

PER3-05

# LOST SOULS

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure

Version 1.0

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A leader lost, a nation is in turmoil, a race against time to save the nation from ruin. Can you retrieve the lost souls and foil the prophecy that cries the nations doom. For APLs 4-10

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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## Introduction

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:

1. 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.
2. 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.
3. 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.

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.
2. 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.

	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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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 fact 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 1<sup>st</sup>-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 1<sup>st</sup>-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 One-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.

## Adventure Background

This scenario is set in the Concatenated Cantons of Perrenland, in and around the capital city of Schwartzzenbruin. It follows events started in *The Voormann's Daughter*, *Night of Steal*, *Promises To Keep*, *The Pfalzgrafs Fury*, *Dark Waves*, *Wild Goose Chase* and *Tinderbox*. It is preferable, that characters have been involved in the events of these scenarios.

**Note:** This scenario's TU cost can be used towards the annual cost for members of the Old Kerk or the Auszug.

## Adventure Summary

In this scenario the PCs learn that a contract has been taken out on their lives, when an assassin attempts to collect on it and is foiled. They subsequently learn from a "Bard of the Kerk" that, in fact, three contracts have been taken out on their lives. Two of the contracts are for their death, but the third has been taken out with the terms that the PCs be kept alive. This third contract has been accepted by the mysterious leader of the "Old Guild" of Schwartzzenbruin known as "The Het", who has hired the Bard to arrange a meeting with the PCs.

At the meeting with "The Het" the PCs learn the whereabouts of Hanne Weisspeer the Voormann daughter, who after being rescued from Karl Hussen her kidnapper has, in a twist, subsequently fled with his body after the PCs killed him in the scenario *Tinderbox*. Information just to hand indicates that she has boarded a trading ship from Greyhawk called the "Lady Dersta" that very evening and left Schwartzzenbruin bound for ports unknown. Moreover "The Hets" sources are certain that she has some magical gems called Souls Stones with her, and they these gems contain the sundered souls of Hasten, Gutherie and perhaps Karenin.

The PCs soon find themselves aboard another ship in hot pursuit. On board they learn that Ingolt Weisspeer the Voormanns uncle and the aged demagogue of Perrneland who had been thought murdered is in fact alive. Looking years younger he explains the situation to the PCs and introduces them to the payer of the third contract on their lives, no other than Karla Hussen, Karl's mother. With the subsequent help of the ship, its crew and those who Karla and Ingolt seem to have gathered the ship Hanne is aboard is chased down.

In a final set of encounters involving a shipboard battle, the PCs learn that Karl still lives and that both he and Hanne seem to be controlled by a priest of Tharizdun and his disciples. In a final twist Karl himself saves Karla and the PCs in the final battle

revealing that perhaps all this time he was in fact only a simple victim of evil rather than evil himself.

## Introduction Bad Ale

Give to the PCs Players Handout #1.

This is called "State of the Nation". Let them read it, and then proceed to read the following.

*This evening, in Schwartzzenbruin, you have retreated from the damp cold autumn night to the front room of The Lantern, a tavern where you have had several dealings of late*

*In the corner, a trio of bards has been playing some of the old tunes and has roused the crowd - including yourselves - from the doom and gloom of the times. One of the bards, a very good looking half-elf female, is actually a Bard of the Kerk. You have heard that many of these cultural Bards have been dispatched by the "Cli College" to try and lift the spirits of the city folk. If nothing else, this particular bard has caught the eye of the crowd and it has been responding to her quips and flourishes all night. She has even used some of your own exploits - painting you all as local heroes of sorts in order to keep spirits lifted. As a result, the drinks have been flowing to your table quite freely.*

*Yet another round of free drinks has just arrived and the patron, whose generosity has bought them, has loudly proclaimed the fact and called yet another toast to your continued good health.*

*As you are about to lift your tankards to return the toast towards your benefactor, you are surprised when the Bard of the Kerk suddenly jumps up onto your table! With the sloshing of good ale, a flourish of cape and a wicked grin she has proceeded to loudly bellow the ancient drinking challenge of Perrenland. This is a tradition everyone worth their salt knows about, and which the whole house including yourselves now takes up.*

*"...A round of ale for the mighty heroes, a round of ale for them all.*

*Yet the buyer's still sober, how can this be? Are his pockets that empty come along now let's see. If he has the silver, if he has the gold, then he should share freely and act far more bold.*

*But if he has pennies, or his pocket is bare, well do the shouting, that only fair*

*So if he the rich man it's a round for us all, but if he's a real man then he'll drink till he falls. Skull, Skull, Skull, Skull....."*

*With that the buyer, now very red faced, is shoved forward with much joviality by the crowd to the foot of the table before the Bard, now mistress of ceremonies. Here she proffers forth the first of the large tankards on the table, which the man takes with some trepidation. As the crowd shouts skull over and over again in encouragement he raises the ale to take a drink...*

*You are all surprised when he flings his ale away and leaps across your table and smashes out of the window and into the street.*

The buyer of the ales is an assassin called Raskin and he has poisoned the tankards with a slow acting yet fatal poison. To drink the ale would be his death and he is not prepared to go quite that far. Trapped by his lack of local custom he now has only one choice, to get away. His employer will not be happy but at least he will not be dead.

**DMs note:** If any player does attempt to drink the ale let them realize that it has a strange acrid smell about it.

### All APLs

↗ **Trap CR 0/9:** “Cadaver Fungus Spores” Fort save DC18, onset time 1 hour for 1d10 Con, secondary 1 hour later death. A *Neutralize Poison* spell will not remove this poison only delay its onset or the secondary effect for one 1d4 hours. Only a *Neutralise Poison* spell used in conjunction with a *Remove Disease* spell, or a *Heal* spell can remove the spores from a victims system and prevent eventual death. Only a successful DC30 Heal or Alchemy skill check will reveal this information as the poison and its effects are not well known.

**Tactics:** Raskin is simply trying to escape, he will succeed at this regardless of PC actions. It will be unlikely that any PC will be ready enough to stop him anyway as he automatically win initiative. He is not concerned with killing any PCs now just in making his escape. Once out into the street he simply vanishes into the fog as if by magic. His stats are not included.

Read the following once the PC look for him:

*The thick fog coupled with the obvious skill of the man has foiled any attempt to track him down; perhaps he had magical assistance as well. You quickly realize that pursuit is pointless. The crowd in and out of the tavern is in an up-roar. The Bard of the Kerk with a whistle worthy of any drover snaps everyone's attention back to herself. She points at the spilled tankards of ale as the wood of*

*the table begins to bleach a strange white color, “poisoned” she says in a clear voice. Then ten men dressed in bronzed breastplates and wearing helms in the shape of roaring bear enter the tavern. Their commander (the Hetbruinsmann) roars above the din of the crowd. “What in the name of the gods is going on here?”*

*The Bruinsgardt Schwartzenbruins ancient guards have arrived.*

*The Hetbruinsmann quickly puts everyone in their place and then turns to you.*

*“So what's going on here?”*

Let the PCs explain the situation. At the end of the PCs explaining themselves read the following

*He turns to the Bard of the Kerk who has been sitting quietly watching everything and asks, “is this true?”*

*Her reply is a simply “Yes, he was trying to poison them, but failed.”*

*“Right then” he says “no point looking for him now he is long gone, an Ootlander no doubt. All of you may as well go home, that's enough excitement for one night, and you (pointing at the PCs) be careful from now on”*

Proceed to **Encounter 1: “An invitation”** at this stage.

## **Encounter One** **An Invitation**

Regardless of weather Raskin has been captured, killed or escaped, the PCs know that he attempted to kill them. This encounter begins with the PCs still in the Lantern (or nearby depending on circumstances) and concerns the Bard of the Kerk who intervened to save their lives. Now the PCs should want to question her anyway, and if they don't then she tracks them down.

### **The Bard's Mission**

The bard is Jemmeny Moonsong, and she has been asked to bring the PCs to a meeting with “The Het”, the mysterious leader of Schwartzenbruins semi-legitimate “Old Guild.” The fact that she has clearly saved the PC's lives should have them feeling at least a little obligated to her. If the PCs approach her after the Raskin incident she will be quickly packing her instruments away and will respond to their approach before they can speak. If she tracks the PCs down she will also open conversation. Either way, what she says is the same:

*"That was a close thing my friends. Poisoned ale so simply administered we nearly missed it! Lucky that I spotted him spiking the tankards! It is often the simple methods that are the most effective, though. We will have to be more careful. You have made as many enemies as friends in this city. If it was not for the foresight of one particular friend, you may not have survived the night...come to think of it the night's not over, so we had better not count our chickens just yet..."*

Jemmeny has the following information to give the PCs should they ask the right questions:

- Who are you? : *"I am Jemmeny Moonsong a Bard of the Kerk and I have been employed to help keep you alive."*
- Employed by whom? : *"I am not a liberty to reveal my employer at this stage, but I have been asked to bring you to a meeting so that my employer can discuss a certain mutually beneficial proposition. I have been asked to bring you to that meeting now"*
- Who wants to kill us? : *"We do not know, but we do know that in total so far three independent contracts have been taken out on your lives. My employer has refused the first two but holds the third such contract, as its stipulation was to keep you alive at all costs. Very expensive that "All Costs" clause."*
- Why should we trust you? : *"I am a Bard of the Kerk I cannot perform a falsehood, tell a lie or break an oath. You have my oath that I will do all I can to protect you and that I have not told any falsehood or engaged in any poetic largesse, may Allitur have my tongue if I have"*

PCs can make a Knowledge (local) or Religion check DC 8+APL to verify that this is the truth, Bards of the Kerk cannot tell any falsehood or break any oath.

Where is the meeting?: *"At a house not to far from here, come lets go now before it gets any later."*

If the PCs look reluctant she will try and convince them in anyway she can. Once the PC decide to follow proceed to encounter two.

🔮 **Jemmeny Moonsong:** female ½ elf Bard 9 of the Old Kerk (see Appendix 3 Significant NPCs).

## Encounter Two The House

*At least it is not full winter, although you are still rugged up against the cold of the middle of the night. Jemmeny had tried to quickly lead you to the place, but the Bruinsgardt seem to be everywhere at the moment. Twice they stopped you for explanations, a dozen well-armed men itching for an excuse to do something – anything - to relieve the tension that has built in the city of late. Being allowed to go on your way was simple but you fear all to revealing, your faces have become to well known of late. Just after midnight you find yourselves across the street from the meeting place. The house is a simple three-story affair set in the middle of Ooststadt street in the Old quarter of the Old City.*

This is where an intrepid player may try to use magic to see what is inside. If so, read the following description for the appropriate spell. The tavern is protected by a *Screen* spell, page 247 DMG. Direct observation even for a protracted time will not entitle PCs to a Will save. It is also protected by a version of the *Antipath* spell, page 175 DMG. The antipathy spell will repel any familiar or animal companion, assume they fail any potential save/SR.

- *Detect Magic* = no magic except on the party.
- *Any form of Scrying* = PC is shown an example of a well appointed Schwartzenbruin house with a man asleep in a chair by the fire on the second floor, a closed book still in his lap. The title of the book if a PC looks closely is *"Famous Prophecies"* by Findalus of Dyvers.
- Commune type spells: *You feel that the house and the situation present no immediate danger and that proceeding to the meeting is the "right" thing to do.*
- Using an animal companion or Familiar to check the tavern: *As your familiar/animal companion tries to approach the house a strong feeling of uneasiness settles upon its-mind. With its willpower crumbling it quickly returns to your side, and will not under any circumstances approach the building without you.*
- Extra Dimensional Magic: *Everyone present please make a Knowledge local check DC10 before you cast the spell.*
  - Success: *You know that any form of extra-dimensional magic always fails in the city of Schwartzenbruin due to the powers of the Girdle of Dian.*

- Failure: *Your spell fails utterly and is lost.*

The PCs may attempt other methods but the place is well protected because the people inside do not want to be spied upon. The only way to truly gather any info is for the PCs to go inside. Proceed to encounter three once they determine this.

## Encounter Three Knocking on the Door

*After checking that the street is empty both ways, Jemmeny quickly crosses the street and knocks on the door. The door is instantly opened by a short man in black pants and a green tunic who sticks his head out looks both ways before beckoning for you to enter - standing aside so that you may do so.*

If any PC tries to remain outside on watch the small mans says coldly.

*"Look you either come in now, or bugger off, make you decision."*

Once all the PCs who are coming into the house have entered he closes the door. Any PC left outside can be fetched to rejoin the party one they have made up their minds.

**Creatures:** The Small Man is Yavis Bruinsvarder a human of short statue and ill humour for those he considers beneath his keen intellect. Which are most people, as it would happen. Yavis is one of the most powerful wizards in Perrenland - a fact he has kept very secret. He is one of Karenin's original adventuring companions and has been a hidden advisor of the Voormann for the past eight years. What is more, he is the brother of the leader of Schwardenbruin's underworld : the mysterious figure simply known as "The Het".

☞ **Yavis Bruinsvarder:** human, wiz 12 (see Appendix 3 Significant NPCs and their motives)

Proceed to Encounter 3 – The Het at this stage.

☞ **Old Guild members (23):** hp 17; see Appendix A.

Continue...

*Upstairs is a large room; more off-duty types lounge around but toward the back is a large table around which several figures are standing talking in hushed voices. As you approach conversation breaks off and what is obviously a large map of Perrenland is covered removing it from sight. A tall gray haired woman of obvious beauty now aged*

*a little tall steps around from the far side of the table and says the following.*

*Greetings I am "The Het" I apologize for the lateness of the hour and the obscurity of the summons. I have to date received three contracts for your lives, all from different quarters. All, at this stage I have refused except for the third, as it stipulated that it wanted you kept alive. Hence I have extended what protection I can to you within the city. No doubt you experienced this on the way here. That, however, will not keep you alive for long as others I am told have accepted the outstanding contracts for your lives, as no doubt you have realized they intent to see them carried out, a thousand gold a head greases many wet-stones. No doubt they plot to take yours whenever an opportunity presents itself. So this leaves me with a dilemma. If you die I don't get paid my fee, an event I am sure you are as keen to avoid as I am. So I have a way that will at least get you out of the city and also a task from your benefactor to repay her expensive generosity.*

☞ **The Het:** Female Human, Ari9Rog5. (see Appendix 3 Significant NPCs)

The PCs can ask a lot of questions at this stage, she will meet them all with the grace of someone in a hurry but trying to be polite. What she knows that she will reveal are the following.

- ☞ *"You have foiled a great many well laid plans of late as well as sided with the Weisspeer faction. Does it truly surprise you that there are many that would be glad to see both your influence removed and what you know destroyed?"*
- ☞ *"The identity of your benefactor is best keep secret until you can be brought to meet her".*
- ☞ *"The way out of the city is aboard a ship that Jemmeny will take you to soon."*
- ☞ *You must agree to accept the task before I will reveal it to you, I have been told that your word can be trusted.*

PCs who insist on further questions will get nowhere, bring told the following by "The Het"

*"Time presses and I have said all I am at liberty to say, until you agree."*

PCs who question the word of "The Het" or try and use truth divining magic without due subtlety will get the following reaction.

*The face of "The Het" clouds with anger and around you several swords are drawn and angry murmurs can be heard. Jemmeny with real concern in her voice says the following to you.*

*"On my word as a Bard of the Kerk I can assure you that the word of "The Het" can be trusted and should be trusted. Your concerns although valid are simply invalidated by the needs of the situation. Many powerful forces are at play here, and some we do not yet understand, this is the reason for you being here. Three contracts have been posted for your lives. The ultimate purpose and banker of two of them remain hidden from us; the third we know well but to reveal "her" at this stage would compromise much that we have set into play. So assist us in reaching an understanding with you, if you accept your task I will personally explain all I can to you."*

If the PCs accept: read the following.

*"Excellent she replies, well there is little time to waste. Jemmeny, you know the way".*

*In the bay rests a ship. We need you to board it as our prisoners, for it is our intention that for a while at least you will be deemed dead. Several bodies... don't ask... have been placed on board this vessel, and they will be weighed down and sunk into the bay. Our enemies will think we have carried out the contract. This will give us a brief advantage in the game. Whilst you travel to a meeting with the holder of your "safe passage" we will launch an attack on a rival guild who holds another of the contracts, so as to further slow down their discovery of our little deception. This may give you, at best, few hours' lead. Jemmeny will accompany you to the meeting and as promised she will answer what questions you may have during your trip. All questions are best left for her. The arrangements I have made must occur now. There is little time. Jemmeny, you know the way.*

At this point fetch any absent PCs and proceed the **Encounter 3a** Trip to the Ship.

If the PC refuse, try to convince them. If they still refuse read the following

*The little man escorts you down stairs and bids you good luck as he sees you through the door. The streets have become eerie as the deep fog of midnight creeps into the city.*

Proceed to **Encounter 4 – The Assassins**.

## Encounter 3a The Trip to the Ship

*For the next twenty minutes you learn a lot more about the city of Schwartzbruin and the resources of the Old Guild. Via a cellar in the house you have been taken on a subterranean tour of the Old City. Through tunnels, cellars and guard posts you have realized that there is definitely truth to the old rumors that there is a city below the city. Eventually, you have arrived in a large lakeside cave on the northern side of the island you think. Two men wait there with a longboat pulled up into the shingles. Jemmeny bends down and recovers something from the sand. Turning to you all, she says : "Now for a bit of deception", and rattles the set of shackles she has picked up with a wide grin.*

Some PCs may refuse at this point. If they do read the following description.

*Jemmeny frowns at your refusal, and says, "It is a bit late to go all squeamish. The ship is waiting and we must get underway. Trust I know is a precious commodity these days but I do not speak to leads you astray here. The importance of you to the safety of the nation is something we have paid dearly already this night to keep intact. Other even now others die to keep you alive. This is not simple drama; this is the beginning of a war to keep Perrenland free. Now please put on the shackles and play your part.*

If any PC still refuses, Jemmeny gives them a look of pure disgust, read the following

*With bile dripping from every word she spits on the ground at your feet. "Coward(s) to think he thought so highly of you to be betrayed in the hour he most needs you, go then if you must but all protection is withdrawn"*

This is the final chance for the PC to put on the shackles and get in the boat. Refusal at this point will disclude any single PC from further participation in the scenario. If the entire party refuses read the following

*Jemmeny escorts you up flight of stairs and through the cellar of another house. She bids you good luck as she sees you through the door. The streets have become eerie as the deep fog of midnight creeps into the city.*



Proceed to **Encounter 4 – The Assassins**.

If the PCs put on the shackles proceed to **Encounter 5 – Ingolt Weisspeer**, reading **version A** of the introduction for that encounter.

## Encounter Four The Assassins

*As you wander down the street, your minds must be wondering what having the protection of powerful allies withdrawn means! The fog has now closed in for real, and your vision - regardless of type - has been effectively halved. It is the chance scuff of a foot on a slightly raised cobblestone that alerts you to the fact that you are being followed ...*

Listen checks DC 11+APL will reveal that there are several sources of sound from both in front and behind. Give the PCs one round to prepare then read the following

*It seems that you have company all around you! As you prepare to find out one way or another out of the fog hurries a single figure. Hands raised in the universal sign of peace, the figure stops before you all and throws back a dark hood revealing an older man.*

If any of the PCs have played “A Night of Steel” they will recognise this man as Old Ned, the companion and supposed lover of Ingolt Weisspeer the Voormann Uncle a man they should be able to trust. If so, read the following

*You recognise the man before you as Old Ned – the man who helped you when you were trying to save Ingolt Weisspeer. Some whisper that Old Ned is actually Ingolt’s lover, but what he is doing here is the real mystery. He says the following. “If you want to live out the next few minutes of your lives I suggest you come with me quickly now.” He turns and heads back in to the fog.*

If the PCs have *not* played A Night of Steel they should have. Old Ned in this case simply says the following.

*“If you want to live out the next few minutes of your lives I suggest you come with me quickly now.” He turns and heads back in to the fog.*

If PCs do not follow Old Ned then they must fight out this encounter.

If they *do* follow Old Ned proceed to **Encounter 5 – Ingolt Weisspeer**, reading **version B** of the introduction for that encounter.

🗡️ **Old Ned** (Ingolt’s companion), human, Rog1/Brd3; Hp 16.

### A Desperate Fight

PCs who *do not* follow Old Ned get read the following:

*Perhaps, you realize you have made a “grave” mistake as out of the fog now charges a large group of hooded men, blades drawn, and their intent clear.*

### All APLs

🗡️ **Assassin’s (40)**: Human Ftr4; hp 44 (See Appendix A).

PCs who run find that more Assassins find them and that the attack does not let up until forty of the assassins have been killed or incapacitated. At this point reward still living PCs the experience points and treasure for this encounter **ONLY** (see treasure section) and conclude the adventure.

## Encounter Five Ingolt Weisspeer

**Introduction Version A : If The PCs Went With Jemmeny**

*It is creepy rowing out in the dark to the ship, but eventually you pull alongside a large trading ship with sleek lines, and you are helped on board. Quietly, ship slips anchor as you are escorted to the forecandle. Once inside, your shackles are taken off and mugs of hot soup passed around. After a few sips Jemmeny smiles over the lip of her mug at you all, and says :*

*“I tell you truthfully, I would not have been as willing as you to place my life in the hands of another. He was most certainly right about you.” Outside you can hear the loud splashing of heavy objects being dumped over board.*

Proceed to “The PC’s Question Time”.

**Introduction Version B: If The PCs Went With Old Ned**

*Old Ned leads you quickly through the streets, and at several points you are forced to hide as large*

*groups of hooded man run past - obviously seeking you! Eventually you find yourselves being rowed out to a trading vessel with suspiciously sleek lines, and helped on board by a grinning Jemmeny who escorts you to a stateroom in the Forecastle. Here she hands you a steaming mug of soup and, grinning attractively, says :*

*"I tell you truthfully, I would not have been as willing as you to place my life in the hands of another. He was most certainly right about you." Outside you can hear the loud splashing of heavy objects being dumped over board.*

Proceed to "The PC's Question Time".

### The PC's Question Time

At this point the PCs may well ask :

- ☛ *"Who was right about us?"*  
*"Her Grin broadens, why my patron of course!"*
- ☛ *"Who is that the PCs may ask?"*  
*"That would be me," a voice says from the doorway as it clicks open. Emerging is an older man.*
- ☛ If PCs have played A Night of Steel read this paragraph  
*The last time you saw him he looked much the worse for wear. Now, Ingolt Weisspeer stands much taller and, for a man in his eighties, he looks capable of holding his own.*
- ☛ If PCs have not played A Night of Steel read this paragraph  
*"I am Ingolt Weisspeer the uncle of the Voormann and a magistrate of Perrenland, currently our enemies think me dead."*  
Continue...  
*"As you can see, stories of my demise have been greatly exaggerated ... for obvious reasons..."*
- ☛ PCs want to ask questions get the following reply  
*"Soon my friends! We have little time for that now. Your questions will have to wait. Now, please follow me."*  
*Quickly, he leads you through another door and down into the hold of the ship. Inside the hold are the little man and the man with the well-groomed beard that you met briefly back at the house. A large circle of a magical nature has been painted upon the*

*deck. "How far away are they Captain Estrem?" says Ingolt.*

*"They have a few hours on us I'm afraid," Estram replies, "But if this works, we may be able to slow them down, and catch them in the dawn."*

*"Where we followed?"*

*"Aye they sit astern, but are staying well back. Yavis has spied upon them and they are whom we suspected."*

*"Good! Yavis, can you do this?"*

*The little man clears his throat and says, "Well it's a bit bloody late to be worrying about that now!"*

*"Very well, do it. Come my friends, there is someone whom you must meet." Behind you, Yavis begins to chant magic word.*

**Development:** A PC can make a spellcraft check DC 20 to determine that he is casting a Summon Monster V spell.

Continue...

*Ingolt and Jemmeny escort you through the hold and into the sterncastle to a well-appointed stateroom. Two well-armed women stand guarding the door. They are clearly dressed in the colors of Clan Hussen. Ingolt enters without knocking. Behind a desk sits an elderly lady dressed in Hussen colors of noble hue, a large holy symbol of Allitur around her neck. The first thing that strikes you, however, is the similarity in her appearance with Karl Hussen. She looks up at you all and says.*  
*"You're late."*

Proceed to Encounter Six "Karla Hussen"

## Encounter Six Karla Hussen

*The elderly woman frowns at you all. "A pretty penny you have cost me, and that's no lie! Still, what must be done, must be done. I am Karla Hussen, the mother of a certain Karl Hussen, and this night I will see him brought to justice - dead or alive; and Hanne rescued from the magical control he obviously has over her!"*

At this point the PCs will be bursting with pent up questions, when they begin to ask read the following.

*Karla explains, "Ahead on the lake is a trading ship from Greyhawk - registered as the "Lady Dersta. On board, according to my intelligence, are Karl raised*

*form the dead, Hanne and, hopefully, the lost souls of Hasten, Guthrie and Karenin. The souls are being kept inside some black gems called "Soul Stones". We are chasing them, and when we catch them we will grapple the vessel, board her, and arrest the fugitives! It is vital, however, that Karl and Hanne do not destroy the soul stones! We need them to restore life to our allies, and restore order to Perrenland! Your knowledge of Karl and his strengths, as well as those of his allies, makes you vital to our cause and to this mission!"*

The PCs may ask and receive the following answer to relevant questions. Questions outside of these receive a universal **"I am not sure"**.

- *"It is a large trading vessel, probably the ship Karl used to transport the explosive material that originally blew up the council."*
- *"It will not be boarded easily, for it is well protected by a heavily armed and experienced crew."*
- *"Karl's life is forfeit. Hanne, however, should be taken alive - if possible."*
- *"I do not know who raised my son from the dead, but both he and his benefactor will pay for the ruin they are trying to create bring down on Perrenland and my clan."*
- *"Yavis, (the little man), will be summoning creatures about now to slow them down by destroying their sails. Under present conditions, and the speed of this vessel, we should catch them within the next two hours. He will also attempt to throw off our pursuit."*

She will end the audience by saying that she will see the PCs up on deck before the battle is joined. Have Ingolt and Jemmeny escort them up deck and tell them to prepare for the encounter ahead, before they insist on heading below to prepare in their own way. Give the PCs the following description of the ship and crew at this point

#### Der Vit Seel (The Smart Seal)

*The 130ft Galley upon which you traverse is a sleek sailing vessel and should be capable of out-running most of the traders you have seen on the lake. Most of the fifty crew except those who will reef the sails and control the boat, about a dozen in all, are preparing for battle. Stout leather jerkins or steel breastplates are being donned each with the symbol of the ZeeAuszug, Perrenland navy, upon it. Clearly this is a military vessel, but not an official*

*one. Most of the crew are armed with bucklers and longswords, but a few have Halberds or crossbows. Several are preparing grappling hooks to secure the ships once they come together. The Captain of the vessel soon finds you and introduces himself.*

*"Greetings! I am Estrem Meerjager the master of this vessel and an officer of the ZeeAuszug. I apologize for not being introduced to you earlier. As you can see, we prepare for battle! Terms will not be offered, but give quarter if it is asked and if it is prudent. I have been told that you are capable, and we have a place for you and a task if you will accompany me please."*

DM Note : The DM should then ask the PC's :

*Are any of you members of the Zee-Auszug, the Auszug, the Pax mecuri or the Old Kerk?*

Any PC who is a member gets an instant +2 bonus to any Charisma based checks with the crew of the ship and can use the 1 TU cost of this scenario towards the annual membership costs of these meta-regional organisations, by making this scenario TU free.

*Estrem then leads you back to the forecandle and through it to the open deck at the very front of the ship, where the bow-spit strikes out over the sea.*

*"This is at best a dangerous position to board from in a fight, yet tonight I think it could serve as a good place for you to gain entry to the ship. When we board, they will be concentrating on keeping us from the maindeck as that will be where we will board in numbers. We are evenly numbered, but our ship is smaller - so I will be grappling a little late to bring the fronts level. In the confusion, they may leave the jib area lightly manned relying on their archers above in the Forecandle to keep it free for the most part. We need you to board here and make your way below deck. Yavis will be employing magic to join the ship here together with a solid bridge of sorts so you will not have to worry about leaping the gap. Once on board, you will encounter resistance! But do not stray from your task, for Yavis has seen that Karl, Hanne and another who commands them are in the main hold preparing some kind of ritual. This is unexpected, and I fear for my ship. I need you to disrupt this ritual quickly and, if possible, to take them captive! If that is not possible, then consign them to Procan and be done with it!"*

Answers to some possible PC questions :

- *The Lady Dersta has about fifty crew, but we hope this will be less as Yavis is attacking them already. They will, however, know we are coming and will be prepared.*
- *The enemy ship will possibly be on fire, this should provide some illumination but inside it will be dark so have a light source handy.*
- *Yes, this is a ship of the Null; we are on secret purpose for the security of Perrenland and have been keeping Ingolt Westipeer safe upon the orders of the Voormann until this night. Now, with the Voormann gone, we have thrown in our lot with him, as that was the Voormann's order should any such event as this occur.*
- *It will be a few hours before we catch and board them, so make ready! If you need any weapons and armor for this night, see the quartermaster! Good luck and fair seas!"*

Any PC who needs equipment can obtain any of the following list of items from the quartermaster.

Breastplate, Leather Armor, Buckler, Longsword, Rapier, Crossbow with 10 bolts, Halberd, grapple and rope.

Proceed to Encounter 7 – "Der Tonderbrew"

## Encounter Seven Der Tonderbrew

*The night is cold and quiet as you try and find a comfortable place to rest for time. The ship's dozen or so kreigsmarines are circulating amongst the crew. Mostly, they appear to be assigning positions, checking weapons and discussing tactics with the regular crew about the best way to board an enemy craft. Shortly, the NCO in command of the Kreigsmarine detachment begins circulating amongst the crew as well. She is carrying an ornate silver-lipped wineskin. She stops before each of the crew and offers them a swig. She then hands them the mug saying the following words in a ritualistic manner:*

*NCO says "sword or word?"*

*Crew member replies "sword"*

*NCO replies "Then good luck and fair seas my friend"*

*At which point the crew member replies the same and takes a swig. From the grimace each makes it is obvious it is not the taste that is appealing. Soon she stands before you and offers you the mug with the same ritualistic words. What is your response?*

What the PCs have witnessed and are now being offered is the ancient ritual of Der Tonderbrew. This ritual harks back to the days of the Ur-Flanne and the secret of making Tonderbrew is well guarded amongst the few clans who still have the recipe. Some members of the Auszug, especially amongst the Zee still partake of the tradition of imbibing Tonderbrew before battle. Tonderbrew is generally not taken by spell-casters or bards so to refuse the brew is OK. The words "sword or word" refers to this choice. As spellcasters who drink the brew cannot cast spells when they rage (see below). To drink the brew is to become one with the Perrender warrior tradition.

### Effects of Tonderbrew.

Tonderbrew is not magical. It is a narcotic, but not addictive.

For 1d4 hours, the drinker of Tonderbrew will gain a slight euphoric effect but little more. If, however, a strong surge of adrenaline occurs during this period (like entering battle) Tonderbrew has the following additional effects.

- Removes all sense of fear, the drinker is immune to any fear effects.
- Blood lust. The drinker is affected as per the effects of barbarian rage from the players handbook for a number of rounds equal to 3+ the new improved constitution modifier but can be dropped at anytime with a Willpower DC10 check.

PCs may ask the NCO about the ritual and she will gladly squat down and explain the effects to them.

Karla will then appear again and tell the PCs the following.

*"I apologize for my curt treatment, but I am tired and wearied of this whole affair and would see it ended. My son's betrayal of his country and folk has been a sore blow to me but I will see justice done and the honor of my clan restored. We will not achieve this end, however, without a desperate fight; but we will do all we can to ensure our victory. I will monitor your progress and try to assist you if I can once battle is joined. We suspect that they have some capable users of magic aboard, so be prepared to meet magical attack! It is vital you end the ritual that has begun! May the gods bless you and guide you!"*

She then touches three of the PC (choose at random) casting the spell *status*, p256 PHB, upon each of them. Proceed to **Encounter 8 – A Fight at Sea**.

## Encounter Eight A Fight At Sea

Refer to Map A for this encounter.

*Time before a battle has always had a unique feel about it, and the next thirty minutes pass as if an age itself has had to run its course. Everyone aboard your ship is ready and restless. The occasional mumbled prayer can also be overheard. About ten minutes ago, your ship entered a bank of lake fog and cloud, but the captain has not slowed her down. Some of the crew can be overheard talking about this being a common tactic of a ship's mage to hide a ship. The Vit Seal, however, is running fast - despite the fog - with a fly of foam and the creaking of cordage and canvas. It is making towards your quarry, as it almost instinctively knows where it is. Suddenly, through the fog, a dull glow begins to emerge and the crew around you draw their weapons and knock and load their crossbows. The balista crew above you swings the cumbersome weapon towards the glow. In less than a minute, you can clearly see that there is a ship ahead! Many of its sails are alight, and small fires have broken out on deck. A sudden bellow makes you realize that battle will be joined in a matter moments!*

*"Back sail and prepare to grapple and board!!"*

*A wave of arrows hits the Vit Seal, most missing in the gloom, but the occasional grunt indicates that one arrow at least has found its mark. Near to you, a balista bolt smashes into the Forecastle, throwing up splinters and dropping several crewmembers, causing the Vit Seal's own balista to misfire. Obviously, they do not mean to surrender without a fight!*

At this point, get the PCs to roll their initiatives and give them three rounds before collision and the formation of the bridge between their position and the enemy ship. Refer to Map 1a for this and place Map 2b down for the players. The battle on the main deck will run its course regardless of the PCs and they will not be presented with the opportunity to assist except on the peripheral.

**Designers note:** The main part of this battle has been left out of this encounter, as it would simply take too much time to run it all in most convention

situations. Instead, the PCs will play out their small but vital role in the battle.

### Flow of the overall battle

The rest of the crew of both ships not detailed as they will not have an active part in the fight the PCs are involved in. Once the PCs head below the crews continue to battle it out above for 5 more rounds before all the officers of the Lady Dersta and down and the crew of that ship surrenders. It will then take many minutes to disarm, round-up and generally secure the ship.

### Yavis's Bridge

*As the ships come together, you can see the following for free:*

- *Many parts of the Lady Derstra are still burning freely this provides the equivalent of torch-light up on deck.*
- *The crew of the Vit Seal have successfully thrown across grappling lines and have succeed in hauling the two ships together. The Kriegsmarines have already leaped or swung across except for one who slipped and has been crushed to death by the two ships as they came together.*
- *Another ship flying the flag of Perrenland and crowded with armed Kreigsmarines is bearing down on the Lady Dersta from the other side. This has caused the defenders of the lady Derstra to split themselves to defend on two fronts.*
- *On the Forecastle of the lady Dersta directly across from you is a balista begin hastily reloaded by three crew members, it will be ready to fire next round. Three other crew are leveling crossbows and bows at you from the deck or rigging of the Forecastle.*
- *Two figures oppose you at the same level and, like yourselves, are a bit surprised when the wooden railing and deck structures of both ships suddenly mould themselves together into a narrow 5ft wide by 10ft long wooden bridge, thus joining the two ships together!*
- *You can see Karla nearby with her bodyguards and, suddenly, you are affected with a bless and a prayer spell which gives you all a +1 morale bonus to attacks and saves; and a +1 luck bonus to attack, save, skill and damage rolls.*

Now the PCs need to get across. The Bridge is solid and firm and will keep the two ships join together throughout the fight.

As they move across the two figures move to oppose them. These are Winnon and Olesta, Beruse's twin teenagers, and have been ordered to protect the doorway into the Forecastle. Read the following.

#### All APLs:

☛ **Winnon and Olesta:** Human Male and Female human Fgt4; hp 36, (see Appendix A)

*Your two opponents across the narrow wooden bridge are identical twins - except that one is male and one is female. They appear to be in their late teens. Their weapons are drawn, but they are staring at you wide eyed and in obvious fear.*

**Development:** The twins have not fallen sway to the machinations of Brar (like their father has) and have found their world of relative peace recently turned upside down. Any reasonable diplomatic approach to them by the PCs has a good chance of seeing them sheath their swords and stand aside from the doorway that gives access below, with the a shout of caution:

*"Beware! They know you are coming!"*

Otherwise, they will fight until one of them goes down at which point the other will scream in anguish and beg for mercy for their downed sibling.

Either situation may get raging PCs to make Will saves.

The crew above will not give in, however, until their captain gives the order and will try and stop the PCs form boarding even if the twins stand aside. See below for their response to the PC trying to board.

#### **Tactics of the Crew of the "Lady Dersta"**

**Rnd 1:** The balista crew will target any PC who tries to cross the bridge. The crossbowmen and archer will also shoot whomever they can to best effect, especially PCs who look like they are casting spells. If forced to fight, Winnon and Olesta will attempt to Bull Rush anyone who tries to cross the narrow bridge and, if possible, allow Olesta to add her strength bonus to Winnons attempt as a synergy bonus. Any PC forced back 5ft or more must make a balance check DC 20 or fall into the lake and be forced to swim or drown.

**Subsequent Rnds:** The balista crew will take 2 rounds to reload before they can fire again. The crossbowmen and archer will continue to fight with ranged weapons unless a PC close to within 5ft, in which case they will

drop them and draw their melee weapons. The balista crew will also draw their weapons if they are closed with.

#### **Combat Notes:**

- ☛ A ship is not a very easy place to fight on. Reduce all movement to half due to obstructions, pitch and roll etc. Exception PCs with 5 ranks in balance can move as normal.
- ☛ Anyone firing against opponents in the Forecastle or across from one ship to another finds that their opponents have a +4 cover bonus to their armor class as well.
- ☛ Climbing up or down a level takes practice and experience, thus any PC without Profession (sailor) or a balance skill of 5 ranks must make a Climb DC 10 or fall taking 1d6 points of damage and ending up prone for their next action. A PC can take 10.
- ☛ Anyone who falls into the lake and attempts to climb back on board either ship must succeed at a Climb check DC20. This is reduced to a DC10 if someone throws them a rope etc. A PC can not take 10 to do this.
- ☛ Inside some parts of the ship due to low bulkheads, narrow companion ways and fixed fittings everyone is considered to have +2 cover. This negates attacks of opportunity within many parts of the ship. The exception to this are the Cargo and Steerage decks which are normal, or against an opponent who has been forced to climb to jump down a hatch though a threatened area.
- ☛ A 5ft adjust cannot be used to move up or down ladders, ropes, stairs etc aboard the vessel.

**Designers note:** Encounter Seven is not going to press a clever party very hard unless they are unlucky. Hence the fixed APLs. In the Play tests it taxed most parties less that 10% of their assets. It has deliberately been designed this way to give the PCs a false feeling that this whole event may be a bit of a walkover.

Then they encounter Remell ...

If a PC enters the forecastle proceed to Encounter nine "**A Sneak Attack**"

## **Encounter Nine A Sneak Attack!**

Refer to Map B (forecastle and cargo hold)

*A doorway leading from the open deck to other compartments stands open before you. Before entering, you can see that at best you will have only ambient light. The sounds of battle all around*

*make it impossible to hear anything that may be inside this room.*

A light source ignited and taken into the room by a PC or a PC with darkvision or lowlight vision outside the door can see the following.

*This room is obviously used as crew quarters amongst other things. Three dead bodies, horribly burned, have been laid out on the floor on the left-hand side. To the right, is a large hatchway with a narrow wooden stair at a precarious angle descending into the hold of the ship. The two doorways to the maindeck are closed.*

Standing near the open hatch is Remell - a very capable assassin in the employ of Beruse, the ships master. He cannot be detected, seen, or heard. The exception to this rule would be a True Seeing spell that will not reveal him but will allow a contested spot to his hide ability, DC 20 + the APL.

#### APL 4

☛ Remell, Beruse's Assassin, human, Rog 5, hp 27, (see Appendix A).

#### APL 6

☛ Remell, Beruse's Assassin, human, Rog 7, hp 37, (see Appendix A).

#### APL 8

☛ Remell, Beruse's Assassin, human, Rog 9, hp 47, (see Appendix A).

#### APL 10

☛ Remell, Beruse's Assassin, human, Rog 12, hp 62, (see Appendix A).

**Tactics:** Remell is not the kind to fight to the death on his own. He will use his mighty short composite bow to sneak attack the first creature to enter the room **once only**, then tumble down the hatch joining the disciples and alerting them, down here he can employ his skills to best effect. If the Disciples are all killed he will attempt to flee and will surrender with the rest of the crew of the lady Dersta outside of this encounter.

Once he has tumbled down the hatch read the following

*The hatch opens up into what must be the main hold and, again, the lighting is ambient at best. It will be difficult to get down without drawing an attack of opportunity. To jump and tumble may be*

*the only way. Little can be seen inside without lowering one's head through the hatch (accompanied by a light source). This is something only the very brave might attempt ...*

Inside, stand four disciples of Tharizdun who have been order to stand and die (which they will do). They are protecting the hatch down into the steerage deck where their masters, Karl and Hanne, are trying to finish the ritual. Give the following description to any PC who can see the 60ft of the main hold.

*This large hold is almost empty. The ship, obviously, did not take on a new cargo before it left port - it's passengers being the exception.*

If a PC can see the Disciples read the following:

*Standing in readiness are six naked men. Their bodies have been smeared with the blood and oils used in a grizzly ritual. Underneath the blood, their skin is covered with horrific ritualistic burn marks and branding. These are, for the most part, large chaotic spiral designs.*

If the PCs can't see them read the following:

*A boy child lays discarded to one side, face down in a pool of blood. Obviously the child has been murdered and used in a grizzly ritual of some sort.*

**DMs Notes:** At Higher APLs, four of the disciples will be *invisible* reducing those able to be seen to two.

If any of the PCs have already played the scenario "The Wyvern's Claw", then they will immediately remember seeing these same strange symbols on the door of the Temple Of Dagovach.

Otherwise, a Religion check DC 8+APL will reveal the following:

*These symbols belong to the cult of Tharizdun - a depraved god who was defeated and exiled by the combined might of all the gods of the Flanaess in an age long forgotten.*

#### APL 4:

☛ Disciple of Tharizdun (4): Human Bbn1; hp 13, (see Appendix A)

#### APL 6:

☛ Disciple of Tharizdun (4): Human Bbn1/Clr1; hp 19, (see Appendix A)

### **APL 8:**

☛ **Disciple of Tharizdun (4):** Human Bbn1/Clr2; hp 25, (see Appendix A)

### **APL 10:**

☛ **Disciple of Tharizdun (4):** Human Bbn1/Clr4; hp 31, (see Appendix A)

**Tactics:** They will have used any of their spells that enhance them already, especially the *Protection from good* spell, to enhance their AC and, at each increase in APL, further defensive and personal enhancements have will have been used in the following order (stacking from APL to APL).

**APL 6** same as APL 4

**APL 8** *Divine Favor* +2 attack and damage (luck); *Aid* for 5 Hitpoints and +1 to attack and saves (morale); *Bulls Strength* for +1 attack and damage (enchantment); and *Invisibility* (see attack modifiers p 132 PHB).

One of the disciple's (T4) has a *True Seeing* running that will reveal any PC who is using magic to get into the hold unseen. He will direct the other disciples if necessary to attack this PC. Apart from that their tactics are simple. Use a *Doom* spell on each PC and then rage to hack the PCs to death with their battle-axes or perish in the attempt.

If Remell is also present he will attempt to flank and do damage without getting himself harmed if possible. If the PC defeat the disciples he will flee and no longer bother the PC if possible.

Once the disciples are defeated proceed to  
**Encounter 10—Confronting Karl**

## **Encounter Ten Confronting Karl**

Refer to map B (Steerage Deck)

*From the hatch, you can see that the cargo hold below is lit. From it you can now hear a steady chanting. As you approach, it suddenly stops.*

Any PC looking down into or entering this level of the ship will see the following :

*Inside, weapons drawn, are Karl Hussen and Hanne Weisspeer - both looking grim faced and worn. Karl has obviously been brought back from the dead, and has some new equipment. Hanne is much the same as you last saw her, except more disheveled than ever. A third figure [Brar], dressed in crimson robes with the same spiral symbols*

*woven in all over as the men you have just killed, stands behind the both of them - eyes closed - mumbling silent words. On a cloth within a magic circle are two black gems. Lying curved around the circle are two dead bodies - their feet bound. In the third man's hand is a strange looking metal rod that ends in the carved visage of a face : its mouth wide open in a silent scream. This is pointing at the two gems. Suddenly, his eyes snap open and he looks directly at you! He quietly snarls, "Kill then my children ... Kill them all!"*

*In response, Karl and Hanne spring into action, and begin to defend the way down!*

**DMs note:** In this encounter it is important for Brar's initiative to be higher than Karls, Thus Karl should in after Brar's go.

PCs may not recognise the man in the beginning but this is Brár Ulfrig a cleric of Zilchus and companion to Karl. He is now revealed in a different light! The ritual he is performing has now been interrupted, and he will be seeking some revenge before he leaves his two slaves to die and uses his *Word of Recall* to escape. Any PC who has played "Promises to Keep" will recognise him if they get within 10ft. He is looking a bit older, drawn and fanatical but is otherwise the same man.

### **All APLs**

☛ **Kârl Hüssen:** Male human Ari4/Ftr4; hp 44, (see Appendix A).

☛ **Hánnè Weisspeer:** Female human; Ari2/Brd4/Rog2; hp 34, (see Appendix A).

### **APL 4**

☛ **Brár Ulfrig:** Male human Clr6; hp 32 (currently 52) (see Appendix A).

### **APL 6**

☛ **Brár Ulfrig:** Male human Clr8; hp 40 (currently 60), (see Appendix A).

### **APL 8**

☛ **Brár Ulfrig:** Male human Clr10; hp 48 (currently 68), (see Appendix A).

### **APL 10**

☛ **Brár Ulfrig:** Male human Clr12; hp 56 (currently 76), (see Appendix A).

**Tactics:** Brár has complete control of Hanne and Karl (at the moment) and he knows they will be able to hold most of the PCs at bay at least for a while. Brár,



however, is furious because he had hoped to place the souls of Hasten and Guthrie into vassal bodies and torment them a little before subjugating them to his control. As a result, rather than fleeing instantly, he will be bent on taking out as many of the PCs as he can before he goes. He has, however, no idea that Karla is about to arrive and change events. Brár will use the following spells, if he can, at the appropriate APL in the first two rounds if able.

**APL 4:** *Dispel Magic* and *Hold Person*.

**APL 6:** *Dispel Magic* and *Confusion*.

**APL 8:** *Dispel magic* and *Unholy Blight*.

**APL 10:** *Greater Dispelling* and *Slay Living*.

On the third round, Karla will appear behind him out of thin air just before his initiative and using her rod of negation cancel the effects of his rod of Lesser control freeing Karl and Hanne from bondage temporarily.

### THE ARRIVAL OF KARLA

Karla has been monitoring events via the PCs and now steps into the fray. Thinking that the rod needs to be negated so protect the soul gems she has used the one charge of her rod of negation to dispel it rather than remove the binding magic she feels is upon Hanne. This was quite by accident the best thing she could have done. In the temporary respite from the magical control Karl and Hanne are free to act independently for the first time in a long while.

Read the following when Karla appears.

*Suddenly out of nowhere Karla appears and from a thin rod in her hand a narrow green beam shoots forth and strikes the rod held by the priest of Tharizdun (Brár). Hanne instantly collapses in a faint, and Karl visibly staggers. Brár spinning around screams out "Interfering hag" and prepares to smite Karla". As he does so Karl lunges towards him bellowing "No" and attempts to grapples him. Brár spinning deftly out of the way swings the rod and delivers a resounding crack to Karls head shattering his skull but causing the rod to fly from his hand. He then curses you all to the depths of the Abyss and disappears. Karla step forward and quickly recovers the rod before moving to her son.*

At this point the PCs should be a tad confused, Karl is down, Hanne has fainted and Brár has vanished.

### Possible Developments:

- It is possible that Karl will be killed quickly, in which case replace his actions with those of

Hanne and have Brár strike her non-fatally with the rod losing it in the process.

- It is possible that magic used by the PCs may render Brár incapable of acting or using his word of recall, for poetic purposes this all fails.

## Conclusion

*Suddenly, the battle is over. On deck, you can hear the Kriegsmarines singing the victory song of the Zee-Auszug. Karla quickly goes to her son and as she touches him his eyes flicker open and he says the following words.*

*"I am sorry mother, I have failed you all, I could not match him. Beware...Sepia a folly...watch the..."*

*Then he dies.*

*Karla bows her head and weeps and mother grief overcoming her.*

*Ingolt and Jemmeny appear at this stage and begin to tend your wounds, whilst other examine the lifeless bodies of Guthrie and Hasten. From Hanne are removed two black gems. The Soul Stones you can for.*

If any of the PCs are dead Ingolt will begin chanting soft words over them casting a *raise dead* at no cost, read the following to that PC(s).

*You float detached from your body looking down upon the scene as a white glowing man leans over your body and chants soft words. Suddenly with a jolt you fly towards yourself and with another jolt your heart starts beating again as your wounds heal. As your eyes flicker open Ingolt Weisspeer who kneels above you smiles and says softly, not yet my brother/sister, not yet. You have been raised from the dead.*

### Back in Schwarzenbruin

*The next day finds you all back in Schwarzenbruin, this time in Ingolt's manor. The crew of the ship has voted you all into a share of the prize ship a very handsome sum indeed and you were involved in determining the nature of the magical items recovered from your enemies by Yavis. Karla thanks you and places herself and her clan into your debt.*

*During the next day the souls of Guthrie and Hasten are returned to their bodies and they have been raised from the dead to rejoin the council. Karinin, however, is still missing.*

*Hasten Weisspeer himself looking tired and worn has come to thank you once more. He tells*

*you that Hanne, in a full confession, has told a sorry tale of the dominance of Karl and herself at the hands of Brar - Brar himself being at the beck and call of another simply called the "Crimson One". She has freely admitted being involved in the blowing up of the council and in assisting Brar to destabilize the country; but she denied any knowledge of the whereabouts of her father, the Voormann Karenin. She suspects that Brar has fled back to Kir Russ, the Ur-Flanne ruin, as that was where Karl and she were first placed under his thrall. She admits that Karl was in love with her, and that despite herself, she had begun to fall in love with him. For now, she is placed into the care of Karla who has claimed the strange rod you recovered from the hold.*

*As Hasten turns to leave you he pauses and looks at you all for a moment before saying,*

*"So how good are you at exploring subterranean complexes?"*

**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 roleplaying) to each character.

### Introduction

Experience objective: Not drinking the ale.

APL4 30xp; APL6 30xp; APL8 30xp; APL10 30xp.

### Encounter four

Experience objective: Surviving the assassins

APL4 420xp; APL6 420xp; APL8 420xp; APL10 420xp.

### Encounter eight

Experience objective: Boarding the ship

APL4 150xp; APL6 150xp; APL8 150xp; APL10 150xp.

### Story Award for Encounter eight

Objective(s) met: Not fighting Winnon and Olesta

APL4 30xp; APL6 60xp; APL8 90xp; APL10 120xp.

### Encounter nine

Objective(s) met: Getting through to Karl past Remell and the Disciples

APL4 210xp; APL6 270xp; APL8 300xp; APL10 360xp.

### Encounter ten

Objective(s) met: Surviving

APL4 150xp; APL6 210xp; APL8 270xp; APL10 360xp.

### Discretionary role-playing award

APL4 30xp; APL4 60xp; APL6 90xp; APL8 120xp.

### Total possible experience:

APL4 600xp; APL6 780xp; APL8 930xp; APL10 1140xp.

Note these are the maximum experience points that can be awarded per APL for this scenario.

## 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.

- L: Looted gear from enemy
- C: Coin, Gems, Jewelry, and other valuables
- M: Magic Items (sell value)

#### Encounter 4 per assassin looted.

**All APLs:** L: 10 gp; C: 0 gp; M: 0 gp

#### Conclusion: Share of the ships prize.

- APL 4: L: 0 gp; C: 500 gp; M: 0 gp
- APL 6: L: 0 gp; C: 800 gp; M: 0 gp
- APL 8: L: 0 gp; C: 1100 gp; M: 0 gp
- APL 10: L: 0 gp; C: 1800 gp; M: 0 gp

Note that if the PCs are successful in capturing the ship and they survive, all of the loot onboard the ship is split up amongst the crew. The above figure is their cut of the loot.

#### Total Possible Treasure

- APL 4: L: 0 gp; C: 500 gp; M: 0 gp – Total 500
- APL 6: L: 0 gp; C: 800 gp; M: 0 gp – Total 800
- APL 8: L: 0 gp; C: 1100 gp; M: 0 gp – Total 1100
- APL 10: L: 0 gp; C: 1800 gp; M: 0 gp – Total 1800

#### Special

**Favor of Clan Hussen:** You have won the favor of Clan Hussen from its Pfalzgraf Karla Hussen. Whenever you are in Hussen clan lands (the Canton of Nederboden) you can gain a +2 circumstance bonus to Charisma based check with Clan Hussen NPCs you reveal your identity to. This favor can be can be traded in to gain promotion within certain Perrenland meta-regional organizations. It is considered used and no longer applicable if it is used to do so.

## Items for the Adventure Record

#### Item Access

##### APL 4-6

- ❖ *Periapt of Proof against Detection and Location* (Adventure, DMG)
- ❖ *Potion of Haste* (Adventure, DMG)
- ❖ *Potion of Cure Serious Wounds* (Adventure, DMG)
- ❖ *Potion of Neutralize Poison* (Adventure, DMG)
- ❖ *Cloak of resistance +2* (Adventure, DMG)

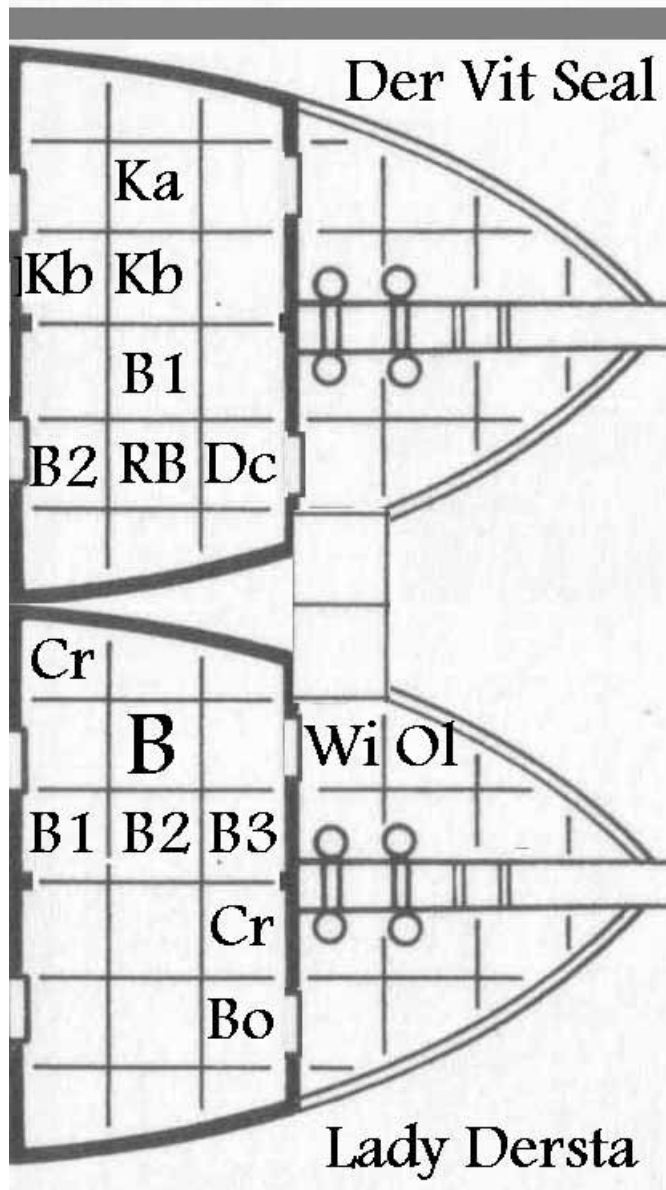
##### APL 8

- ❖ *+2 Studded leather* (Adventure, DMG)

##### APL 10

- ❖ *+1 keen Rapier* (Adventure, DMG)
- ❖ *+2 Battleaxe* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)

# MAP A: FORECASTLE AND JIB DECK enc 8



1sq = 5ft

## Key

**Lady Dersta:** B = Balistae, B1-3 = Balistae Crew, Cr = Crossbowman, Bo = Bowman, Wi = Winned, Ol = Olesta.

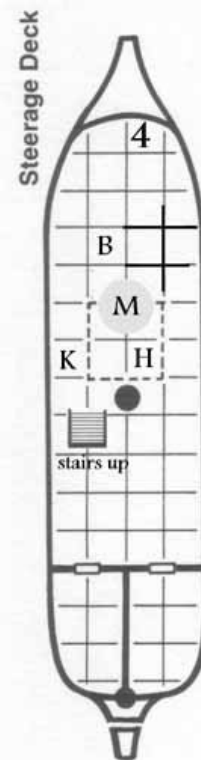
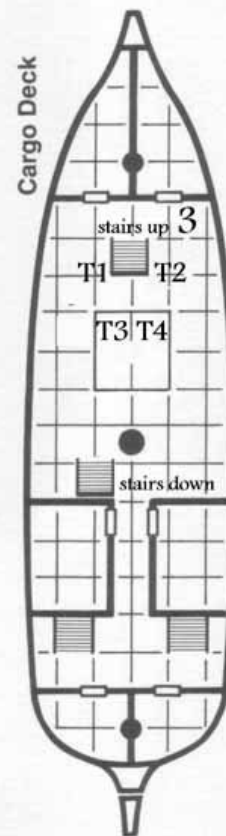
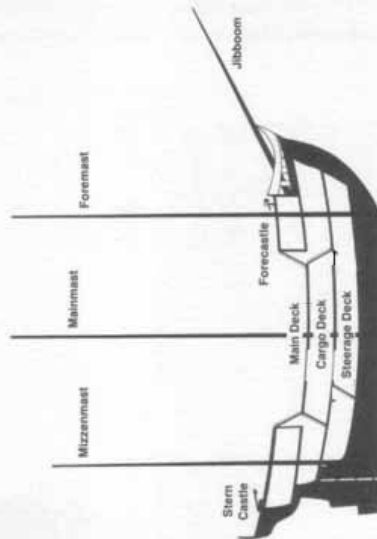
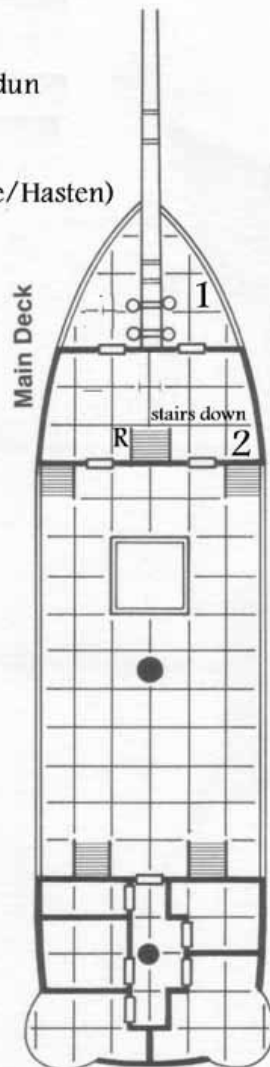
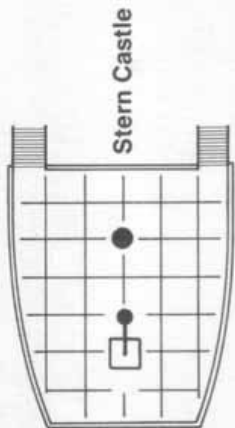
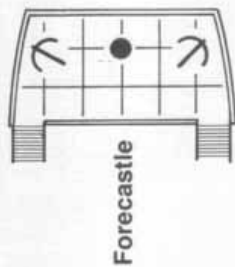
**Der Vit Seal:** RB = Ruined Balistae, D = Downed Crew, B1-B2 = Balistae Crew, Ka = Karla Hussen, Kb = Karla's Bodyguards.

**MAP B: INTERNAL LAYOUT OF THE LADY DERSTA ENCOUNTERS 9 and 10**

# The Lady Dersta 1sq = 5 ft

## KEY

- 1 Encounter 8
- 2 Encounter 9
- 3 Encounter 10
- 4 Encounter 11
- R = Remmel
- T1 - T4 Disciples of Tharizdun
- K Karl Hussen
- H Hanne Weisspeer
- B Brar
- M Magic Circle (Gutherie/Hasten)



## APPENDIX A

### ENCOUNTER 4

#### All APLs

🗡️ **Hired Assassins (40):** Male Human Ftr4; Medium Humanoid; HD 4d10+8 (Fighter); hp 44; Init +5; Spd 30; AC 16 (flat footed 15, Touch 11); Atk +6 base melee, +5 base ranged; +9 (1d8+5, longsword 19-20x2); AL N; SV Fort +6, Ref +2, Will +2; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

**Possessions:** Sword, long, Chainshirt; shield, small, steel.

**Skills and Feats:** Climb+2, Jump+2. Weapon Focus (longsword); Improved Initiative, Power Attack; Cleave; Weapon Specialization: Longsword.

### ENCOUNTER 8

#### All APLs

🗡️ **Lady Dersta's Forecastle Archer:** Male/Female Human Ftr4; Medium Humanoid; HD 4d10+4 (Fighter); hp 29; Init +6; Spd 30; AC 16 (flat footed 14, touch 12); Atk +6 base melee, +6 base ranged; +6 (1d8+1, Longsword, 19-20x2); +8 (1d8+4, Mighty composite longbow +2, Masterwork, 20x3); AL N; SV Fort +5, Ref +3, Will +1; STR 14, DEX 14, CON 13, INT 10, WIS 10, CHA 10.

**Skills and Feats:** Climb+4, Craft (Bowmaking)+7, Jump+4, Spot+3. Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Longbow, composite, Weapon Specialization: Longbow, composite.

**Possessions:** Weapons: Mighty composite longbow +2, Masterwork; Arrows (20); Longsword; Chain shirt; Belt Pouch 6gp.

🗡️ **Lady Dersta's Balastae Crew (3) :** Male human Exp1/Fgt1; Medium humanoid (6 ft. tall); HD 1d6+2/1d10+2; hp 16; Init +2; Spd 30; AC 15 (flat footed 13, touch 12); Atk +1, base melee+3 base ranged+3 (1d8+2, longsword, 19-20x2) +3 (1d8, Light Crossbow, 19-20 x2); AL N; SV Fort +4, Reflex +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Balance +4, Climb +5, Craft (woodwork)+3, Diplomacy +1, Heal +1, Intimidate+1, Intuit Direction +4, Jump +5, Knowledge (nature) +2, Profession (sailor) +5, Spot +1, Swim +3, Use Rope +7. Cleave, Hold The Line, Power Attack

**Possessions:** Weapons: longsword; light crossbow (10 bolts); leather armour, buckler, belt pouch containing 4gp.

🗡️ **Lady Dersta's Forecastle Crossbowmen (2):** Male human Exp1/Fgt1; Medium humanoid (6 ft. tall); HD 1d6+2/1d10+2; hp 16; Init +2; Spd 30; AC 15 (flat footed 13, touch 12); Atk +1, base melee+3 base ranged+3 (1d8+2, longsword, 19-20x2) +3 (1d8, Light Crossbow, 19-20 x2); AL N; SV Fort +4, Reflex +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Balance +4, Climb +5, Craft (woodwork)+3, Diplomacy +1, Heal +1, Intimidate+1, Intuit Direction +4, Jump +5, Knowledge (nature) +2, Profession (sailor) +5, Spot +1, Swim +3, Use Rope +7. Cleave, Hold The Line, Power Attack

**Possessions:** Weapons: longsword; light crossbow (10 bolts); leather armour, buckler, belt pouch containing 4gp.

🗡️ **Winnon and Olesta, Beruse's Twin's** (location Jib Deck): Male and Female human Fgt4; Medium humanoid (6 ft. tall); HD 4d10+8; hp 36; Init +2; Spd 30; AC 18 (flat footed 16, touch 12); Atk +6, base melee +6 base ranged, +7 (1d8+3, longsword, 19-20x2); +6 (1d8, light crossbow, 19-20x2); AL N; SV Fort +6, Reflex +3, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

**Skills and Feats:** Climb +8(+4), Intimidate +2, Jump +6(+2), Profession (sailor) +3, Swim +4(+0), Use Rope +2. Cleave, Hold The Line, Power Attack, Rapid Reload.

**Possessions:** Weapons: longsword +1, light crossbow (10 bolts), breastplate, small steel shield, cloak of resistance +1, potion of cats grace; belt pouch containing 40gp.

### ENCOUNTER 9

#### APL 4

🗡️ **Remell, Beruse's Assassin:** Male Human Rog5; Medium Humanoid ; HD 5d6+5 (Rogue); hp 27 ; Init +7; Spd 30; AC 17 (flatfooted 14, touch 13); Atk +4 base melee, +6 base ranged; +5 (1d6+1, Rapier, Masterwork, 18-20x2); +7 (1d6+1, Mighty composite shortbow +1, Masterwork); SA: sneak attack +3d6; SR: Evasion; Uncanny Dodge; AL CE; SV Fort +3, Ref +8, Will +2; STR 12, DEX 16, CON 13, INT 14, WIS 10, CHA 8.

**Skills and Feats:** Appraise+7, Disable Device+8, Hide+12, Listen+11, Move Silently+12, Open Lock+9, Search+6, Spot+11, Tumble+12, Use Magic Device+8, Use Rope+5. Improved Initiative, Dodge, Mobility.

**Possessions:** Weapons: Rapier, Masterwork; Mighty composite shortbow +1, Masterwork; +1 Studded leather; +1 Buckler; Arrows (20), Masterwork; Rope, silk (50 ft.); Thieves' tools, Masterwork; Periapt of Proof against Detection and Location; Potion: Haste (5); Potion: Cure Serious Wounds (5); Potion:

Darkvision (3); Potion: Neutralize Poison (5); Cloak of resistance (+1).

✦ **Disciples of Tharizdun (4):** Male Human Bbn1 Medium Humanoid ; HD 1d12+1 (Barbarian), hp 13; Init +5; Spd 40; AC 11 (flatfooted 10, touch 11); Atk +3 base melee, +2 base ranged; +3 (1d8+2, Battleaxe); AL NE; SV Fort +3, Ref +1, Will +0; STR 14, DEX 12, CON 12, INT 10, WIS 11, CHA 10.

**Skills and Feats:** Climb+4, Intimidate+2, Jump+3, Knowledge (religion)+3, Listen+7, Wilderness Lore+2. Improved Initiative, Power Attack.

**Possessions:** Battleaxe.

#### APL 6

✦ **Remell, Beruse's Assassin:** Male Human Rog7; Medium Humanoid ; HD 7d6+7 (Rogue); hp 37; Init +7; Spd 30; AC 17 (flatfooted 17, touch 13); Atk +6 base melee, +8 base ranged; +7 (1d6+1, Rapier, Masterwork, 18-20x2); +9 (1d6+1, Mighty composite shortbow +1, Masterwork); SA: sneak attack +4d6; SR: Evasion; Uncanny Dodge; AL CE; SV Fort +4, Ref +9, Will +3; STR 12, DEX 16, CON 13, INT 14, WIS 10, CHA 8.

**Skills and Feats:** Appraise+11, Disable Device+13, Hide+12, Listen+11, Move Silently+12, Open Lock+14, Search+11, Spot+11, Tumble+12, Use Magic Device+8, Use Rope+5. Improved Initiative, Dodge, Mobility, Spring Attack.

**Possessions:** Weapons: Rapier, Masterwork; Mighty composite shortbow +1, Masterwork; +1 Studded leather; +1 Buckler; Arrows (20), Masterwork; Rope, silk (50 ft.); Thieves' tools, Masterwork; Periapt of Proof against Detection and Location; Potion: Haste (5); Potion: Cure Serious Wounds (5); Potion: Darkvision (3); Potion: Neutralize Poison (5); Cloak of resistance (+1).

✦ **Disciples of Tharizdun (4):** Male Human Bbn1/Clr1; Medium Humanoid ; HD 1d12+1 (Barbarian), 1d8+1 (Cleric); hp19; Init +5; Spd 40; AC 11 (flatfooted 10, touch 11); Atk +3 base melee, +3 base ranged; +3 (1d8+2, Battleaxe); AL NE; SV Fort +5, Ref +1, Will +2; STR 14, DEX 12, CON 12, INT 10, WIS 11, CHA 10.

**Skills and Feats:** Climb+4, Intimidate+2, Jump+3, Knowledge (religion)+5, Listen+7, Wilderness Lore+2. Improved Initiative, Power Attack.

**Spells Prepared** (Clr 3/1): 0 - Detect Magic, Inflict Minor Wounds, Read Magic; 1st - Doom, ~~Protection from Good (d)~~.

**Possessions:** Battleaxe.

#### APL 8

✦ **Remell, Beruse's Assassin:** Male Human Rog9; Medium Humanoid ; HD 9d6+9 (Rogue); hp 47; Init +7; Spd 30; AC 18 (flatfooted 18, touch 13); Atk +7 base melee, +9 base ranged; +8 (1d6+1, Rapier, Masterwork, 18-20x2); +10 (1d6+1, Mighty composite shortbow +1, Masterwork); SA: sneak attack +5d6; SR: Evasion; Uncanny Dodge; AL CE; SV Fort +6, Ref +11, Will +5; STR 12, DEX 17, CON 13, INT 14, WIS 10, CHA 8.

**Skills and Feats:** Appraise+11, Disable Device+15, Hide+15, Listen+11, Move Silently+15, Open Lock+15, Search+11, Spot+11, Tumble+15, Use Magic Device+8, Use Rope+5. Improved Initiative, Dodge, Mobility, Spring Attack, Expertise.

**Possessions:** Weapons: Rapier, Masterwork; Mighty composite shortbow +1, Masterwork; +2 Studded leather; Arrows (20), Masterwork; Rope, silk (50 ft.); Thieves' tools, Masterwork; Periapt of Proof against Detection and Location; Potion: Haste (5); Potion: Cure Serious Wounds (5); Potion: Darkvision (3); Potion: Neutralize Poison (5); Potion of Invisibility; Cloak of resistance (+2).

✦ **Disciples of Tharizdun(4):** Male Human Bbn1/Clr2; Medium Humanoid ; HD 1d12+1 (Barbarian), 2d8+2 (Cleric); hp 25; Init +5; Spd 40; AC 11 (flatfooted 10, touch 11); Atk +6 base melee, +5 base ranged; +7 (1d8+3, Battleaxe); AL NE; SV Fort +6, Ref +1, Will +3; STR 14, DEX 12, CON 12, INT 10, WIS 11, CHA 10.

**Skills and Feats:** Climb+4, Intimidate+2, Jump+3, Knowledge (religion)+7, Listen+7, Wilderness Lore+2. Cleave, Improved Initiative, Power Attack.

**Spells Prepared** (Clr 4/2): 0 - Detect Magic, Inflict Minor Wounds, Read Magic; 1st - Cause Fear, Doom, ~~Protection from Good (d)~~.

**Possessions:** Battleaxe +1

#### APL 10

✦ **Remell, Beruse's Assassin:** Male Human Rog12; Medium Humanoid ; HD 12d6+12 (Rogue); hp 62; Init +7; Spd 30; AC 19 (flatfooted 19, touch 14); Atk +10 base melee, +13 base ranged; +15 (1d6+3, Rapier, Masterwork, 18-20x2); +15 (1d6+1, Mighty composite shortbow +1, Masterwork); SA: sneak attack +6d6; SR: Evasion; Uncanny Dodge; Slippery Mind ; AL CE; SV Fort +7, Ref +13, Will +7; STR 12, DEX 18, CON 13, INT 14, WIS 10, CHA 8.

**Skills and Feats:** Appraise+11, Disable Device+18, Hide+18, Listen+11, Move Silently+18, Open Lock+15, Search+11, Spot+11, Tumble+18, Use Magic Device+8, Use Rope+5. Improved Initiative, Dodge, Mobility, Spring Attack, Expertise, Whirlwind Attack.

**Possessions:** Weapons: Rapier +1 keen; Mighty composite shortbow +1, Masterwork; +2 Studded leather; Arrows (20), Masterwork; Rope, silk (50 ft.); Thieves' tools, Masterwork; Periapt of Proof against Detection and Location; Potion: Haste (5); Potion: Cure Serious Wounds (5); Potion: Darkvision (3); Potion: Neutralize Poison (5); Potion of Invisibility; Cloak of resistance (+2).

☛ **Disciples of Tharizdun (4):** Male Human Bbn1/Clr4; Medium Humanoid; HD 1d12+1 (Barbarian), 4d8+4 (Cleric); hp 31; Init +5; Spd 40; AC 13 (flatfooted 13, touch 12); Atk +9 base melee, +7 base ranged; +11 (1d8+5, Battleaxe); AL NE; SV Fort +8, Ref +3, Will +5; STR 16, DEX 12, CON 12, INT 10, WIS 11, CHA 10.

**Skills and Feats:** Climb+4, Concentration +2, Intimidate+2, Jump+3, Knowledge (religion)+7, Listen+7, Spellcraft +2 Wilderness Lore+2. Cleave, Improved Initiative, Power Attack.

**Spells Prepared** (Clr 5/3+1/2+1): o - Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Read Magic; 1st - Cause Fear, ~~Divine Favor~~, Doom, ~~Protection from Good~~ (d); 1st - ~~Aid~~, ~~Bull Strength~~, ~~Invisibility~~ (d).

**Possessions:** Battleaxe +2; Ring of Protection +2

## ENCOUNTER 10

### All APLs

☛ **Kärl Hüssen:** Male human Ari4/Ftr4; Medium humanoid; HD 4d8+4d10+8; hp 44; Init +6; Spd 30; AC 18 (flat footed 16, touch 14); Atk +9 base melee, +9 base ranged; +12 (1d8+5, longsword, 19-20x2); AL NE; SV Fort +6, Reflex +4, Will +7; Str 14, Dex 15, Con 12, Int 16, Wis 15, Cha 16.

**Skills and Feats:** Appraise +4, Bluff +10, Diplomacy +10, Climb +4, Gather Information +8, Innuendo +10, Intimidate +10, Handle Animal +4, Knowledge (history) +8, Knowledge (military) +10, Knowledge (politics) +10, Knowledge (tactics) +10, Read Lips +7, Ride +7, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +4, Wilderness Lore +4. Dodge, Mobility, Spring Attack, Expertise, Whirlwind Attack, Improved Initiative, Leadership.

**Possessions:** +3 longsword, dagger, +2 chain shirt, +1 large steel shield.

☛ **Hännè Weisspeer (All APLs):** Female human; Ari2/Brd4/Rog2; Medium humanoid (5 ft. 6 in. tall); HD 2d8+4d6+2d6+8; hp 34; Init +2; Spd 30; AC 18; Atk +6 base melee, +7 base ranged; +6 (1d6+3, rapier, 18-20x2); SA: Sneak Attack +1d6, Spells; SR: Evasion; AL

N; SV Fort +2, Reflex +9, Will +11; Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 19.

**Skills and Feats:** Bluff +12, Concentration +4, Decipher Script +5, Diplomacy +12, Gather Information +10, Handle Animal +5, Hide +4, Innuendo +8, Knowledge (history) +6, Knowledge (law) +7, Listen +8, Move Silently +5, Perform +6, Ride +5, Sense Motive +10, Speak Dwarven, Speak Elven, Speak Gnomish, Spot +4. Alertness, Iron Will, Leadership, Weapon Finesse (rapier).

**Spells Prepared:** o—*dancing lights, daze, flare x2, ghost sound x2, light*; 1<sup>st</sup>—*charm person, cure light wounds, hypnotism, mage armor, sleep, ventriloquism*; 2<sup>nd</sup>—*detect thoughts, invisibility, silence, suggestion*.

**Possessions:** Rapier +2; studded leather +1; +2 ring of protection.

### APL4

☛ **Brár Ulfrig:** Male human Clr6; Medium humanoid; HD 6d8; hp 32 (currently 52); Init +1 (Dex); Spd 30; AC 13 (flat footed 12, touch 11); Atks +4 base melee; +4 (1d4, dagger, 19-20x2); SA spells; AL LN; SV Fort +7, Reflex +5, Will +12; Str 4, Dex 12, Con 10, Int 12, Wis 17, Cha 13

**Skills and Feats:** Bluff +7, Concentration +9, Diplomacy +5, Heal +7, Hide +7, Knowledge (arcana) +4, Knowledge (commerce) +7, Knowledge (religion) +7, Scry +5. Combat Casting, Extend Spell, Iron Will.

**Spells Prepared:** (6/4+1/4+1/3+1): o—detect magic, detect poison, guidance, light, purify food and drink, resistance; 1st—~~bleed~~, cause fear, ~~change self~~ (d), command x2; 2nd—~~aid~~, calm emotions, hold person x2, ~~invisibility~~ (d); 3rd—blindness/deafness, dispel magic x2, ~~non-detection~~ (d), ~~prayer~~.

**Possessions:** Dagger, leather armour, belt pouch 50gp, Cloak of resistance +2, ~~Potion of Endurance~~ (5), ~~Scroll: Word of recall~~ (16), Lesser Rod of Control.

Spells that have a line through them are ones that have been used and are currently active on Brár

### APL 6

☛ **Brár Ulfrig:** Male human Clr8; Medium humanoid; HD 8d8; hp 40 (currently 60); Init +1 (Dex); Spd 30; AC 13 (flat footed 12, touch 11); Atks +6 basemelee; +6 (1d4, dagger, 19-20x2); SA spells; AL LN; SV Fort +8, Reflex +5, Will +12; Str 4, Dex 12, Con 10, Int 12, Wis 18, Cha 13

**Skills and Feats:** Bluff +7, Concentration +11, Diplomacy +5, Heal +7, Hide +7, Knowledge (arcana) +4, Knowledge (commerce) +7, Knowledge (religion) +9, Scry +7. Combat Casting, Extend Spell, Iron Will.

**Spells Prepared:** (6/5+1/4+1/4+1/3+1): o—detect magic, detect poison, guidance, light, purify food and



drink, resistance; 1st—~~bless~~, cause fear x2, ~~change self~~ (d), command x2; 2nd—~~aid~~, calm emotions, hold person x2, ~~invisibility~~ (d); 3rd—blindness/deafness, dispel magic x2, ~~non-detection~~ (d), ~~prayer~~; 4th—Confusion (d), ~~Freedom of Movement~~, ~~Inflict Critical Wounds~~, ~~Spell Immunity~~.\*

\*Hold Person, Dimensional Anchor.

**Possessions:** Dagger, leather armor, belt pouch 50gp, Cloak of resistance +2, ~~Potion of Endurance~~ (5), ~~Scroll: Word of recall~~ (16), Lesser Rod of Control.

Spells that have a line through them are ones that have been used and are currently active on Brár

## APL 8

☛ **Brár Ulfrig:** Male human Clr10; Medium humanoid; HD 12d8; hp 48 (currently 68); Init +1 (Dex); Spd 30; AC 13 (flat footed 12, touch 11); Atks +7 base melee; +7 (1d4, dagger, 19-20x2); SA spells; AL LN; SV Fort +9, Reflex +6, Will +13; Str 4, Dex 12, Con 10, Int 12, Wis 18, Cha 13

**Skills and Feats:** Bluff +7, Concentration +11, Diplomacy +5, Heal +7, Hide +7, Knowledge (arcana) +6, Knowledge (commerce) +7, Knowledge (religion) +11, Scry +9. Combat Casting, Extend Spell, Iron Will.

**Spells Prepared:** (6/5+1/5+1/4+1/4+1/2+1): 0—detect magic, detect poison, guidance, light, purify food and drink, resistance; 1st—~~bless~~, cause fear x2, ~~change self~~ (d), command x2; 2nd—~~aid~~, calm emotions, death knell, hold person x2, ~~invisibility~~ (d); 3rd—blindness/deafness, dispel magic x2, ~~non-detection~~ (d), ~~prayer~~; 4th—Confusion (d), ~~Freedom of Movement~~, ~~Inflict Critical Wounds~~, ~~Spell Immunity~~.\*; Unholy Blight 5th—~~Dispel Good~~ (d), ~~True Seeing~~;

\*Hold Person, Dimensional Anchor.

**Possessions:** Dagger, leather armour, belt pouch 50gp, Cloak of resistance +2, ~~Potion of Endurance~~ (5), ~~Scroll: Word of recall~~ (16), Lesser Rod of Control.

pells that have a line through them are ones that have been used and are currently active on Brár

## APL 10

☛ **Brár Ulfrig:** Male human Clr12; Medium humanoid; HD 12d8; hp 56 (currently 76); Init +1 (Dex); Spd 30; AC 13 (flat footed 12, touch 11); Atks +9 base melee; +9 (1d4, dagger, 19-20x2); SA spells; AL LN; SV Fort +10, Reflex +7, Will +14; Str 4, Dex 12, Con 10, Int 12, Wis 20, Cha 13

**Skills and Feats:** Bluff +9, Concentration +16, Diplomacy +5, Heal +7, Hide +7, Knowledge (arcana) +6, Knowledge (commerce) +7, Knowledge (religion) +11, Scry +9. Combat Casting, Extend Spell, Iron Will.

**Spells Prepared:** (6/6+1/5+1/5+1/4+1/4+1/2+1): 0—detect magic, detect poison, guidance, light, purify

food and drink, resistance; 1st—~~bless~~, cause fear x2, ~~change self~~ (d), command x2; 2nd—~~aid~~, calm emotions, hold person x2, ~~invisibility~~ (d); 3rd—blindness/deafness, dispel magic x2, ~~non-detection~~ (d), ~~prayer~~; 4th—Confusion (d), ~~Freedom of Movement~~, ~~Inflict Critical Wounds~~, ~~Spell Immunity~~.\*; Unholy Blight 5th—~~Dispel Good~~ (d), Slay Living, ~~Spell Resistance~~, ~~True Seeing~~. 6th—Greater Dispelling, ~~Mislead~~ (d), Word of Recall.

\*Hold Person, Dimensional Anchor.

**Possessions:** Dagger, leather armor, belt pouch 50gp, Cloak of resistance +2, ~~Potion of Endurance~~ (5), ~~Scroll: Word of recall~~ (16), Lesser Rod of Control.

Spells that have a line through them are ones that have been used and are currently active on Brár

## APPENDIX B

### New Rules Items

☛ **Rod of Lesser Control:** This rod is only a minor part of a greater magic item, The Thrall Stone, which is covered in a future scenario. The Rod of Lesser Control allows the wielder to have absolute authority over any victim of the Thrall Stone. Any command spoken by the wielder will be instantly obeyed by the victim, even if it would bring harm or even death to the victim. Orders are conveyed telepathically and are not blocked by any distance or plane, but there is no two-way communication. A Rod of Lesser control can only be attuned to four victims at a time.

*Caster Level 18<sup>th</sup>; Prerequisites Craft Rod, dominate monster, wish; Market Price: Unknown; Weight: 6 lb.*

☛ **“Cadaver Fungus Spores”** Fort save DC18, onset time 1 hour for 1d10 Con, secondary 1 hour later death. A *Neutralize Poison* spell will not remove this poison only delay its onset or the secondary effect for one 1d4 hours. Only a *Neutralise Poison* spell used in conjunction with a *Remove Disease* spell, or a *Heal* spell can remove the spores from a victims system and prevent eventual death. Only a successful DC30 Heal or Alchemy skill check will reveal this information as the poison and its effects are not well known.

## APPENDIX C

### Significant NPCs

♣ **Jemmeny Moonsong:** Female Half-Elf Brd9; Medium Humanoid ; HD 9d6+9 (Bard); hp 43; Init +5; Spd 30; AC 20 (flat footed 19, touch 15); Atk +6 base melee, +7 base ranged; +8 (1d8, Longsword, Masterwork); +8 (1d8, Crossbow, light, Masterwork); SQ: Immunity: Sleep (Ex), Low-light vision (Ex); AL NG; SV Fort +4, Ref +7, Will +6; STR 10, DEX 13, CON 12, INT 14, WIS 12, CHA 19.

**Skills and Feats:** Bluff+16, Diplomacy+16, Listen+2, Perform+18, Search+3, Sense Motive+13, Spellcraft+14, Spot+2, Tumble+13. Dodge, Improved Initiative, Mobility, Spring Attack.

**Spells Known** (Brd 3/4/4/3): 0 - Dancing Lights, Daze, Detect Magic, Ghost Sound, Mage Hand, Read Magic; 1st - Cure Light Wounds, Expeditious Retreat\*, Feather Fall, Hypnotism; 2nd - Bull's Strength, Minor Image, Suggestion, Tasha's Hideous Laughter; 3rd - Dispel Magic, Haste\*, Major Image.

\*Spells up and running at the start of encounter 6

**Possessions:** Longsword, Masterwork; Crossbow, light, Masterwork; Studded leather+2; Bolts, crossbow (10); Potion: 3 Cure Serious Wounds (7); Potion: Tongues (5); Potion: Glibness; Potion: Fly (5); Wondrous: Cloak of Charisma (+2); Wondrous: Amulet of natural armor (+2); Ring of Protection (+2).

**Tactics:** She will employ her major image spell to create an image of another ZeeAuszug ship (Perrenland flag flying and crew ready to board) approaching from the other side of the Lady Dersta. This will distract the crew of the Dersta for 2 rounds causing them to split their defence. This will allow the crew of the Der Vit Seal to get on board with less resistance.

Jemmeny will use her song (she sings) to lift morale to give a +2 competence bonus to those of the crew who will be jumping the gap to the enemy ship during the opening of the combat, PCs included.

Then she will concentrate on counter-spelling with her dispel magic and keeping Ingolt alive.

**Jemmeny Moonsongs motives:** Jemmeny's motives are simple, keep Ingolt alive, and observe his exploits so that she can write a saga worthy of being entered into the histories of Perrenland for all time. Oh... and world peace.

♣ **Yavis Bruinsvarder:** Male Human Wiz12; Medium Humanoid ; HD 12d4+12 (Wizard); hp 43; Init +6; Spd 30, 10, Fly, Average 60; AC 21 (flat footed 19, touch 15); Atk +6 base melee, +8 base ranged; +6 (1d6,

Quarterstaff); AL LN; SV Fort +6, Ref +9, Will +10; STR 10, DEX 14, CON 13, INT 20, WIS 12, CHA 8.

**Skills and Feats:** Alchemy+15, Concentration+16, Knowledge (arcana)+20, Knowledge (War)+20, Spellcraft+20. Brew Potion, Combat Casting, Heighten Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Toughness.

**Spells Known** (Wiz 4/6/5/5/4/4/2): 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st - Animate Rope, Charm Person, Color Spray, Comprehend Languages, Feather Fall, Hold Portal, Mage Armor, Magic Missile, Summon Monster I; 2nd - Blur, Cat's Grace, Flaming Sphere, Invisibility; 3rd - Clairaudience/Clairvoyance, Dispel Magic, Fireball, Flame Arrow, Fly, Haste, Tongues; 4th - Minor Globe of Invulnerability, Scrying, Stoneskin, Summon Monster IV; 5th - Fabricate, Mordenkainen's Faithful Hound, Summon Monster V, Teleport, Wall of Force; 6th - Analyze Dweomer, Globe of Invulnerability, Legend Lore, Summon Monster VI, True Seeing.

**Spells Prepared** (Wiz 4/6/5/5/4/4/2): 0 - Dancing Lights, Daze, Detect Magic, Light; 1st - Charm Person, Feather Fall, Mage Armor, Magic Missile; 2nd - Blur, Cat's Grace, Flaming Sphere x2, Invisibility; 3rd - Flame Arrow, Fly, Haste,\* 4th -,\* Stoneskin,\* 5th - Fabricate, Teleport; 6th - Globe of Invulnerability.

**Possessions:** Weapons: Dagger; Quarterstaff; Ring: Protection +3; Scroll: Acid Fog (11); Wondrous: Bracers of armor (+4); Wondrous: Amulet of natural armor (+2); Scroll: Teleport (10); Wondrous: Cloak of resistance (+2); Wondrous: Headband of intellect (+2); Wand: Lightning Bolt (9) (Charges: 25).

**Tactics:** Yavis has already been a busy man. He has employed a large number of spells this night to get everyone to this point. He has been scrying the Lady Dersta on and off for the last few hours. Recently he has also used a veritable arsenal of summon monster spells to damage the ship and harass the crew. This has been successful bringing the ship to a drifting halt when all its sails had burned away when he summoned a large fire elemental and it set them alight as it descended to attack the crew. Many of the Lady Dersta's crew have taken damage and some have been killed. Moreover the ships-mage has had to deplete his arsenal of spells to cope with the problem.

Yevis has cast Expeditious retreat on himself, Ingolt and Karla. His major contribution to the actual attack will be the casting of a *fabricate* spell to join a 5 foot section of the forecastles of each ship together via a bridge made of the wood of each ship. This will allow

the PCs to get across the gap without having to make jump checks.

**Motives:** Yavis motives are not discussed at this stage except to say that he considers Karenin to be his best friend.

☛ **The Het:** "The Het" is not revealed at this stage.

☛ **Obestgraf Ingolt Weisspeer:** Male Human Arii/Clrii; Medium Humanoid ; HD 1d8/1d8 (Cleric); hp 53; Init +0; Spd 20; AC 18 (flat footed 15, touch 13); Atk +8 base melee, +8 base ranged; +9 (1d8+1, Heavy mace +1); AL LG; SV Fort +9, Ref +5, Will +15; STR 10, DEX 16, CON 10, INT 14, WIS 19, CHA 16.

**Skills and Feats:** Appraisal +4, Concentration +15, Diplomacy +9, Gather Information +8, Handle Animal +3, Heal +5, Intimidate +3, Knowledge (arcane) +6, Knowledge (local) +10, Knowledge (history) +7, Knowledge (law) +12, Knowledge (nobility) +5, Knowledge (religion) +10, Listen +5, Perform +3, Ride +1, Sense Motive +6, Spellcraft +6, Spot +5, Swim +3, Wilderness Law +5. Combat Casting, Empower Spell, Extra Turning, Divine Might, Improved Initiative, Weapon Focus (longspear)

**Spells Prepared** (Clr 6/6/5/5/4/2/1): 0 - Detect Magic, Guidance, Light, Mending, Resistance, Virtue; 1st - Bane, Bless,\* Command, Doom, Entropic Shield,\* Protection from Chaos (d), Shield of Faith,\* 2nd - Aid\*, Bull's Strength,\* Detect Thoughts, Hold Person, Lesser Restoration, Silence; 3rd - Daylight, Invisibility Purge,\* Magic Circle against Chaos, Prayer,\* Water Walk, Wind Wall; 4th - Greater Magic Weapon\*, - Order's Wrath (d), Sending, Restoration, Spell Immunity\*; 5th - Raise dead x2, True Seeing (d);\* 6th - Hold Monster (d), Word of Recall.

**Domains:** Law and Knowledge

\*Spell running at round 1 of encounter 6.

\*\*Fire Ball and Lightning Bolt.

**Possessions:** +1 Heavy mace, Wondrous: Cloak of resistance (+2); Scroll: Raise Dead (9); Wondrous: Periapt of Wisdom (+2); Ring: Protection +3; Scroll: Wind Walk (11); Bracers of Armor +4, Ring of Freedom of Movement, Phylactery of Faith, Potion of Cats Grace (5), Belt pouch with 20gp, Scrolls of Raise Dead (9) x4.

**Tactics:** Ingolt, like Karla, has a lot of magic already up and running during encounter six. He will make use of the rest of his spells to make sure the fight goes to his side. He has agreed to stay on the main deck whilst Karla pursues her son and her clans honour.

- ☛ He has a Haste and expeditious retreat on him compliments of Yavis.
- ☛ His first objective is to cast a silence spell onto any spell casters.
- ☛ His second objective is to make sure as many of the ships crew make it across to the enemy vessel as possible so he will put up a wind wall between the crew and any concentration of missile fire.
- ☛ He will if he see that his allies are taking casualties cast healing circle at the best spot healing every ally with the 20ft burst of 1d8+11 hit points of damage.
- ☛ If all goes wrong he will attempt to get the stones and the three most important people he can find and use his word of Recall to get him and them back to the Weisspeer Stadt in Krestible city.

**Ingolt Weisspeers motives:** Ingolt at eighty-four years of age Ingolt is not a young man and was for a time content to pass his last few years in relative quiet. With all the recent problems, however, he has decided to emerge from retirement. During the scenario A Night of Steel agents of Iuz assassinated him, or so they thought. Always a bit cunning, especially for a judge, he faked it and fled to Furyondy. Here he re-established former ties with the king of that nation and re-pledged himself to help bring Perrenland back into the war against evil. With the use of some powerful magic the ageing process has been partly reversed and he now appears as a fitter man in perhaps his early sixties.

Ingolts current motives are to bring Karl to justice and rescue the lost souls of Gutherie and Hasten so that he can raise them as he did Tamarind. In this he does not differ from the PCs. He would also very much like to find out what has happened to Karenin and therefore is less keen for Karl to be killed than he is for him to be captured. Finally he would see Hanne rescued and restored to her family, as she is his great niece and he is rather fond of her.

Ingolt is a genuine and affable gentleman. He would not stop in sacrificing himself if he can prevent Perrenland from embarking down the road to indifference and eventual evil. This is his greatest fear. He truly believes that the non-aggression pact has opened the door to evil to enter the nation and events seem to be bearing him out.

He is not entirely convinced that Karl has become evil and has reserved his opinion until he has more information. He has however secured for Karla a Rod of Negation so that she may undo whatever evil magic may be binding Hanne to Karl and hence reclaim the honour of her clan. Ingolt releases that Perrenlands strength is its unity.

☛ **Pfalzgraf Karla Hussen:** Female Human Ariz/Clr9; Medium Humanoid ; HD 2d8+4/9d8+18; hp 77; Init 0; Spd 20/40; AC 19 (flat footed 19, touch 12); Atk +8 base melee, +7 base ranged; +8 (1d8+2, Heavy Mace, +1); AL LG; SV Fort +9, Ref +4, Will +10; STR 13, DEX 10, CON 14, INT 14, WIS 17, CHA 12.

**Skills and Feats:** Concentration +9, Diplomacy +5, Gather Information +3, Handle Animal +2, Heal +7, Intimidate +3, Knowledge (arcane) +6, Knowledge (local) +8, Knowledge (history) +7, Knowledge (law) +10, Knowledge (nobility) +7, Knowledge (religion) +7, Listen +5, Perform +3, Ride +2, Sense Motive +10, Spellcraft +6, Spot +9, Swim +3, Wilderness Law +5. Combat Casting, Extra Turning, Divine Might, Divine Resistance, Reach Spell.

Domains: Law and Knowledge

**Spells Prepared** (Clr 6/5/5/4/2/1): 0 - Detect Magic, Guidance, Light, Mending, Resistance, Virtue; 1st - Bane, Bless,\* Command, Doom, Entropic Shield,\* Protection from Chaos (d) 2nd - Aid,\* Bull's Strength,\* Detect Thoughts (d) Hold Person, Lesser Restoration, Remove Paralysis; 3rd -, Daylight, Dispel Magic, Magic Circle against Chaos (d);\* Prayer,\* Water Walk; 4th - Order's Wrath (d), Spell Immunity,\*\* Status;\* 5th - Ethereal Jaunt, True Seeing (d)\*

\*Spell running at round 1 of encounter 7.

\*\*Fire Ball and Lightning Bolt.

**Possessions:** Heavy Mace+1, +2 Breastplate (Glamerd), Potion: Cure Critical Wounds (9); Wondrous: Cloak of resistance (+1); Scroll: Raise Dead (9); Potion: Fly (5); Scroll: Ethereal Jaunt (9); Potion: Heroism; Ring: Protection +2; Wand: Hold Person (3) (Charges: 25); Rod of Negation.

**Tactics:** Karla has a lot of magic up and running when the fight begins enhancing her in the following ways.

- ☛ She will cast Status on three of the PCs.
- ☛ She has received an Expeditious retreat and a Haste form Yavis increasing her speed to 40, giving her an extra partial round.
- ☛ Bulls Strength +3 to Str.
- ☛ Aid 6 hit points +1 morale bonus to attacks and saves
- ☛ Prayer cast on forecastle and PCs: +1 luck bonus to all rolls, -1 to enemies.
- ☛ Bless: as prayer above, +1 morale for allies attack and saves.
- ☛ Entropic Shield: missiles have a 20% miss chance.
- ☛ Magic Circle against Chaos: see spell.
- ☛ True Seeing: see spell.

- ☛ She will cast Orders Wrath on the Stern Castle of the enemy ship on round 1 of the opening combat.
- ☛ She will use her dispel magic to counter spell any reply during round 3.
- ☛ She will use her Hold Person wand to good effect if possible.
- ☛ Once the PCs are in the hold confronting Karl she will employ her Ethereal Jaunt Spell and descend into the enemy ship to appear in time for the "Appearance of Karla" section of **Encounter 10 – Confronting Karl.**

**Karla Hussen's motives:** Karla is determined to see that her outlaw son, Karl Hussen is brought to justice by her hand. As she is the Pfalzgraf of the Hussen clan this is the only way to save the honour of both the clan and her house. If she does not her younger son Conrad Hussen has little chance of being elected by the clan nobles to the position of Pfalzgraf her she relinquished the title. She has been greatly injured by Karl who was her favourite son and whom she had carefully raised and groomed to be the Voormann one day.

Her husband, now a broken and dementia plagued man, was the former Voormann Franz. His signing of the non-aggression pact with Iuz never had her support and this single event almost divided the clan into bloody civil war, but was prevented when Franz was ousted from power as Voormann and abdicated as Pfalzgraf. Clan Hussen needing a strong leader chose his previous steward Karla to the position.

Karla is also determined to free the soul of Hasten Weisspeer and rescue Hanne. When they were younger she and Hasten were deeply in love, until the Weisspeers snubbed the Hussen marriage proposal in favour of a Roodberg dowry. This caused many years of bad blood between the nobles of both clans. Recently Karla has reflected that Franz will live but a few more months and with Hasten a widower that perhaps they may be able to resume an open friendship and begin the healing of the division between the two clans. If she was to be part of Hasten and Hannes rescue she would perhaps be able to arrange a suitable marriage between one of Hastens children and a close member of her own family.

So Karla's motives are at the same time honourable and ambitious. Being one of Perrenlands Judges she has no qualms about using the PCs in the nations interest.

She utterly believes that Karl is evil and corrupted. She feels that Hanne has been subjected to powerful binding magic and has accepted a rod of negation from Ingolt so that she may attempt to undo it all.



## **Player Handout #1 State of the Nation**

Karenin the Voormann of all Perrenland has vanished on the night of his re-election. When the smoke had cleared and the search begun through the rubble of the assembly hall in Schwartzbruin, his body was not amongst those that were recovered. Needless to say, other bodies were.

Two of the leading clan nobles of Perrenland are now dead and soulless. Guthrie Roodberg, the powerful and charismatic Pfalzgraf of the Roodberg clan; and Hasten Weisspeer, the Weisspeer Pfalzgraf, Karenin's brother - and your patron. Moreover they cannot be "raised" by the Old Kerk nor can they be sent with grace to the gods. In Perrender culture, no greater insult can be made upon a clan; even the taking an enemy's head is at least honorable.

Blame for this heinous night of atrocity lays firmly at the feet of Karl Hussen whose death on the night has not prevented his infamy from growing. In a bizarre twist, Hanne Weisspeer (the kidnapped daughter of the Voormann who was herself rescued from Karl's minions by the PCs) has fled with his body, leaving a country in turmoil in her wake. Her own clan now believes her to be possessed by evil itself.

The leadership of Perrenland now falls, by default, to the Untervoormann Orgus Bildgear of Traft; and the HetShoolmann of the Old Kerk Reanulf Solcarde. Together, they have quickly declared martial law and the country's military and the Kerk has been called to arms. Three Auszugen have marched into the Sepia Uplands and one into the Kershane Pass, both now cantons of Perrenland, in fear that Iuz may exploit the political unrest and invade the disputed territory. Orgus Bildgear is loudly claiming that (on the night of Karl's heinous crime) he and Karenin agreed that their first joint act in the new administration would be to revoke the non-aggression pact with Iuz. Others on the council deny this vehemently calling Bildgear a warmonger. Unity within the nation is beginning to show signs of real strain.

All this has left you with a sinking feeling in your hearts at the state of the nation. Despite your best and gallant efforts to stave off disaster, disaster has befallen those who held your loyalty. In the streets of Schwartzbruin the words that the Sepian Prophetess spoke in the rubble when she was dragged free have become common knowledge. Interpreted and re-interpreted they have done little but create strife and a sense of panic.

The Soul of the Judge.

The Soul of the Fist.

The Soul of the Nation.

All snatched by the twisted lover.

Three Souls for the Prince of Laughter.

Three Souls to fuel his greed.

Three Souls to awaken in the darkness the thing that he most needs.

Only a mothers ill choice now can undo.

For yourselves it is as if you have been abandoned, you Patron is dead and soulless, the powerful Weisspeers as a clan are leaderless, and have removed themselves to Krestible whispering dark words about the Hussens and even darker words about Hanne.

Please return this to the DM at the end of the adventure.