

PER6-05

Dark Star

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

Version 1.0

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Reviewed by Chris Tulach

Three years have passed since the Voormann elections, three years since the election hall was blown up by Kârl Hüssen and his associates, and three years since Hasten Weisspeer was killed and resurrected. Since that time there have been whispers about the Weisspeer pfaltzgraf, and whether he remains the good man he once was. Will you be able to get to the truth of the matter?

This is a Perrenland regional adventure with a leaning towards investigation. This adventure will most likely interest characters from the Weisspeer clan, or those with membership in the following meta-orgs: *Rechters*, the *Voormannsgardt*, *Den Masque* or the *Treasure Hunters*. For APLs 8 to 12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs CR 1 2 3 4 trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are

determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

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. Characters that fail to

pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Hasten, the Pfaltzgraf of the Weisspeers, has been a rock for his clan, a moral anchor in increasingly troubled years. But in recent times this famously ethical man has been distant, removed from his clan and concerned with other matters. The truth is Hasten has never quite been the same since his death and subsequent resurrection in conflagration of the last election. His supporters claim it is only natural – his own death and that of his brother, the former Voormann Karenin, are traumas that would unsettle the strongest of people.

But others, even his beloved niece Hännè, see things in a darker light. For there are rumours about that Hasten is not himself, really not himself. It is said in some circles – never openly – that some adventurers revealed the truth, that Hasten has been corrupted, turned to evil. Thus, to get to the truth of the matter, Mârin Weisspeer – the younger sister of Hasten and the Perrenland ambassador to Greyhawk City – has been called home to try to resolve the matter...

Adventure Summary

Introduction: The PCs start the game with the chance to learn some rumours about the state of affairs. Depending upon their clan and meta-org affiliations, they will each get a free rumour, and Gather Information rolls to learn further information. Then they will be called to a meeting with Mârin Weisspeer, and asked to assist in the investigation into Hasten's duplicity (or lack thereof).

Encounter One – Initial Investigations: The PCs get the chance to actively ask around and build up evidence for or against Hasten. The man himself will have been called to a family meeting by Mârin to get him out of the way. Apart from further rumours to be picked up, the PCs can learn that Hasten has been spending a lot of time at the Wijstoren, the ruined ancestral fortress of the clan. They also can discover the location of a previously secret dark temple where Hasten's soul (along with that of Gutherie Roodberg) was taken following the election explosion.

Encounter Two – The Offer: As their investigations start stirring things up, they are approached by a representative of Den Hológen (the 'Empty Eyes'), a clandestine group of assassins who have an offer of assistance.

Encounter Three – Wijstoren: With Hasten dragged away, the PCs can sneak into the old fortress of Wijstoren. There they can find Hasten's private records as well as a hidden temple to Iggwilv. However they have to deal with the unexpected danger presented by Hasten's apparently innocuous assistant, who is actually possessed by the soul of a very nasty necromancer. They can find the trapped soul of the real assistant in a gem around that worthy's neck.

Encounter Four – The Temple of Souls: Hidden in the Clatspurs is the temple where Hasten's soul was corrupted. This dark place is protected by various traps and enchantments. If the PCs can successfully broach the defences they can find evidence of an ancient ritual used to corrupt the souls of Hasten and Gutherie.

Encounter Five – Killing the Killer: The PCs must hunt down and kill Einrik Krijgboot, the assassin who has plagued various PCs since the end of Voormann's Daughter – Einrik has signed on with Iggwilv, and this has annoyed his former colleagues. The Empty Eyes will give the PCs information as to Einrik's whereabouts as well as a one-shot magic philtre to send his soul properly packing.

Encounter Six – Reporting Evidence: An interim encounter, this allows the PCs, with the various evidence encounters taken care of, to present their discoveries to Mârin.

Encounter Seven – Confrontation: If the PCs manage to successfully complete one or two evidence encounters then there is enough proof to force a confrontation with Hasten himself, resulting in a violent rebuttal on his part and a nice dirty fight to end it all. If, however, the PCs completed all three evidence encounters then the results are so conclusive that Hasten knows the game is up, and no fight occurs. If no encounters are completed

successfully then Mârin has no real proof and the PCs have failed.

Conclusion: This is the wrap-up, where the results of the PCs' endeavours bear fruit (or otherwise). If the characters have done well, then Hasten will be neutralised, and his soul hopefully sent to Allitur, where it truly belongs. Mârin will assume the role of Pfaltzgraf temporarily, until someone else from the clan can be found to fill the position properly.

Preparation for Play

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See *DM's Aid One* for details.

Since clan dynamics play a part in this adventure it is important that the DM asks each player if their PC has any clan allegiance and what that might be. Should there be any Weisspeer PCs then determine whether they are pro-Hasten, pro-Hánnè, or neutral in their view of clan politics.

It may well be worthwhile for the DM to download, print and read the Weisspeer clan document, which can be found at the Perrenland website at http://www.perrenland.org/download/clan_weisspeer.pdf.

It would also be helpful to be familiar with the Perrenland Law document and have a copy at hand. This can be found at http://www.perrenland.org/download/perrenland_law.pdf.

It is recommended that the DM have players pre-roll a number of checks before starting. Ten rolls are usually enough. The DM should also note each PC's (and NPC or animal companion's) skill bonuses in Listen, Spot, Search and Sense Motive. This will make any secret checks in game a bit more secret.

It is further recommended that the DM suggest the players nominate at least one of them to keep notes as the adventure progresses, to keep track of information gathered in what is ostensibly an investigation.

The DM should note that the adventure is not designed to run in a linear fashion. *Encounter One – Initial Investigations* is a hub encounter; the players may follow one lead into one of the location encounters (*Encounters Two, Three and Four*) and then come back and do more investigating which may lead them off to another encounter and back again.

DM's Note: Within convention play sessions tend to be shorter and this results in time pressures. The DM is urged to keep things moving along, as this adventure can run long if the role-playing aspect of investigations gets out of hand. Likewise PCs may decide to explore every nook and cranny of each locale. It is recommended that extraneous locations – provided to flesh out the story and make things more believable – be fast-tracked.

Introduction

Richfest; a time, as the name suggests, to watch the wealth from your endeavours build, in preparation for the reaping of the rewards. But times are tough in Perrenland this year, and what riches there are may not be enough for some. Prospects look dull for many this year. Only the truly adventurous, with their acceptance of the fickle fortunes of their chosen lifestyle, can hope for a wealthy season.

So it is that you make your way to Roodenhuis in the heart of the Vosser clan's territory, to answer a request for assistance. You know very little about what is required, except that a servant of Gréta Vosser-Weisspeer, the widow of the previous Voormann Karenin, has asked you to come to the town to meet with Karenin's sister, Mârin.

Play in this adventure starts with the PCs having heeded the call for assistance and arriving in the town of Roodenhuis. The message to each asked them to take accommodation (already pre-paid) at the *Groengans* inn. The innkeeper, Turvald, will expect them. Upon arrival each PC will be assigned a small but comfortable room and directed to a private meeting chamber. At this point, allow the PCs to meet each other, introduce themselves or catch up, and briefly swap 'war stories'. Do not let the introductions be too drawn out.

Once everyone is assembled, there are a number of rumours to be given out in preparation for the adventure. These rumours are found in *DM's Aid Two*. Each PC starts the adventure knowing *one* rumour, as appropriate for their clan or non-human heritage, or their meta-org membership.

In addition, each PC receives an additional rumour for every *full five ranks* they have in the following skills: Gather Information, Knowledge (nobility & royalty) and Knowledge (local – Iuz Border States). For each full five levels in the Bard character class or the Loremaster prestige class, a PC gains an additional rumour. *Note:* A PC with many ranks in all of these skills and in Bard and Loremaster can accumulate quite a few rumours.

The DM should choose the rumours from the list for the PCs based on their backgrounds or allegiances. If at all possible, attempt to avoid doubling up on rumours, so as to allow each PC to contribute something to the story.

DM's Note: Every PC who can legitimately claim to be a resident of Perrenland for some time (i.e. not just a year or two) will know that Mârin Weisspeer is the youngest sister of Karenin and Hasten, and that she is the nation's ambassador to Greyhawk City.

Again, allow PCs time to tell their tales, swap their rumours, and start to voice theories as to what might be going on.

A suggestion is no more than 15 minutes be allowed for this whole first phase of the introductory encounter.

Meeting Mârin

Once the heroes are settled in and gossiping, the real adventure can commence.

The door to your chamber opens and a four people enter. The first in the room is a lightly armoured young man who is the spitting image of the infamous Kârl Hüssen, but with no cockiness in his demeanour. He is followed by a well-dressed willowy woman, not unattractive, with greying brown hair. Another middle aged woman, short and pretty despite her years, is accompanied by a lovely young woman who can only be her daughter.

The slender well-dressed woman looks you all over quickly, appraising you with a look that seems to lead to swift judgement on her part. For a brief moment it is as if your mothers had found you doing something secretive and naughty. Then she gives a nod, and a hint of a smile, and sits down. "Good day to you all. I am Mârin Weisspeer. I appreciate your coming here."

The woman who speaks is indeed Mârin, youngest sister of Karenin and Hasten. The young man is Kûrt Hüssen, younger (and nicer) brother of Kârl. The younger woman is Sofia Weisspeer Hüssen, Kûrt's wife and the sister of Hännè Weisspeer. Finally, the short pretty older woman is Gréta Vosser Weisspeer, Sofia and Hännè's mother.

Any PCs who have played the interactive event *Lifesavers* will have previously met Mârin, Kûrt and Sofia.

Mârin Weisspeer: Female human Brd6/Ari6.

Kûrt Hüssen: Male human Ftr4/Ari2.

Sofia Weisspeer Hüssen: Female human Ari3.

Gréta Vosser Weisspeer: Female human Ari8.

Once the formalities and introductions have been seen to, and light refreshments provided, Mârin will get down to business.

Mârin should be played as a wise mother or spinster aunt, one who knows all the ‘children’s’ tricks and is fondly tolerant of them. She is gently stern and somewhat disapproving of, dare it be said, horse play. This is a time for business; games can come later (she does know how to let her hair down).

Mârin will start her spiel immediately with the main sucker punch – her older brother Hasten is said to have been corrupted and suborned by the enemy, to serve either Iuz or Iggwilv. This has become a point of more than idle speculation, and it is damaging the Weisspeer clan.

She will then summarise the situation further:

- Something certainly happened to Hasten when his soul was stolen by enemy agents following the election debacle. [*Note: Events from adventures Tinderbox and Lost Souls, if PCs played them.*]
- Indications seem to point to Hasten being made into a double agent. [*Note: Events from adventure Regicide.*]
- The soul of Guthrie Roodberg was also taken and he was subsequently proven to be a traitor and slain. [*Note: Events from the interactive event A Nation Mocked Part Two.*]
- People close to Hasten have noticed a definite change in his personality.
- It is through Hasten’s influence that Weisspeer forces have played little part in battles ongoing across Perrenland, ostensibly to hold the south-western territories.
- Hasten has had little to do with activities worshipping Allitur, which is strange since he is a cleric of that god. He has claimed his duties as pfaltzgraf take precedence.
- His niece Hännè, once a close confidant, now avoids him – she says he is not himself.
- The clan is divided, with supporters of Hasten and supporters of Hännè occasionally even coming to blows.
- Hännè herself is assisting in matters of state diplomacy, and is otherwise engaged in the service of the nation. Her daughter Karený is doing very well and is a bright and happy little toddler. (Gréta

will explain this only if a PC specifically asks after Hännè.)

No doubt the PCs will be wondering what on Oerth this has to do with them (if they’re that slow). Should they ask, or wait for Mârin to continue, she’ll address that point.

Mârin tells the PCs that she needs someone to get to the bottom of the matter. It is her duty to resolve the situation, but she needs proof one way or the other of Hasten’s guilt, or lack thereof. Thus she needs a group of capable investigators to get to the truth. The PCs gathered in the room have been chosen to perform that task.

At this point the PCs will be asked if they will help in the matter. It is anticipated that some more mercenary characters might ask for payment. Those who do will be offered APLx100gp for their services. This, however, will lose them the opportunity for later rewards (such as item access etc.)

Treasure

APL8: 800gp per PC.

APL10: 1,000gp per PC.

APL12: 1,200gp per PC.

If the PCs accept the job, then all is well. Any PC who doesn’t is out of the adventure – that’s what happens when obvious plot hooks are ignored.

DM’s Note: If a PC has an obviously legitimate characterisation reason for refusing the offer (eg. they’ve sworn a blood oath of loyalty to Hasten) and the player is not just being perverse, then allow the player to choose another PC that suits the game, but half any role-playing awards for that PC. Otherwise that player can pack up and leave, or be a spectator.

Once the team has been recruited, Mârin will give further information that may assist the PCs:

- In the days following this meeting, Mârin will be meeting with Hasten in Krestible, to discuss matters pertaining to the clan and the canton. During that time of perhaps a week or two, Hasten will be kept busy, giving the players a window to operate without too much interference.
- Hasten has been spending a lot of time, it seems, at the Wijstoren (the White Tower), the ruined ancestral seat of the premier family of the Weisspeer clan. He has taken the unprecedented step of barring access to the site. There may be some useful

information there, and with Hasten absent it may well be possible to get in and look around.

- Something happened between the time when Hasten's soul was taken from the ruins of the election hall and when the gem holding it was recovered from a barge on its way south. An Auszug officer called Girma Lerden, stationed in Schwartzenbruin, was assigned to lead an investigation into this some short time after the events.
- It has never been fully established how the souls were taken from Hasten and Guthrie, or by whom, but someone with skills in devious arts must have been working with Kârl, for none of his usual cronies were so skilled.

At this point Mârin concludes her commentary. She explains that she has told the PCs all that she feels to be pertinent. She admits that there are plenty of rumours and further information that she knows, but she is deliberately withholding this information since some of it may be false and she doesn't want to prejudice the heroes' investigation.

What she will say is that if the PCs need to contact her further to provide information or to ask for further directions should problems arise, then they should work with Sofia and Kûrt, who will be contactable through the innkeeper of the Silver Saddle tavern in Krestible City.

There is no distinct time limit on the investigation. She wants quality of information, and doesn't want it rushed, since that might see mistakes made. In short, she needs good conclusive evidence that will be enough to remove Hasten from office if it comes to that, or to quell rumours criticising him.

Following that, Mârin will end the discussion, making small talk and asking after various interests of the PCs – she is a skilled diplomat, after all.

The PCs can proceed to the meat of the adventure, and move to *Encounter One – Initial Investigations*.

An Aside

Certain groups have vested interests in what is going on. At some stage the PCs' task is going to become known, and any PCs in particular organisations will receive further 'instructions'. If any PCs belong to the meta-orgs listed below then choose one encounter (if a PC is in two of the listed meta-orgs then choose only one) as listed below for each character that has such membership:

Den Masque: The PC is contacted by a fellow member, who notes that there is bound to be skeletons in

the Weisspeer closets that bear revelation. Whilst not being asked to sabotage the investigation, the PC is urged to keep an eye out for any 'juicy gossip'.

Rechter: The PC is contacted by a fellow rechter who is older and more senior. This person informs the PC that the reputation of the law is at stake, and that the PC's actions and ongoing investigation has to be unimpeachable. The NPC has 'every confidence' the PC will do the right thing.

Treasure Hunters: The PC is contacted by a senior member of the guild, and asked to do their task efficiently, but also to keep an eye out for any extraneous information that might be of use to the guild.

Voormannsgardt: The PC is contacted by a senior guard and urged to keep in mind what is best for the nation. The NPC notes that the Voormann himself is very interested in the outcome of the investigation.

Weisspeer Clan: The PC is contacted by a family member, friend or neighbour, one who is neutral in the clan division. The NPC stresses how the clan is being hurt by the current situation and hopes the PC can quickly set things to right.

Encounter One Initial Investigations

This encounter constitutes the heart of the adventure. It is not set in any one location but rather assumes the PCs will move about as they gather their evidence. The heroes may well travel around the nation over a few weeks as part of this adventure, though that time still constitutes 1 TU. (Consider this fair balance for those 1 TU games that take place over a few hours.)

The details are provided in raw form, since the situations in which information is discovered may vary. The DM should take care, if time allows, to see that these mini encounters are characterised appropriately.

Each area of investigation is listed in concise sections, with appropriate skills that may be used to allow the PCs to know the information, and the modifiers on the table to access the given results. Otherwise the PCs must rely on Gather Information checks, and details of pertinent NPC types or locations and the associated modifiers will be given. The PCs then either roll their own skills (with noted modifiers) against the DCs given, or Gather Information checks with appropriate modifiers from who they are talking to, or where.

Should a PC match the conditions provided for various NPCs (eg. member of Weisspeer clan) then that modifiers applies to their own skill checks other than Gather Information. These modifiers are cumulative. Location modifiers do not apply to PC skill checks.

DM's Note: Only NPCs or Locations for topics may be used as sources of information.

In addition, the PCs may also receive further information from the rumours section in *DM's Aid Two* as the DM deems appropriate for the situation.

The information provided below is presented in as logical a manner as possible, so that clues found in one area will result in new areas following that section where possible.

Hasten Weisspeer

Appropriate Skills: Bardic Knowledge +5; Knowledge (local: Iuz Border States) +0; Knowledge (nobility & royalty) +5; Knowledge (religion) -5; Profession (judge) -5.

Appropriate NPCs: Auszug (4th Auszugen) +0; Grafgardt (Weisspeer or Voormann) +5; Hüssen Clan +5; Old Kerk +5; Rechter +0; Weisspeer Clan +10.

Appropriate Locations: Krestible canton +5; Schwarzenbruin City +0.

Information:

Automatic: Hasten Weisspeer is the pfaltzgraf (chief) of Clan Weisspeer.

DC 10: He is a qualified rechter (judge) and an ordained cleric of Allitur.

DC 15: He was killed in the election explosion and raised from the dead.

DC 18: He has seemed estranged, recently, from his previously favourite niece and confidant, Hännè.

DC 20: His soul was stolen but subsequently recovered prior to his raising.

DC 25: He has been too busy recently to attend to his duties as a cleric, instead focussing on his political duties.

DC 30: He has been spending much of his time recently in the Wijstoren ruins.

DC 35: Most of the time he is assisted by his personal aide, Bern Kleistad.

DC 40: There are rumours that the Voormann wants Hasten removed regardless of his activities.

Mârin Weisspeer

Appropriate Skills: Bardic Knowledge +5; Knowledge (local: Iuz Border States) +0; Knowledge (local: Core) +5; Knowledge (nobility & royalty) +5.

Appropriate NPCs: Grafgardt (Weisspeer or Voormann) +5; Weisspeer Clan +10.

Appropriate Locations: Krestible canton +5; Schwarzenbruin City +0.

Information:

Automatic: Mârin Weisspeer, the younger sister of Hasten, is the nation's ambassador to Greyhawk City.

DC 15: She is a senior clan skämtæguler.

DC 20: On her way back from Greyhawk there was an attempt on her life.

DC 25: It is rumoured that she has a romantic link with Voormann Orgus Bildgear.

DC 30: She was recently in Schwarzenbruin, meeting secretly with the Voormann.

DC 35: There is speculation she and Bildgear have some sort of deal involving Weisspeer clan leadership and marriage.

Wijstoren

Appropriate Skills: Bardic Knowledge +0; Knowledge (architecture) -5; Knowledge (history) +5; Knowledge (local: Iuz Border States) +0; Knowledge (nobility & royalty) -5; Knowledge (religion) -5.

Appropriate NPCs: Auszug (4th Auszugen) +0; Grafgardt (Weisspeer) +5; Treasure Hunters Guild +0; Weisspeer Clan +5.

Appropriate Locations: Krestible canton +0.

Information:

Automatic: Wijstoren is the ancestral seat of the Wijs sept of the Weisspeer clan.

DC 10: Wijstoren is a ruined fortress, several hundred years old.

DC 15: Wijstoren was ruined by Igghwil's forces before they were thrown out of the canton a century beforehand.

DC 18: The site has ritual significance to the Weisspeer clan, the Wijs sept in particular, and ceremonies are often performed there.

DC 20: The annual gathering of the heads of the main sub-clans has not happened because Hasten has declared the site out of bounds due to some unexplained mystical danger.

DC 20: The fortress is found in the mountains some 20 miles west of Krestible City, near the mountain meadow called the Wijsgarten.

DC 25: Wijstoren lies at the top of a jagged windy peak called Den Weisstand.

DC 30: Though ruined, Wijstoren has a working well and is still a highly defensible location, with clear views for miles around.

DC 35: A hidden path, called Jonas' Steps, leads to Wijstoren. This path provides cover from view by those in the fortress, but its entry is a guarded secret.

DC 40: The location of the trail head for Jonas' Steps is in a steep gully two miles south-west of Wijstoren. (An exact location is given.)

Bern Kleistad

Appropriate Skills: Bardic Knowledge -10; Knowledge (local: Iuz Border States) -10; Knowledge (nobility & royalty) -5; Knowledge (religion) -5.

Appropriate NPCs: Grafgardt (Weisspeer) +5; Old Kerk +0; Weisspeer Clan +0.

Appropriate Locations: Krestible canton +0.

Information:

DC 15: Bern is a twenty-something lowly junior priest of Allitur, a local boy known as something of a wimp.

DC 20: Bern has been Hasten's aide for several years, since his late teens.

DC 25: Like his mentor, Bern has been aloof and distant recently.

DC 30: Apparently some local rowdies tried to bother Bern a month or so ago and they were found unconscious with no memory of how that happened.

Soul Stealing

Appropriate Skills: Knowledge (arcana) +0; Knowledge (religion) +0; Spellcraft +0.

Appropriate NPCs: Any spellcaster +0; Den Zauber +5; Non-Kerk Temples +5; Old Kerk +5; Weisspeer Clan +0.

Appropriate Locations: Any city +5; Decent sized arcane school +0; Decent sized church +0.

Information:

DC 10: Two powerful and difficult spells are primarily associated with soul stealing – *soul bind* and *trap the soul*.

DC 15: Each spell requires a highly expensive gem as its main material component.

DC 20: *Soul bind* steals the soul of a newly dead spirit, whilst *trap the soul* absorbs a still living soul and its physical body into the gem.

Girma Lerden

Appropriate Skills: Knowledge (local: Iuz Border States) +0.

Appropriate NPCs: Auszug (6th Auszugen) +5; Auszug (Null) +10; Auszug (Zee) +5; Grafgardt (Voormann) +5; Meerijder (Vestmeer) Clan +0; Rechter +0.

Appropriate Locations: Schwartzenubruin +0.

Information:

DC 10: Girma Lerden is the daughter of a retired officer of the Zee, a Vestmeer by birth.

DC 15: She is an investigator for the Auszug.

DC 20: She was assigned to investigate the election debacle and its aftermath.

DC 25: She is an officer in the Null.

DC 30: She can be found after hours in Den Énd tavern.

Post–Election Plot Investigation

DM's Note: PCs may liaise with Girma Lerden and use Bluff or Diplomacy to get the information instead of Gather Information. She is a plain woman, softly spoken and very calm; a bland non-entity. Since she is a spy this is quite apt.

Appropriate Skills: None.

Appropriate NPCs: Auszug (High Echelon Officer) -10; Auszug (Null) -5; Girma Lerden +0.

Appropriate Locations: Major Perrenland City +0; Schwartzenubruin +5.

Information:

DC 15: The obvious culprit was Kârl Hüssen, but in reality he was only a tool of the real villain.

DC 20: The stealing of the souls of Guthrie and Hasten seems to have been masterminded by a priest of Tharizdun.

DC 25: Subsequent events indicate the Tharizdun angle was a ruse, since the priest seems to have been working, in the end, for Iuz.

DC 30: What little further information was learned points to the involvement of a shadowy group who use a blank eye as their symbol.

DC 35: Unconfirmed rumours place a man matching the description of the priest near Steenvaderhuis, west of the Ververdyva in the Southern Yatils.

Steenvaderhuis

Appropriate Skills: Bardic Knowledge +0, Knowledge (local: Iuz Border States) +0, Knowledge (geography) +5.

Appropriate NPCs: Auszug (2nd Auszugen) +5; Auszug (Fliegelgruppe) +5; Girma Lerden +5; Treasure Hunters Guild +0; Vossier Clan +5.

Appropriate Locations: Krestible Canton (east) +0; Quagsfludt Canton +5; Schwartzbruin City +0.

Information:

DC 10: Steenvaderhuis is a settlement in Quagsfludt canton, about a hundred miles south of Clatsberg and then around 70 miles west of the Ververdyva.

DC 15: It is a mountain fortress mostly populated by dwarves.

DC 20: The settlement is underground, and connects to a network of tunnels.

DC 30: Several missing dungeoneering groups have used it as a base of operations recently.

DC 35: It seems a hidden dungeon has recently been found near the settlement.

Blank Eye Symbol

DM's Note: If the PCs reach this information and start investigating, then immediately after they have done their research they should move to *Encounter Two – The Offer*, whether they learn further information or not.

Appropriate Skills: Bardic Knowledge +0.

Appropriate NPCs: Assassins +5; Criminal +0; Loremasters +0, Shadowdancers +0.

Appropriate Locations: Criminal headquarters +5, Major Perrenland City +0; Exag +5.

Information:

DC 20: The blank eye symbol is associated with a name: Den Hológen, the Empty Eyes.

DC 25: Den Hológen is a semi-mythical group of assassins.

DC 30: These scary killers are rumoured to be the ultimate mercenaries, and stick to binding agreements religiously.

Newly Discovered Hidden Dungeon

Appropriate Skills: Bardic Knowledge +0; Knowledge (dungeoneering) -5.

Appropriate NPCs: Auszug (2nd Auszugen) -5; Auszug (Fliegelgruppe) -5; Treasure Hunters Guild +0; Vossier Clan -5.

Appropriate Locations: Quagsfludt canton -5; Steenvaderhuis +5.

Information:

DC 15: The second valley over from Steenvaderhuis to Fort Vosserkatz has been cursed since the time of Iggwilv, no one goes there.

DC 20: Before Iggwilv's time there was a shrine to Moradin in the valley, but it was desecrated by the Witch Queen and never re-consecrated.

DC 25: The place still feels so wrong and fearful that no one dares approach.

DC 30: A local miner (now deceased) who most think is mad apparently went to the valley a few years ago and claims the shrine is still standing.

DC 35: Since the shrine is said to have had hidden treasures, some foolish youngsters (also known as adventurers) decided to explore further. Two groups have gone; neither group has been heard of since.

Where Next?

Remember that the PCs can break out of this encounter to follow leads at any time, and come back as needed.

If they learn in some way about Den Hológen then run *Encounter Two – The Offer*.

If they wish to explore the ruins of Wijstoren then run *Encounter Three – Wijstoren*.

If they find out about the dungeon near Steenvaderhuis and go there then run *Encounter Four – The Temple of Souls*.

Encounter Two

The Offer

At some stage in proceedings the PCs may well stumble across the existence of the secretive Empty Eyes, Den Hológen, and thus come to their attention. Rather than do away with the heroes – a not uncommon tactic for this group – they instead recognise and opportunity the resolve a little problem of their own. When the PCs are next in a suitably well-populated settlement, launch the encounter.

Your investigation is building momentum, but it helps to have a break now and again to restore some energy. You are making your way through winding streets to your chosen accommodation, but something doesn't seem right. Then it occurs to you that you are being watched; the wrinkling at the back of the neck is always a giveaway. After some careful looking around you spot a raven sitting on the eaves of a nearby building, its beady eyes fixed on you. Strangely enough, this bird appears to have a rolled up piece of parchment in its beak...

The raven is a familiar for a sorcerer with Den Hológen's ranks. Its only purpose is to deliver the letter it carries, and then it caws and flies off.

Should someone have the means to speak with it, the raven gives nothing away, but is chatty about the weather, the tasty dead dog down the street, the shiny baubles the PCs are wearing...

If someone attempts to tail the bird when it leaves, it flies in a circuitous route for a while (forget this 'as the crow flies' rubbish) and then disappears magically (via teleport).

If and when a PC reads the letter, hand out *Players Handout One*. Nothing can be gleaned from the letter about its origins, whether via technical or magical means. It has been specifically 'cleaned'.

Responding to the letter

Firstly, there is no need for the PCs to actually heed the invitation presented in the letter. They can carry on as they will, or even procrastinate and go to Clatsberg at some later time.

It is possible that the PCs know of the Rusty Anchor tavern. A DC 15 Bardic Knowledge or Knowledge (local: Iuz Border States) check reveals the place to be a fairly ordinary dockside tavern in the city. Vossers characters

may have a +5 bonus to this check, and any PC who can prove they come from Clatsberg may have the information for free.

A similar check with DC 20 reveals that a popular drink in Quagsfludt is a strong beer called a Captain's Treat. What a Captain's Delight may be is unknown. Perhaps the note writer got it wrong? (Profession (Cook) may be used for this check.)

DM's Note: The 'incorrect' reference to a Captain's Delight is deliberate, since it is the password phrase to identify the PCs to the Empty Eyes.

Assuming the PCs take themselves off to Clatsberg, which is a small but wealthy and bustling port city, they can find the Rusty Anchor easily enough. They do indeed find a rather ordinary tavern filled with the usual sorts one finds in a dockside tavern.

When they ask for a Captain's Delight, either from the small man at the bar, or the hefty barmaid walking the floor, they'll get a brief appraising look and will be directed to a table in the far corner of the upstairs gallery. If they pay attention they'll notice the person they spoke to goes outside and changes one of the flags hanging near the door to a blue and green chequered flag.

Assuming the PCs wait (and if they ask what to do that's what the instruction is) then in about half an hour their contact will arrive.

An Empty Eye

The Rusty Anchor is not much different from any other tavern. Paraphernalia lies scattered about on shelves, nailed to walls, and dangling from the ceiling. The motif is obviously nautical, and the patrons match. But it's just another watering hole. No one pays anyone else much heed, beyond the natural interest in those blessed by some god with good looks. As you wait and consider the merits of the stronger than average ale sold in the tavern, not much of interest happens.

Then, after half an hour has passed, a scrawny old human woman in voluminous clothes, her grey hair held bound in a brown scarf, walks up the stairs and approaches your table. "Call me Tantie," she says by way of introduction. "Did you come as the crow flies?"

The woman is, of course, not as old as she seems, but she is at least a woman and not a bizarre drag act. She's used the Disguise skill to hide her identity and it will take a DC 20 Spot check to determine that. A DC 30 result will make it clear that the woman is actually blonde

and in her early thirties, and allow for later identification should they meet again.

Tantie: Female human Brd6/Asn2/Shd2.

Throughout the meeting, Tantie will maintain the act of being an elderly woman, and she will otherwise be cool and professional. She detects as evil but is restrained and not at all a maniacal psychopath. Any insults PCs may throw at her do not bother her at all and she won't rise to threats or taunts.

DM's Note: Should the situation descend to the level where violence is likely, Tantie has a magical tattoo on her inner left forearm that, when touched and an activation word spoken, will *teleport* her to safety. She will not fight the PCs at all.

The offer

Den Hológen have noted the PCs' interest in the matter of Hasten Weisspeer and though they are neutral on the matter they have an involvement in the affair that makes them interested in what happens for other reasons. Thus the core of Tantie's offer to the party is as follows:

- Firstly, Den Hológen would appreciate it if the PCs would stop digging around in their business. The organisation is not political and is purely 'business driven', but they value their privacy and will take action to maintain it.
- As part of a 'negotiated contract' Den Hológen have had an involvement in the 'election affair' and are privy to key facts.
- The Empty Eyes are willing to provide the PCs with information pertinent to their investigation, at a cost.
- The information provided will be of use in any formal execution of Perrenland law, and pertains directly to the condition of Hasten Weisspeer.
- At the settlement of the agreement between the Empty Eyes and the PCs, concrete evidence relating to Hasten Weisspeer's state of mind will be given to the PCs, along with information to assist them in further investigation.
- The cost is that the PCs must hunt down and eliminate a former member of Den Hológen, an assassin called Einrik Krijgboot.
- Einrik is the individual responsible for the deaths of Roggo Dás and Jásper Mórgerrood, and was in the company of Kárl Hüssen in the election conspiracy.

- Einrik has subsequently broken his oath to the Empty Eyes and is now working directly for Iggwilv, through her agent Brár Ulfrig.
- Den Hológen will not act directly against Einrik because of certain sworn oaths that cannot be broken.
- Einrik travels around a lot in the service of Iggwilv, but in his own time he lives in the town of Willenhiem, in a small dry-docked ship called *Den Saréna*.

The PCs have the choice whether or not to accept the offer presented for Den Hológen by Tantie. Should some PCs seem reluctant (it's expected paladins and other lawful good characters will quail at the idea) then Tantie will note that they need not kill him by stealth but can fight him fairly if that is their desire.

They need not make the choice immediately. If they wish, Tantie will leave them be so they can decide. They may take as long as they like.

The offer is rejected

Should the PCs decide not to take up the offer then Tantie will depart, leaving them be. They will get no further help (nor interference) from Den Hológen. This means the PCs have no opportunity of experiencing *Encounter Five* and lose the chance for vital evidence.

The offer is accepted

In the case where the offer is accepted by the PCs, Tantie will ask that they swear an oath to something sacred to them (their gods, their clans, their continued existence, etc.) to abide by the terms of agreement. In return she swears her oath by "the consuming darkness".

The agreement is that the PCs head off and kill Einrik Krijgboot. When that is done and proof presented (see below) Den Hológen will give the PCs a gem used in the soul stealing ritual, as well as information they can use for gaining further proof.

DM's Note: The last bit of information is not part of the deal if the PCs have already done *Encounter Four – The Temple of Souls*.

Tantie will give the PCs a philtre, obviously magical, which she instructs to pour down Einrik's throat once he has been slain. They are then to bring the philtre back to her and that will be the required proof that they have held up their end of the bargain. (Anyone using magical means to identify the philtre will discover it has strong *necromantic* and *conjunction* magic.)

PCs have killed Einrik previously

It may be that some of the PCs have met Einrik in the past and killed him. Should this point be raised, Tantie will give the characters a slightly condescending look and note that the PCs “of all people should realise that death need not be the end of things.” Indeed, whilst still in the Empty Eyes’ good books, he will have been raised from the dead on more than one occasion.

Where next?

The PCs now have a task to perform. They can do it immediately and proceed to *Encounter Five – Killing the Killer*.

Otherwise they can do more investigating or one of the other encounters as fits in best with their activities.

Encounter Three Wijstoren

This is likely to be the first major area of exploration for the PCs, since it lies in the heart of Hasten’s domain. It’s also the most obvious location, since it is the only one of the major encounters that the PCs start with firm knowledge of.

Getting to Wijstoren via the direct public route is easy enough, since there is a road that leads to it, leading west from Krestible City. However, when they get within a couple of miles of the site, as the mountains loom above them, they come to a guard post manned by a trio of Weisspeer clan guards.

DM’s Note: If the PCs learn about Jonas’ Steps and use that route then they will not encounter the guards.

The Guards

The three guards are two men, Bürth and Wálther, and a woman, Üli. All three of them are rangers. They have been stationed on the road to make sure no one approaches Wijstoren, under Hasten’s orders. They are disciplined guards and do their job properly. Should the PCs try to pass they will be politely informed of the ban and asked to go back.

Should the PCs try to come up with some means of bamboozling the guards (eg. they’re here as Hasten’s couriers, they have to speak with Bern, etc), it requires one of the following checks: DC 20 Bluff, DC 25 Diplomacy or DC 30 Intimidate.

The PCs might try to gather further knowledge from the guards. Refer to the previous section and treat the trio as being Weisspeer grafgardt members for the purposes of modifiers.

None of them ever go up to Wijstoren, so they can’t provide information about the layout of the site.

All three of the guards are pro-Hasten, but they are not fanatics, nor are they criminal or evil. They just don’t believe ill of him.

Weisspeer guards (3): Human Rgr3; hp 20, 20, 20; see DMG p. 122.

DM’s Note: If the PCs attack the guards then they are performing a criminal act. Let them know before they do this. If they still do so then eventually it will be publicly revealed and they will be charged under the law, and will have to pay a kopprijs of 1,950gp per guard. Refer to the Perrenland Law document as needed.

Approaching Wijstoren

Making your way through rugged forested mountains you come to a spot where you can finally see the ancestral fortress of the Wijs sub-clan. Looming high above you on a wind eroded pillar of rock is a ruined fortress, many centuries old. A wide steep path leads up over a sharp ridge, zigzagging back and forth as it ascends. It is quite apparent that anyone taking the path will be plainly visible for some distance before they ever get to the front gates. Judging by the howling of the wind, flying may also be an option, but it would strenuous.

You can also see that the years of wind have eroded the mountain side, hollowing out the rock so that in places the fortress overhangs the cliffs below. What looks like old balconies have been carved out in some of these covered hollows.

Since it is supposedly abandoned, the fortress shouldn’t be too hard to enter, but you can see it would have been a formidably defensible location in its prime.

There are several ways of approaching Wijstoren, detailed here:

The Ramp: The main approach via the road leads up the front ramp (location 1) to the gates (location 2), which are in perfect repair. If the PCs take this approach without invisibility they will be spotted.

Jonas’ Steps: The precipitous path that clings to the side of the cliffs behind Wijstoren is unobserved. However this requires a DC 10 Balance check to avoid

slipping and suffering a fall of 80ft. for 8d6 damage. It enters the fortress in the north (location 4).

Climbing: Those brave or foolhardy enough to attempt an ascent of the cliffs must deal with overhangs and strong winds, and thus must succeed at a DC 30 Climb check or suffer a 150ft. fall for 15d6 damage.

Flying: PCs can fly to Wijstoren but unless they take precautions they are going to be seen. They also have to deal with Strong winds (DMG, p. 95).

Teleporting: PCs may teleport to Wijstoren as required. However, the best description they could have is 'viewed once', unless one of the PCs is a Weisspeer grafgardt member, in which case they can claim 'seen casually'.

Wijstoren

Refer to *DM's Aid Three* for a map of this location.

Location 1

The twenty foot wide road is in fine repair and it leads steeply up a narrow ridge to the great ruined fortress. The wind howls and grabs at your clothes as you negotiate the steep ascent.

As noted, if the PCs do not have some means of becoming invisible then they will be spotted coming up the ramp. It is too open to make Hide checks, so that is not an option.

If the PCs don't manage to conceal themselves then Bern Kleistad (detailed later) will be aware of their approach and take action. His first response is to try to scare the PCs away...

As you make your way up the road there is a flicker of light and movement from the top of the gate house. Half a dozen figures appear, each wreathed in flames. The leap from the battlements and land on the road, then get up and lumber towards you...

Bern has sent six zombies, the undead remains of those unfortunate enough to get too close to the site in the pass, to frighten the PCs. These poor zombies won't last four rounds and won't fight the PCs unless the PC close and engage.

Each PC should make a DC 15 Will save. Failure means they are shaken. Failure by 5 to 10 means they are frightened, and failure by 10 or more means they are panicked.

Human Commoner Zombies (6): hp 16, 16, 16, 16, 16, 16; see *Monster Manual*, p. 266.

Location 2

The mighty gate house stands around seventy feet high and remains intact. No doubt there was dwarven workmanship in its construction, for it is unscathed by the ravages of time. Even the Witch Queen was unable to damage this mighty tower when all else around it has been ruined. The dark iron gates too are unmarked, and look formidable. No banners fly from the ramparts, but hundreds of long white spears just atop the stone battlements.

The gate house was indeed built with the assistance of dwarves, and strong magic was involved in the construction. Though the interior was ruined by Iggywil's minions before their departure a century earlier, the shell was unscathed. The walls either side are a different matter, of course, and have obviously been damaged.

There is no way the PCs can force entry through the gate house, none at all. But they can go over the walls nearby, with successful DC 15 Climb checks.

Floating above the front of the gate house is a crystal eye, Bern Kleistad's *eye spy*. A DC 30 Spot check will allow PCs to notice this strange little magical device. This is what Bern uses to track their progress once he has noticed them.

Beyond the gate house Wijstoren lies in ruins. Walls have holes in them, roofs have collapsed, and few buildings are even remotely intact. However, this is a site of importance to the Weisspeers, so although it is a ruin it is well tended and is obviously a place of cultural significance. There is a poignant aura to the place.

DM's Note: There are a further 12 zombies scattered around the site. The PCs will never encounter more than three at a time. Save them as nasty surprises but don't bog things down in combat. They are more an annoyance and colour than anything – they'd be a problem for ordinary folk but heroes are made of sterner stuff. Characters that have done well on their Gather Information checks might recognise missing people from descriptions previously given. A fiendish DM might even have a Krestible-based PC recognise a distant relative...

Location 3

In the back of Wijstoren is a concealed trapdoor that leads into the subterranean section of the fortress.

Stone Trapdoor: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Open Locks DC 25; Search DC 20.

Location 4

The top of Jonas' Steps is a small courtyard on the north side of the complex. An open doorway leads into the main part of the ruins; the door itself long gone.

Location 5

Underneath the concealed trapdoor a set of stone stairs leads down into what was once someone's cellar. It has now been set up as a comfortable living space, with a sturdy table and chairs, and various comforts. There is a cot opposite the stairs that is used by Bern. Underneath it is a small unlocked chest containing Bern's clothes and personal effect.

Also within the chest is what appears to be a diary of Bern Kleistad. There is nothing untoward in it; it details the rather boring life of a junior clerk. Strangely enough, though, it is written in the third person.

The smaller chamber behind the door in the wall opposite the stairs is Hasten's private chamber.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Locks DC 30.

The room is comfortably appointed, with a large bed, a desk, cupboard and shelves. The room has a grand view north across the mountains to the alpine meadows of Wijsgarten.

Apart from normal personal effects, what may be of interest is the collection in the shelves, which hold Hasten's personal intelligence of the goings on within Perrenland. There is nothing incriminating in the writings, but it does show that Hasten is very well informed about matters within the country.

DM's Note: If Perrenese PCs spend the time looking, they will come across notes about themselves, indicating that Hasten considers them efficient, dangerous and possibly threats to be eliminated in time.

Location 6

This large room is a storage area, with crates of preserved food and barrels of water, ale and wine.

The bulk of the subterranean area is empty and somehow feels lonely and forlorn. Dwarves in particular will sense this melancholy feeling.

As needed, the DM can scatter some more zombies in the underground chambers.

Should PCs come to rooms with windows, or to one of the balconies in the hollowed overhung areas, the views are spectacular.

Location 7

What the PCs are most interested in finding lies in this deep hidden chamber. It is found behind a well concealed secret door in the great underground hall of Wijstoren.

Secret Stone Door: 3 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Open Locks DC 30; Search DC 30.

Stairs lead down to the dark room beyond, which is a hidden shrine to Iggywilv. A Knowledge (religion), Knowledge (history), Knowledge (local, Iuz Border States) or Bardic Knowledge (DC 20) check will reveal the nature of the place.

A DC 15 Search check will find papers in a brazier with votive prayers written in two different hands which may be later identified as those of Hasten and Bern.

There are signs that humanoid sacrifice has taken place in the chamber. Beyond the locked wooden door in the wall left of the stairs is a chamber where zombies are created. There are no zombies within, but there are two naked bodies of a young half-elven couple who recently strayed into the area. Evil inscriptions are scrawled over their pale flesh. A DC 15 Knowledge (religion) or Knowledge (arcana) check will reveal the nature of the symbols.

DM's Note: Finding these chambers constitutes strong evidence for the case against Hasten.

The Caretaker

In the absence of Hasten, the fortress is left in the charge of Bern Kleistad. This young junior cleric is more than he seems, however, for the soul within the body is not that of Bern. Rather it is that of Súz Gerrit, a servant of Iggywilv. The soul of the real Bern is trapped in a gem held on a chain around his neck.

Bern spends much of his time in his private quarters (location 5) or in the shrine (location 7) creating undead. He occasionally walks the site for a spot of exercise. He has schooled himself to check the area with his *eye spy* every half hour or so.

APL 8 (EL 10)

Bern Kleistad: Male human Clr3/Wiz (necromancer) 3/true necromancer4, hp 43; see *Appendix One*.

APL 10 (EL 12)

Bern Kleistad: Male human Clr3/Wiz (necromancer) 3/true necromancer6, hp 51; see *Appendix Two*.

APL 12 (EL 14)

Bern Kleistad: Male human Clr3/Wiz (necromancer) 3/true necromancer8, hp 59; see *Appendix Three*.

Tactics: Bern is wicked and cunning, but he is also a coward. When he has the upper hand he can be cruel, playing with his victims and enjoying their discomfort. But when the tables are turned he doesn't like it at all.

If Bern is forewarned of the PCs arrival he will cast whatever buff spells he can in what time is available to him. He then assaults the PCs at range, using *nonetection* and his *invisibility* and *silence* potions to hide his presence as long as possible. His aim is to turn the PCs against each other and to sow fear and confusion. Bern's main aim is to get the PCs to leave Wijstoren, ensuring they don't learn any of the secrets hidden within.

Bern uses his *eye spy* to survey the PCs from a distance where he can.

If he is caught by surprise, Bern's first response is to try and escape, to put some distance between himself and the PCs so he can take stock of the situation. If he can redeem the situation he will; otherwise he will try to escape.

As the situation worsens his choice of tactics becomes less wise; the DM should reflect this by taking less care in spell selection.

If it looks like he is going to be killed, horribly hurt, or captured by the PCs then his craven nature is revealed, and he pleads for his life pitifully. He will readily cooperate with the heroes if it seems this will save him, abandoning any loyalty to Hasten. He is not, however, so foolish as to directly betray Igwilv or Iuz.

If the PCs have not found the hidden shrine then Bern is not about to reveal it unless he really needs a bargaining chip to stay alive.

Treasure:

The majority of Bern's goods belong rightfully to the Kleistad family. Only the *eye spy*, *hat of disguise*, and the potions are not family possessions.

DM's Note: Around Bern's neck is the gem containing his real soul. This constitutes loose evidence in the case against Hasten.

APL 8: Loot – ogp, Coin – ogp, Magic – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

APL 10: Loot – ogp, Coin – ogp, Magic – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

APL 12: Loot – ogp, Coin – ogp, Magic – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

Encounter Four The Temple of Souls

Steenvaderhuis

If and when the PCs come to hunt for the secret temple, they will most likely first pass through Steenvaderhuis first. This remote location is a dwarven stadt, funnily enough the home of Steenvader family. This subterranean settlement is home to several hundred dwarves in the winter and nearly double that number in the warmer months, when the bounty from mining activities can be carted away for sale.

Usually the dwarves receive few visitors beyond those with an interest in buying metals and gems. Recently, however, some adventurers have come through this area following the discovery in a nearby valley of desecrated shrine of Moradin. Since none of the adventurers have returned, the local dwarves have a rather cynical and jaded view of the likely fate of others of their ilk.

If the PCs ask around and succeed with DC 18 Diplomacy or DC 15 Gather Information checks, they can learn the following information:

- Two years ago, local ne'er-do-well Two-taps Torgli explored the nearby Damned Valley.
- The valley, two vales over towards Fort Vosserkatz, was cursed by Igwilv and is avoided by locals, since those who enter are overcome by insane terror.
- Two-taps Torgli was deemed to be insane already by many, which is why he possibly was able to enter. Or maybe he lied.
- The last person to enter the valley and return safely was sixty years ago, and that person was an experienced local adventurer not known for foolishness – he was obviously terrified and only said the valley was to be avoided. His advice has been heeded.

- Torgli died last year after an incident with a campfire after he drank a keg of raw spirits.
- Torgli claimed he had come across the old shrine to Moradin that had been there for generations, but which has since been desecrated, it seems.
- The shrine was at the head of a rich copper mine, one that never seemed to run dry.
- Word got out and in the last six months two groups of adventurers have arrived with the intent of exploring the valley.
- The first group consisted of seemingly intelligent humans and half-elves, and one gnome, eight people all up.
- The second group, who were here a month ago, consisted of one hill dwarf from the north, two half-orcs, three humans and a halfling lass.
- Neither group has been heard of since. The second group was strenuously warned but went anyway.
- Both groups gave the appearance of being somewhat experienced adventurers. They were well equipped for the environment.

Since it will probably be quite likely the PCs are determined to head off to the cursed valley, the local dwarves will warn them off only once, in a resigned manner with the obvious expectation of being ignored. Otherwise good directions will be provided, but under no circumstances beyond extreme measures (mind control spells, taking hostages, etc) will any local offer to accompany the heroes in any fashion.

DM's Note: If the PCs do survive what lies ahead and return to the town with news then they will be treated as celebrities by the dwarves – lunatic celebrities, for certain, but worthy idols nonetheless.

Damned Valley

Getting to the valley from Steenvaderhuis takes the best part of a day of travel by foot, due to the harshness of the mountain terrain. Flying or the like can reduce the time, but how long it takes is not that important in the grand scheme of things.

After journeying through typically rough mountains you crest the low slopes that guard the far end of the first valley beyond Steenvaderhuis and look out onto the second valley, the so-called Damned Valley. From your vantage on the ridge it seems little different from others around; it is perhaps five miles long and a mile across at its widest, sloping steeply from its

highest in the northwest to its wide mouth lower down in the southeast.

When you finally descend the steep ridge into the valley you begin to feel the first inklings of ill ease and discomfort. By the time you reach the valley floor you can hear the malicious whispers of a woman's hissed voice. The words are indistinct, perhaps blurred by the wind, but there is no doubt of the wickedness in their intent. As you fight the fear building inside of you, the idea that the valley is cursed no longer seems so unlikely.

Yes, the valley is indeed cursed, the ill will of Igwwilv remains within. Only the most powerful of magical rituals would be able to break this curse – certainly more than any PC could perform.

Each character must make a DC 19 Will save to resist the effects of the lingering curse upon the valley. Failure results in a character being shaken. Failure by more than 5 results in a character being panicked. This effect lasts so long as the affected character remains in the valley. They may return, but if the character does so within two days then the DC is raised by +2.

Animal companions who fail their saves will have to be forced to continue. Familiars and special mounts will advance, but protesting all the way. The DM should feel free to role-play this to the full, increasing the sense of dread felt by the PCs.

A DC 15 Spot check from down in the valley reveals a dark spot at the V in the high end. A success with DC 20 reveals that a single dark building is jammed against the mountain side; this must be the shrine talked about.

A DC 15 Knowledge (nature) or Survival check or DC 18 Spot check will reveal there is no animal life in the valley at all.

The Desecrated Shrine

When the PCs approach the high end of the valley, read the following:

In ages past, determined masons squared and smoothed the cliff face here, turning it into a sheer flat black wall nearly two hundred feet square. At the base, in the centre, is a single great doorway some thirty feet in height, recessed in a semi-cylindrical niche in the wall. The huge metal doors are open, pushed inwards.

In the middle of the entry way, under the cover of the circular portico, a cylinder of black stone about six feet thick lies on the ground, heavy chains rising up into the portico's ceiling.

Lying around the area are a handful of bodies, some in front of the door and some outside on the ground. Two sets of bony legs jutting from under the block give evidence of the dire fate of those who have come before. Scattered around the area are many rusted iron bolts, some of which still remain stuck in the skeletal corpses on the ground.

It would seem you have the answer to what happened to one of the missing groups that preceded you.

Refer to *DM's Aid Four* for a map of this location.

Location 1

Outside of the main doors, the ground is flat and rocky, with patches of grass poking through cracks in what was once a paved courtyard. It may also have been patterned, but the tiles are stained and broken.

Whatever dwarven designs were on the inside of the entryway have been defaced and covered with scrawls of some dark script. A DC 18 Knowledge (religion) or Knowledge (arcana) check, or DC 20 Bardic Knowledge check will reveal these writings to be a combination of divine and arcane incantations, quite often associated with Iggywilv. (Smart PCs may also realise this location is not really so far away from the Lost Caverns of Tsojcanth.)

Even the metal doors have been defaced, probably with acid, and writings melted into their surface. Near the doors, to one side, are neatly piled several backpacks, five of them in total. Not surprisingly, there are five bodies lying outside – a fair indication someone has come along afterwards.

a) At these locations are bodies which have been pierced with two inch thick pointed bolts, each some two feet long. Some of the bodies have more than one spike in them. A DC 15 Heal check will identify the bodies as being humans and half-elves, and a gnome at the doorway, and they have been dead for about six months.

b) Two bodies lie crushed under the stone cylinder, obviously killed when it fell on top of them. (Should PCs with a grasp of mathematics inquire; the missing eighth person of the first party is not in sight. Yes, the body is crushed under the block.)

c) The shaded area indicates where the dome of the portico lies some thirty feet in the air. PCs looking up can see a ten foot diameter hole, obviously where the giant cylinder of stone fell from.

d) The great stone block has many two inch holes around its side. A DC 15 Disable Device, Knowledge

(architecture) or appropriate Craft or Profession check can determine the force of the fall would have compressed air enough to fire metal bolts at a frightening power. The great chains rising from the block to the ceiling dome look strong enough to raise it back into place.

Location 2

Once inside the whole temple radiates strong magic of various types, and detects overwhelmingly of Evil.

A corridor – ten foot wide, twenty foot long and thirty feet in height – slopes down into this great chamber and carries on to a recessed doorway in the far wall. The ceiling in the chamber is vaulted and peaks forty feet above the floor.

Again the chamber shows signs of ancient dwarven decorations defaced by evil writings. Four normal doorways lead out from the four quarters of the room.

e) Scattered about the left half of the chamber, in front of the left wall, are seven dark stains on the ground, each with a dark smear around them. There's enough sludgy residue left in the stains to identify, with a DC 20 Heal check, that the material is acidified flesh and bone.

A DC 10 Search check reveals a decomposed hand, the severed wrist fused, lying at the base of the left wall.

Anyone foolish enough to touch the left wall takes 1hp of acid damage as the reset trap fizzles and fails. The right wall is similarly trapped with a failed enchantment.

f) There are four smaller ceremonial chambers, each ten by fifteen feet with ten foot ceilings. These rooms have been stripped, but they were used for dark rituals some time in the last few years. *Detect magic* spells cast in these rooms reveal the presence of magical auras, but so weak that any further details may not be discerned.

DC 15 Search checks reveal the remnants of magical circles on the floor, but they are too disturbed and faded to be deciphered.

However, what can be determined is that whatever spell or ritual was performed, it was specifically targeted at someone from clan Weisspeer. The inscription is too damaged to fully identify which person from clan Weisspeer it is.

Likewise, a similar check in the bottom right room clearly shows the name Guthrie Roodberg. (The other rooms are too old and scuffed up to read properly.)

DM's Note: This constitutes compelling evidence for the case stating Hasten has been corrupted.

g) The recessed door is also covered in a variety of arcane and divine symbols.

A DC 20 Knowledge (religion) or Knowledge (arcana) check will reveal that the inscriptions have something to do with lore, rituals and gateways.

Metal Door: 2 in. thick; hardness 5; hp 30; AC 5; Break DC 28; Open Locks DC 30.

This door will automatically close in 10 minutes and relock, unless the PCs take some measures to avoid this.

It is also cunningly trapped in devious fashion so as to lure curious intruders to their doom. This is a combination trap, linked with that in the next room (location 3). The first trap (*chain lightning*, *horrid wilting* or *imprisonment*) is just a teaser, albeit a deadly one, to make intruders think the trap is fully sprung.

Location 3

But if that trap is survived or bypassed, the real killer lies behind on the door beyond this one – a lethal symbol of death trap. Merely looking at the symbol is enough to activate it. At APL 10 or 12 the trap is even more insidious, for it is linked to one or two gems floating above the well in room 4. If a soul (no higher than 15th level) is trapped in a gem, it drops into the well, falling a thousand feet to a holding chamber below.

Metal Door: 2 in. thick; hardness 5; hp 30; AC 5; Break DC 28; Open Locks DC 30 (DC 40 with *arcane lock*).

This door will automatically close in 10 minutes and relock, unless the PCs take some measures to avoid this.

Location 4

This round chamber was one a place of reflection, where dwarven clerics could peer into the depths and contemplate the greatness of their god. Now the desecrated shrine is part of an evil trap, designed to capture the souls of intruders. Floating above the well (see below) may be one or two expensive gems designed to hold souls. If a soul is trapped in a gem the magic levitating it stops, and it *feather falls* into the depths below.

Around the chamber are various newer (than the old dwarven runes at least) magical sigils and inscriptions.

A DC 12 Intelligence check will reveal these symbols to be very similar to the ones found in the smaller rituals rooms (Location 2f).

Many names are carved into a 'roster' on one section of the wall. Amongst the names are Hasten Wijs Weisspeer and Guthrie Roodberg. Most of the

remainder are from ages past and unrecognisable, or foreign and unknown.

However, have each PC native to the Iuz Border States meta-region roll a d20; on a result of 1, one of the names is a known ancestor of that PC from times past.

A DC 12 Knowledge (religion) or Knowledge (arcana) check will reveal that some sort of binding and controlling ritual was performed in each of the rooms.

Using a read magic spell allows a DC 20 Spellcraft or Knowledge (religion) or Knowledge (arcana) check to further identify this as a ritual of spiritual corruption.

h) This well shaft drops in a straight line for a thousand feet. Should a PC die and their soul be captured then the gem containing it will float to a chamber similar in size to the one above. Any living PCs with a means of getting into this chamber and out (fly is a good choice) may recover the gem. The rules for *soul bind* (p. 281, *PHB*) apply to recovering souls. Any living PC who drops into the chamber should receive the *Descended into the Depths* item on the adventure record.

The Traps

The details of the various layered traps are listed below:

APL 8 (EL 10)

Chain Lightning Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*chain lightning*, 11th level wizard, 11d6 electricity to target nearest centre of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Symbol of Death Trap: CR 9; magic device; proximity trigger; automatic reset; spell effect (*symbol of death*, 15th level cleric, death up to 150hp of creatures within 60ft. burst, DC 22 Fortitude save negates); Search DC 33; Disable Device DC 33.

APL 10 (EL 12)

Horrid Wilting Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (*horrid wilting*, 15th level wizard, 15d6 evaporation damage to all within 30 ft. radius, DC 22 Fortitude save half damage); Search DC 33; Disable Device DC 33.

Symbol of Death and Soul Bind Trap: CR 11; magic device; proximity trigger; automatic reset; multiple traps (one *symbol of death* trap and one *soul bind* trap); spell effect (*symbol of death*, 15th level cleric, death up to 150hp of creatures within 60ft. burst, DC 22 Fortitude

save negates; soul bind, 17th level cleric, traps one newly dead soul in a gem); Search DC 34; Disable Device DC 34.

APL 12 (EL 14)

Imprisonment Trap: CR 10; magic device; touch trigger; automatic reset; spell effect (*imprisonment*, 17th level wizard, trapped in temporal stasis in sphere far beneath surface of Oerth, DC 23 Will save negates); Search DC 34; Disable Device DC 34.

Symbol of Death and Soul Bind (x2) Trap: CR 13; magic device; proximity trigger; automatic reset; multiple traps (one symbol of death trap and two *soul bind* traps); spell effect (*symbol of death*, 15th level cleric, death up to 150hp of creatures within 60ft. burst, DC 22 Fortitude save negates; soul bind, 17th level cleric, traps two newly dead souls in gems); Search DC 34; Disable Device DC 34.

Treasure

APL 8: Loot – ogp, Coin – ogp, Magic – ogp

APL 10: Loot – 1,250gp, Coin – ogp, Magic – ogp

APL 12: Loot – 2,500gp, Coin – ogp, Magic – ogp

DM's Note: If the gems are broken the shards may be sold for one half of their value.

What if a soul is taken?

If one or more PCs die and soul bound, then if the souls are recovered they can be restored. As the group's patron, Márin will foot the bill for the *dispel magic* to free the soul and a *raise dead* spell for each slain PC. If superior spells are required then the PCs will have to pay the price difference.

Should anyone be raised from the dead and return to take part in the adventure, then there is an additional 1 TU cost to all PCs involved, as they wait for their companion's restoration.

Encounter Five Killing the Killer

The PCs have accepted a dangerous task, and they have a good idea where they need to go to perform it. Of course, this does not mean that the characters will immediately rush off, and may wish to gather more information before making any attempt to hunt Einrik Krijgboot.

Any PC succeeding at a DC 10 Knowledge (local: Iuz Border States) or Knowledge (geography) check will know that Willenhiem is a quiet town at the mouth of

the Vestflow River, about sixty miles southeast of Hugelrote City.

DM's Note: Asking around for Einrik Krijgboot is a pointless exercise. The man takes great care to maintain a low profile and doesn't use his name when dealing with any but the closest of associates. He uses disguises most of the time and few people know what he really looks like. Allow the PCs to make appropriate rolls and ask around if they wish, but nothing concrete will be revealed.

Unless the PCs can come up with some cunning plan to find Einrik or lure him to them (both acceptable tactics) then their best bet is to make their way to Willenhiem. This also gives them the best opportunity to catch Einrik unawares.

Anywhere other than in Willenhiem, Einrik is fully armed and prepared.

Willenhiem

Sitting at the mouth of the Vestflow River, Willenhiem gives the appearance of being a sleepy lakeside village. Judging from the handful of boats along the shore it would appear that fishing is the main industry of the town.

Several dozen buildings lie along the road that borders the river, with a larger cluster around the town's square, just opposite the main pier. The rest of Willenhiem peters away to the east, where some smaller boats lie up on the beach.

You get the usual mildly curious stares from the residents as you are seen by them, but in general you are left alone. This seems to be a town where privacy can be had.

Willenhiem is indeed a quiet easygoing place; an ideal location for a killer to hide away when he needs some private space. He doesn't bother the locals and in return they leave him be.

The fact that Einrik doesn't mingle much with the villagers will work to the party's advantage. They're unlikely to just stumble across him, and thus unlikely he will notice them at first. This will give them time to snoop around.

A few avenues of investigation are detailed below, with DC 15 Gather Information checks as a good benchmark to get that information:

Einrik Krijgboot

No one in the village is familiar with the name Einrik Krijgboot, since he does not use it in the town.

Nor do the players have a physical description to ask around with.

Den Saréna

Yes, there is a boat called *Den Saréna* in Willenhiem, hauled up on the beach at the far eastern end of town. It is owned by a shy fellow called Pól Arger.

Pól Arger

A reclusive man who spends a lot of his time fishing on the lake, this fellow is a shy man who keeps to himself except when he needs to buy or trade goods.

Arger has been in town for about a decade, having inherited the boat from his deceased uncle.

Arger spends much time away from Willenhiem, apparently tending to private business in Hugelrote.

DM's Note: Unless the PC's succeed in a DC 18 Diplomacy check, then someone from the village will take the opportunity to let 'Pól' know that outsiders are asking about him. This will mean that Einrik is aware the PCs are coming and can be armed and prepared.

Den Saréna and its environs

For a map of the environs in and around *Den Saréna*, refer to *DM's Aid Five*.

Den Saréna is a forty foot long former lake merchant ship that has long been pulled out of the lake and hauled up on blocks. Its sailing days are long gone, barring a complete overhaul. Now it has been converted into a residence.

The beach that the ship is on is five feet above the waterline. Ten feet above the beach, atop a low cliff line, is the level of the land – all these heights are shown on the map. Gangplanks lead down onto the beach (marked on the map) and one of these (marked as **(a)** on the map) slopes down onto the deck of *Den Saréna*. A number of fishing boats are normally hauled onto the beach near the ship.

Location 1

The main deck of *Den Saréna* is covered in a large canvas tent, with no side walls. The tent is ten feet high in the centre ridge and is raised four feet high at the sides, tied to the railings. The opening is at the bow where the gangplank **(a)** leads on board. The mast is gone.

The gangplank has been modified to be extremely wobbly. Walking across requires a DC 15 Balance check; running requires a DC 20 Balance check. Failure in any of these means the character falls off. No damage is

incurred from the fall, but a heck of a racket is made – enough to automatically warn Einrik of someone's approach.

In addition to being wobbly, the gangplank is alarmed with a simple bell trap. If someone successfully crosses the gangplank they must still make a DC 20 Move Silently check to avoid setting off the alarm.

Bell Alarm Trap: CR 0; mechanical; location trigger; manual reset; audible alarm (bell); Search DC 20; Disable Device DC 15.

Heading towards the stern is a doorway that leads in the stern castle cabin (location 2).

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Locks DC 20.

At the bow end of the deck is a hatch **(b)** with a ladder leading below decks.

Location 2

The main cabin is where Einrik lives. It contains his bunk, a locked chest (Open Locks DC 30) and a wardrobe. There is a collection of locks and mechanical traps on a bench here, for Einrik to practise on.

DM's Note: If Einrik is not alerted at any stage and has no time to don all of his gear, then the chest contains Einrik's less reputable items, those marked with an asterisk in the treasure section.

In the stern hull, Einrik has fashioned a secret door should he need a quick escape (or an unseen method of entry). This is a well hidden hatch and requires a DC 30 Search check to find.

Location 3 (Map Inset)

Below decks is where Einrik keeps his ordinary stores, the things he needs for normal living (foodstuffs, blankets, firewood, etc.) Anyone looking for treasure is going to be disappointed, since the man lives an austere life. What can be found with another DC 30 Search check is a hidden trapdoor **(T)**, another cunning access point created by Einrik.

Spying on Einrik

Once the PCs have located Einrik they may take the opportunity to put him under surveillance before taking him on; a wise move. The fates are kind to the heroes because Einrik will be at home when they arrive, regardless of when that may be. However, from their arrival in Willenhiem the PCs have one week to act before Einrik is called away and teleported out by his masters. Should this happen the PCs have no further

opportunity to intercept Einrik within the scope of this adventure.

To spy from a distance requires involved PCs to make opposed Hide checks versus Einrik's Spot skill. To get closer, within a hundred feet or so, also requires opposed Move Silently versus Listen checks. One win for Einrik puts him on alert; a subsequent second win (that's a separate time, not spotting two PCs in the same moment) spooks him enough that he will either flee (in secret) or attempt to eliminate lone PCs.

Einrik's routine is simple:

- He gets up an hour before first light and takes a small boat a mile or so out onto the lake for three or four hours' fishing.
- He comes back for a couple of hours of relaxation and chores.
- After lunch he practices his skills and abilities for the afternoon.
- He rests again for the evening and dines.
- After dark he meditates and practices his skills for another hour or so before bed.
- The second night of the week he moves around the town after dark, maintaining his skills in skulking.
- The third morning of the week he trades for supplies.
- The fifth morning of the week he trains with the local Landstrum, taking care to appear much less skilled than he actually is.
- The fifth afternoon he plays the Flanaess equivalent of chess with an old local, a mute who never speaks to him and whom he never speaks to.

Fighting Einrik

The nature of any combat with Einrik depends upon whether he is alerted to the PCs' presence or not. This will affect which equipment he will have on him at the moment of first contact. Einrik does not wear and carry his full accoutrement of gear in his day-to-day business around Willenhiem. That would attract too much attention. Thus, in the statistics blocks detailed in the appendices, there are two sets of statistics. The default shows Einrik in his usual state; the ones marked with an asterisk show him in his ready state.

APL 8 (EL 10)

Einrik Krijgboot: Male human Mnk1/Rog6/Asn3, hp 50; see *Appendix One*.

APL 10 (EL 12)

Einrik Krijgboot: Male human Mnk1/Rog6/Asn5, hp 58; see *Appendix Two*.

APL 12 (EL 14)

Einrik Krijgboot: Male human Mnk1/Rog6/Asn7, hp 66; see *Appendix Three*.

Tactics: If he is caught unawares, the first thing Einrik will attempt to do is break off from combat and take stock of the situation. He will try to fully equip himself if possible, using his secret access points to get to his stash.

If Einrik knows the PCs are coming then he will make good use of his various abilities; boosting himself with *false life* where he can, and casting *invisibility* and *pass without trace* before engaging. His first attack will always be a point blank ranged attack with a shuriken using *true strike* and poison, as a sneak and death attack. His intent is to kill the opposition as quickly as possible, with the least risk to himself. His priority will be outlying PCs, preferably spell casters who can locate or damage him.

During combat Einrik stays on the move, using any cover to disappear from view and pop up when it is to his advantage. He does not hang around for toe to toe combat, since slogging it out with a group is sheer folly.

Einrik's main aim is to stay alive, so surrender is indeed an option for him, since it at least gives him a chance to escape. If death is certain, though, he faces it bravely and with a wry sense of the inevitable. After all, he suspects that resurrection may be an option.

Thus, once it is obvious that the next round of combat will see him killed, he will flee or surrender depending on any available avenues of escape. He will save his potion of *blink* for aiding escape.

DM's Note: Einrik's potions of inflict serious wounds are labelled as curative potions (A DC 10 Knowledge (religion) check will reveal the meaning of the symbol) since they heal him due to his Tomb Tainted Soul feat. PCs may well be fooled...

Treasure:

APL 8: Loot – ogp, Coin – ogp, Magic – *amulet of natural armor* +1 (167gp), *assassin's dagger* (859gp); *bracers of armor* +2 (333gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +4* (1,333gp), potion of *blink** (63gp), potion of *gaseous form** (63gp), potion of *inflict serious wounds** (2) (63gp each), *ring of protection* +2 (667gp), shuriken +2 (50) (667gp).

APL 10: Loot – ogp, Coin – ogp, Magic – *amulet of natural armor* +2 (1,500gp), *assassin's dagger* (859gp); *bracers of armor* +3 (750gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +4* (1,333gp), *periapt of wisdom* +2 (667gp), *potion of blink** (63gp), *potion of gaseous form** (63gp), *potion of inflict serious wounds** (2) (63gp each), *ring of protection* +3 (1,500gp), *shuriken* +3 (50) (1,500gp).

APL 12: Loot – ogp, Coin – ogp, Magic – *amulet of natural armor* +3 (667gp), *assassin's dagger* (859gp), *belt of giant strength* +4 (1,333gp), *bracers of armor* +4 (1,333gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +6* (3,000gp), *periapt of wisdom* +4 (1,333gp), *potion of blink** (63gp), *potion of gaseous form** (63gp), *potion of inflict serious wounds** (2) (63gp each), *ring of protection* +3 (1,500gp), *shuriken* +3 (50) (1,500gp).

Interrogating Einrik

It's not beyond the realms of possibility that the PCs manage to capture Einrik alive, and decide to interrogate him. He's not an easy nut to crack, though, so it takes either magical coercion or a DC 35 Bluff or Intimidate check to get him to admit the following:

- He knows that another agent took Hasten's soul to a temple near Steenvaderhuis in the southern Yatils.
- He knows that there is said to be secret knowledge hidden deep in the back of the temple, behind trapped double doors.
- He knows that Hasten has been turned to the evil cause, and serves Iggwily and Iuz.
- He knows that Hasten's aide Bern has also been corrupted in some fashion.

Using the philtre

Once the PCs have slain Einrik they may well fulfil the agreement and pour the contents of the philtre down his dead throat (tricky if his head has been cut off, but possible). Should this happen read the following:

As the philtre is upended a chilled dark mist rolls out of it and slides down over Einrik's dead lips, pouring slowly like low clouds roil through valleys. A ragged moan comes from the assassin's mouth and his body darkens and desiccates. Whilst the corpse crumbles and collapses, the dark mist slides upwards back into the bottle. Just as the last vestiges of the body are scattered by the breeze, so the final wisp of mist settles back in the bottle. Once it is stoppered it seems if you peer closely that you can barely make

out a twisting ghostly shape in the bottle, writhing in torment...

The effect of the philtre is similar to the *soul bind* spell, keyed to Einrik. Should the PCs open the philtre and use it whilst Einrik is still alive then it will have no effect beyond choking him slightly, and they will have wasted it.

In that case, presenting *Den Hológen* with Einrik, dead or alive, will be an acceptable alternative to the successfully used philtre.

Nosy neighbours

If the fight between the PCs and Einrik is too violent and noisy then it may attract the attention of the locals, who will initially side with Einrik unless the PCs have previously taken some precautions to avoid this.

A DC 20 Diplomacy or Bluff check or DC 25 Intimidate check can convince the townsfolk to stay out of matters.

Completing the deal

Once the PCs have done what is required, they may return to Clatsberg and make contact with Tantie again, following the same procedure as their first contact. If the conditions of the agreement were met then the Empty Eyes will meet their end of the bargain.

The reward

Tantie will present the PCs with an expensive looking gem, a large cut amethyst with a glowing blue heart. If examined with *detect magic* then it radiates a strong *conjunction* aura. It also responds positively to a *detect good* spell.

DM's Note: This gem contains the good portion of Hasten's soul. With this item it is possible to somewhat restore Hasten. It also counts as very strong evidence in the case pointing to his corruption.

In addition to the gem, Tantie will tell the group to ask around the town of Steenvaderhuis about a hidden temple discovered in a nearby valley. She also suggests that in dangerous places greed and excessive curiosity can prove to be fatal. She will not explain further what she means by that.

Encounter Six

Reporting the Evidence

When the PCs feel that they have enough evidence gathered then they may make their way to report in. As they were instructed they should make their way to the Silver Saddle inn in Krestible City.

Krestible City seems a dour place these days. Folk go about their business in watchful manner, obviously less confident than they were in years past. Those of you known for your exploits receive welcoming smiles and nods, however, for the folk of the city appreciate heroic acts and don't easily forget them.

The Silver Saddle inn remains much the same as it has for many a year, and there is always welcome to be had at its hearth. The innkeeper, Henk, is known to pour a fine drink and he has a reputation as a good listener who knows to keep a confidence. You recall that it is he who you are meant to speak to first.

Henk Weisspeer is a cousin, several times removed, of the prestigious Wijs clan. He is a jolly hefty fellow who is expecting the PCs. When he spies them he nods at a table and sends his youngest lass to take their orders.

Henk himself will come to their table a while later (he's busy working at first) and says, "You'll be after the best room then, no doubt?" Assuming the PCs agree – and he'll make increasingly less subtle statements to get them to agree eventually – he'll show them to a private upstairs dining room.

"Won't be long," he says before he leaves, and the PCs are left to wait until someone turns up.

DM's Note: Feel free to modify the circumstances to this encounter to suit alternate approaches by the PCs.

After perhaps half an hour of waiting, there are footsteps from beyond the door, which opens to reveal Sofia and Kûrt, who smile at you as they enter. Accompanying them is another young man, one who looks to be still in his teens. His dress indicates that he too is of a family of wealth.

"Blessings," says Sofia, as she sits daintily and holds out her hand for the cup of wine quickly provided by her husband. She takes a sip and eyes you over the brim as she drinks. Then she lowers the cup and speaks in an eager voice. "I'm pleased to see you all sound and well. Let's not draw this out; what have you learned?"

If the PCs express reluctance at speaking in front of the young man that they don't know, Sofia will introduce

him as her cousin Kel, the youngest son of Hasten, bestowing the young man a fond smile.

DM's Note: PCs who played *The Voormann's Daughter* – and won't they be veterans? – will belatedly recognise the lad who took them to meet Hasten in the start of this saga.

Kel will explain that he is obviously concerned to hear the truth about his father. He will try ever so hard to maintain a sophisticated demeanour, but he is a young man and doesn't quite pull it off.

Sofia is all smiles and chatter, a personable lady whose good nature is hard to repress. Where her elder sister Hännè is usually cool and maintains her poise, Sofia gives the impression of being a bubbly and vivacious lass.

Kûrt remains quiet and watchful throughout, giving the impression of disciplined competence.

All three will listen as the PCs report on their findings. If time permits, have one or more of them give a full report. Otherwise, a dot point summary of their findings will be enough.

Weighing the evidence

With the help of Sofia and Kûrt, the PCs can start working out the weight of their evidence.

Individual PCs may do this as well, making a DC 15 Gather Information check to determine the value of the evidence.

What is useful information or not is listed below, with its value as evidence noted.

- Found the hidden temple at Wijstoren: firm evidence, 3pts.
- Recovered the gem containing the soul of the real Bern Kleistad: minor evidence, 2pts.
- Discovered the Temple of Souls: circumstantial evidence, 1pt.
- Found the unknown Weisspeer inscription: minor evidence, 2pt.
- Found and deciphered the inscriptions around the well of souls: minor evidence, 2pts.
- Found Hasten Weisspeer's name in the 'roster' at the well of souls: firm evidence, 3pts.
- Interrogated Einrik Krijgboot: minor evidence, 2pts.
- Received the gem containing the Good part of Hasten: overwhelming evidence, 10pts.

Tally the points of evidence that the characters have gathered. The results of the tally are as follows:

<4pts: Inconclusive evidence. Hasten can not be accused on these grounds. If time permits, the PCs can try to gather more evidence if some encounters have not been done. If time is short, or somehow all the encounters have been done and failed, then proceed to the *Conclusion*.

5–19pts: Strong evidence. There is enough evidence to condemn Hasten as a corrupted turncoat. However, this will need to be done formally, in front of Weisspeer authorities. Proceed to *Encounter Seven – Confrontation*.

>19pts: Indisputable evidence. The case against Hasten is so overwhelming that it is obvious he needs to be removed immediately, and this will be put in motion. Proceed to the *Conclusion*.

Encounter Seven Confrontation

This encounter only happens if the PCs have managed to gather a decent amount of evidence against Hasten, yet not enough to absolutely condemn him without question.

Following your discussion with Sofia, Kûrt and Kel, events accelerate rapidly. Young Kel is sent to inform his aunt of your discoveries whilst the others remain in your company, seeking more detail of your recent activities.

Soon enough Mârin arrives at the Silver Saddle and you again are asked to explain all that you have learned and done. Once she has heard your tale a few times she seems satisfied and again asks that you wait.

A night passes before you are again summoned, this time asked to dress as best you can and prepare to speak before the clan dignitaries.

With due ceremony, you are led through the streets of the city to the Weisspeer Plein, the enclosed plaza where dozens of clansmen are gathered. There is an air of expectancy as many eyes turn your way.

Within the circling crowd is an open space, where Mârin stands with Sofia and Kel. Kûrt stands nearby at the edge of the crowd, obviously alert. Also in the opening, prowling nervously like an annoyed

lion, is Hasten himself. His eyes narrow when he spies you and his fists clench.

“Shall we carry on with this farce, then, Mârin?” Hasten says scathingly.

“Farce, brother?” She asks. “Is ensuring the clan’s reputation and honour are unquestionable farcical now? I think these brave folk might help answer that.”

All eyes turn to you as she says that. You have a sense that much discussion has gone on in the plaza before you arrived. It would appear, though, that your presence is part of the climax...

No doubt the PCs will be wondering what exactly is expected of them, but Mârin will take the lead. She will walk the heroes through their recent exploits and discoveries, building up the case against Hasten, who glowers and becomes increasingly dark faced with rage.

Have the PCs make Diplomacy checks, and play the reaction of the crowd appropriately. Note which PC gets the highest result; this individual’s testimony will have the most impact. This also designates them as the one Hasten’s ire is directed at.

DM’s Note: If time permits, allow players who want to dramatise their PCs’ statements to ham it up all they like, applying appropriate bonuses to Diplomacy for particularly good characterisation.

Once the PCs have finished their testimony, it’s time to get into the action.

With your statements completed, Mârin stares at Hasten with sad eyes. “A compelling argument, wouldn’t you say, ‘brother?’” she murmurs, sarcasm heavy on the last word. Then she raises her voice to speak to the gathered crowd. “I contend that this man,” she points at Hasten, “is not the one we have thought him to be. I argue that my real brother is dead and that this... this creature... is a cuckoo, an impostor hidden in our midst to bring ruin to our clan. Shall we accept this any longer?”

As the crowd begins to murmur and angry voices grow, Hasten’s face darkens in fury. “Damn you all then!” he roars. From amongst the crowd there are sounds of blades being drawn and the crackle of gathering magic...

And so the fight is on, because the corrupted Hasten is not going down without a struggle. It’s unlikely this is going to come as a great shock to the PCs, so there is no surprise round. Just roll initiative and get on with it.

The PCs have Hasten to contend with, but the confusion from the crowd makes things harder, as NPCs get in the way (adding +1 to the EL). Spread throughout the crowd are various patsies and agents – some are voluntary servants whilst others have been turned against their wills. They will engage with loyal Weisspeer clan-folk, including Mârin, Sofia, Kûrt and others.

APL 8 (EL 10)

Hasten Weisspeer: Male human Clr5/Ftr3/Ari2, hp 93; see *Appendix One*.

APL 10 (EL 12)

Hasten Weisspeer: Male human Clr6/Ftr4/Ari2, hp 112; see *Appendix Two*.

APL 12 (EL 14)

Hasten Weisspeer: Male human Clr7/Ftr5/Ari2, hp 131; see *Appendix Three*.

Tactics: Hasten knows the game is up and that he's doomed. It's his intention to take someone with him, and his preferred target will be the PC who made the highest Diplomacy check earlier. Thus he will concentrate his attacks on one person until they are down, and he will make sure they are dead, dealing a coup de gras attack to be certain. If he manages to down one person he will focus on another, and so on. He will make use of healing magic where possible to maintain the fight as long as he can, but since he is outnumbered this will likely be a short and brutal combat.

Once Hasten is defeated the fight will go out of his minions and the broader combat will quickly draw to a close. Mârin and other senior Weisspeers will take charge, making sure things are calmed down and brought back to order. If Hasten is dead his body will be taken away respectfully. If he is alive he will be put under close guard and removed.

Needless to say, none of Hasten's equipment can be claimed by the PCs, since it is by rights property of his immediate family.

Treasure:

The majority of Hasten's goods belong rightfully to the Weisspeer clan. Only the *ring of misdirection* and the potions are not family heirlooms.

APL 8: Loot – ogp, Coin – ogp, Magic – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

APL 10: Loot – ogp, Coin – ogp, Magic – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

APL 12: Loot – ogp, Coin – ogp, Magic – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

Conclusion

This adventure has several possible conclusions, depending upon the results of the characters' activities:

Not enough proof was gathered

The day following your meeting with Sofia and Kûrt at the Silver Saddle, you are met again by Mârin Weisspeer. "I thank you," she says, "for your efforts. Sadly we seem to be left where we started. I have my own suspicions, but suspicion is not enough. Hard proof is necessary and it seems to be lacking at the moment. Perhaps in time the answers to our questions will be revealed, but for now I certainly must bide my time. I would suggest that you find other pursuits for the immediate future, for no doubt you have come to the attention of those who might be displeased with your activities. I wish you blessings and hope that perhaps we may meet again in more favourable circumstances."

The PCs have failed in their mission, but their attempt has been noted and is appreciated. Any PC who took on the mission for free at first is paid APLx150gp.

Any PCs who asked for pay in the *Introduction* will be paid that agreed amount instead.

Treasure

APL8: 1,200gp per PC.

APL10: 1,500gp per PC.

APL12: 1,800gp per PC.

Hasten was defeated in Encounter Seven

The day following the conflict you are invited to a meeting with Mârin Weisspeer. When you meet with her in the Weisspeer Plein, much quieter than it was the day before, she seems a little sad but obviously satisfied.

"Ah, my friends," she says when she sees you, "so good of you to come again. I am in your debt, as is the clan and perhaps even the canton too. Without your efforts the creature that had replaced my brother would still be weaving its insidious plans."

Mârin pauses for a moment as grief seems to overcome her momentarily.

"But that threat is averted and perhaps we can turn our attention to repairing the damage done and returning the favour to those behind the plot."

She gives you a steely look, her inner strength and determination obvious. "Who knows, you too may have opportunity in the future to help take the fight back to our enemies."

With a smile her expression clears. "Yes, you have done very well indeed, and it would be ungracious of me to have you leave unrewarded..."

The PCs have succeeded in their mission. Hasten's body, alive or otherwise, will have been taken to the Drowning Pool and the grim execution ceremony performed there. The PCs will find out about this but will not have been invited. The threat posed by the corrupted Hasten has been neutralised. Who will replace him has yet to be determined. For the time being Mârin will lead the clan.

Any PC who asked for pay in the *Introduction* will be paid double that amount.

PCs who did the job gratis will receive the item *Valuable Property* on the Adventure Record.

All PCs receive the *Special Understanding* item on the Adventure Record, possibly allowing prestige class access.

In addition, if they brought back the gem with Bern's soul then they will be informed that the young man was saved, returned to his body and restored to health. Though he will need to recover, he at least has something of a future.

No confrontation was needed

This ending only occurs if the PCs recovered the gem containing Hasten's 'goodness', and means they fought and defeated Einrik.

DM's Note: Hasten can be considered to have been defeated and xp awarded as such, although the xp cap cannot be exceeded.

You wait at the Silver Saddle in relative comfort, having given your evidence to Sofia and Kûrt. The following morning you are met once again by the young pair, who are well but show signs of having been in some conflict. "Please, come with us," smiles Sofia. "My aunt would speak with you."

If the PCs ask what has happened Sofia smiles further and assures them all is well. Just some 'family issues' have

taken place. She will admit that the items brought back by the PCs were 'useful'.

The young couple leads you through quiet streets to the Weisspeer Plein. It is early yet, so few people are out and about. It would appear that Mârin Weisspeer is up and ready to face the day, however, for she awaits you in the plaza.

"Ah, my most accomplished friends," she says with a happy smile, coming forward to grasp your arms in greeting. "So good to see you again. You have done the clan, nay, the nation itself, a great service. Can we ever thank you enough?"

"Please, come with us." She leads the foremost of you by the hand and takes you into the Weisspeer clan house. Inside you are led to a small room where you find young Kel sitting with his father.

Hasten stands when you enter, noting your entrance and smiling. He seems enlivened and there is a youthfulness about him that has seemed missing in recent years.

"Welcome, my saviours," he says. "I was lost, but thanks to your efforts I have been returned. This is debt beyond imagination, for you have saved my very soul. For that, I pray, Allitur will protect you always."

Mârin nods in approval. "Yes, brother, they will be rewarded, that is certain."

Overnight Hasten has been killed, his evil soul sent packing, his good soul released, and he has been raised from the dead. The good Hasten has been restored, but without his dark side he has lost much of his strength of character. The PCs will be among the first to learn that he intends to step down from his position as pfaltzgraf and is going to retire to a life of quiet reflection. He is grateful to the PCs for giving him the opportunity to do so, as opposed to damnation.

Who will replace Hasten has yet to be determined. For the time being Mârin will lead the clan.

Any PC who asked for pay in the *Introduction* will be paid double that amount.

PCs who did the job gratis will receive the item *Valuable Property* on the Adventure Record.

All PCs receive the *Special Understanding* item on the Adventure Record, possibly allowing prestige class access.

In addition, if they brought back the gem with Bern's soul then they will be informed that the young man was saved, returned to his body and restored to

health. Though he will need to recover, he at least has something of a future.

Finally, the PCs can end their adventure knowing that although they have contributed to Hasten's political downfall, they have saved him from an undeserved fate and restored a good man.

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.

Encounter Three

Defeated Bern Kleistad:

APL8 300xp

APL10 360xp

APL12 420xp

Encounter Four

Encountered the layered traps:

APL8 300xp

APL10 360xp

APL12 420xp

Encounter Five

Defeated Einrik Krijgboot:

APL8 300xp

APL10 360xp

APL12 420xp

Encounter Seven

Defeated Hasten Weisspeer:

APL8 300xp

APL10 360xp

APL12 420xp

Story Award

Discovered the hidden temple at Wijstoren:

APL8 50xp

APL10 60xp

APL12 70xp

Recovered the gem with Bern's soul:

APL8 40xp

APL10 45xp

APL12 50xp

Found the magical writing with Hasten's name:

APL8 45xp

APL10 50xp

APL12 55xp

Received the gem with Hasten's 'goodness':

APL8 60xp

APL10 70xp

APL12 80xp

Discretionary roleplaying award

APL8 30xp

APL10 45xp

APL12 60xp

Total possible experience:

APL8 1,125xp

APL10 1,350xp

APL12 1,575xp

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 adventure, 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.

Introduction:

APL 8: L: ogp; C: 800gp; M: ogp

APL 10: L: ogp; C: 1,000gp; M: ogp

APL 12: L: ogp; C: 1,200gp; M: ogp

Encounter Three:

APL 8: L: ogp, C: ogp, M: 2,875gp – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

APL 10: L: ogp, C: ogp, M: 2,875gp – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

APL 12: L: ogp, C: ogp, M: 2,875gp – *eye spy* (2,500gp), *hat of disguise* (150gp), potion of *barkskin* +4 (75gp), potion of *invisibility* (3) (25gp each), potion of *silence* (3) (25gp each).

Encounter Four:

APL 8: L: ogp; C: ogp; M: ogp

APL 10: L: 1,250gp; C: ogp; M: ogp

APL 12: L: 2,500gp; C: ogp; M: ogp

Encounter Five:

APL 8: L: ogp, C: ogp, M: 4,150gp – *amulet of natural armor* +1 (167gp), *assassin's dagger* (859gp), *bracers of armor* +2 (333gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +4* (1,333gp), potion of *blink** (63gp), potion of *gaseous form** (63gp), potion of *inflict serious wounds** (2) (63gp each), *ring of protection* +2 (667gp), shuriken +2 (50) (667gp).

APL 10: L: ogp, C: ogp, M: 7,400gp – *amulet of natural armor* +2 (1,500gp), *assassin's dagger* (859gp), *bracers of armor* +3 (750gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +4* (1,333gp), *periapt of wisdom* +2 (667gp), potion of *blink** (63gp), potion of *gaseous form** (63gp), potion of *inflict serious wounds** (2) (63gp each), *ring of protection* +3 (1,500gp), shuriken +3 (50) (1,500gp).

APL 12: L: ogp, C: ogp, M: 12,484gp – *amulet of natural armor* +3 (667gp), *assassin's dagger* (859gp), *belt of giant strength* +4 (1,333gp), *bracers of armor* +4 (1,333gp)*, *brooch of shielding* (125gp), *gloves of dexterity* +6* (3,000gp), *periapt of wisdom* +4 (1,333gp), potion of *blink** (63gp), potion of *gaseous form** (63gp), potion of *inflict serious wounds** (2) (63gp each), *ring of protection* +3 (1,500gp), shuriken +3 (50) (1,500gp).

Encounter Seven:

APL 8: L: ogp, C: ogp, M: 1,189gp – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

APL 10: L: ogp, C: ogp, M: 1,189gp – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

APL 12: L: ogp, C: ogp, M: 1,189gp – potion of *cure serious wounds** (3) (63gp each), *ring of misdirection* (1,000gp).

Conclusion:

APL 8: L: ogp; C: 1,200gp; M: ogp

APL 10: L: ogp; C: 1,500gp; M: ogp

APL 12: L: ogp; C: 1,800gp; M: ogp

Total Possible Treasure:

APL 8: L: ogp; C: 1,200gp; M: 8,114gp – Total: 10,414gp (Max: 1,300gp).

APL 10: L: 1,250gp; C: 1,500gp; M: 11,464gp – Total: 14,214gp (Max: 2,300gp).

APL 12: L: 2,500gp; C: 1,800gp; M: 16,548gp – Total: 20,848gp (Max: 3,300gp).

Special

Descended into the Depths: You have descended into the unholy darkness of a well of souls. No one yet knows what effect, ill or otherwise, this may have had upon you.

Valuable Property: As a reward for your services above and beyond normal duty you have been rewarded with a Grand House or a Country Farm within Weisspeer territory in Krestible Canton or Schwartzbruin City (house only). This property earns you up to 50gp for each Perrenland regional adventure, which may be used to offset costs for lifestyle or other such non-adventuring costs (dinners, bribes, fine clothing, etc.) This property may not be sold.

☐ Grand House in _____

☐ Country Farm in _____

Special Understanding: Due to your experiences you will be afforded access to one chosen prestige class:

☐ Any PC who meets the class requirements may access the mindbender prestige class.

☐ *Den Masque*, *Rechter*, or *Voormannsgardt* members have access to the spymaster prestige class.

☐ *Old Kerk* members or Non-Kerk clerics of Allitur have met requirements for the church inquisitor prestige class.

☐ *Treasure Hunters Guild* members have access to the nightsong infiltrator prestige class.

Eye Spy: When activated this crystallised elf eye floats where it was left and allows the user to see through it continuously as though a *clairaudience/clairvoyance* spell had been cast, with a range of 600 ft. Only sight may be used, not hearing. Whilst remaining within the range of the eye spy the user may switch between their own sight and the magical sight at will, though doing so will expend a charge for each use of the eye spy's sight. If the user moves beyond the eye spy's range it inactivates. As per the spell, the viewpoint of the eye spy may be rotated in all directions. The eye spy may be moved at a rate of 10 ft. per round so long as it remains within range. Due to its size the eye spy is hard to see; treat it as having a +15 Hide skill. The user may substitute her own Hide skill when using the eye spy if so desired. The eye spy has 50 charges.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*, Price 30,000gp.

Items for the Adventure Record

Item Access

APL 8:

- bracers of armor +2 (Adventure; DMG; 4,000gp)
- brooch of shielding (Adventure; DMG; 1,500gp)
- eye spy (Adventure, New Item, 30,000gp)
- hat of disguise (Adventure, DMG, 1,800gp)
- gloves of dexterity +4 (Adventure; DMG; 16,000gp)
- potion of *inflict serious wounds* (Adventure; DMG; 750gp each)
- ring of misdirection (Adventure; DMG; 12,000gp)
- ring of protection +2 (Adventure; DMG; 8,000gp)
- shuriken +2 (Adventure; DMG; 8,000gp)

APL 10 (all of APL 8 plus the following):

- amulet of natural armor +2 (Adventure; DMG; 8,000gp)
- bracers of armor +3 (Adventure; DMG; 9,000gp)
- ring of protection +3 (Adventure; DMG; 18,000gp)
- shuriken +3 (Adventure; DMG; 18,000gp).

APL 12 (all of APLs 8-10 plus the following):

- amulet of natural armor +3 (Adventure; DMG; 18,000gp)
- belt of giant strength +4 (Adventure; DMG; 16,000gp)
- bracers of armor +4 (Adventure; DMG; 16,000gp)
- gloves of dexterity +6 (Adventure; DMG; 36,000gp)
- periapt of wisdom +4 (Adventure; DMG; 16,000gp)

Appendix One – APL 8

Encounter Three

Bern Kleistad: Male Human Clr3/Wiz (necromancer) 3/true necromancer4; CR 10; Medium Humanoid; HD 3d8+3d4+4d6; hp 43; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13, BAB/Grp +5/+5; Atk: +7 ranged (1d8/19-20, crossbow, light) or +6 melee (1d8, *Morningstar, masterwork); Full Atk: +7 ranged (1d8/19-20, crossbow, light) or +6 melee (1d8/20/x2, *Morningstar, masterwork); SA +2 bonus to Spellcraft when learning Necromancy, Necromantic prowess (Ex) (+1), *Create undead* 1/day, Rebuke Undead (Su) 4/day (turn level 7) (turn damage 2d6+8), Spontaneous casting, Summon Familiar, Zone of Desecration (Su); AL: NE; SV Fort +6, Ref +6, Will +15; Str 10, Dex 14, Con 10, Int 16, Wis 18, Cha 12.

Skills and Feats: Bluff +3, Concentration +13, Decipher Script +5, Disguise +6, Heal +9, Knowledge (arcana) +14, Knowledge (religion) +14, Search +5, Spellcraft +18; Combat Casting, Improved Initiative, Practiced Spellcaster-Arcane-4, Practiced Spellcaster-Divine-4, Scribe Scroll, Spell Focus (Necromancy).

Possessions: Bolts, crossbow (50); *gloves of dexterity* +2; *hat of disguise*, holy symbol (silver); holy symbol (wooden) (x2); morningstar (masterwork); traveller's outfit; *periapt of wisdom* +2; *ring of protection* +1; +1 light mithral shield; spell component pouch (x2); *vest of resistance* +1; crossbow, light; pouch (belt); potion of *barkskin* +4.

Cleric Spells Prepared (5/4+1/4+1/3+1; Base DC = 14 + spell level): 0—*detect magic*, *light*, *mending*, *purify food and drink*, *read magic*; 1st—*cause fear**, *command*, *cure light wounds* (2), *obscuring mist*; 2nd—*hold person*, *resist energy*, *silence*, *undetectable alignment*; 3rd—*animate dead**, *cure serious wounds*, *deeper darkness*, *magic vestment*.

Wizard Spells Prepared (4+1/4+1/4+1/3+1; Base DC = 13 + spell level): 0—*detect magic*, *ghost sound* (2), *prestidigitation*, *touch of fatigue*; 1st—*charm person*, *orb of acid*, *lesser* (2), *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *detect thoughts*, *false life*, *see invisibility*, *web*; 3rd—*deep slumber*, *nondetection*, *suggestion*, *vampiric touch*.

*Domain spell. **Domains:** Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you

touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.); Deity: None.

Spellbook: 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *cause fear*, *charm person*, *chill touch*, *color spray*, *disguise self*, *endure elements*, *hold portal*, *orb of acid*, *lesser*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *command undead*, *detect thoughts*, *false life*, *ghoul touch*, *see invisibility*, *spectral hand*, *touch of idiocy*, *web*; 3rd—*deep slumber*, *dispel magic*, *displacement*, *major image*, *nondetection*, *ray of exhaustion*, *suggestion*, *vampiric touch*.

Encounter Five

Einrik Krijgboot: Male Human (Flan), Mnk1/Rog6/Asn3; CR 10; Medium Humanoid; HD 1d8+1 + 6d6+6 + 3d6+3; hp 50; Init +10; Spd 30 ft.; AC 17 (21*), touch 16 (18*), flat-footed 13 (15*), BAB/Grp +6/+7; Atk: +12 (+14*) melee (1d4+3+poison*/19-20/x2, *assassin's dagger*) or +12 (+14*) ranged (1d2+3+poison*, shuriken); Full Atk +12 (+14*) melee (1d4+3+poison*/19-20/x2, *assassin's dagger*) or +12 (+14*) ranged (1d2+3+poison*, shuriken); SA death attack**, sneak attack +5d6, poison use, flurry of blows, stunning blow, unarmed attack, spells; AL: LE; SV Fort +6, Ref +14 (+16*), Will +8; Str 12, Dex 18 (22*), Con 12, Int 16, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Climb +3, Diplomacy +4, Disable Device +8, Disguise +10, Escape Artist +7, Forgery +4, Gather Information +6, Hide +25, Intimidate +6, Jump +5, Knowledge (history) +7, Knowledge (local, Perrenland) +11, Knowledge (religion) +9, Listen +7, Move Silently +25, Open Lock +8, Ride +7, Search +5, Sense Motive +4, Spellcraft +7, Spot +11, Tumble +25, Use Magical Device +3; Exotic Weapon Proficiency (Shuriken), Improved Initiative, Point Blank Shot, Precise Shot, Stunning Fist, Tomb Tainted Soul, Weapon Finesse (Dagger).

Possessions: *Amulet of natural armor* +1, *assassin's dagger***, *bracers of armor* +2*, *brooch of shielding*,

gloves of dexterity +4*, *potion of blink**, *potion of gaseous form**, *potion of inflict serious wounds** (2), *ring of protection* +2, *shuriken* +2 (50), *poison* (Iggwilv's *Famine*, 4 applications)*.

* – These items are only used when Einrik is and alerted and prepared; the changes to attacks, AC and saves are noted.

** – Fortitude save DC for Death Attack raised by 1 when using dagger.

Spells Per Day (3/2; base DC = 13 + spell level): Spells Known 1st—true strike, feather fall, sleep; 2nd— invisibility, pass without trace.

Encounter Seven

Hasten Weisspeer: Male Human Clr5/Ftr3/Ari2; CR 9; Medium Humanoid; HD 5d8+3d10+2d8+40; hp 93; Init +1; Spd 30 ft.; AC 17, touch 14, flat-footed 16, BAB/Grp +7/+10; Atk: +13 (1d8+6/x3, shortspear); Full Atk: +13 melee (1d8+6/x3, shortspear); SA rebuke undead; AL: NE; SV Fort +12, Ref +4, Will +12; Str 16, Dex 12, Con 14 (18), Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +8, Gather Information +6, Handle Animal +6, Heal +4, Knowledge (nobility & royalty) +2, Knowledge (religion) +2, Profession (Judge) +8, Ride +7, Sense Motive +7; Cleave, Combat Casting, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Possessions: *amulet of health* +4, *bracers of armor* +3, *brooch of shielding*, holy symbol (silver) (x2), holy symbol (wooden) x, *potion of cure moderate wounds* (x2), *ring of misdirection* (12,000gp), *ring of protection* +3, *vest of resistance* +3, +3 *Returning Shortspear of Wounding*.

Cleric Spells Prepared (5/4+1/3+1/2+1; Base DC = 13 + spell level): 0—*detect magic* (2), *purify food and drink*, *read magic*, *resistance*, 1st—*cause fear**, *command*, *cure light wounds* (2), *protection from good*; 2nd—*cure moderate wounds* (2), *invisibility**, *undetectable alignment*, 3rd—*cure serious wounds*, *dispel magic*, *nondetection**.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.); Deity: Iggwilv (Iuz).

Appendix Two – APL 10

Encounter Three

Bern Kleistad: Male Human Clr3/Wiz (necromancer) 3/true necromancer6; CR 12; Medium Humanoid; HD 3d8+3d4+6d6; hp 51; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp +6/+6; Atk: +8 ranged (1d8/19-20/x2, crossbow, light) or +7 melee (1d8/20/x2, morningstar, masterwork); Full Atk: +8/+3 ranged (1d8/19-20, crossbow, light) or +7/+2 melee (1d8, morningstar, masterwork); SA +2 bonus to Spellcraft when learning Necromancy, Necromantic prowess (Ex) (+3), Rebuke Undead (Su) 5/day (turn level 9) (turn damage 2d6+11), Spontaneous casting, Summon Familiar, Zone of Desecration (Su); AL: NE; SV Fort +8, Ref +8, Will +17; Str 10, Dex 14, Con 10, Int 17, Wis 18, Cha 14.

Skills and Feats: Bluff +7, Concentration +15, Decipher Script +5, Diplomacy +4, Disguise +7, Heal +9, Intimidate +4, Knowledge (arcana) +15, Knowledge (religion) +15, Search +5, Spellcraft +20; Combat Casting, Improved Initiative, Practiced Spellcaster-Arcane-4, Practiced Spellcaster-Divine-4, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration.

Possessions: Bolts, crossbow (50); *cloak of charisma* +2; *gloves of dexterity* +2; *hat of disguise*; holy symbol (silver); holy symbol (wooden) (x2); morningstar (masterwork); traveller's outfit; *periapt of wisdom* +2; *ring of protection* +1; +1 light mithral shield; spell component pouch (x2); *vest of resistance* +2; crossbow, light; pouch (belt); potion of *barkskin* +4.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; DC = 14 + spell level): o—*detect magic* (2), *light*, *mending*, *purify food and drink*, *read magic*, 1st—*cause fear**, *command*, *cure light wounds* (2), *obscuring mist*, *protection from good*; 2nd—*death knell**, *hold person*, *resist energy*, *silence*, *undetectable alignment*; 3rd—*animate dead** (2), *cure serious wounds*, *deeper darkness*, *magic vestment*; 4th—*cure critical wounds*, *death ward**, *freedom of movement*, *spell immunity*.

Wizard Spells Prepared (4+1/5+1/4+1/4+1/2+1; DC = 13 + spell level): o—*detect magic*, *ghost sound* (2), *prestidigitation*, *touch of fatigue*, 1st—*charm person*, *hold portal*, *orb of acid*, *lesser* (2), *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *detect thoughts*, *false life*, *see invisibility*, *web*; 3rd—*deep slumber*, *dispel magic*, *nondetection*, *suggestion*, *vampiric touch*; 4th—*confusion*, *enervation*, *solid fog*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.); Deity: None;

Spellbook: o—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*, 1st—*alarm*, *cause fear*, *charm person*, *chill touch*, *color spray*, *disguise self*, *endure elements*, *hold portal*, *orb of acid*, *lesser*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *command undead*, *detect thoughts*, *false life*, *ghoul touch*, *see invisibility*, *spectral hand*, *touch of idiocy*, *web*; 3rd—*deep slumber*, *dispel magic*, *displacement*, *major image*, *nondetection*, *ray of exhaustion*, *suggestion*, *vampiric touch*; 4th—*Evard's black tentacles*, *confusion*, *contagion*, *enervation*, *orb of force*, *solid fog*.

Encounter Five

Einrik Krijgboot: Male Human (Flan), Mnk1/Rog6/Asn5; CR 12; Medium Humanoid; HD 1d8+1 + 6d6+6 + 5d6+5; hp 58; Init +10; Spd 30 ft.; AC 19 (24*), touch 17 (19*), flat-footed 15 (18*), BAB/Grp +7/+8; Atk: +13 (+15*) melee (*assassin's dagger*, 1d4+3+poison*/19-20/x2) or +14 (+16*) ranged (shuriken +3, 1d2+4+poison*); Full Atk +13 (+15*) melee (*assassin's dagger*, 1d4+3+poison*/19-20/x2) or +14 (+16*) ranged (shuriken +3, 1d2+4+poison*); SA death attack, sneak attack +6d6, poison use, flurry of blows, stunning blow, unarmed attack, spells; AL: LE; SV Fort +6, Ref +15 (+17*), Will +9; Str 12, Dex 19 (23*), Con 12, Int 16, Wis 16 (18), Cha 14.

Skills and Feats: Bluff +6, Climb +8, Diplomacy +4, Disable Device +10, Disguise +10, Escape Artist +7, Forgery +7, Gather Information +6, Hide +25, Intimidate +6, Jump +5, Knowledge (history) +11, Knowledge (local, Perrenland) +11, Knowledge (religion) +11, Listen +8, Move Silently +25, Open Lock +8, Ride +7, Search +5, Sense Motive +5, Spellcraft +9, Spot +12, Tumble +25, Use Magical Device +3; Combat Reflexes, Exotic Weapon Proficiency (Shuriken),

Improved Initiative, Point Blank Shot, Precise Shot, Stunning Fist, Tomb Tainted Soul, Weapon Finesse (Dagger).

*Possessions: Amulet of natural armor +2, assassin's dagger**; bracers of armor +3*, brooch of shielding, gloves of dexterity +4*, periapt of wisdom +2, potion of blink*, potion of gaseous form*, potion of inflict serious wounds*(2), ring of protection +3, shuriken +3 (50), poison (Iggwilv's Famine, 4 applications)*.*

* – These items are only used when Einrik is and alerted and prepared; the changes to attacks, AC and saves are noted.

** – Fortitude save DC for Death Attack raised by 1 when using dagger.

Spells Per Day (4/3/2; base DC = 13 + spell level): Spells Known 1st—feather fall, obscuring mist, sleep, true strike, 2nd—invisibility, pass without trace, undetectable alignment; 3rd—false life, nondetection.

Encounter Seven

Hasten Weisspeer: Male Human Clr6/Ftr4/Ari2; CR 11; Medium Humanoid; HD 6d8+4d10+2d8+48; hp 112; Init +1; Spd 30 ft.; AC 17, touch 14, flat-footed 16, BAB/Grp +9/+12; Atk: +15 melee (1d8+6/x3, shortspear); Full Atk: +15 melee (1d8+6/x3, shortspear); SA rebuke undead; AL: NE; SV Fort +14, Ref +5, Will +16; Str 16, Dex 12, Con 14 (18), Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +10, Gather Information +6, Handle Animal +6, Heal +6, Knowledge (nobility & royalty) +3, Knowledge (religion) +3, Profession (Judge) +8, Ride +9, Sense Motive +10; Cleave, Combat Casting, Iron Will, Leadership, Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Possessions: amulet of health +4, bracers of armor +3, brooch of shielding, holy symbol (silver) (x2), holy symbol (wooden) x, potion of cure moderate wounds (x2), ring of misdirection (12,000gp), ring of protection +3, vest of resistance +3, +3 Returning Shortspear of Wounding.

Cleric Spells Prepared (5/4+1/4+1/3+1; Base DC = 14 + spell level): 0—detect magic (2), purify food and drink, read magic, resistance, 1st—cause fear, command, cure light wounds (2), protection from good, 2nd—cure moderate wounds (2), hold person, invisibility*, undetectable alignment, 3rd—bestow curse, cure serious wounds, dispel magic, nondetection*.*

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.); Deity: Iggwilv (Iuz).

Appendix Three – APL 12

Encounter Three

Bern Kleistad: Male Human Clr3/Wiz (necromancer) 3/true necromancer 8; CR 14; Medium Humanoid; HD 3d8+3d4+8d6; hp 59; Init +6; Spd 30 ft.; AC 16, touch 14, flat-footed 14; BAB/Grp +7/+7; Atk: +9 ranged (1d8/19-20, crossbow, light) or +8 melee (1d8, Morningstar, masterwork) ; Full Atk: +9/+4 ranged (1d8/19-20, crossbow, light) or +8/+3 melee (1d8/20/x2, morningstar, masterwork); SA +2 bonus to Spellcraft when learning Necromancy, Necromantic prowess (Ex) (+3), Rebuke Undead (Su) 5/day (turn level 11) (turn damage 2d6+13), Spontaneous casting, Summon Familiar, Zone of Desecration (Su); AL: NE; SV Fort +10, Ref +10, Will +20; Str 10, Dex 14, Con 10, Int 17, Wis 18, Cha 14.

Skills and Feats: Bluff +7, Concentration +17, Decipher Script +5, Diplomacy +4, Disguise +7, Heal +9, Intimidate +4, Knowledge (arcana) +15, Knowledge (religion) +15, Search +13, Spellcraft +22; Combat Casting, Improved Initiative, Practiced Spellcaster-Arcane-4, Practiced Spellcaster-Divine-4, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration.

Possessions: Bolts, crossbow (50); *ring of protection* +2; *cloak of charisma* +2; *gloves of dexterity* +2; *hat of disguise*, holy symbol (silver); holy symbol (wooden) (x2); morningstar (masterwork); traveller's outfit; *periapt of wisdom* +2; +1 light mithral shield; spell component pouch (x2); *vest of resistance* +4; crossbow, light; pouch (belt); potion of *barkskin* +4.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; DC = 14 + spell level): 0—*detect magic* (2), *light*, *mending*, *purify food and drink*, *read magic*; 1st—*cause fear**, *command*, *cure light wounds* (2), *obscuring mist*, *protection from good*; 2nd—*death knell**, *enthrall*, *hold person*, *resist energy*, *silence*, *undetectable alignment*; 3rd—*animate dead** (2), *cure serious wounds*, *deeper darkness*, *magic vestment*; 4th—*cure critical wounds* (2), *death ward**, *freedom of movement*, *spell immunity*; 5th—*command*, *greater*, *slay living**, *spell resistance*.

Wizard Spells Prepared (4+1/5+1/5+1/4+1/3+1/2+1; DC = 13 + spell level) 0—*detect magic*, *ghost sound* (2), *prestidigitation*, *touch of fatigue*; 1st—*charm person*, *hold portal*, *orb of acid*, *lesser* (2), *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *detect thoughts*, *false life*, *see invisibility*, *spectral hand*, *web*; 3rd—*deep slumber*, *dispel magic*, *nondetection*, *suggestion*,

vampiric touch; 4th—*evard's black tentacles*, *confusion*, *enervation*, *solid fog*; 5th—*dominate person*, *symbol of pain*, *teleport*.

*Domain spell. **Domains:** Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.); Deity: None.

Spellbook: 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *cause fear*, *charm person*, *chill touch*, *color spray*, *disguise self*, *endure elements*, *hold portal*, *orb of acid*, *lesser*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *command undead*, *detect thoughts*, *false life*, *ghoul touch*, *see invisibility*, *spectral hand*, *touch of idiocy*, *web*; 3rd—*deep slumber*, *dispel magic*, *displacement*, *major image*, *nondetection*, *ray of exhaustion*, *suggestion*, *vampiric touch*; 4th—*evard's black tentacles*, *confusion*, *contagion*, *dimension door*, *enervation*, *orb of force*, *solid fog*; 5th—*arc of lightning*, *dominate person*, *feeblemind*, *magic jar*, *persistent image*, *seeming*, *symbol of pain*, *teleport*.

Encounter Five

Einrik Krijgboot: Male Human (Flan), Mnk1/Rog6/Asn7; CR 14; Medium Humanoid; HD 1d8+1 + 6d6+6 + 7d6+7; hp 66; Init +10; Spd 30 ft.; AC 21 (27*), touch 17 (20*), flat-footed 17 (20*), BAB/Grp +9/+10 (+9/+12*); Atk: +15 (+18*) melee (*assassin's dagger*, 1d4+5+poison*/19-20/x2) or +16 (+19*) ranged (shuriken +3, 1d2+6+poison*); Full Atk +15 (+18*) melee (*assassin's dagger*, 1d4+5+poison*/19-20/x2) or +16 (+19*) ranged (shuriken +3, 1d2+6+poison*); SA death attack, sneak attack +7d6, poison use, flurry of blows, stunning blow, unarmed attack, spells; AL: LE; SV Fort +7, Ref +16 (+18*), Will +11; Str 12 (16*), Dex 19 (25*), Con 12, Int 16, Wis 16 (20), Cha 14.

Skills and Feats: Bluff +6, Climb +8, Diplomacy +4, Disable Device +11, Disguise +10, Escape Artist +8, Forgery +7, Gather Information +6, Hide +27, Intimidate +6, Jump +5, Knowledge (history) +11, Knowledge (local, Perrenland) +11, Knowledge (religion) +11, Listen +13, Move Silently

+27, Open Lock +9, Ride +8, Search +9, Sense Motive +6, Spellcraft +9, Spot +17, Tumble +26, Use Magical Device +3; Combat Reflexes, Exotic Weapon Proficiency (Shuriken), Improved Initiative, Point Blank Shot, Precise Shot, Stunning Fist, Tomb Tainted Soul, Weapon Finesse (Dagger).

Possessions: Amulet of natural armor +3, assassin's dagger*, belt of giant strength +4*, bracers of armor +4*, brooch of shielding, gloves of dexterity +6*, periapt of wisdom +4, potion of blink*, potion of gaseous form*, potion of inflict serious wounds* (2), ring of protection +3, shuriken +3 (50), poison (Iggwilv's Famine, 4 applications)*.

* – These items are only used when Einrik is and alerted and prepared; the changes to attacks, AC and saves are noted.

** – Fortitude save DC for Death Attack raised by 1 when using dagger.

Spells Per Day (4/4/3/0; base DC = 13 + spell level): *Spells Known* 1st—*feather fall*, *obscuring mist*, *sleep*, *true strike*; 2nd—*invisibility*, *pass without trace*, *spider climb*, *undetectable alignment*; 3rd—*false life*, *misdirection*, *nondetection*; 4th—*greater invisibility*.

Encounter Seven

Hasten Weisspeer: Male Human Clr7/Ftr5/Ari2; CR 13; Medium Humanoid; HD 7d8+5d10+2d8+56; hp 131; Init +1; Spd 30 ft.; AC 17, touch 14, flat-footed 16, BAB/Grp +11/+14; Atk: +17 melee (1d8+6/x3, shortspear); Full Atk: +17 melee (1d8+6/x3, shortspear); SA rebuke undead; AL: NE; SV Fort +15, Ref +6, Will +17; Str 16, Dex 12, Con 14 (18), Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +10, Gather Information +6, Handle Animal +6, Heal +6, Knowledge (nobility & royalty) +3, Knowledge (religion) +3, Profession (Judge) +8, Ride +9, Sense Motive +10; Cleave, Combat Casting, Iron Will, Leadership, Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Possessions: amulet of health +4, bracers of armor +3, brooch of shielding, holy symbol (silver) (x2), holy symbol (wooden) x, potion of cure moderate wounds (x2), ring of misdirection (12,000gp), ring of protection +3, vest of resistance +3, +3 Returning Shortspear of Wounding.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; Base DC = 14 + spell level): 0—*detect magic* (2), *purify food and drink*, *read magic*, *resistance* (2); 1st—*cause fear**,

command, *cure light wounds* (3), *protection from good*, 2nd—*cure moderate wounds* (2), *hold person*, *invisibility**, *undetectable alignment*; 3rd—*bestow curse*, *cure serious wounds*, *dispel magic*, *nondetection**; 4th—*confusion**, *cure critical wounds*, *divine power*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.); Deity: Iggwilv (Iuz).

Appendix Four – New Rules

Feats (LM p31)

Tomb Tainted Soul [General]

Your soul is tainted by the foul touch of undeath

Prerequisite: Non-good alignment

Benefit: You are healed by negative energy and harmed by positive energy as if you were an undead creature. This feat gives no other penalties or benefits of the undead type.

New Items

Eye Spy: When activated this crystallised elf eye floats where it was left and allows the user to see through it continuously as though a *clairaudience/clairvoyance* spell had been cast, with a range of 600 ft. Only sight may be used, not hearing. Whilst remaining within the range of the eye spy the user may switch between their own sight and the magical sight at will, though doing so will expend a charge for each use of the eye spy's sight. If the user moves beyond the eye spy's range it inactivates. As per the spell, the viewpoint of the eye spy may be rotated in all directions. The eye spy may be moved at a rate of 10 ft. per round so long as it remains within range. Due to its size the eye spy is hard to see; treat it as having a +15 Hide skill. The user may substitute her own Hide skill when using the eye spy if so desired. The eye spy has 50 charges.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*, Price 30,000gp.

Iggwilv's Famine: Poison Injury DC 16, Initial Damage: See Below, Secondary Damage 2d6 Str + see below.

This vile magical poison is derived from the desiccated corpses of the mummified noble Ur-Flan who were purged when Iggwilv's mother Igg-Vuurz came to power during the time of the Ur-Flan states within the Quaglands. These nobles, priests of Nerull who fought in opposition to the demon worshipping Igg-Vuurz, were captured and then mummified alive. The poison thus derived from the dust of their powered innards is tainted with strong necromantic magic.

When the poison is delivered via an injury the victim must make a Fortitude (DC 16) save or become ravenously thirsty and suffer an unquenchable hunger. The victim must stop whatever they are doing to eat for

1d4 +1 rounds as this thirst and hunger consumes them. A victim who cannot find something to eat will attack the nearest living creature within 60 ft. and attempt to bite and eat them instead. If no food or living creature is within 60 ft. the victim will eat themselves, inflicting 1d4 points of damage per round or better if they have a natural bite attack or a monk's unarmed damage. The victim will continue to eat until either the duration expires or until a *Remove Curse* is applied, or a *Dispel Magic* or *Break Enchantment* is successfully cast.

Regardless of how much a victim eats one minute later the victim must make a second save or suffer 2d6 points of Strength damage as the energy within them is consumed. A successful save negates further effects. A victim who dies as a result of this poison damage will return as a Ghast unless they are raised or beheaded within twenty four hours of their death.

Appendix Five – New Prestige Class

True Necromancer (LM p51–53)

Power corrupts. Power over life and death corrupts absolutely. The power to raise an undying servant from the husk of the formerly living is darkly tempting – and certainly evil. Those who seek such unyielding obedience from the dead willing tread the path of necromancy.

Characters who wish to become true necromancers must take levels in both arcane and divine spellcasting classes, usually cleric and wizard or cleric and sorcerer. Only then to they begin their sinister schooling, learning how to combine the foulest aspects of both disciplines into single, necromantic whole.

NPC true necromancers are usually found singly – living in an abandoned graveyard, hidden in the depths of a centuries-old catacomb, or lurking in an unhallowed mausoleum. Occasionally, true necromancers gather into small societies or evil associations, but eventually most such groups are stamped out. At least, so hope those concerned with the triumph of good over evil in the world.

Hit Die: d6.

Requirements

To qualify to become a true necromancer, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Knowledge (arcana) 8 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast *summon undead II* as a divine spell and *command undead* as an arcane spell.

Special: Able to rebuke undead.

Special: Access to the Death domain.

Class Skills

The true necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: True necromancers gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: A true necromancer gains new spells per day (and spells know, if applicable) as if she had also gained a level in either an arcane spellcasting class she belonged to before the prestige class, a divine spellcasting class she belonged to before the prestige class, or both, according to the accompanying table. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see Improved Rebuking and Necromantic Prowess, below). If she had more than one arcane or divine spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rebuke Undead (Su): True necromancer class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking. See Turn or Rebuke Undead, page 159 of the *Player's Handbook*. For example, a 5th-level cleric/3rd-level sorcerer/2nd-level true necromancer rebukes undead as a 7th-level cleric. The bonus from her necromantic prowess ability, once gained, also applies.

Create Undead (Sp): On attaining 2nd level, a true necromancer can cast *create undead* once per day, as the spell of the same name. She can use this ability one additional time per day at 5th level and higher. She must still supply the prerequisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability, once it is gained.

Necromantic Prowess (Ex): At 3rd level, a true necromancer gains unsurpassed power over death. When she rebukes undead, casts a necromantic spell, or uses a spell-like ability that mimics a necromancy spell, her effective caster level increases. The bonus is +1 at 3rd level, +2 at 6th level, +3 at 9th level, and +4 at 12th level and higher.

Zone of Desecration (Su): At 4th level, a true necromancer begins to exert her authority over undead. This aura is identical to the effects of a *desecrate* spell (see page 218 of the *Player's Handbook*), except that it affects only allied undead.

Major Desecration (Su): At 7th level, a true necromancer extends her authority over undead. The supernatural aura of negative energy surrounding her (see Zone of Desecration above) now extends the radius of 10 feet per true necromancer class level.

Create Greater Undead (Sp): On reaching 8th level, a true necromancer can cast *create greater undead* (see page 215 of the *Player's Handbook*) once per day, as the spell. She can use this ability one additional time per day at 11th level and higher. She must still supply the prerequisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability.

Horrid Wilting (Sp): At 10th level and higher, a true necromancer can use *horrid wilting* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Energy Drain (Sp): At 13th level and higher, a true necromancer can use *energy drain* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Wail of the Banshee (Sp): At 14th level and higher, a true necromancer can use *wail of the banshee* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Table 3-7: The True Necromancer						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Rebuke undead	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	<i>Create undead</i> 1/day	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Necromantic prowess +1	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Zone of desecration	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	<i>Create undead</i> 2/day	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Necromantic prowess +2	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Major desecration	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	<i>Create greater undead</i> 1/day	+1 level of existing arcane spellcasting

						class/+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Necromantic prowess +3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	<i>Horrid wilting</i>	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
11th	+5	+3	+3	+7	<i>Create greater undead</i> 2/day	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
12th	+6	+4	+4	+8	Necromantic prowess +4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

DM's Aid One

Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6,000 ft. (St Cuthbert's Monastery, Yatilsskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro adventures) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional adventure. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the

caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance

7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRF +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

DM's Aid Two

Perrenland Rumours

Auszug

There's growing discontent amongst the Fourth about how little fighting they've done, even though it makes sense to hold a reserve force in check.

Den Masque von Tausend Gesichtern

Rumours of a hitherto unknown complex in the Southern Yatils, west of Steenvaderhuis, have seen several bands of ambitious explorers head off for a look. None have returned.

Den Zauber Guild

The guild has been vetting potential clients more closely since an 'incident' in Traft canton last year. It seems someone is testing their resources.

Dragonborn

Some researchers examining the background of some families near Hugelrote had all their materials stolen. When they started rebuilding their notes their house was burned down.

Drinkers of the Cup of Midnight

Whispers have been muttered from agents infiltrating the ranks of the Old One that there is division amongst Iuz's ranks. A group of assassins have left his employ in acrimonious circumstances.

The Grove

Odd things have been happening in various valleys in Quagfludt. The Vossers who tend some of these valleys have left them fallow for many years and the animals in the area shun these valleys despite their now lush vegetation.

Hüssen Clan

It turns out that Kûrt, the youngest son of Kârla the pfaltzgraf, has gone and married the youngest lass of Karenin Weisspeer, Sofia. Any children that pair had might well have a good claim to lead either or both clans.

International Halfling Society

Someone's been stealing marriageable maidens from travelling caravans. The few that have been recovered have turned into wanton strumpets – totally out of character.

Kershane Elves

A few of the more progressive Roodbergs, appalled at the duplicity of Gutherie, have been making peaceful overtures to the elves, hoping to mend bridges it seems.

Khund Dwarves

A servant of Iggwilv, recently captured near Khundholm, revealed under torture that there are several key agents working in secret "in the South".

Meerijder Clan

Three small fishing boats have been discovered in the last year with all on board dead; their throats cut. They'd all been night fishing near Hugelrote City, and all have been Vestmeers known to be friendly to Oostmeers.

Môrgenrood Clan

Agents of Iggwilv have been actively trying to recruit discontented clan members to turn against their own people.

Non Kerk Temples of Perrenland

Some shrines and temples in outlying areas, where the threat from the forces of Iuz and Iggwilv is highest, have been defiled and even converted to evil worship.

Old Kerk (Juistmen, Sacraal Trekkers & Shool)

The rededication of a temple in Schwarzestadt was unsuccessful late last year. Some claim it was interference of Iuzian forces, but others claim that there has been a change in the Old Kerk.

Order of the Sleeping Fist

Some novices who went on a journey of self-discovery near the Wijsgarten west of Krestible City have disappeared and cannot be found.

Pax Mercuri

There's been an increase in young Weisspeers joining up for foreign service so as to get away from the stress of family squabbles.

Rechter

Law keepers in Krestible have been finding it increasingly difficult to receive helpful advice from the senior cantonal rechter, which is Hasten Weisspeer – who has been less and less available for consultation.

Roodberg Clan

Clan elders have been looking into the tragic fall of Gutherie. Their investigations have pointed at the involvement of a mysterious organisation called the Empty Eyes.

Rosrijder Clan

There was trouble recently when Nik Roemstaart, a famed war chief, was accused of being a stooge of the Iuzians. It turns out it was all a smear campaign started by a jilted lover.

Sepia Gnomes

A local courier was revealed as an Iuzian spy recently, when his corpse was laid out on the road near Vostrem with his secret correspondence pinned to his chest with a knife through his heart. The sign of an eye was painted on his forehead in his own blood.

Skâmtèguler

Mârin Weisspeer is a famed shame crier and is said to have a desire to see her nieces as equally renowned in time.

Treasure Hunters Guild

There's been trouble in the Clatspurs recently. A party exploring an old castle in the mountains was overcome by unknown assailants and knocked senseless, the lot of them. When a second party was sent they were all killed, and their eyes were removed.

Uitlander (Foreigner)

Perrenland's ambassador to Greyhawk City, Mârin Weisspeer, has been recalled to her homeland. Rumours abound as to whether Perrenland is breaking diplomatic ties with the city and, if so, why.

The Voice

Several vocal leaders, loudly promoting the war against Iuz a year ago, are now calling for more careful measures. Some say that agents of Old Wicked have 'got at' these leaders.

Voormanssgardt

The Voormann has been heard in private to make dark mutterings about the "Hasten problem".

There is a not so wild rumour doing the rounds that Orgus Bildgear has a romantic interest in Mârin Weisspeer, feelings that might be reciprocated.

Vosser Clan

Word has been passed around for clan folk to let adventurers know to stay away from the Steenvaderhuis region. Two groups have gone missing in recent months.

Vuurzward Clan

A senior clan weapon smith was recently accused of being in cahoots with an Iuzian mercenary. The accuser was found dead on some steps in Schwartzbruin City with proof of ties to the Scarlet Brotherhood.

Weisspeer Clan

Mârin Weisspeer, the youngest sister of Karenin and Hasten, has returned from Greyhawk City. It is said she has come to assume leadership of the clan.

As a youngster, Mârin was always closer to Karenin, since she fought often with her other brother, Hasten.

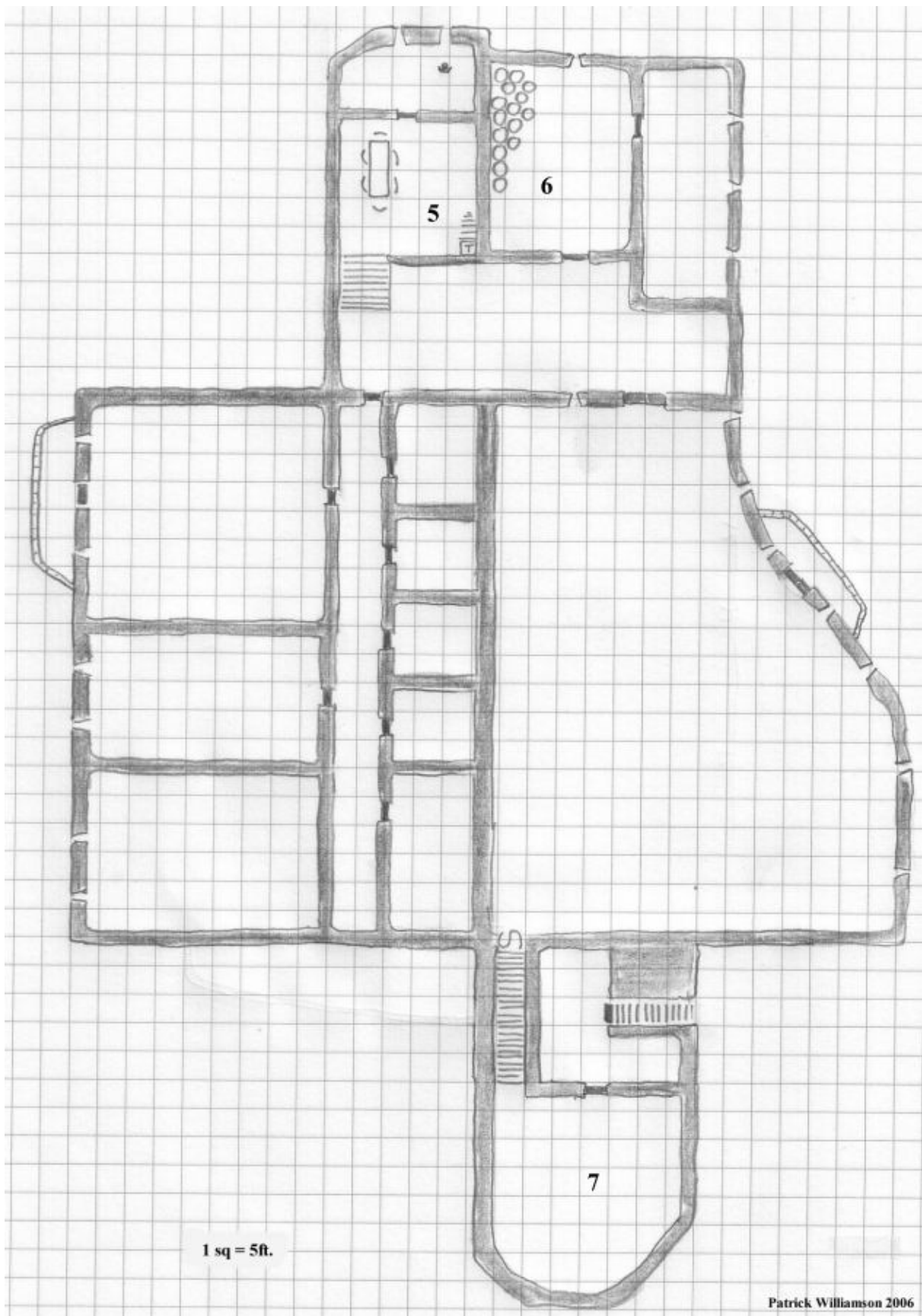
The annual gathering of family heads for ceremonies at Wijstoren has not happened this year, for Hasten has said the historical site is 'dangerous' at the moment.

Wildstriders

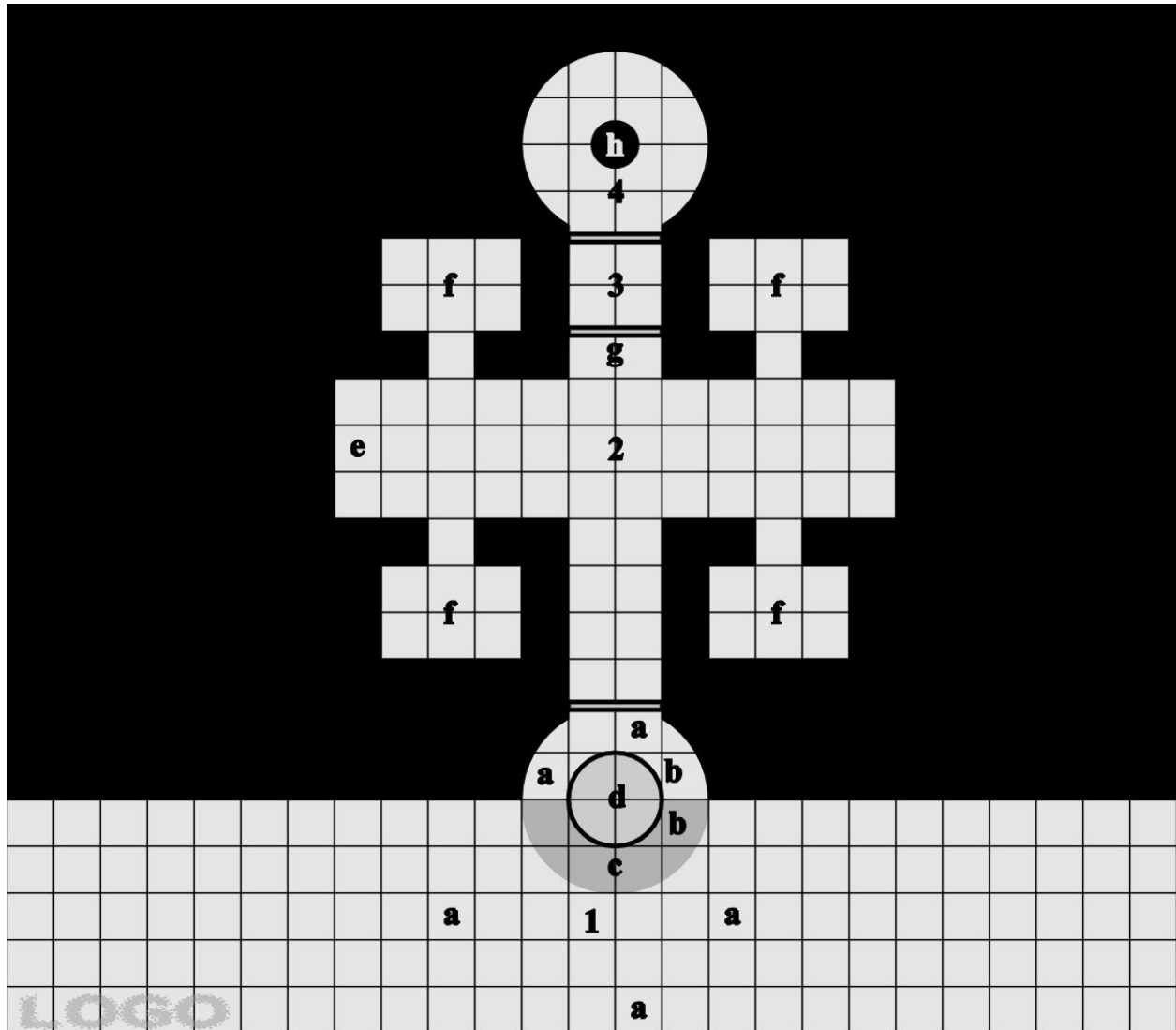
Some travellers are said to have gone missing in a valley in Quagfludt. The locals call it the Damned Valley. It's not a seed area though, so it's not the Grove that has them.

DM's Aid Three Wijstoren

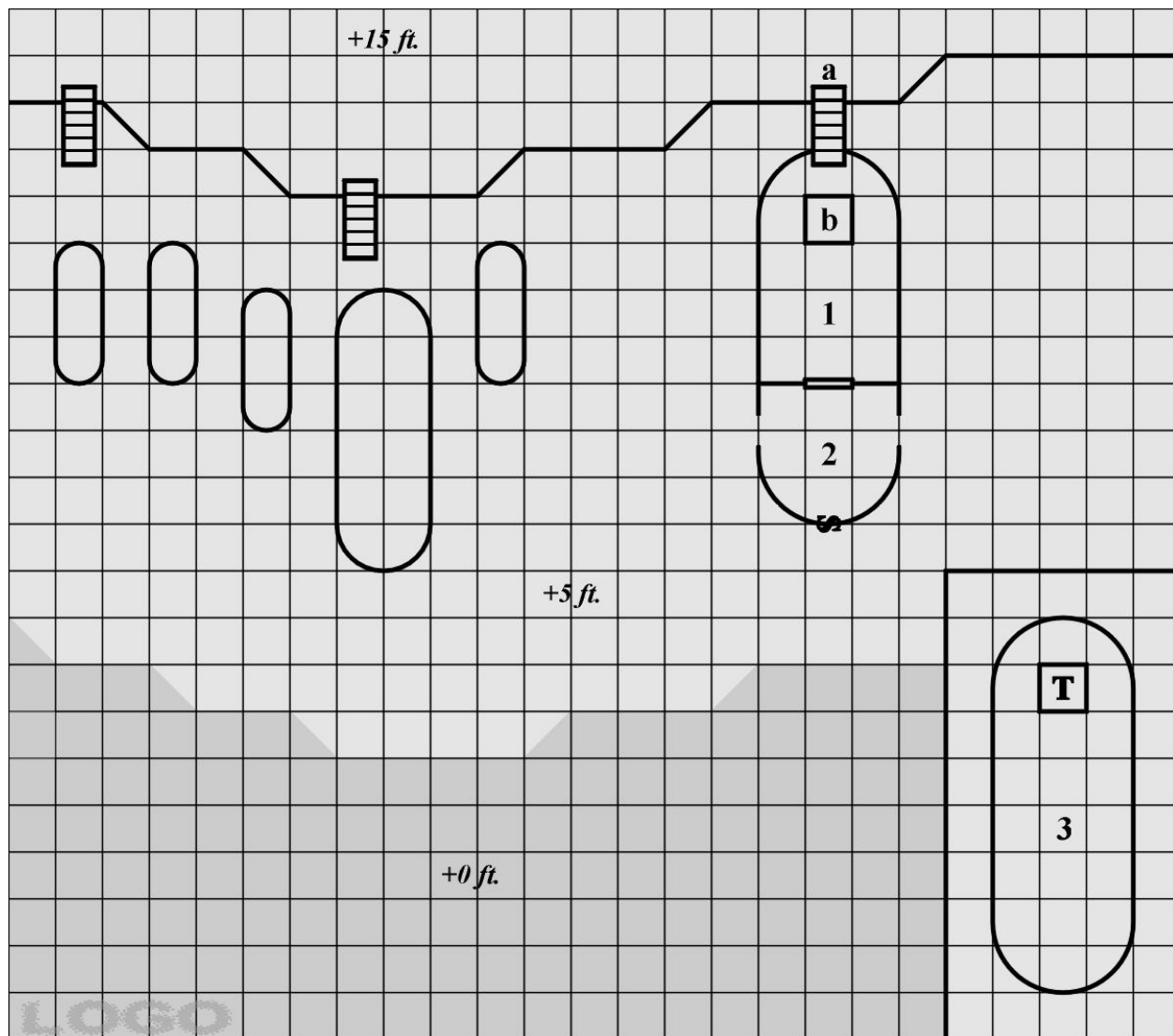




DM's Aid Four The Temple of Souls



DM's Aid Five
Den Saréna



Seekers.

*We have answers to that for which you search.
Buy a Captain's Delight at the Busty Anchor in
Clatsberg.*



Critical Events Summary

Did the PCs find Hasten's shrine to Iggwilv?	YES	NO
Did the PCs recover the gem with Bern's soul?	YES	NO
Did the PCs find the Temple of Souls?	YES	NO
Did any PCs die and suffer <i>soul bind</i> in the Temple of Souls?	YES	NO
Did any PCs descend into the Well of Souls?	YES	NO
Did the PCs make contact with the Empty Eyes?	YES	NO
Did the PCs kill Einrik Krijgboot?	YES	NO
Did the PCs recover the good part of Hasten's soul?	YES	NO
Was Hasten revealed as having been corrupted?	YES	NO
Was Hasten killed?	YES	NO

Please send these results to the Perrenland triad at triad@rpga-apac.com.