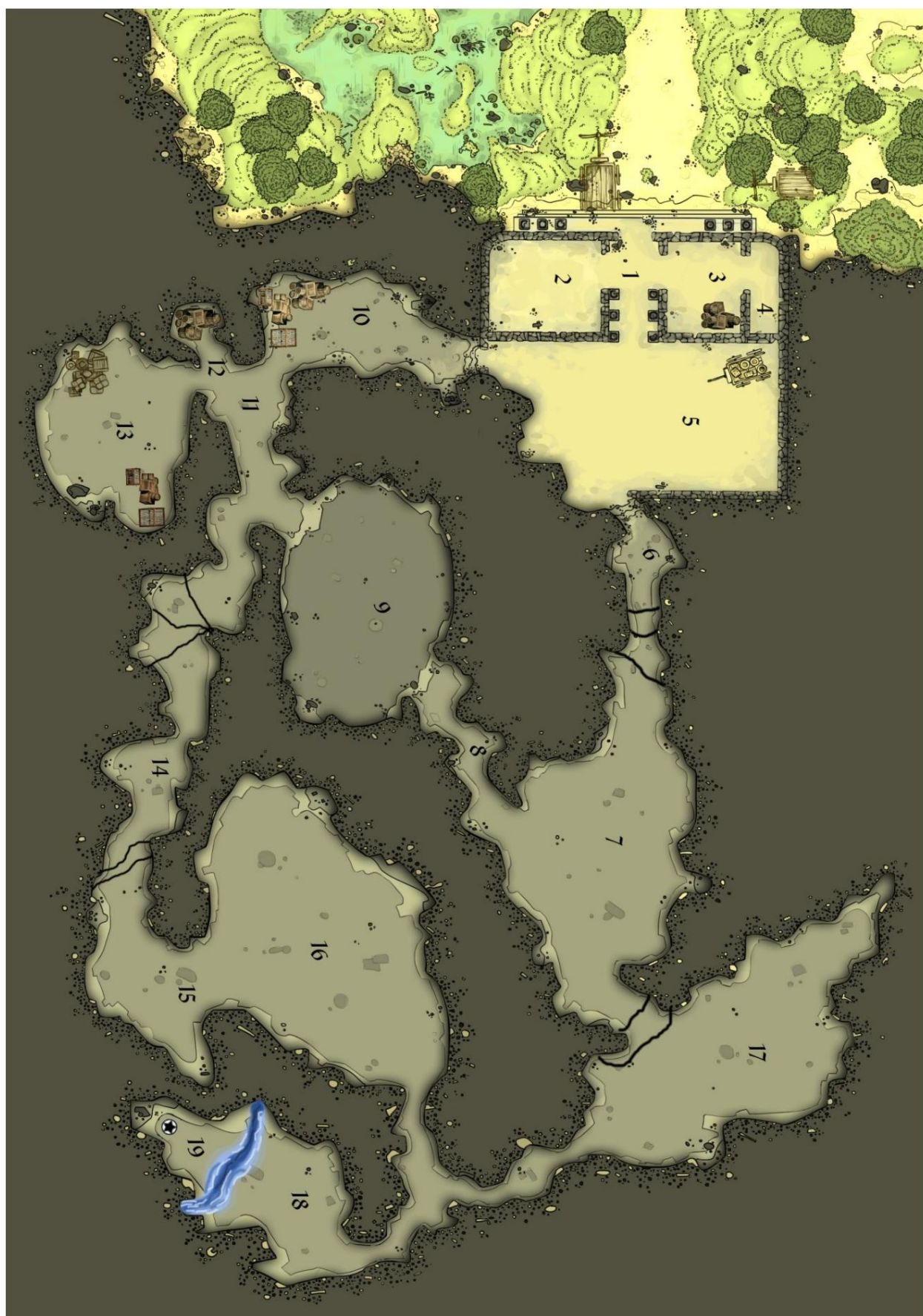
This statue is not strictly speaking a representation a of Makai. But rather an antediluvian version of Zirchev, a man carrying a falcon on his shoulder and stroking the head of a wolf.

The statue is made of green marble, the wolf of black marble and the hawk of red marble. The value of this statue is around 15,000 gp. Transporting it without breaking it is a matter for specialists



(dwarves?). It weighs around 20,000 gp and can be dismantled into three separate parts. Only specialists will be able to carry out this work (which will require a salary of 5000 gp and will last one week).

Map of the Makai Sanctuary for the DM: Scale see player map.



The Map for the PCs: Scale 1 square = 1 m.

