

PER3-01

The Pfalzgrafs Fury

A One Round D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

by Patrick Williamson

Tensions in Perrenland are boiling to the surface. The Southern Clans are mustering their troops as loyalty to Clan is tested against loyalty to Canton, the Voormann and a united Perrenland. You have been dispatched by the Voormann to investigate rumors of brewing civil war in the eastern Canton of Clatspurgen, specifically in the Kershane pass. It seems your fates are becoming ever more entwined with the destiny of Perrenland as a unified nation.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard,

or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- o No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 1 Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 2 Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
1. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
2. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower

than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the

adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and

higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1 round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Adventure Background

WHERE PFALZGRAF'S FURY FITS IN

The focus of this scenario is the elaboration of Perrenland's core plot "The election of the Voormann", as outlined in the Greyhawk Gazetteer's Conflicts and Intrigues section of Perrenland (page 86). Its function is to tie in the other plots found within that section, revealing that all the plots are linked to the election of Perrenland's next Voormann. This scenario is not designed as a stand-alone adventure. Players should have played the following Perrenland scenarios in the suggested order before attempting this one: **The Voormann's Daughter**, **Promises to Keep** and **Night of Steal** as they are all continuous to the plot found within this scenario. This scenario uses some names and events that players require first hand knowledge of in order to competently meet both the expectations placed upon them, and to achieve this scenario's objectives. What the PCs uncover within this scenario will have bearing on the continuing installments of the Voormann's Daughter series of scenarios namely "**Dark Waves**", "**Wateringhole**", "**Tinderbox**", "**Lost Souls**", "**A Dark Gods Laughter**", the series Finale "**Regicide**".

Adventure Summary

THE CORE PLOT OF THIS SCENARIO

In this scenario, the PCs become aware of tensions between the Roodberg and Vossers in the Clatspurgen canton. This will lead them to discover the presence of the Kershane elves, and an independence movement to establish the Canton of Kershane, led by these elves in alliance with the Fellkatz Vossers. It will also reveal the presence of the Guurhok goblinoid nation and the possible alliance between them and the Roodenhund Sept of the Roodberg clan. It will also reveal that it is the hitherto secret worship of Hextor by the Roodenhund Sept that has been an influencing force behind their historical expansionism into Vossers territory within the pass. Finally, it will introduce the "Raven Master" as a powerful ally for the PCs in both this and future adventures.

THE PLOT BEHIND THE PLOT

The driving force behind this scenario is the final destruction of the Vossers Sept the "Fellkatz" in the Kershane pass by the Roodberg "Roodenhund" Sept. Historically the Roodenhunds have quietly moved into the Fellkatz traditional territory and have not been afraid to cull vocal Fellkatz leaders in the process when they have become rebellious to Roodberg overlordship.

See appendix 1 "*The Roodbergs*." This time, however, the Fellkatz problem it is to be dealt with through a

program of genocide, instigated under orders from the Roodberg Pfalzgraf Gutherie. Gutherie wants to remove the Fellkatz "trouble-makers" from the eastern side of the Kershane Pass altogether. (Yes this goes all the way to the top of Clatspurgen's leadership.) The refusal by the Fellkatz to pay him his rightful taxes, and the subsequent perception of yet another Fellkatz independence movement in the pass; is viewed by the Roodberg's Pfalzgraf, as an open "rebellion" against his lawful authority. Furthermore according to the law he is not mistaken.

Now "Rebellions" by the Fellkatz Vossers have happened before, and have been successfully crushed, before by the Roodenhunds his loyal subjects. The difference this time is that it has happened when political tensions in Perrenland have reached the boiling point over the election of the Voormann. Gutherie has decided to use this political tension to help his kinsman Hetmann Orgis Bildgear of Neiderschlauss to annex the Sepia Uplands. This would boost Bildgear's chances of becoming the first Roodberg Voormann of Perrenland. With the focus the election has drawn upon Schwartzbruin and the southern Cantons Gutherie can also make a decisive end to the Fellkatz Vossers problem. This he is calling his "Fellkatz Solution". The Fellkatz have refused to pay their taxes for the last time, in his opinion. He is convinced that with all eyes focused upon the capital and the clan troubles in the south, that a little bit of genocide will go largely unnoticed. He intends to use his capable liegeman and enforcer the Roodenhund Obstergraf, Helsdorf Roodenhund (known colloquially as "The Pfalzgraf's Fury") and Helsdorfs Guurhok troops to do his handiwork anyway. Hence if anyone does bring it to the attention of the Voormann Gutherie can simply blame humanoid activity or, at worst, Helsdorf and the Roodenhunds. With the removal of the Fellkatz presence in the eastern pass, "he" will finally dominate the trade route through the pass.

Gutherie and his allies, however, are unaware that the legendary Elves of Kershane have been freed from their entrapment and are behind the whole independence movement of the Fellkatz this time. See Appendix 2 "*The Kershane Story*" The Kershane elves see the declaration of the Pass as an independent canton within the unified collective of Perrenland as the best political method of re-emerging as a self-governing nation. Lacking this vital piece of information means that Gutherie has under-estimated the whole situation and his plan is set to partially fail at the hands of the PCs

UNFOLDING THE “FELLKATZ SOLUTION”

Gutherie's plan relies heavily on the services of the Roodenhund Sept, their leader “The Pfalzgraf's Fury” and the Septs Guurhok goblinoid allies, the Guurhok. The Guurhok will feature in several Perrenland scenarios and are part of a bigger plot yet to be revealed. Needless to say in this scenario one group of them is being used to raid and destroy as many of the isolated Vossers stads as possible in the eastern pass. This, it is planned, will drive the remaining isolated eastern Fellkatz into their strongholds of Katzberg and Vosdorf. A second more powerful group of Guurhok in the western pass, led by a couple of Fists of Hextor, is to prevent the intervention of the Auszug by blocking any attempts by them to get across the High Pass at the monastery of St Cuthbert's.

Once the Fellkatz Vossers have been driven into the towns of Katzberg and Vosdorf the Pfalzgraf's Fury will descend upon them with his loyal Roodenhund clansmen, joining with the first Guurhok unit, to raze the towns to the ground. Specially trained squads (fists) of Guurhok rangers have been posted throughout the Kershane pass east of Twin Bridges to prevent any survivors or information about this getting out. They are also to delay any relief or aid being sent.

Regardless of their final fate of the Fellkatz Vossers, Gutherie as the Roodberg Pfalzgraf and an influential member of the Concatenated Council and the House of Grafs, will then send a demand to the Voormann for more Auszug troops to deal with the humanoid problem. This will help further stretch the Voormann's resources, hopefully forcing him to use the last of his Auszug reserves from the Traft Canton. This will leave Orgus Bildgear free to use his troops (including his elements of hisex-command the 1st Auszugens Hors units) to annex a suddenly humanoid over-run Sepia Uplands. This is designed to make the Voormann look militarily incompetent and indecisive with the election looming.

CULTURAL ODDITIES

The scenario is also being used to elaborate Perrenland's unique culture and will be using Perrenlander terms for things as much as possible. Each term used in this scenario is presented in Appendix 7: “A Glossary of Stamtaal” for ease of Refereeing this scenario. This Glossary can be handed out to players if needed as well.

INTER CLAN RELATIONSHIPS AND TENSION

In order to run this scenario properly the DM will need to monitor PC's interactions with NPCs of the Roodberg and Vossers clans. The easiest way to do this is with reaction modifiers to the PC's actions.

For example, a Vossers NPC will not initially trust a Roodberg PC who is attempting to interact with them and accordingly the PC suffers a -2 reaction roll with the Vossers NPC.

So for all encounters use the chart below to modify NPC reactions to PCs. Apply these modifiers any time a PC reacts with an NPC of the subgroups on the chart in this scenario. Only use the worse of two modifiers if circumstance could call for two to apply; do not use both. These modifiers are to be applied to checks using the following skills: Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Perform, but use your discretion if you see a need for them to be factored in for other skill checks. Of course, you may at any stage forgo skill checks for good role-playing and award/penalize PCs accordingly.

<u>PC Clan/Race</u>	NPC Reaction modifier		
	Vossers	Roodberg	Other
Vossers	+2	-4	-2
Roodberg	-2	+2	-2
Other Clan	0	-1	0
Demi-Human	+1	-2	0

NATURE OF THE KERSHANE PASS

(Players' version is in Player Handout 1: Map of the Kershane Pass)

All of this adventure happens in the rugged mountainous terrain of the Kershane pass. The Kershane pass is a deep gorge broken into east/west valleys. The western valley is deeper and climbs sharply through broken woodlands of pine and fir. In the western valley the Kershane trek (highway) roughly follows the course of the mighty Kershane River as it flows downhill in successive falls to Lake Quag. As a result mists tend to hug the western valley for much of the day, reducing visibility. The western valley is dominated by the township of Twin Bridges a Roodenhund stronghold that straddles the Kershane trek and manages east-west traffic. During winter in the pass a freezing wind blows from the high mountains and glacial valleys and funnels into the western pass, the rivers freeze over and black ice covers everything. These conditions can also bring blinding blizzards that produce deep drifts of snow quickly closing the western valley to all but the most desperate travelers. This drops temperatures considerably and travelers without adequate clothing can quickly perish. The Western valley reaches its highest passable point at

the monastery of St Cuthberts. This is called the "High Pass" and is the only pass known to most travelers.

From the "High Pass" the descent is steep but the road is cunningly cut and very safe. The Eastern valley is by comparison, a gentler place. The valley attracts warmer air currents from the Vesve forest, and the quasi-magical nature of that giant wood continues into the hills and mountains of the eastern valley. This is a rich agricultural region, long settled by the Flan peoples. These people carved out a balanced existence with the natural beauty of the eastern glens and valleys. These Flan are members of the ancient Vossier clan, and call themselves the Fellkatz. There are also small groups of elves living quietly in the area, many of them move between the nation of Highfolk and Perrenland as if the border does not exist. No official census has ever included these Olvenfolk in Perrenland, and they are said to be remnants of an old elven kingdom called Kershane.

Kershane itself will feature only peripherally in this scenario as it will be featured in more detail in another. Its location in the haunted wood to the Northeast of Twin Bridges has all but been forgotten and memory of it exists only in place names and some fireside stories. See Appendix 5 for an idea of its concept.

It is recommended that all the appendixes and handouts be read before attempting to plan your approach to DMing this scenario.

Introduction

Give the players the Adventure Synopsis handout. Do not read it to them, but instead allow them to read it themselves.

When finished, proceed to encounter one.

Encounter One

Strangers on the Krestingtrek

The journey up the Kershane pass has been uneventful so far. You estimate that you are about half a day from the Roodberg township of Twin Bridges. The fog has remained relatively thick all morning reducing visibility to maybe thirty yards at best, but you have been keeping a good pace. Up ahead the sound of people talking in Stamtaal (Perrenland's local dialect) drifts down to you on the cold crisp breeze that is blowing in your faces.

Any PC who moves to investigate eventually sees the following through the mist:

About a dozen people are on the Krestingtrek ahead of you. They seem unaware that you are behind

them. They are well-equipped for travelling and wear sturdy backpacks; they have bows across their shoulders and swords at their sides, but are not wearing armor. They are engaged in a fierce whispering debate. One is pointing up the highway, and you catch "Rood....won't....Twin Bridges" at one point. Suddenly, on your flank, you hear a low growl, and the group ahead of you stops talking. Several turn to look back down the highway, unsheathing their swords in the process. The one who was talking calls out in a clear voice: "Guard them Vemm. Who goes there, friend or foe?"

DM's Note: Clan Vossier PCs recognize these people as Vossers, or a Knowledge (local) check (DC 10) provides the same information for non-Vossier clan members. A spot check (DC 29) reveals the presence of a small cat-like creature on one of the PC's flanks. Any Vossier PC, or a Knowledge (local) check (DC 15), recognises this as one of the famous Vossierkatz. See New Rules Item 1 Vossierkatz.

Role-playing this Encounter: This is a group of thirteen Vossers from the Sturmkatz Vossier family and their guide Ungus Fellkatz and his animal companion Vossierkatz from Katzberg. They have assembled from three of the stadts lower down in the western pass. They are responding the call of their Sept chief, or LandGraf, Fergtol Fellkatz to assemble at the clan's stronghold of Katzberg in the Eastern pass for a clan council. They are unaware that the situation has deteriorated to localized warfare over the Highpass. They do suspect, however, that, if they continue along the Kershane trek, at the Roodberg town of Twin Bridges they will be turned back or worse. They are, therefore, contemplating taking an alternative, and secretive, route south of the town that will put them back on the highway half a day west of the township. This is, however, a three-day detour. They treat the PCs with hostile caution until they find out more. Their leader is Ungus Fellkatz (Rgr 7), and he will undertake any negotiations with the PCs that are necessary. The PCs can gain the trust of these Fellkatz by using any of the following methods:

1. Showing the Voormann's warrant.
2. Good role-playing.
3. Having Vossier, or Gray Elven, PCs in the party.
4. Diplomacy check (DC 18).

If trust is gained the Vossier reveal their concerns, and suggest that the PCs also avoid Twin Bridges. They will give the PCs directions (using the PCs map) on how to

bypass the town, a detour of 3 days, to location **F1** on the DMs map of the Kershane pass. They suggest that the PCs follow half a day behind them. They do not want the PCs with them on the trail, and use the excuse that it would be too large a party if they all travelled together. They insist, rudely if necessary, that this is the way it has to be.

Development

*If decisions made by the PCs mean that the party is separated, with some entering and others bypassing the town, play out **Encounters 2 and 3** for the PCs at Twin Bridges before joining the two groups up again at **Encounter 4**.*

PCs can also gain the following additional information with a successful Gather Information check (DC 15), if trust has been gained.

- 1) The information on the Vosserkatz (contained in New Rules Item 1 "The Vosserkatz") but only if they ask.
- 2) That the Roodberg Pfalzgraf has increased the taxation of Vossers in the pass and that the Fellkatz Vossers have refused to pay them.
- 3) That Twin Bridges is a fortified town that blocks the East/West path of the Kershane trek. The toll at the gate is 1 silver piece per person. It is the ancestral seat of the Roodberg Obstergraf of the Roodenhund Sept, called by many the "Pfalzgraf's Fury", but that he is usually in Visthaven his primary town and the regional capital.
- 4) That a unit of the 6th Auszugen should have reached the Eastern pass and be settling things down by now as they marched through Visthaven nearly 9 days ago.

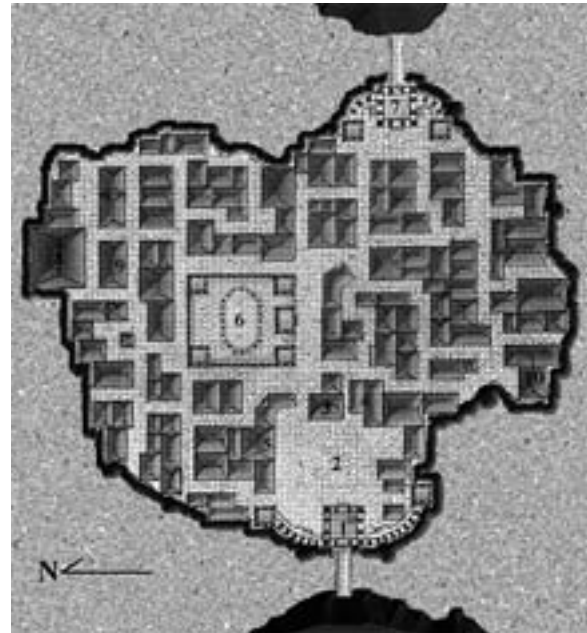
Ungus Fellkatz, male human Rgr7

Animal Companion: Vosserkatz (see new Rules Item 1)

Vosser Clan Skirmishers (13), 8males/5females, human, Fgt 1

Concluding the Encounter: The encounter concludes when the PCs decide whether or not to continue along the Kershane trek to Twin Bridges (move to **Encounters 2 and 3**) or to bypass the town using the secret trail shown to them by the Vossers, (move to **Encounter 4**)

Encounter Two Twin Bridges



You now crouch just within site of the small town of Twin Bridges, about half way up the pass's western valley. The town sits upon a pinnacle of rock that is surrounded on all sides by a gorge formed by the mighty Kershane river long before sentient life ever came this way. It is famous for the two ancient arched east and west bridges that allow travelers to pass through the town across the gorge and continue along the Krestingtrek. The western bridge has half a dozen guards on duty before it; they look relaxed and unconcerned.

A knowledge (local history) or (history) DC15 will reveal the following additional information.

Twin Bridges was once an old Ur-Flanne settlement and the architecture of the bridges and many of its buildings speaks of new mortar applied over ancient stonework. Once a Vosser stronghold, it fell many centuries ago to the aggressive expansion of the Roodenhunds a powerful Sept of the Roodberg clan and the Obstergrafs of the Sept made it their ancestral seat.

If the characters decide to approach the bridge in order to enter the town continue with the encounter below.

If the players decide to bypass the town via the trail the Vossers showed them, the detour now takes them 4 days instead of 3 (go to Encounter 4).

Development

If circumstances mean that the party is separated with some entering the town and others bypassing the town, finish playing out Encounters 2 and 3 for the PCs in the town before joining the two separate groups at Encounter 4.

For those characters entering the town read, or paraphrase, the following:

The broad gate at the end of the western bridge stands open, but the half dozen guards that are stationed here move to block your passage as you approach. They are dressed in Roodberg clan colors and their readied weapons strike you as no mere formality. The leader of the guards swaggers towards you before stopping hand on sword and saying the following. "State your names, clan and business. This is the Grafts bridge and none may pass without his leave."

The guards are under orders to stop and question any travelers entering the town. This order came from the Graf this morning. They are to watch out for any Vossers who may attempt to pass through the town and join what the Roodbergs consider a Vossers rebellion in the Eastern valley. Any aggressive attitude from the PCs will be dealt with aggressively. Any Vossers will be refused entry and told to turn back. In addition, the price to enter the town is 1gp per person. The guards will, of course, allow free passage if the Voormann's warrant is shown, but will quickly pass the information that agents of the Voormann are in town to the Graf (see Appendix 3: Using the Voormann's Warrant).

The guards are, of course, prone to any plan that the PCs put into action involving the skills Bluff or Disguise, or good role-playing.

If the PCs enter the town then proceed to Encounter 3.

APL 4:

🗡️ **Roodberg guards** (6), male, human Fgt1

APL 6:

🗡️ **Roodberg guards** (6), male, human Fgt3

APL 8:

🗡️ **Roodberg guards** (6), male, human Fgt5

Use the statistics for Jarvin in encounter 7a for each guard at the appropriate APL if the PCs decide to turn this encounter into a hostile one. In which case add in as many additional guards as necessary to overpower/subdue the PCs and then imprison them for an

additional 4 TUs and 48gp each before the Voormann can get them freed, even with their warrant.

Encounter Three

Encounter 3: A Gathering

Inside the gates you can see that Twin Bridges is little better than an armed camp at the moment. Hawkers in the open market just inside the gate are selling all manner of equipment, including weapons and armor. Some of it is quite used looking. The crowd around the stands is full of young men in Roodberg clan dress. The three taverns around the market are over-flowing with drunken men, and just about everyone in sight is armed.

The PCs have chanced upon the mustering of the Roodenhund Sept. The Obstergraf has called all those loyal to him to assemble at Twin Bridges. From here, he intends to march out and implement the Pfalzgraf's "Fellkatz Solution". Nearly two dozen lesser Grafts have responded to his call with their Grafgardts. With this force to compliment part of his own Grafgardt, he has mustered nearly three hundred men for his eastern campaign.

The PCs can try to stay in town, but prices have risen very high for non-Roodenhunds, and the chance of finding any accommodation at all will require a successful Gather Information check (DC 20). Double all prices found in the PHB for non-Roodberg PCs during this encounter.

The town is obviously ripe for the picking as far as information goes, but the Roodenhunds will be tight-lipped, if not downright aggressive, if the PCs have shown the guards the Voormann's warrant (-4 to all Gather Info checks from that point onwards). How you let the player "get" the information is up to your creative energies. The map of the town (above) can be given to the PCs, the Key of which can be found below. This will give a visual layout of the town's important buildings to the PCs, and speed up play. The PCs should avoid confrontation at all costs. All locations give modifiers to the PCs' abilities to gather Information. These location modifiers are cumulative with the clan interaction modifiers given in the "Interclan Relationships and Tension" section (page 6).

TOWN KEY

1) **The West Gate:** 6 guards (-8 Gather Information)

- 2) **The Busy Market:** (+2 Gather Information), all item twice price listed in the PHB to non-Roodbergs
- 3) **Das Brigadoon:** A tavern (Proprieter Hengra Roodenhund) full of Roodenhund clansmen (+3 Gather Information)
- 4) **Das Hund:** An inn (Proprieter Klast Roodenhund), full of Roodenhund clansmen (-1 Gather Information)
- 5) **Vest Inn:** An inn (Proprieter Gralp Roodberg), full of Roodenhund clansmen (+0 Gather Information)
- 6) **The Obstergraf Keep:** 20 guards (-10 Gather Information)
- 7) **East Gate:** 6 guards (-6 Gather Information)
- 8) **Vingol's Foundry:** Lots of workers pouring steel, some dwarves (+0 Gather Information, +2 for dwarves)
- 9) **Vingol's Smithy:** Lots of workers making weapons, some dwarves (+0 Gather Information, +2 for dwarves)
- 10) **Das Roodenhuis:** The Sept's clan house; only Roodbergs accepted in on a successful Bluff check (DC 20). This is both the Sept meeting house and club.

INFORMATION

Take rumors from top to bottom. Any PC who role-plays well, and makes a successful Gather Information check (DC 15) hears at least one of the following rumors:

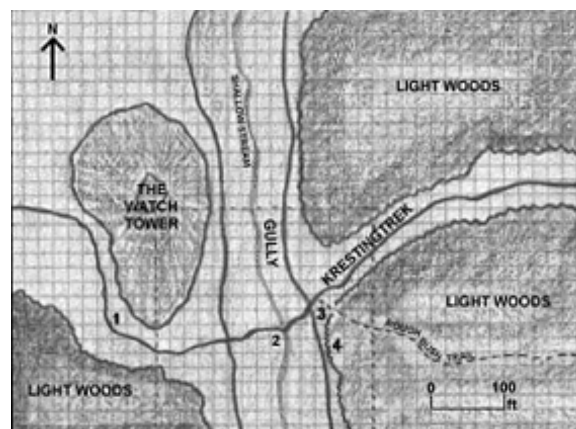
- 1) *"It's all those damned slops-sucking Vosser scum that are the cause of all the trouble, hick. I'm no coward; if it wasn't for me bung knee I'd go with the boys meself to teach them a lesson."*
- 2) *"Them Auszug boys are out for a hard time. I don't pity any poor bugger standing between the two parties of a three hundred year feud; they were lucky they left two days ago before this lot arrived."*
- 3) *"Stand aside I say; make way for the Landgraf, Jergon of Visthaven."*
- 4) *"Burp, I'm Klanz Grozrood from Clarstadt, which one of the LandGrafs did you blow into town with?"*
- 5) *"I would mind my own business if I was you, stranger. These Roodbergs are a stuffy lot and don't like snoops. Take it from a Meerrijder who knows. Them Vossers have stirred a right horner's nest with their rebellion."*

- 6) *"Hey Franzt, what do you call a Vosser stadt with a roof? Ugh, I don't know. Lucky! Ha, ha, ha."*
- 7) *"The Pfalzgraf must be mad to get his Fury to call a gathering. Although them Vosser scum have refused to pay their taxes to him, and now they quibble that their stadts are being burned down by Guurhok. Ha, no taxes - no protection I say."*
- 8) *"Bugger off ya son of a Vosser, as if I'd tell you anything."*
- 9) *"You must leave town, the Graf's men have grown suspicious of you."*

Once the characters have gathered all the information up to number 7, or if they have been in town longer than one day, you should encourage them to move on using numbers 8 and 9. If the PCs do not take the hint to leave town by then, you will have to find some way to encourage them. Maybe they are escorted out the Western gate by the guards, and now have to take the four day detour around the town to go eastwards. Either way you need to move on to **Encounter 4**.

Encounter Four The Smell of Death

MAP 1



The journey from Twin Bridges has been hard. Constant mists and light rains have threatened to break the party up, but somehow you have managed to stay together. After three more days on the trail, you are nearing the famous fortified monastery of St Cuthbert's. The monastery sits atop the high pass giving access to the eastern valley and the location of the main Vosser holdings in the pass.

The weather has been growing more threatening for the last day and half, and large

thunderheads have been building over the mountains. The mountains are now obscured from view by towers of cumulus. Those among you with any knowledge of the wilderness or weather, knows that snow is coming because of the chilly easterly that started to blow down the pass this very morning. You should reach the top of the pass by nightfall.

As you are travelling along, the Kershanetrek takes a southward turn along a small, flat, partly wooded valley that curves around a large granite rock formation, known locally as the "watch-tower". The wind has died down a little on this stretch of the road, as you are partly sheltered from it by the rock formation, yet this has, in itself, allowed a strange smell to ferment in the air. This smell has a strangely familiar odor to it and, within a few moments, you recognize the smell of death.

The smell of death is coming from the three day old remains of the DritteRotte (83 men) of the 5th Auszug that have been surprised and cut down by a mixed goblin and hobgoblin war band. These humanoids, led by two Fists of Hextor, are from the humanoid Guurhok nation that infests the southern foothills and mountains of the Kershane pass. Let the party move to investigate the source of the stink as they move down the road. Use **Map 1** as a reference point for this. The first thing the party will see is the first victim of the ambush at **location (1)**. Once they find this, read the following.

As you move forward to investigate, you can see what appears to be the prone body of some humanoid creature lying just off the road ahead.

Allow the PCs to approach in any way they like, then read the following:

As you move closer you can see that the body is that of a man laying face down in the grass. Arrows still protrude from his left thigh and from the back of his neck. He wears a breastplate over a red and white, knee-length tabard. Everyone instantly recognizes this as the uniform of Perrenland's army, the Auszug. The left breast has a sun symbol upon it. The man's longsword remains in its scabbard, and his pike rests innocently in the grass a few feet away.

Closer investigation will reveal the following information depending on the methods used to investigate:

Knowledge (Nature) or Healing (DC 12): The man was in his twenties, and the arrow in the neck was the critical injury that killed him. He has been dead for between 2 and 3 days.

Knowledge (Local) or (History) (DC 10): The unit of the Auszug that the man belonged to was the 6th Auszug, the training division of the Auszug based mostly in the city of Schwartzzenbruin and the Canton of Huglerote.

Wilderness law (DC15): The area is covered with hundreds of tracks but they are at least two or three days old. If the types of track are studied and a successful Wilderness law check (DC 20) is made, PCs will notice that the tracks are a mix of human, horse and wagon tracks. If the DC is exceeded by 5 or more, or if a Ranger in the party has a favored enemy that is one of the goblinoid races, then a broader, deeper set of footprints will be found that indicate a heavier race of humanoid with broad flat boots also passed along the road heading east two to three days ago.

What to do with the corpse? The party may decide to bury the man, inhumation (burial) is the norm in Perrender culture as all return to the goddess Beory in the end, but this will take about an hour to do, as the ground is hard and cold. They may decide to take the corpse with them. This is also fine but will be very unpleasant. Some in the party may decide to remove the breastplate and longsword from the victim. This is also fine, but could cause in-party tensions that need to be played out if some members consider this form of looting theft. There is nothing in Perrender law, or custom, that says the dead have any need, or use, for items in their burial. Quite the opposite as a Perrender should return as they came, naked and unafraid. The items do, however, belong to the Auszug, and, by law, must be returned, but can be used if the need is great and in the defence of Perrenland.

Further investigation: If any of the party decide to mount a watch, or investigate further down the road then, once they have moved to a position that enables them to see another 100ft ahead of **location (1)** they will be able to see **location (2)** on **Map 1**. Read or paraphrase the following once they are in position:

As you move forward, you can see, stretched out in a low gully that the highway runs across, the fluttering flag of Perrenland. It flutters weakly atop its flagstaff that has been thrust into the ground but has been damaged so that the flag now leans at a sorry angle. Strewn around the flag are hundreds of corpses. Feasting upon this grim collection of bodies is a thick, black carpet of ravens. The stench that the wind flicks from over the battlefield, and carries to you, is nauseating.

Have all characters make a Fortitude save (DC 12), or bring up the contents of their stomach, suffering 1d2 points of temporary Constitution damage for 1d6 hours.

If the characters approach the battlefield, read, or paraphrase, the following:

The ravens take fright, and fly off northwards as you approach, letting out angry croaks at the intrusion.

If the party moves to investigate, read, or paraphrase, the following:

By their hacked and strewn tabards you can see that most of the corpses are those of young Perrenlanders of the 6th Auszug (location 2), yet mixed among them, and laying a little further out, are the corpses of goblinoid-like creatures. You can see a least fifty of them (65). In an area off to the northern side of the main concentration of bodies, you find the corpses of the 14 Vossers you met on the Kershanetrek some days ago (Location 3). Sitting in a tree nearby is the almost hidden form of Ungus' Vosserkatz (Location 4).

Close investigation reveals the following:

- 1) All the corpses, both human and goblinoid, have been stripped of any useful military equipment.
- 2) The humans have died from a combination of intense missile fire and close quarter combat.
- 3) The goblinoids seem to be of two distinct racial groups one smaller, with lighter colored skin, and one taller and broader with darker colored skin. A successful Wilderness Lore check, (DC 10), or Knowledge (local or history) (DC 12), or a ranger with a favored enemy of a goblinoid subgroup will reveal the following: The short goblinoids are goblins, of which there are about 4 dozen lying dead. The tall ones are hobgoblins, of which there are seventeen corpses. They have all died from a mix of missile and close quarter combat.
- 4) A successful Wilderness Law check (DC 15) will reveal that a very large number of humanoids (possibly hundreds) both entered onto the highway from the east and left the highway again the same way at **location 4** on **Map 1** via a roughly hacked out bush-trail that leads into the woods. All their tracks are 2-3 days old as well.
- 5) The ravens have disfigured all the corpses, plucked out eyes etc., rendering identification of individuals all but impossible. A precise count will provide a total of 82 Auszug troops here + 1 at

location 1 for a total of 83 men. A Knowledge (local) check (DC 10) to find out that this is the precise number of men in a DritteRotte. If PCs spend an hour doing the grim work they can recover 53 Dog Tags from the troops for return to the parent unit. If they do this they will receive a +1 morale bonus to their attacks and saves during encounter 7. This is increased to +2 if they recover and openly display the flag of the 6th Auszug during this encounter.

- 6) The Vossers have been killed in an ambush with arrows, and close quarter fighting. They have been stripped of anything useful. A Wilderness Lore (or Tracking) check (DC 15) reveals that this occurred only a few hours ago. A successful Heal check (DC 15) reveals the same. A Wilderness Lore (or Tracking) check (DC 20) shows that the tracks have been cunningly blended into the existing tracks making it impossible to see how many attackers there were, but revealing that they moved southeast into the woods after the fight.

Some characters may use magic to help in their investigations at any of the locations. The results obtained by the most common types of magic are listed below:

Detect Magic: *No trace except from party members.*

Detect Evil: *A residual trace from the entire area (this is an evil deed after all).*

Speak with Animals: *The only animals available are the ravens. Speaking to one of these gives you a sense of great excitement, happiness because of the feast at hand, and watchfulness for the return of the "feast givers". The PC will also get the strange impression that they are talking to a group mind, but can find out no more information.*

Speak with Plants: *You sense relief, the passing of a great danger and joy as thin roots quickly spread to absorb the gift of nutrition the rotting corpses will provide.*

Speak with dead (Human): *The human wails about betrayal, panic and ambush. The nature of the betrayal is not revealed, except in the following cryptic way: "Oh how the Fists relished in our demise."*

Speak with dead (Goblinoid): *The response you get is not friendly, and is spoken in goblinoid. If you understand this language then, regardless of the questions you ask, you simply get a reply that echoes great joy at being part of the war-party again, and that soon it will be your turn to feed the knives of the Guurhok to appease the great Fist.*

Approaching the Vosserkatz:

The Vosserkatz was the magically befriended companion of Ungus Fellkatz. Because of Ungus' death it has returned to a semi-wild state, but cannot yet bring itself to desert the body of its old master. Therefore the opportunity presents itself for a Vosser PC to use *animal friendship* or the Summon Familiar ability of the Wizard or Sorcerer classes. (Those eligible can expend 100gp at the end of the adventure to take on the creature as an animal companion or a familiar.) If no eligible characters are present, it will hiss threateningly at the PCs and attempt to flee into the bushland. If it is captured, it will be difficult and dangerous to control.

Nothing else of use can be found from further investigation. As the PCs prepare to move on, go to **Encounter 5**

Encounter Five The Raven Master

DMs Note: Please be familiar with **Appendix 3** "The Raven Master" before this encounter.

It comes as quite a surprise when, suddenly, the flock of ravens whirls back overhead, and begins to land in the nearby trees. They are strangely silent; there is no harsh croaking, and only the subtle flapping of wings disturbs the silence. Within a minute they have settled. Over fifty pairs of bright white eyes now stare down at you.

The ravens do not intend to attack the PCs; they are simply there to announce the arrival of their friend and master, the Raven Master (see below for a full description)

DM's Note: Any spell that is used against the ravens will be counterspelled with *dispel magic* by the Raven Master, and the ravens will be sent away. Hostile actions towards the ravens will reduce her reaction towards the PCs from friendly to unfriendly.

Suddenly 30ft ahead of you a figure lands lightly upon the ground. It appears about medium sized and is crouched on all fours. The figure may actually be humanoid and seems to be dressed in a black raven-feathered gown and a cloak that seems to shift colors as you look at it. A pair of vivid amber eyes stares out of a bird-like face.

The following spells or spell like abilities will reveal the following.

Detect Evil: No evil

Detect Good: An overpowering aura of goodness make a Willpower (DC 18) save or be stunned for 1 round.

Detect Chaos: No Chaos.

Detect Law: No Law.

True Seeing: See "Unearthly Beauty" ability in **appendix 4 The Raven Master**.

This is the Raven Master Netrana Eratrithil Druid7/Animal Lord 3. She has been observing the PCs since they encountered the first body of the fallen soldier via her flock of Ravens. She hid up a tree in raven form to observe the PCs approach. She refers to himself in all languages as simply the "Raven Master". She will not be hostile to the PCs (unless they have attacked her ravens or herself). In this form she has many bird like attributes and mannerisms which will serve to confuse the PCs.

Depending on PCs reactions, she will do the following

The figure introduces herself as the Raven Master, and tells you that she has been watching you. Just when she appears to be about to say more, she hushes you all to silence and cocks her head as if listening.

Get the PCs to make Listen checks (DC 10), to hear the following.

A silence, deeper than before, has fallen upon the valley you are in, and, at first you hear nothing but the wind. Then the wind shifts a little, and suddenly you can hear the movement of many creatures through the woods.

At this point, the Raven Master says the following in a manner of fact tone:

"They are close; you have alerted them, or one of them got away. They are too many for us here; come with me quickly. I know a safe place." She turns and starts to walk into the bush.

The PCs need to follow the Raven Master to arrive at **Encounter 6**; hopefully they will follow her willingly straight away. If the PCs do not follow the Raven Master then give them an incentive by letting them see the following:

As you hesitate, a goblinoid figure comes into view about a hundred yards away. He is moving fast and silently, unaware that you have seen him. Behind him come several more. Then the silence is shattered by the blaring of many harsh war-horns,

guttural goblinoid shouts, and crashing movements as a multitude of goblinoids come crashing out of the woods all stealth forgotten. Behind them steps two large men in full plate, the symbol of a fist grasping several arrows is visible on their breastplates, even from this distance. They are pointing directly at your location; somehow you have been spotted.

If the PCs seek to make a stand, then they are going to have the fight of their lives and will probably be killed. The Fists and the Guurhok are taking no prisoners. This is an encounter the PCs are unlikely to win. The Guurhok will attack in waves of 8 goblins and 3 hobgoblins with a new wave entering the battle every 3 rounds until the PCs have either fled or are dead. The two Fists of Hextor will enter the battle on the fourth round. If worst comes to worst, give the PCs a belated second chance to flee once they realise the situation is dire. Have the ravens attack the Guurhok, throwing them into temporary confusion, and the Raven Master casts entangle, then shout that the PCs must either flee with her now or perish.

Once the PCs get the drift read, or paraphrase, the following:

You can hear the sounds of frantic pursuit behind you. The Raven Master guides you into woodland terrain heading uphill. Behind you the occasional band of goblinoids are visible. It is possible that several hundred of the creatures are in hot pursuit. At one point, you clearly hear someone shouting orders in a deep male voice: "By the fist of Hextor find them, you scum, or I will skin you alive. Now move". The Raven Master turns and curses in Elven. "Quickly touch my staff I cannot lead you from them without help."

If characters touch the Raven Master's staff, they are given the abilities of *Woodland Stride* and *Trackless Step* as per a druid's class ability for the next one hour. Read, or paraphrase, the following for such characters:

"Suddenly, you are able to move freely through the undergrowth, and your passage leaves no trace."

Any character who does not wish to touch the staff will not be compelled to do so; the Raven Master will extend the staff once more, and say:

"I offer you your life one more time, I cannot make you any less a fool than you obviously are; I can only guide you to choose wisdom over folly."

Any characters who refuse are now abandoned for good and will have to fight the Guurhok as described above.

All APLs (EL):

Stats: Abbreviated Stat Block details in appendix.
Move to Encounter 6

Encounter Six

Encounter 6: A View

For the next few hours you are led through the gorges and woods, deeper into the mountainous country that borders the pass, on trails you would never have found on your own. The sounds of pursuit fade slowly into the distance as the Raven Master leads you further from danger. The way is difficult and, at times, dangerous; even those of you who are familiar with the wilderness and, who can usually tell in which direction you have been travelling may now be lost.

If characters make a successful Wilderness Lore check (DC 20), or Intuit Direction check (DC 15) reveal the following:

You may have been heading roughly northwards. Ahead of you, the Raven Master comes to an abrupt halt. As you draw level with her, you can see that the land in front of you plunges suddenly downwards many hundreds of feet into a huge, circular depression well over 10 miles across. Within the depression, the top of its highest limbs just below your eye level, grows a forest of evergreens, the size of which dwarf even the largest trees you have seen before. They completely fill the bowl-like canyon. Slightly to the right of the canyon's centre - perhaps only 5 miles away - rises a single, tall mountain. The Raven Master waves her hand across the scene and sighs: "Ahh, Kershane, I did not know how much I had missed you". The glimmer of a smile crosses her face, revealing a sudden beauty that comes close to stopping hearts. The gown of black feathers she is wearing shimmers for a moment, and then is gone, replaced by a light and delicate dress of purest white.

DMs note: Have everyone (unless they have resistance to woodland charm) make Will save (DC 17) or fall unconscious for 1d6 rounds for the sheer beauty of seeing her true form revealed.

The Raven Master is indeed heart-stoppingly beautiful, a fact she usually keeps well-hidden as it has

a tendency to over-power ordinary mortal minds. Should any of the characters pass out, she quickly assumes a lesser mantle, remaining breath-taking, but less over-powering. She assists any PCs who have passed out, helping them recover within a few rounds. Once she has done this, she says:

I apologize deeply for any slight I may have caused you, my friends. For a moment I forgot whom I was with; it has been many centuries since I have returned to this place. In truth, I did not expect the shroud to have weakened enough to let it be viewed so easily from outside, and, for a moment, I both forgot myself, and I remembered who I am. Please, forgive me.

If the PCs question her about the place, she reveals the following information:

What you see before you is the old, Gray Elven fastness of Kershane. For nearly five centuries it has lain haunted, and obscured by the great woe that befell its people. Yet, of late, I have heard the light step of it peoples once more, and the breeze has carried a once-familiar scent. For many months, I could not place it, but now I am sure, the wrongness has all but faded, and my father's people walk the land again. How this can be, I do not know, yet I intend to find out. It cannot be simple coincidence that our ancient enemy the Guurhok have arisen at such a time. There is seldom smoke without a fire." She turns intense eyes upon you all. "I will not force you to come with me into the forest, but, if you do, then be warned. My strength alone may not protect you in this place if its ire is earned; draw no blade, and harm no branch or creature, as all here are linked. Speak in the softest voices, and stay close. Even in the oldest of days, when the lands had peace, my father's people held precious their privacy from strangers.

If she is asked anything about her personal background or her father/mother, she simply says:

"It is not good to speak of the dead, so my father we will not mention, but my mother is the earth, and she can never die. Unfortunately, her story is too long for a simple telling, and to listen to that story would require you to give many years to her service." Let us camp here for the rest of this day; I would like to commune and rest before heading south to the old trail.

During the rest of the day the characters can find out the following:

- 1) She has been in the Valley for many centuries.
- 2) She has gray-elven ancestry but is also Fey.
- 3) She has a great enmity towards the Guurhok.

Encounter 7

Battle of Five Armies

After a restful night, you feel very refreshed, have no fatigue and discover that any damage you had taken the previous day is gone. The Raven Master has awoken you early, and with urgency, saying as she hurries you to readiness: "I feel a great storm brewing; we must hurry for it is not our fate to avoid it, but, rather, to join it." So, having eaten your breakfast on the trail, you have been moving southwards for some hours. You have now entered a flat area of broken woods. A thick mist has enveloped the entire area reducing visibility to less than 30 ft. Any noise that you make as you move is muffled. After about an hour of traveling, this silence is suddenly lifted, and, from all around you, comes the noise of a great battle. The Raven Master turns to you all: "Come closer my friends; we do not have much time to prepare. Up ahead, the fate of three nations is unfolding; one of them is yours. I will give you what aid I can, but this is a battle that you must not avoid. Come my friends, touch my staff and receive my blessings"

Any PC who does so is given the following benefit for this encounter.

- 1) *Barkskin* at 12th level for a +5 Natural Armor bonus to AC.
- 2) *Woodland Stride* ability (as per druid PHB p35).

After this she says the following before changing into a raven and flying off:

Go forward boldly; I will prepare the way for you as much as I can. Some of them may resist my powers, but many will not; ignore the ones who are incapable of doing you harm, overcome those who have resisted my power, and make for the heart of the fight. Once their leader is dead they will lose heart; he is your target. I will support you as much as I can; watch for me as a raven, if I come to you it will be to guide, or to heal."

Some PCs may decide now is the time to flee, if they do they will still have to fight their way out as per the tactic's section below.

DM's Notes:

By fate, or the working of the gods, four separate groups are locked in a deadly, running conflict in the outer fringes of the Kershane woods. These groups are set out below:

The Guurhok

The Guurhok are led by the Fists of Hextor. (There are 140 troops in all.) They lost the PCs in the wilderness but stumbled instead upon a large band of Fellkatz Vossers. Both sides were relatively surprised and have come together in a desperate battle.

The Vossers

The Fellkatz Vossers, led by their Landgraf consist of 95 men in total. They have arrived intending to join forces with the elves of Kershane against the Guurhok and Roodenhunds in a couple of day's time. They have instead stumbled across the very Guurhok who have been burning out their homesteads over the last couple of weeks. This has prompted them to attack without thinking. This would have been a tough fight in the best of circumstances, but a band of Roodenhunds has turned up as well. Outnumbered, and outclassed, the Fellkatz are now fighting to survive by falling back into the woods.

The Kershane Elves

A small band of Kershane elves (15 in total) have been shadowing the Roodenhunds to see what they are up to. Suddenly the Roodenhunds have linked up with a war party of Guurhok engaged in the initial stages of battle with a band of the elf's Fellkatz allies. Realizing that, without their help, their Fellkatz allies are sure to lose, the elves have entered a deadly game of hide-and-shoot with the Guurhok and Roodenhunds using the mist as cover. They have succeeded in breaking their foes into smaller groups and given the Vossers a good chance of escape.

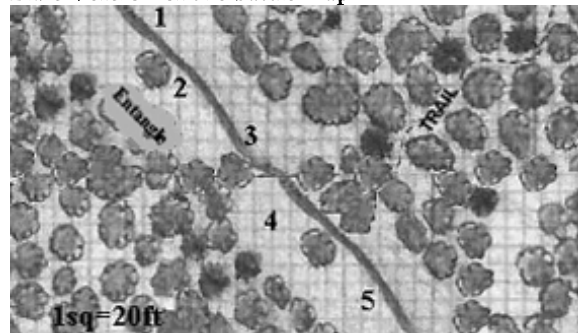
The Roodenhund

The Roodenhund Obstergraf "The Pfalzgraf's Fury" and his Grafgardt (53 men in total) dressed as the 6th Auszugen has descended into the valley of the Kershane wood in pursuit of a band of spies (the PCs) that broke through his cordon of Guurhok just east of Twin Bridges. Coming across the Fellkatz Vossers is an added bonus. He has joined his forces with that of the Guurhok who are engaging the Vossers as they fall back through the woods. It is him that the PCs are given the opportunity to kill or capture. He has become separated from his main body of troops thanks to several well-aimed volleys by the Kershane elves.

The Raven Master and the PCs

The Raven Master has led the PCs to this point, knowing that a battle is to be joined. She has given the PCs no real choice but to fight to survive. She has led them quietly and secretly through the mist into the middle of the battleground. No matter which way they go they will have the sequence of encounters set out below.

DMs Version of the battle map



KEY TO BATTLE MAP

- 1) PCs
- 2) Entangled squad of Guurhok.
- 3) Mixed Roodbergs and Guurhok begin driven off by Ravens.
- 4) The Pfalzgraf's Fury and guard.
- 5) The Battle Front.

DMs note: Do not give the players the map for this encounter the fog that has descended upon the area makes it difficult for them to get a clear picture. At all times visibility is down to 30ft except when the encounter says otherwise.

Location 1 The Beginning:

The Raven Master has left you. Through the mist you can hear the sounds of a confused battle raging all around you. As she flies off the mist parts as if by magic improving your visibility down this corridor in the mist.

If the PCs move down this they will reach location 2, if they remain a raven will return and croak at them in their minds they will feel it urging them forward. If they move off into the mist anyway they will reach location 2 regardless.

Location 2 Entanglement:

As you move forward you can see that the mist quickly closes over where you have been. After moving for less than a minute you hear sudden cries of surprise ahead of you. The mist parts once more this time in a slightly different direction,

through it you can see that nearly twenty goblinoids are being attacked by the trees and undergrowth, most of them are held fast and struggle to move. A handful have managed to escape this sudden turning of nature, they see you almost at the same time as you see them and with a cry make ready to charge, roll initiative please.

Two Fists of Guurhok (see appendix 5) have been trapped by the very successful use of an entangle spell by the Raven Master, a third fist was outside of the area of effect and this fist is now ready to charge the PCs. Use the appropriate APL for the Fists in Appendix 5. They are approximately 30ft directly ahead of the lead PC. They are spaced no more than 5ft apart from each other with their leader to the front. The area to their left from the tree-line to within 20ft of the trail is under the effects of the entangle spell.

This Fist has a pre-defined initiative of 12.

If the PCs kill all the hobgoblins in the Fist the goblins will flee. After the PCs have defeated them, read the following.

With the fight over a raven suddenly appear out of the mist again, as it flies by it croaks rapidly at you, it sound suspiciously like you have just been told to hurry up. Once again the mist part before this raven revealing the path ahead.

If the PCs follow read the following after they have moved forward about 100ft.

Location 3 The Ravens

Out of the mist ahead of you off to the right a large stand of trees, moving out of this is a large group of perhaps thirty men, they are wearing the uniforms of the Auszug. Suddenly the flock of ravens you have seen before descends upon them taking them by surprise, one of the men lets out a high pitch scream, perhaps he has lost an eye. As the mist once again folds over this scene you can see that these men are running back into the woods as fast as they can with the ravens in hot pursuit.

These are the Roodenhunds masquerading as troops of the 2nd Auszug. They have been ordered to investigate the sounds of battle to the rear that the PCs have caused at location 2 fighting the Guurhok. The sudden attack by the Ravens has spooked them and this the PCs have seen. What the PCs have not see is the large earth elemental that the Raven Master has summoned (via her staff of the woodlands) that has crushed a hapless Roodenhund. This combined with the ravens has been enough to drive these Roodenhund back into

the woods away from the PCs with elemental and ravens in hot pursuit. Move to Encounter 7a

Encounter 7a

Fighting the Fury

Location 4: A Desperate Fight

As you continue forwards the raven once again appears and makes the mist part for you. The sounds of battle now grow louder ahead of you. In front the land begins to slope slightly downwards. About thirty feet ahead of you are five men, four of them seem to be guarding the fifth who is kneeling on the ground examining a scroll or map. All five wear the arms and tabards of the Auszug, the 6nd Auszugen to be precise. The four men standing are in Full Plate, the man kneeling seems to be unarmed. They obviously have not seen you. Suddenly the man on the ground thumps the ground with his fist. "By the fist of Hextor, where are we?" he shouts in frustration. One of the guards shrugs and says blandly "In the woods my Graf, in the shirking woods."

This is the Pfalzgraf's Fury and his guards; they are wearing the looted armor of the slaughtered troops of the 6nd Auszugen. They do not know that the PCs are behind them, if the penny drops then the PCs can catch them flat-footed. If the PCs decide to approach and question these men read the following.

As you break cover, the five men all swivel towards you as one. The man who was cursing breaks into a fierce grin saying "well isn't this a nice surprise, all that effort chasing you and in the end you come to me, kill them, but spare the prettiest for some fun later." With a click two long blades flick out of his gauntlets. Roll initiative please.

The basic idea here is to kill or be killed, no mercy or quarter will be given or asked by these men.

The Raven Master: If any of the PCs are fairing badly then the Raven Master will cast Heat Metal on the one of the guards, and fly in herself to deliver curing magic's to PCs with a touch of her wings. She has a total of one Cure Moderate Wounds for 23 hit points of curing and 2 Cure Light Wounds for 13 points of healing each. She will also prevent any PCs from slipping below -10 hit points if possible with cure minor wounds.

Reinforcements: On the third round of combat in this encounter the following reinforcements will begin to arrive 1 per combat round.

3rd round: Jarvan a Roodenhund trooper will arrive with a message from the front but instead find his Graf under attack. He will enter from 60ft behind the Graf from location 5 on the map and charge the closest PC on his initiative.

4th round: From the tree's to the right of Combat a Grey Elven Ranger called Evinias from Kershane will begin firing at a range of 60ft into combat at the Pfalzgraf's guards. He only has 2 arrow left. Once they are gone he will draw his shortsworads and charge in to help the PCs. He is wearing Vossers colors.

6th round: Migra and Flang a pair Guurhok goblin scouts start firing into the combat at the Kershane Ranger. They have a good chance of hitting their own allies but are in too much of a panic to think of this.

Concluding Encounter 7a

Encounter 7 concludes when all the enemy are dead or when the Pfalzgraf's Fury is killed in which case all his guards try to flee at top speed. Once the "Pfalzgrafs Fury" is killed the story spreads quickly and his troops quickly abandon the field. He should not be allowed to be captured. Move to the Conclusion.

Conclusion

If the Gray Elven Kershane ranger Evinias is still conscious from encounter 7 he will now approach and thank the PCs, if he went down have the Raven Master perch on his chest and heal him back to consciousness or even life if necessary. He will say the following in perfect over-king common.

Well-met friends and well done, this is indeed a great day; to kill their leader is no mean feat. I will have to compose a song of this deed for my people. However, I forget myself, I am Evinias, a friend of the Fellkatz, who may you be?

After introductions read the following

As you stand in this surreal place, the sounds of battle begin to subside around you. In clear Stamtaal from somewhere in the mist you hear a great whooping cry of victory from many voices followed by the follow statement "that's right flee, ya scum-sucking Roodenhund pigs, flee back to your fortress, you'll keep." Out of the mist jog about twenty men and women in Vossers colors accompanied by several more tall Gray-Elves dressed in camoflauge suits, approach.

If the Pfalzgraf's fury still has his head unclaimed then read the following

One of these Vossers lets out a whoop when he see the body of the Pfalzgraf's Fury and running over to it promptly cuts of his head, holding it up high. All the Vossers let out another victory cry thrusting their weapons into the air. He then offers it to the PCs. He then moves over and ripping off the Furies robe reveals a tabard with the Fist of Hextor symbol. "Behold the tyrants mark, he cries, we will have this tyrant no longer, and kicks the body soundly, all the Vossers rush in to enjoy this moment".

If the Pfalzgraf's fury head has been claimed by the PCs read the following

One of these Vossers lets out a whoop when he see the head of the Pfalzgraf's Fury and running over to you promptly holds up the arm of whomever has claimed it, all the Vossers let out another victory cry, thrusting their weapons into the air. He then moves over and ripping off the Furies robe reveals a tabard with the fist of Hextor symbol. "Behold the tyrants mark, he cries, we will have this tyrant no longer and kicks the body soundly, all the Vossers rush in to enjoy this moment".

These Vossers introduce themselves as the Fellkatz and you meet their leader Fergtol Fellkatz, relaying to him the Voormann message. You learn that they have suffered greatly at the hands of the Guurhok and the Roodenhunds. They speak of their suspicion that the worship of Hextor unites the Roodenhunds and Guurhok in the matter of their destruction. They ask that you deliver this suspicion to the Voormann. For the next few days you help in the grim task of burying the dead and tending the many wounded. The questioning of several Roodenhund captives seems to confirm that Hextor is indeed worshiped by some of the Roodenhunds, but these men know nothing of any alliance with the Guurhok. You are also each given a share of the booty from this battle. Over this period several more groups of Gray-elves arrive and slowly you begin to learn that the Kershane wood holds a great secret.

Give players a copy of appendix 2 The Kershane story to read at their leisure.

Eventually you say farewell to your new friends and make your way back down the valley. You are met half way by the Voormann himself, leading a great

host of the 1st Auszugen. None other than the Roodberg Pfalzgraf Gutherie accompanies him. They listen to your story and they both thank you for preventing the slaughter of the Fellkatz. The Roodberg Pfalzgraf expresses horror, shame and disappointment at the methodologies of his Roodenhund subjects and promises a full investigation. Both men pay you generously for your efforts and the Voormann takes back his warrant and any other federal property. As you say farewell to this group, you all feel the eyes of the Roodberg Pfalzgraf upon you, his look is such that you can be sure that you have made yet another enemy to beware of.

The End.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter One, Two or Three

Not using the Voormann Warrant
APL4 60 xp; APL6 60 xp;
APL8 60 xp;

Encounter Seven

APL4 180xp; APL6 240 xp;
APL8 300 xp;

Encounter Seven A

APL4 330xp; APL6 480 xp;
APL8 600 xp;

Meeting the Objective of avoiding conflict until Encounter 7

APL4 30 xp; APL6 120 xp;
APL8 165 xp;

Total possible experience:

APL4 600 xp; APL6 900 xp;
APL8 1125 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Introduction

Payment from Hasten Weisspeer

APL 4-100 gp; APL 6-100 gp; APL 8-100 gp

Conclusion

Division of Spoils

APL 4-300 gp; APL 6-500 gp; APL 8-1100 gp

Adventure Maximums

APL 4-400 gp; APL 6-600 gp; APL 8-1200 gp.

Special

Druid or Ranger PCs gain access to additional training from the Raven Master. For an additional cost of 1 TU in this scenario they can learn to cast the following spells from Masters of the Wild guidebook:

0 lvl Animal Track and Fire Eyes.

1 lvl Camouflage, Power Sight, Wood Wose.

2 lvl Briar Web, Speed of the Wind.

3 lvl Countermoon, Embrace the Wild.

In addition, at any point in the future for 4TUs the Raven Master will train a PC, who meets all the requirement, to acquire the **Animal Lord** prestige class from the *Masters of the Wild* core rules supplement. Druid or Ranger PCs also gain knowledge of the DMGs version of the *Staff of the Woodlands*

All PCs gain the gratitude of the Fellkatz Vossers and the Kershane Elves, in the form of a +2 reaction modifier to Diplomacy and Gather Information checks with these two groups. This favor can be used to gain additional rank within Perrenland Auszug, but is canceled if so used.

PCs encounter or gain knowledge of the following magical items in this scenario.

Periapt of Wound Closure

Bladed gauntlets +1

Chain Shirt +1

Lesser Cloak of Displacement

Boots of Elvenkind

Bracers of Natural Armor +2

Vosser PCs with the ability to gain a familiar or animal companion may choose a Vosserkatz as per the new rules item of this scenario.

All PCs receive a -2 reaction modifier for life in any open dealings with the Roodenhund Sept of Perrenland or with anyone associated them.

In addition if a PC accepts the decapitated head of "The Pfalzgrafs Fury" as a traditional trophy of war that PC will gain an additional -2 reaction modifier with the Roodenhunds, but an additional +2 reaction modifier with the Fellkatz. If that PC returns the head to the Roodenhunds all negative modifiers for that PC in regards to the Roodenhunds are canceled.

Finally, all PCs gain knowledge of the existence of Kershane and its elves and can be given The Kershane Story to read at their leisure from **Appendix 2** of this scenario.

ENCOUNTER STATISTICS

ENCOUNTER 7/7a A TYPICAL GUURHOK FIST

APL 4 EL6

➤ **Guurhok Goblins (8), CR1/2**, Small Goblinoid, Lawful Evil, HD 1d8 hp 4; Spd 30ft; AC 15 (touch 12, flat-footed 14); Init +1 (Dex); Att +1 melee (1d6 19-20x2, Short Sword), +1 Missile (1d6x3, Short Bow); SV Fort+2, Ref+1, Will+0, SA: Darkvision 60ft Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +6 (free), Hide +6, Listen+3, Move Silently +4, Spot +3, Alertness, Run

Possessions: Short Sword, Studded Leather, Short Bow, 20 arrows, winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 10cp.

➤ **Guurhok Hobgoblins Troopers, advanced (2), CR2**, Rng1, Medium Sized Goblinoid; Lawful Evil; HD 1d8+1+1d10+1 hp 11; Spd 30ft; AC 14 (touch 11, flat footed 13); Init +5 (+1 Dex, +4 Improved Init); Att +2/+2 melee, (1d8+2/19-20x2 Long Sword), (1d6+2/19-20x2 Short Sword), +3 Missile (1d6+2 Javelin); SV Fort+5, Ref+2, Will+0 Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10 SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +3, Hide +5, Listen+7, Move Silently +7, Spot +5, Wilderness Lore +2; Improved Initiative, Alertness, and Run.

Possessions: Long Sword, Short Sword, 2 javelins, Studded Leather, Winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

➤ **Guurhok Hobgoblins Veteran, advanced, CR3**, Rng2, Medium Sized Goblinoid; Lawful Evil; HD 1d8+1+2d10+2 hp 17; Spd 30ft; AC 15 (touch 12, flat footed 13); Init +6 (+2 Dex, +4 Improved Init); Att +4/+4 melee, (1d8+4/19-20x2 Long Sword), (1d6+3/19-20x2 Short Sword), +5 Missile (1d6+3 Javelin); SV Fort+5, Ref+2, Will+0 Str 17, Dex 14, Con 13, Int 11, Wis 11, Cha 11 SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +4, Hide +6, Listen+8, Move Silently +8, Spot +6, Wilderness Lore +3; Improved Initiative, Alertness, and Run.

Possessions: Long Sword, Short Sword, 2 javelins, Studded Leather, Winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

APL 6 EL8

➤ **Guurhok Goblins (8), CR2, Fgt1**, Small Goblinoid, Lawful Evil, HD 1d8/1d10+1 hp 11; Spd 30ft; AC 15 (touch 12, flat-footed 14); Init +1 (Dex); Att +2 melee (1d6 19-20x2, Short Sword), +2 Missile (1d6x3, Short Bow); SV Fort+2, Ref+1, Will+0, SA: Darkvision 60ft Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +8 (free), Hide +8, Listen+3, Move Silently +4, Spot +3, Alertness, Run

Possessions: Short Sword, Studded Leather, Short Bow, 20 arrows, winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 10cp.

➤ **Guurhok Hobgoblins Veteran, advanced (2), CR3**, Rng2, Medium Sized Goblinoid; Lawful Evil; HD 1d8+1+2d10+2 hp 17; Spd 30ft; AC 15 (touch 12, flat footed 13); Init +6 (+2 Dex, +4 Improved Init); Att +5/+5 melee, (1d8+4/19-20x2 Long Sword), (1d6+3/19-20x2 Short Sword), +5 Missile (1d6+3 Javelin); SV Fort+5, Ref+2, Will+0 Str 17, Dex 14, Con 13, Int 11, Wis 11, Cha 11 SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +4, Hide +6, Listen+8, Move Silently +8, Spot +6, Wilderness Lore +3; Improved Initiative, Alertness, and Run.

Possessions: Long Sword, Short Sword, 2 javelins, Studded Leather, Winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

➤ **Guurhok Hobgoblins Corporal, advanced, CR4**, Rng3, Medium Sized Goblinoid; Lawful Evil; HD 1d8+1+3d10+3 hp 21; Spd 30ft; AC 15 (touch 12, flat footed 13); Init +6 (+2 Dex, +4 Improved Init); Att +4/+4 melee, (1d8+4/19-20x2 Long Sword), (1d6+3/19-20x2 Short Sword), +6 Missile (1d6+3 Javelin); SV Fort+6, Ref+3, Will+2 Str 17, Dex 14, Con 13, Int 11, Wis 11, Cha 11 SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +4, Hide +6, Listen+8, Move Silently +8, Spot +6, Wilderness Lore +3; Improved Initiative, Alertness, Run, Combat Reflexes

Possessions: Long Sword, Short Sword, 2 javelins, Studded Leather, Winter blanket, Backpack, 50ft rope,

grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

APL 8 EL10

➤ **Guurhok Goblins (8), CR2, Fgt1**, Small Goblinoid, Lawful Evil, HD 1d8/1d10+1 hp 11; Spd 30ft; AC 15 (touch 12, flat-footed 14); Init +1 (Dex); Att +2 melee (1d6 19-20x2, Short Sword), +2 Missile (1d6x3, Short Bow); SV Fort+2, Ref+1, Will+0, SA: Darkvision 60ft Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +8 (free), Hide +8, Listen+3, Move Silently +4, Spot +3, Alertness, Run

Possessions: Short Sword, Studded Leather, Short Bow, 20 arrows, winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 10cp.

➤ **Guurhok Hobgoblins Corporal, advanced (2), CR4, Rng3**, Medium Sized Goblinoid; Lawful Evil; HD 1d8+1+3d10+3 hp 21; Spd 30ft; AC 15 (touch 12, flat footed 13); Init +6 (+2 Dex, +4 Improved Init); Att +4/+4 melee, (1d8+4/19-20x2 Long Sword), (1d6+3/19-20x2 Short Sword), +6 Missile (1d6+3 Javelin); SV Fort+6, Ref+3, Will+2

Str 17, Dex 14, Con 13, Int 11, Wis 11, Cha 11
SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +4, Hide +6, Listen+8, Move Silently +8, Spot +6, Wilderness Lore +3; Improved Initiative, Alertness, Run, Combat Reflexes

Possessions: Long Sword, Short Sword, 2 javelins, Studded Leather, Winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

➤ **Guurhok Hobgoblins Sergeant, advanced, CR6, Rng5**, Medium Sized Goblinoid; Lawful Evil; HD 1d8+2+5d10+10 hp 41; Spd 30ft; AC 17 (touch 12, flat footed 14); Init +6 (+2 Dex, +4 Improved Init); Att +9/+9/+2 melee, (1d8+4/19-20x2 Long Sword), (1d6+4/19-20x2 Short Sword), +8 Missile (1d6+4 Javelin); SV Fort+6, Ref+3, Will+2

Str 18, Dex 14, Con 14, Int 11, Wis 11, Cha 11
SA: Two Weapon Fighting, Tracking, Favored Enemy (Elves)

Skills and Feats: Climb +8, Hide +8, Listen+9, Move Silently +9, Spot +7, Wilderness Lore +5; Improved Initiative, Alertness, Run, Combat Reflexes

Possessions: Long Sword, Short Sword, 2 javelins, Chain Shirt, Winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 20sp, 10cp.

Spell: Entangle (will be successfully counter-spelled by the Raven Master)

THE FURY AND HIS GUARD

APL 4 (EL 9)

➤ **The Fury's Guard (4)** Medium size humanoid humans Flan/Oerdian, Ftr 2, CR2; HD 2d10+2; hp 18, Init +6 (Dex + Imp Init); Spd 30ft; AC 19 (11 Touch, 18 Flat footed); Atk +4 melee (1d8+2/19-20 longsword), +4 missile (Light Crossbow 1d8/19-20); SV Fort+6, Ref +4, Will +2

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession sailor +6, Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Point Blank Shot, Weapon Focus (long sword)

Possessions: Long sword, Full Plate, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

➤ **Helsdorf Roodenhand aka "The Pfalzgraf's Fury"**, Medium-sized human, Rng1/Fgt4/Fist1, CR6; HD 1d10+1/4d10+4/1d10+1 hp 42; Init +7 (Dex+ Imp Init); Spd 30ft; AC 18 (touch 14, flat footed 15); Atk +10/+5 melee, or +8/+8/+5 two weapon style (1d6+6; 2 x Bladed Gauntlets+1); SV Fort +10, Ref +4, Will +3.

Str 17, Con 12, Dex 16, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +4, Handle Animal (horse) +4, Intimidate +5 Jump +2, Knowledge (Religion +4), Listen +4, Move Silently +2, Ride +2, Sense Motive +6, Spot+4, Swim +2, Wilderness Lore+8, Power Attack, Cleave, Exotic Weapon Proficiency (Bladed gauntlet), Improved Initiative, Weapon Focus (bladed gauntlet), Specialization (bladed gauntlet), Great Cleave.

Class Abilities: Ambidexterity, Two weapon Fighting, Favoured Enemy (Vossers) +1hit/dam, Tracking.

Brutal Strike, +1 per round to either attack or damage.

Possession: Amulet of Wound Closure, 2 Bladed gauntlets +1, Chainshirt +1, Pouch with 50gp.

APL 6 (EL 11)

➤ **The Fury's Guard (4)** Medium size humanoid humans Flan/Oerdian, Ftr 4, CR4; HD 4d10+4; hp 32, Init +6 (Dex + Imp Init); Spd 30ft; AC 19 (11 Touch, 18 Flat footed); Atk +8 melee (1d8+4/19-20 MW longsword), +6 missile (Light Crossbow 1d8/19-20); SV Fort+7, Ref +5, Will +3

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession sailor +6,

Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Point Blank Shot, Weapon Focus (long sword), Weapon Specialisation (longsword)

Possessions: MW Long sword, Full Plate, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

➤ **Helsdorf Roodenhand aka "The Pfalzgrafs Fury"**, Medium-sized human, Rng1/Fgt4/Fist3, CR8; HD 1d10+1/4d10+4/3d10+1 hp 54; Init +7 (Dex+ Imp Init); Spd 30.; AC 18 (touch 14, flat footed 15); Atk +12/+7 melee, or +10/+10/+5 two weapon style (1d6+6; 2 x Bladed Gauntlets+1); SV Fort +10, Ref +4, Will +3.

Str 17, Con 12, Dex 16, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +4, Handle Animal (horse) +4, Intimidate +7 Jump +2, Knowledge (Religion +4), Listen +4, Move Silently +4, Ride +4, Sense Motive +6, Spot+4, Swim +2, Wilderness Lore+10, Power Attack, Cleave, Exotic Weapon Proficiency (Bladed gauntlet), Improved Initiative, Weapon Focus (bladed gauntlet), Specialization (bladed gauntlet), Great Cleave.

Class Abilities: Ambidexterity, Two weapon Fighting, Favoured Enemy (Vossers) +1hit/dam, Tracking

Brutal Strike, +1 per round to either attack or damage.

Strength Boost, The ability to enhance own Strength by +4, lasts for 7 rounds, 1/day.

Frightful Presence, (fear as per spell 1/day), 15ft range to any who can see him make a scary dramatic action, Will save DC14 for be frightened for 5d6 rounds, save equals shaken only.

DMs note: He has already used his fear ability and has had his Boost running for 4 rounds.

Possession: Amulet of Wound Closure, 2 Bladed gauntlets +1, Chainshirt +1, Pouch with 50gp.

APL 8 (EL 13)

➤ **The Fury's Guard (4)** Medium size humanoid humans Flan/Oerdian, Ftr 6, CR6; HD 6d10+4; hp 46, Init +6 (Dex + Imp Init); Spd 30ft.; AC 19 (11 Touch, 18 Flat footed); Atk +9 melee (1d8+4/19-20 MW longsword), +7 missile (Light Crossbow 1d8/19-20); SV Fort+8, Ref +6, Will +4

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession sailor +6, Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Point Blank Shot, Weapon Focus (long sword), Weapon Specialisation (longsword)

Possessions: MW Long sword, Full Plate, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

➤ **Helsdorf Roodenhand aka "The Pfalzgrafs Fury"**, Medium-sized human, Rng1/Fgt4/Fist5, CR10; HD 1d10+1/4d10+4/5d10+1 hp 66; Init +7 (Dex+ Imp Init); Spd 30.; AC 18 (touch 14, flat footed 15); Atk +14/+9 melee, or +12/+12/+7 two weapon style (1d6+6; 2 x Bladed Gauntlets+1); SV Fort +10, Ref +4, Will +3.

Str 17, Con 12, Dex 16, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +4, Handle Animal (horse) +4, Intimidate +9 Jump +2, Knowledge (Religion +4), Listen +4, Move Silently +4, Ride +4, Sense Motive +6, Spot+4, Swim +2, Wilderness Lore+10, Power Attack, Cleave, Exotic Weapon Proficiency (Bladed gauntlet), Improved Initiative, Weapon Focus (bladed gauntlet), Specialization (bladed gauntlet), Great Cleave, Combat Reflexes.

Class Abilities: Ambidexterity, Two weapon Fighting, Favoured Enemy (Vossers) +1hit/dam, Tracking.

Brutal Strike, +2 per round to either attack or damage.

Strength Boost, The ability to enhance own Strength by +4, lasts for 9 rounds, 2/day.

Frightful Presence, (fear as per spell 1/day), 25ft range to any who can see him make a scary dramatic action, Will save DC14 for be frightened for 5d6 rounds, save equals shaken only.

DMs note: He has already used his fear ability and has had his second strength Boost running for 4 rounds.

Possession: Periapt of Wound Closure, 2 Bladed gauntlets +1, Chainshirt +1, Pouch with 50gp.

THE REINFORCEMENTS

APL 4 (EL 1)

➤ **Jarvan the Roodberg Guard** Medium size humanoid humans Flan/Oerdian, Ftr 1, CR1; HD 1d10+1; hp 7, Init +6 (Dex + Imp Init); Spd 30ft.; AC 16/17(12/13 Touch, 14 Flat footed); Atk +3 melee (1d8+2/19-20 longsword), +3 missile (Light Crossbow 1d8/19-20); SV Fort+6, Ref +4, Will +2

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession sailor +6, Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Dodge, *Possessions:* Long sword, Chainshirt, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

APL 6 (EL 4)

➤ **Jarvan the Roodberg Guard** Medium size humanoid humans Flan/Oerdian, Ftr 3, CR3; HD

3d10+3; hp 21, Init +6 (Dex + Imp Init); Spd 30ft.; AC 16/17(12/13 Touch, 14 Flat footed); Atk +5 melee (1d8+2/19-20 longsword), +5 missile (Light Crossbow 1d8/19-20); SV Fort+6, Ref +4, Will +2

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession sailor +6, Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Dodge, Point Blank Shot, Power attack

Possessions: Long sword, Chainshirt, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

APL 8 (EL 6)

☛ **Jarvan the Roodberg Guard** Medium size humanoid humans Flan/Oerdian, Ftr 5, CR5; HD 5d10+5; hp 35, Init +6 (Dex + Imp Init); Spd 30ft.; AC 16/17(12/13 Touch, 14 Flat footed); Atk +7 melee (1d8+2/19-20 longsword), +6 missile (Light Crossbow 1d8/19-20); SV Fort+6, Ref +4, Will +2

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Profession woodsman +6, Navigation +4, Swim +8, Feats: Improved Initiative, Combat Reflexes, Dodge, Point Blank Shot, Weapon Focus (Longsword)

Possessions: Long sword, Chainshirt, Light Crossbow, 10 Bolts, Belt Pouch 10gp, 10sp.

ALL APLs (Ally to PCs)

☛ **Evinias the Kershane Ranger** Medium size Gray Elf; Rng 5, CR5; HD 5d10+5 hp 35, Init +6 (Dex + Imp Init); Spd 30ft.; AC 16(12 Touch, 14 Flat footed); Atk +7 melee (1d8+2/19-20 longsword), +8 missile (MW Mighty Long Composite Bow +2 + Mw arrow 1d8+2); SV Fort+6, Ref +4, Will +2

Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +5, Jump +6, Move Silently +4, Navigation +4, Spot +6 Wilderness Lore +8, Feats: Improved Initiative, Point Blank Shot, Tracking, Favoured Enemy (Goblinoids), Two weapon style and Ambidexterity*

Possessions: 2 x Shortswords, Chainshirt, MW Mighty Long Composite Bow +2, 2 MW arrows, Belt Pouch 10gp, 10sp.

* As per Ranger class ability.

ALL APLs (EL1) Minor annoyance to everyone

☛ **Migra and Flang Guurhok Goblin scouts;** CR1/2, Small Humanoid, Lawful Evil, HD 1d8, Hp 4, MV 30ft, AC 15 (Touch 12, Flat footed 14), Init +1 (Dex); Att +1 melee, Short Sword (1d6 19-20x2), +1 Missile (Short Bow 1d6): SV Fort+2, Ref+1, Will+0

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

SA: Darkvision 60ft

Relevant Skills: Climb +6 (free), Hide +6, Listen+3, Move Silently +4, Spot +3

Feats: Alertness

Equipment: Short Sword, Studded Leather, Short Bow, 20 arrows, winter blanket, Backpack, 50ft rope, grappling hook, pitons and hammer, water-skin, 3 days trail rations, 10cp.

Players Adventure synopsis.

Of late your fate has become ever more embroiled with that of the Weisspeer Clan and the re-election of the Voormann Karenin Weisspeer. You are beginning to suspect that you have been marked by his enemies and friends as allies of his cause. The disappearance and whereabouts of Hännè Weisspeer, the Voormann's daughter, remains unsolved. You are aware that both her father the Voormann and her uncle Hasten Weisspeer the Weisspeer Pfalzgraf have become desperate to find her. Divination by the Old Kerk to locate her has failed except to reveal that she still lives. The Voormanns agents have been dispatched into Hussen territory to look for her and her kidnapper Karl Hussen. Hasten has mobilized the Weisspeer clan and called upon you once more for assistance. However, so far no sign of either Hanne or Karl has been found. To complicate matters, and despite the firm evidence of Karl's crimes, many in the Hussen and Morganrood clans are dusting off their weapons because of a perception that Karl Hussen and Jasper Morganrood are victims of a Weisspeer plot. The whole Weisspeer clan has subsequently closed ranks around the Voormann and the clan is unified in its support for him for the first time in nearly six years. The Weisspeers have called upon their Vossers allies to stand ready, if the Hussens and Morganroods resort to hostilities. The Vossers have refused unless the Voormann take direct action to resolve Roodberg hostilities towards the Vossers located in the isolated eastern valley of the Kershane Pass. Tensions in the southern Cantons between these clans are, therefore, running hot and extra units of the Auszug have been placed to keep the peace, but as an army it is being stretched to its limits.

In Schwarzenbruin, electioneering has reached a lethal level with the assassination of Ingolt Weisspeer both the Voormann uncle and most out spoken opponent. Ingolt was Perrenland venerable demagogue and Perrenland's voice of morality. He was also the father of an anti-Iuz faction, called the Legion of Honor. Tamarind Roodberg, the niece of Karenin and the wife of the Roodberg Pfalzgraf lead the legion. Her death on the same night as Ingolt in the Weisspeer manor has soured relations between the Roodbergs and Weisspeers. The new leader of the legion and the strongest remaining candidate in opposition to Karenin, Hetmann Orgus Bilger of Neiderschlauss, has fled the capital and has openly begun to arm his followers in Traft against attempts on his own life. Meanwhile whispers have started to circulate in the capital that it was by the Voormann's own hand that Ingolt was murdered.

You at the behest of Hasten Weisspeer, who is now in all but name your patron, have been asked to stay away from the south and Schwarzenbruin until the whole issue can be calmed down. Your involvement in exposing Karl's corruption has marked you as enemies of the Hussens and Morganroods who support him. As desperate as the Weisspeers are to find Hanne, they are also desperate to stave off civil war. So with a generous up-front payment of one hundred Marks each, and a wry smile, you have been asked to keep your identities quiet and follow-up on the trouble brewing between the Roodbergs and the group of Vossers in the Kershane Pass, the Fellkatz Sept. You are told by Hasten that the Voormann is concerned that this may escalate into inter-clan warfare, but it is obvious that the crucial Vossier Clan needs to be placated and brought back on side if Karenin is to keep the peace and retain the leadership of Perrenland. He has asked Hasten to seek your aid in finding out what has caused the tensions to flare up again after so long. He wants you to meet with the local Fellkatz Vossier Graf Fergtol Fellkatz at Katzberg in the Kershane Pass to hear his case. You are told that the Voormann has ordered a DritteRotte (company) of the 6th Auszug into the pass to act as peace-keepers between the Roodberg and Vossers. This will probably be ill received by the Roodbergs who view the pass as their territory by right of conquest and treaty, but is not illegal or unconstitutional. To assist you in your task the Voormann has given you one of his prized official warrants. This may help prove your credentials, and give access to more important people. Hasten's final advice, however, is to keep a low profile and avoid the Roodbergs if possible. He does not recommend that you take any horses into the pass but will pay for their upkeep until you get back. Not even the sturdy Weisspeer pony would be able to handle the trails off the Kershane Trek. Trials he implies that you may be forced to utilise.

(PLEASE RETURN THIS TO THE DM AT THE END OF THE ADVENTURE)

Player Handout #1 Players map of the Kershane Pass area



The nature of the Kershane Pass is a deep gorge broken into east/west valleys. The western valley is deeper and climbs sharply through broken woodlands of pine and fir. In the western valley the Kershane trek (highway) roughly follows the course of the mighty Kershane River as it flows downward in successive falls to Lake Quag. As a result mists tend to hug the western valley for much of the day reducing visibility. The western valley is dominated by the township of Twin Bridges, a Roodberg stronghold that straddles the Kershane trek and manages east-west traffic. During winter, a freezing wind blows from the high mountains and glacial valleys, and funnels into the western pass. The rivers freeze over and black ice covers everything. These conditions can bring blinding blizzards that produce deep drifts of snow, quickly closing the western valley to all but the most desperate travellers. This drops temperatures considerably, and travellers without adequate clothing can quickly perish. The Western Valley reaches its highest passable point at the monastery of St Cuthbert's. This is called the "High Pass" and is the only pass known to most travellers.

From the "High Pass" the descent is steep, but the road is cunningly cut and very safe. The Eastern valley is by comparison a gentler place. The valley attracts warmer air currents from the Vesve forest, and the quasi-magical nature of that giant wood continues into the hills and mountains of the eastern valley. This is a rich agricultural region, long settled by the Flan peoples. These people carved out a balanced existence with the natural beauty of the eastern glens and valleys. These Flan are members of the ancient Vossier clan. There are also small groups of elves living quietly in the area; many of them move between the nation of Highfolk and Perrenland as if the border does not exist. No official census has even included these Olvenfolk in Perrenland, and they are said to be remnants of an old elven kingdom called Kershane.

PLAYER HANDOUT 2: THE COMMON WARRANT OF THE VOORMANN

This plain looking leather scroll, when unrolled has the following script:

THE BEARER OF THIS WARRANT IS GIVEN AUTHORITY BY THE CONCANTENATED COUNCIL OF ALL PERRENLAND TO TAKE ANY LAWFUL ACTION NECESSARY TO INSURE THAT THE VOORMANN'S PEACE IS UPHELD, AND THAT JUSTICE IS DONE. TO IMPEED, OR HINDER, THE BEARER OF SUCH A WARRANT IS A CRIMINAL OFFENCE. ANY ASSISTANCE THAT THE BEARER REQUESTS THAT CAN REASONABLY BE GIVEN MUST BE GIVEN.

At the bottom of the document is the seal of the Voormann and his signature.

This is a magical document and radiates enchantment and abjuration magic. It is resistant to destruction from the elements. If, at any point, it comes into the possession of anyone not lawfully authorized to bear or use it, then it bursts into flame inflicting 1d6 points of fire damage to anyone within a 5 ft. radius. Those affected must make a Reflex save (DC 15) for half damage. The warrant can be revoked at any time upon utterance by the Voormann to such an effect, regardless of the distance between the Voormann and the bearer. It is not a tradeable item. If assigned to a group, then any member of that group can bear the warrant. No known method exists of forging the magical seal on this document.

APPENDIX ONE: CLAN ROODBERG

BY THE LATE ARDIMUN DERGOOST

To look upon the origin of the Roodberg Clan of Perrenland with anything other than an objective and honest eye would be an exercise in folly. One I am not prepared to undertake. As an outsider to this clan, but without bearing any particular animosity or favoritism to it, I judge myself to be as objective as a Perrenesse historian can be. Thus I make no apologies for my history of this fascinating people, and hope that they, as well as their neighbors, see this work simply as an historical recount of a long history.

The Roodbergs are true sons of the Aerdi, that conquering race of Oerdians who swept across the Flanaess forming the great kingdom in the process. Of all the Perrenesse, they hold closest to the ways of that people. Their customs, language and, above all else, racial pride sets them firmly into an Aerdi cultural framework. To say, however, that they were similar to the Aerdi of today in the rest of the Flanaess would be ignorant as enough of the old Flan race has seeped into their veins to make them unique amongst those who claim to be Aerdi.

The Roodbergs are a proud nation, if they can be called that. They hold dearest their bloodlines, their children and their origins. Amongst the Perrenesse the Roodbergs hold most fiercely to clan loyalty, and the hereditary rights bestowed by birth upon those lucky few who rule them. Their Pfalzgraf, whom they style their prince, rules them under totalitarian governance, which they see, to quote an old Roodberg farmer I once met, “as a right and proper thing.”

As for their origins, history states that the Roodbergs were one of the original Aerdi invaders of Perrenland in 97 CY. As invaders they were eventually contained in the lowland area of the Central and Northern Clatspurs after drifting through from the Quaglands. In fact, driven from the Quaglands may be more accurate as the Vossers Clan has several hundred Roodberg heads from a battle they call the Der Rood Oosting that dates to this period, a matter of much contention with the Roodbergs. Over a decade, however, they drove off the native inhabitants (mostly Meerrijders and Vossers), and settled the rich hinterlands down by the eastern lakeside. Strangely if questioned on this they have a tendency to insist that they are a Highland people. It is possible that they may have been a high dwelling Yatil people in their past, before they migrated, and that this is a cultural relic for today, few of them occupy any territory that could be termed Highland except in the Kershane pass area. Certainly no place names seem to support any form of long term historical highland settlement in the Clatspur range. Even today it is the Vossers peoples who occupy most of the mountain valleys of this range, although they have been mostly driven out of the Kershane pass. This has been the cause of much tension and even conflict

The Roodbergs quickly urbanized after the invasions. They were well-placed to accept the mantle of over-lordship of Eastern Perrenland during the rule of the Aerdi Kingdom of Furyondy. Roodberg nobles today are proud to list off the marriages and alliances that placed them in such a prominent position over other Perrenlanders. Some even follow the custom of enlisting their children in the foreign service of a Furyondian noble, a continuation of the old fostering custom well known amongst the Aerdi.

To say that the Roodbergs joined freely into the rebellion of 320 CY that eventually broke the two centuries of rule of the Kingdom of Furyondy's is out of context. It is my suspicion that the decay that was rife in the institutions and nobility of the Kingdom of Furyondy contributed to the loss of much of its territory, and was reflected in microcosm amongst the Roodbergs. Their duplicity in seeing Perrenland free of Aerdi rule, but themselves established as an independent Canton of a yet to be unified Perrenland, is well documented in their own oral and written history. They have ruled over, and expanded, the canton of Clatspurgen quite ruthlessly from that hilltop fastness of their capital the “Rood Berg” in the past three centuries.

The Roodbergs are, however, one of the founding clans behind the Covenant of Concantenation by the eight dominant clans of Perrenland that formed Perrenland in 400 CY. The Roodbergs are also renowned for their resistance to the invasion of Iggywil in the 480s. It was their stubborn resistance to her armies in the Kershane pass that allowed the resistance movement to eventually drive her out. The Roodbergs thus are quite proud of their role in the growth of Perrenland after this date, and it has helped remove much of the animosity towards them from other clans for their Aerdi traditions.

The Roodbergs follow the laws of Perrenland very closely and their Pfalzgraf has often been seen as the defender of traditional laws in the House of Pfalzgrafs. The Old Kerk has never been paid more than lip service by the Roodbergs as Zilchus seem to be their most favored god now that they have become a more mercantile clan. The Roodbergs have a history as a warlike people, and Hextor has always held a certain appeal to them. Shrines to the scourge of battle exist in many Roodberg settlements. Clan Roodberg is a good example of Perrenland's diversity through unification.

APPENDIX 2: THE KERSHANE STORY.

Elves have existed in number, historically, in the eastern parts of Perrenland long before the arrival of the new races. Unfortunately, their grace and culture has suffered terribly in wars with these new more primitive yet virile cultures. The last surviving cultures of Elves in the Flanaess have been driven back into their strongholds within of the great forests and high mountains. Elven culture is in decline.

Historically, in the area of Perrenland, a thriving Elven culture once existed in the Clatsberg Mountains. This culture was dominated by the city of Kershane, a majestic stronghold of gray elves. Vassal towns of high and sylvan elves, gnomes, and Flan (human) communities for a time formed the historic Principality of Kershane. This Principality controlled the lucrative Kershane pass trade route, a vital link in trade and communication from the western Baklunish kingdoms to the eastern Flan and Oerdian kingdoms. From this did the Principality derive its wealth and power, its troops protecting merchants and free trade from the Yatil mountains to the borders of the Vesve.

The Principality had close ties with the Elven kingdom of Celene, when it was a vibrant kingdom allied with other good nations in the fight against evil. With the expansion and imperialism of the Great Aerdi Kingdom, however, and the successive invasions by the Aerdi into area's previously controlled by the nomadic Flan, Kershane's prosperity, and indeed the prosperity of all the elven nations began to decline. A new darkness soon gripped the world, and from it was born distrust and a hatred of difference. All the races suffered the blight of xenophobia, and division was plunged ever more deeply into the hearts of the old alliances.

Kershane was forced, for the first time in its history, to fight for its very existence, pressure from successive waves of new invaders taking a heavy toll on its resources. The last of these were the Guurhok hobgoblins, themselves driven into the Clatsberg mountains from the Sepia and Vesve by other creatures driven from their homes by the Aerdi. For several decades the Guurhok were defeated, but rose again like the phoenix, faster to die than the Kershane elves but quicker to breed. Often they were led by treacherous and powerful men, but at other times a powerful member of their own race rose to unify their splintered clans. The result was that the Kershane elves were slowly driven back into the heartland of their territory and became, as did so many races of this time, suspicious of outsiders, and cut off from the world.

Then, in about 142 CY by human reckoning, or 450 years ago, the Guurhok attacked with a strength and power never before seen. They were more skilled, and seemed driven with a fanaticism for which the Kershane was not prepared. Just as this war was reaching its most desperate state, allies unlooked for came to the Principality's assistance. Tilfias Rood, a strong and powerful Aerdi noble from the Quaglands (Western Perrenland), led a legion of his men and drove the Guurhok back from the gates of the city. In joy at the unforeseen victory the city celebrated, and treated their saviors with great honor, and for this, Tilfias and his clansmen betrayed them. As Tilfias and his men were shown the hidden treasures in the deepest halls of the city, and the splendor of Kershane was revealed for the first time to the men of the world, their hearts filled with lust.

At their weakest in joy the Kershane elves saw not the change in the hearts of their new friends, and did not sense that knives of lust that had been drawn against them. The night was plunged from joy into a scarlet nightmare, and a desperate fight to survive began. With its people being put to the sword, and shown no mercy, the people of the city fought to save their children, who had been secured for the night in the citadel. As men and women fell in great number throwing themselves weaponless into a fight that they could not win, the guardians of the city's two greatest treasures, the Kershinarim (an artefact of untold power) and the precious children, came to a desperate decision. Dian Weirtherlihte the last of the high guardians (wizards) of the city, and his guard, decided to take the Kershinarim into the heart of the battle and evoke a power within it that had not been used before. The guardians of the citadel and the children were to bar the gates once they had left and let no one enter, friend or foe. Thus, it was that Dian put on the girdle known as the Kershinarim, and fought his way into the middle of the battle. With his guard falling around him he poured his power into the Kershinarim until, with a clap like the loudest thunder, the battle was ended. Friend and foe alike were slain as their souls were rent from their bodies and sent screaming in horror from the place of their death. The souls could not go far, however, since desiring ever to flee from the horror of their demise they found themselves bound by that horror to the place of it they could go but a few miles. Here they stayed, spiralling around the city, and here they formed a shroud of tormented souls in constant flight from the place of their demise yet unable to flee. This shroud of antipathy formed an impregnable barrier that no one could enter or leave and so it was that the children and the few guardians that survived became trapped, and Kershane faded into the myth that it had once been.

Yet Kershane did not die; the children and their handful of guardians had survived. When at first they emerged from the citadel they were shocked into near stupor by the carnage, and it was some days before they began the grizzly task of burying the dead. It was then that they discovered that Dian Weirtherlihte and his guard were not amongst the slain. This became the greatest mystery of the tale. Had they survived or had the Kershinarim destroyed them utterly. Tilfias Rood and his men were burned in a great pyre that took

several days to die down, blackening the earth. Over the centuries since, a huge black and withered oak has sprung from this place, and few of the Kershane are willing to go near it.

Since that time, the myth of Kershane has condensed into three widely know fireside themes. One, that a great kingdom of elves once existed in the pass but was destroyed by the hobgoblin Guurhok over four centuries ago. Two, the dark stories of the haunted woodland of Kershane to the north of St Cuthbert's monastery, which all travellers with wisdom avoid, and that those who enter never return. Three, and the queerest of all, are the haunting tales of how every year on the night of the summer solstice on the first day of Richfest that the haunted wood sings. Travellers moving up the pass on this night tell of a haunting yet beautiful song sung by a multitude of voices in words that are not recognisable. Many bards have tried to decipher its meaning but have failed. This has given rise to the belief that it is the dead souls of the wood lamenting their end.

In truth, these myths have, like all myths, a strong foundation in truth. The Principality of Kershane did exist, but was not destroyed. The wood surrounding the city is haunted by the souls of those killed in the final battle by the activation of the Kershinarim. The song on the summer solstice is both a lament and a focusing of power. Every year, for many centuries, as the children were tutored and grew to adulthood eventually having their own children, the whole trapped community of Kershane would assemble as close to the barrier of souls (called the Shroud of Antipathy) as they could approach to sing. The song served two purposes, one was to try to placate the tormented souls, and the second was to give one member, chosen for their strength of will, to attempt to pass into the shroud, a better chance of success. For over four centuries many tried and failed, often returning insane, and still more often returning not at all, their fate unknown.

Five years ago one of THEM succeeded, and returned to Kershane to show others the way. Now that a way has been found through the shroud, it has begun to weaken, as the souls of the dead have also found a way to obtain peace. This led to both joy and fear in the Kershane elves. What they knew of the world was nearly five hundred years old, and, although they are now over four thousand in number, they are, by Elven standards, young and inexperienced. The thought of losing their protection in order to gain their freedom led to a rapid decision being made. It was decided that initial contact with the outside world should be to see if the Kingdom of Celene still existed, and to seek aid and knowledge from their brethren there. The envoys that were dispatched, after a hard journey, reached Celene and opened secret negotiations with its ruler Queen Yolande, whom they recognized as their supreme sovereign, the Lady Rhalta of all Elvenkind. So it was, that a very surprised Prince Naugrim Genhene of Celene, a knight of Luna, and outspoken critic of the Queen, was summoned to her closest council. Prince Naugrim, an experienced yet rebellious noble, was, by direct descent, the old prince of Kershane's nephew. He has been invited onto the absent throne of Kershane as Prince since his blood is the closest to the old Prince. This he has accepted and, arriving with his family and entourage of knights, has set about the task of both defending, and reintroducing, Kershane to the outside world before the shroud disappears altogether.

APPENDIX 3: USING THE VOORMANN'S WARRANT (EL2 TRAP)

The Voormann's Warrant is a powerful item of law and order within Perrenland. Any Perrenlander who is literate, and many who are not, instantly recognize it as a document of authority not lightly given, and who's bearer must be respected. To use such a warrant marks the bearer instantly as an agent of the Voormann. These agents are called by the common people the Statspolitzi, or the Perrenstatspolitzi, or simply Politzi. Not all the warrants are the same; the most common warrant is called simply the Common Warrant and is issued as a form of deputation to trusted Perrenlanders for the performance of a specific task or duty for the Voormann. The Common Warrant is always revoked after the completion of a specific task. The Blue Warrant is issued to permanent, yet junior, members of the Perrenstatspolitzi and holds the same authority as the Common Warrant but is not revoked at the end of a specific mission. The Red Warrant is issued to senior members of the Statspolitzi, called Statscapitanos. It has the same authority as the Common Warrant, but has one additional power, that being a License to Kill.

Any law-abiding Perrenlander will obey the bearer of a Warrant to the best of their capacity as long as it is within the bounds of both common and traditional law. In game terms the presentation of a Warrant adds a +10 modifier to any Intimidation checks made in order to get reluctant Perrenlander to cooperate. Of course the guilty or criminally minded may simply ignore the Warrant altogether. Generally, however, any law abiding Perrenlander, official or guardsman will defer to the bearer of such a Warrant even if he does not actively seek to give assistance.

If the PCs use the Warrant at encounter 4, they give themselves away to the Voormanns enemies. To reflect this all Roodenhund and Guurhok who encounter the PCs gain the follow advantages over the PCs for the duration of the scenario.

APL4: +1 morale bonus to initiative.

APL6: +1 morale bonus to initiative +1 morale bonus to attack.

APL6: +2 morale bonus to initiative +1 morale bonus to attack.

PCs who manage not to use the warrant before encounter 4 gain 2 ELs worth of XP at the appropriate level, see XP rewards.

APPENDIX 4: THE RAVEN MASTER

Netrana Eratrithil (Raven Master), Female ½ Elven/Nymph Drd7/AnLrd3, CR 11; Medium sized Fey, (5 ft., 7 in. tall); HD 7d8-7+3d8-3, hp 38, Init +2 (+2 Dex), Spd 30 ft, fly 40ft [average]; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 Bracers of Natural Armor], [20% Miss chance form Minor Cloak of Displacement]; Atk +8/+3 melee (1d6+2, +2 staff of the woodlands), or +7 ranged; SQ **Class Abilities**: Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Natures Lure, Wild-shape (raven), Animal Bond (birds), Animal Sense (birds), Animal Speech (birds), First Totem (bird), Lesser Wild Shape (bird), **Racial Abilities**: Unearthly Beauty*, Dimension Door 1/day@ 7th-level, Druid Spells as a 7th level caster, Low Light Vision, AL CG; SV Fort +7, Ref +7 Will +9, Str 10, Dex 15, Con 8, Int 17, Wis 17, Cha 24.

Skills and Feats: Alchemy +5, Animal Empathy +17, Climb +2, Concentration +6, Craft (woodworking) + 8, Diplomacy +13, Escape Artist +7, Gather information +9, Handle Animal +15, Heal +7, Hide +4, Intuitive Direction +7, Knowledge (nature) +11, Listen +7, Move Silently +5, Search +5, Sense motive +9, Spot +11, Wilderness Lore +7; Alertness, Animal Control, Improved Flight, Natural Spell.

Languages Spoken: Common, Draconic, Druidic, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan.

Abilities

Unearthly Beauty: Despite her half nymph nature the sheer beauty of Netrana if she envoke it will cause all within 30ft her view her directly to make a Will save (DC 17) or fall unconscious for 1d6 rounds. She can evoke this ability once every 10 minutes, but will not do so if it will generally cause harm.

Animal Bond (Birds): All Birds automatically have a reaction of friendly.

Animal Sense (Birds), (Su): Ability to sense birds within 1 miles per level.

Animal Speech (Birds) (Ex): Ability to speak with animals (birds) at will.

First Totem: +2 inherent bonus to Dex, Lesser Wild Shape (Bird) (Sp) can use the wild-shape ability (as druid) to change into any bird at will.

Possessions: Cloak of Displacement (minor), Boots of Elvenkind, Bracers of Natural Armor +2, Special Staff of the Woodlands (40 Charges) with the additional abilities to bestow Woodland Stride and Trackless step for 1 charge each. Animal Companions: 60 Ravens (see below)

Spells Prepared Nymph (6/5/4/3/1; Base DC = 13 + spell level: 0—[*Cure Minor Wounds* (2), *Detect magic* (2), *Know Direction*, *Purify Food and Drink*]; 1st—[*Cure Light Wounds* (4), *Entangle*]; 2nd—[*Delay Poison*, *Charm Person or Mammal* (3)]; 3rd—[*Cure Moderate Wounds* (3)]; 4th—[*Cure Serious Wounds*]

Spells Prepared Druid (6/5/4/3/1); base DC = 13 + spell level): 0—[*Cure Minor Wounds* (2), *Detect magic* (2), *Know Direction*, *Purify Food and Drink*]; 1st—[*Alarm*, *Cure Light Wounds* (2), *Entangle*, *Obscuring Mist*]; 2nd—[*Animal Messenger*, *Heat Metal*, *Hold Animal*, *Tree Shape*]; 3rd—[*Cure Moderate Wounds*, *Meld into Stone*]; 4th—[*Dispel magic*]

Spells Prepared Animal Lord (2/1); base DC = 13 + spell level): 1st—[*Calm Animals*, *Camouflage**]; 2nd—[*Hold Animal*]

*New spell from Masters of the Wild Guidebook.

60 Ravens (tiny animal) CR1/6; Size T, HD 1/4d8 hp 1; Init +2 (+2 Dex); Spd 10ft, fly 40 ft. (average); AC 14 (+2 size, +2 Dex), Attack +4 melee (1d2-5 claws); SV Fort +2, Ref +4 Will +2, AL N; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills and feats: Listen +6, Spot +6, weapon finesse (claws).

For the DM: History and Motives of the Raven Master.

The Raven Master is old, even by Elven standards. She has been living in the Kershane area for so long that the centuries have blurred in her mind and been partly forgotten; yet she has aged little. She is a creature of the ancient woods, the high mountains and deep valleys that still lay undisturbed, hidden by the sheer ruggedness of the ancient Clatsberg ranges. She is a unique union between the nymph Netrana (her name-sake) and the Kershane Planetouched Gray Elf seer Elrath Eratrithil. Elrath driven mad by his visions from the gods often fled into the mountains for solace and in time came to meet and bond with the Nymph Netrana. The child that this brief union created was born with the potencies of both bloodlines and has become a unique creature amongst the Fey.

The Raven Master seldom speaks to any strangers and her myth has all but faded from living memory within the Kershane Pass, even amongst the oldest elves for she was still just a glorious child when the world lost Kershane to its fate. For most of this century, she has resided in quiet contemplation in or near a small area of still lakes she calls her home. Recently, however, the animals of the area have begun to whisper of a rebirth in the world. This had begun to awaken her to the world outside her sanctuary. A little over a year ago she summoned a flock of ravens to be her eyes and ears on the world. For a year she has been listening and watching and many stories have reached her, both warming and chilling her heart. She has seen Kershane reborn but her ancient foe the Guurhok unified again behind the Fist of the tyrant god Hextor. Yesterday, however, a band of Guurhok made the mistake of defiling her sanctuary as they made camp and generally fouled the waters with exertement. Lacking the means to take revenge herself against so many, she fled and has wandered in a fury for the night coming across the grizzly remains of many slaughtered humans and hence the PCs at encounter four. She has been observing the PCs and determined that they may be allies to her cause, revenge. She intends to make her way to Kershane to determine how it is that her father people have returned. If the PCs are willing, she will take them as well as she fears for their safety if they are left alone. She will initially refer to Kershane as a place of safety.

Role-playing the Raven Master

The Raven Master is generally quite aloof and interaction with other intelligent beings is not her greatest talent. She has, however, nothing but good intentions towards the PCs. She knows little of coercion but of course can be quite “charming” if required to be. In her Trueform she is so stunningly beautiful that most humans or demi-humans pass out, therefore she hides her physical beauty behind her robe of raven feathers. She will not share much information with the PCs outside what has been scripted in each of the encounters she is in. She is and will remain somewhat of a mystery in the Perrenland campaign.

APPENDIX 5: THE GUURHOK

The Guurhok are a mixed nation of goblin's (who are subservient) and hobgoblins (who are dominant) who's normally fractious clans inhabit several cavern complexes and an ancient ruin on the south side of the Kershane Pass. They have done so since before the formation of Perrenland. The Guurhok made truce with the Roodberg clan after the destruction of the Elven Principality of Kershane, the Guurhok enemy, over four hundred years ago. The truce has been one of mutual benefit, the Guurhok have been left unmolested by the Roodberg and are payed generously each year to covertly protect Roodberg interests in the Kershane Pass. This has meant that the pass has become an important arterial trade route from Perrenland to the eastern states, allowing the Roodberg to grow very rich indeed. Successive Roodberg Pfalzgraf's have cultivated this truce to the extent that the Guurhok now call the Pfalzgraf the "Great Father". Recently this truce has been extended to an all out alliance with indoctrination of the tribe into the religion of Hextor by the Roodbergs. The Guurhok are to all intents and purposes now a powerful secret weapon under the command of the Roodberg Pfalzgraf. The Roodbergs Sept the Roodenhunds under their tyrannical leader the Obstergraf and Fist of Hextor Helsdorf Roodenhund aka Pfalzgrafs Fury have recently re-organised the Guurhok warriors into three powerful military units several hundred strong each.

The first of these units has recently been dispatched by the "Great Father" to the Sepia Uplands under command of two of the additional four Fists of Hextor bought in by the Pfalzgraf to command them. They are to make themselves the "Tuzian" threat that will provide the pretext for Hetmann Orgus Bilgear to annex the Sepia Uplands with his troops and strengthen his election prospects as the first Roodberg Voormann of all Perrenland.

The Second unit has been dispatched under the command of two other Fists of Hextor to delay any units of the Auszugen sent by the Voormann to the Kershane Pass to act as peace keepers in the growing tensions between separatist Vossers and their Roodberg overlords. If they meet heavy resistance they are to withdraw and support the third Guurhok unit in its activities. These Guurhok are responsible for the slaughter at the ford, and for unsuccessfully keeping the information from getting out, by failing to kill the PCs.

The Third has been placed under the command of the Guurhok chief "Salazk" to systematically destroy as many Vosser homesteads and clan holding as possible before the Auszugen push through into the Pass, he knows that he is on a tight schedule. This is the unit involved in the final battle of this scenario.

The Guurhok fight in small rigid units called Fists, at the appropriate APL the composition of a Fist is listed below. All possible encounters with the Guurhok in this scenario will be at Fist level, with successive Fists at the appropriate APL joining the battle as specified in the encounter.

Appendix 6 DMS ONLY VERSION OF THE KERSHANE PASS AREA/KERHAVEN SUB-CANTON



KEY TO THE KERSHANE PASS

Clarstadt: Roodberg fishing village, pop 900.

DasBrokenbak Ridge: A series of peaks rising to approx. 9,000ft that follows the Kershane River.

Finderlord Island: An ancient holy site of the Grove.

Forgardt: New Roodenhund community, half-built castle, pop 300.

G1-G2: Guurhok cavern complexes, pop unknown.

Glacier: Source of the Kershane River, called by many the Broken Shelf by others the HanJosep Glacier, approx. altitude 21000ft.

Guurdorf: Ancient Elven city, now occupied by main clan of the Guurhok, pop 4500+

Hygardt: Roodenhund castle/keep and mining settlement pop 500.

Illanoff: Elven community, pop unknown.

Katzberg: Fellkatz fortress town, pop 1600.

Katzflow River: A sacred area of the Grove.

Kershane River: One of Perrenland major rivers, it empties into Lake Quag.

Kershane: Ancient Gray Elven city, pop 4500.

Meersdorf: Oostmeer fishing village with Roodberg over-lordship, pop 600.

Meerstradt: The narrow and treacherous passage between the shore and Finderlord island.

Midgardt: Roodenhund walled town, pop 1300.

Mt. Sedhane: The Hollow mountain 19,000ft.

Mt. Sentvoor: Highest Peak in Perrenland @ 31000ft.

Mt. Teal: Mountain of 25,000ft.

Rooddorf: Roodenhund fortress, pop 350.

Sedhane: Elven community, pop unknown.

Sentvoor River: A fast flowing river that is tributary to the Kershane.

St Cuthberts: High Pass community with a fortress monastery called St Cuthberts nearby, pop 900.

The Vesve Hills: The wooded hinterland of the Vesve and Clatsberg mountains, home to all manner of wild creatures.

Tielmannschlauss: Mountain community, mixed clans, Roodberg overlordship, pop 900.

Twin Bridges: Roodberg fortress town, see main text, pop 1500.

V1-V8: Surviving Fellkatz Stadts of between 20-90 people each.

Vangardt: Roodenhund agricultural town, pop 1100.

Visthaven: Capital of the Sub-Canton of Kerhaven, ruled over by the Roodenhund Sept, pop 2800.

Vosdorf: Fellkatz fortress town, pop 1200.

APPENDIX 7: A GLOSSARY OF STAMTAAL

Canton: One of Perrenland's eight political divisions.

Graf: A generalist term used to describe any of the hereditary clan nobles of Perrenland

Grafgardt: A body of troops that Perrenland's Grafs are allowed by traditional law to maintain at their own expense. The size of a Grafgardt depends on the rank of the noble. A Pfalzgraf can maintain a Grafgardt of 100 troops. An Obstergraf can maintain a Grafgardt of 50 troops. A Landgraf can maintain a Grafgardt of 20 troops. To exceed this total is not only illegal but considered highly dishonourable.

Grossmark: A large gold coin equal to 5 gp.

Helftmark: A large silver coin worth 5sp

Hetgardtsmann: The captain of a Grafgardt.

Kleinmark: A standard silver coin worth 1 sp

Landgraf: A minor noble of a clan, generally the head of a minor sept (subclan). Best historical comparison would be a Baron.

Mark: A standard gold coin equal to 1gp

Obstergraf: An important clan noble generally either the head of a major sept of a clan or a close blood relative of a Pfalzgraf. Best historical comparison would be a Count or Marquise

Pfalzgraf: The leader of a Canton or province of Perrenland. In the case of Clatspurgen, also the head of the Roodberg clan with hereditary title to the position. Best historical comparison would be a Duke or Sub-King.

Pfennig: A standard copper coin worth 1cp.

Sept: A smaller division of one of Perrenland eight major clans. A Sept depending on size, wealth and importance is considered either a Major Sept or a Minor Sept. A Major Sept will have an Obstergraf and generally has over 5000 members divided into Minor Septs of between 100-1000 each. These Minor Septs are led by Landgrafs. Minor Septs generally use the same clan name and colours as the Major Sept they belong to.

Stadt: A traditional group of building, often with a low defensive wall, occupied by a extended family of between 10-80 individuals. Some Stadts have retained this lable but grown into large communities.

Stamtaal: The term used to describe the accent of the common tongue in Perrenland. It usually takes a month for visitors to be able to understand Stamtaal reasonably fluently (Intelligence check DC 10 to understand the basic meaning of a communication until 4 TU have been spent in Perrenland). The Overking's Common is a slightly simpler dialect and can be learnt in a fortnight by most Stamtaal speakers (Intelligence check DC 10 to understand the basic meaning of a communication until 2 TU have been spent outside Perrenland). All PCs created with Perrenland as their home region will speak both dialects unless they have a penalty due to intelligence, in which case they must choose one dialect or the other to be initially fluent in.

Appendix 8 - Vosserkatz

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	6 (+2 size, +4 dex)
Attacks:	2 claws +0 melee, Bite +0 melee
Damage:	Claw 1d3, bite 1d4,
Face/Reach:	2.5 ft. by 2.5 ft. / 2.5 ft.
Special Attacks:	Pounce, improved grab, rake (1d3)
Special Qualities:	Bond (sp), Evasion (ex)
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 19, Con 13, Int 2, Wis 12, Cha 6.
Skills:	Balance +10, Climb +9, Hide +7*, Jump +14, Listen +5, Move Silently +10, Spot +5.
Feats:	Improved Initiative
Climate/Terrain:	Temperate forest, Hills and Mountains.
Organisation:	Solitary or Family Group (2-8).
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	2-3 HD (Medium-sized)

The vosserkatz is a legendary animal of the hills and mountain ranges of the Quaglands (Perrenland). It has, since ancient days, been associated in totemic form with the Flan peoples of this region. The legends and myths of the Vosser clan in particular have given it its modern name-sake, yet depictions of it found in ancient Ur-Flannae ruins in the region predate this clan's establishment in the mountain valleys of the Quaglands. Some scholars seem to feel that this indicates that the modern Vosser clan may, in fact, be simply a modern remnant of the once thriving indigenous Ur-Flannae peoples that inhabited the Quagland in prehistoric times. Regardless, the legend attributed to the vosserkatz is one that hints at a dualism. The vosserkatz is seen as being both a protector and harbinger of trouble. The Vosser clan seems to attribute some magical nature to the animal, yet no evidence of this has ever been found. It is, however, peculiar that the animal will resist all calls to friendship with humans unless it is called by one with Vosser heritage. The Vosser clan hold the vosserkatz as sacred, and some with the talent amongst them take them as animal companions or familiars and have a higher level of prestige in the clan for doing so (+2 reaction modifier to Diplomacy and Gather Information skill checks). If the vosserkatz is gained as a familiar the master gains a +2 bonus to Hide skill checks.

Legend, that may be based in fact, suggests that, at times, a litter of vosserkatz is born with magical abilities, an aberration from the otherwise mundane nature that captured specimens display. Vosser legends portray the birth of such a litter as a warning that trouble for the clan is manifesting. To harm a vosserkatz is to earn the ire of the any Vossers who gain knowledge of such a travesty. The hunting and killing of vosserkatz is said to be the main cause of continued tensions between the Vosser clan and the Roodberg clan, who prize the pelt for its camouflage ability. (A vosserkatz cloak gives a +6 to the wearer's Hide skill checks in mountainous or wooded terrain. Possession of such a cloak shifts all Vosser reactions to unfriendly and gives a -4 ability check modifier on all Diplomacy and Gather Information checks with Vosser clansman.)

Combat

Pounce (Ex): If a Vosserkatz leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the Vosserkatz must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A Vosserkatz that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3 damage each. If the Vosserkatz pounces on an opponent, it can also rake.

Bond (Sp): A Vosserkatz is not subject to any form of animal friendship, nor can it be taken for a familiar. The exception to this rule is that it will bond as an animal companion any good aligned demi-human with Vosser heritage, this the class ability to gain an animal companion or familiar.

Skills: *Vosserkatz gain a +6 racial bonus to Hide and Move Silently checks in rocky or lightly wooded terrain.