

Discord's Harmony

THE SCHWARTZSTADT HERESY PART 2

A NATION MOCKED PART 9

A One-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Regional Adventure

Version 0.9

by Andrew Cowan

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The search for the truth brings you back to the holy city of Ulmt. The city wilts under the division that has spread in the ranks of the Old Kerk and is awash with rumors of murder in the holy city. With the division in the faith growing, will the truth repair the damage done or just make the situation worse? A one-round Regional adventure set in Perrenland for APLs 4-12.

Resources for this adventure include Fiendish Codex 1: Hordes of the Abyss [Ed Stark, James Jacobs, Eric Mona], PER15-01 What Lies Beneath [Andrew Cowan, Adam Cowan, Richard Smart, Stephen Daniels, Martin Low], PER6-07 The Schwartzstadt Heresy Part 1 [Patrick Williamson].

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, please e-mail your Triad at contact.per@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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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 rule books: PH, DMG, and MM.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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 Regional adventure, set in Perrenland. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

This adventure is part of the *A Nation Mocked* plot arc, and should be played after PER6-07 *The Schwartzstadt Heresy*.

In PER6-07, the PCs learned about the Heresy that has begun to fracture the Old Kerk. They also investigated an organization known as the Jasmine Index; learned of a hidden shrine (dedicated to a mysterious god) within the Old Kerk pantheon; and retrieved an artifact thought lost in Perrenland's past – the Cli Lyre. The PCs' investigation was under the auspices of Bertgris Udden, Hetshoolmann of Allitur and Het Rechter of Perrenland.

Since these events, Bertgris has continued his investigation of the Jasmine Index and the secrets hidden within the Old Kerk with the help of his close friend and assistant, Eriksen Morganrood. But Eriksen has lost his impartiality and has secretly become a heretic himself, managing to keep this fact hidden from Bertgris. He has been investigating the secret of the hidden shrine as much for his own reasons as to help Bertgris with *his* investigation.

Unknown to Bertgris and Eriksen both, Eriksen has recently been possessed by a demonic servant of Drelnza. The demon has been influencing his thoughts and actions to further his mistress' cause. It is a part of Drelnza's plan to fracture the unity of Perrenland by dividing its clans, races and faith. The fiend has been sowing the seeds of disunity among the faithful at Ulmt, fuelling the animosity between traditionalists and heretics.

But the fiend also has another agenda at the behest of its mistress: to determine the location of three artifacts – the Diadem of Kir Russ, the sword named Boonbane, and the Cli Lyre. It is to this cause that the fiend manipulates Eriksen to steal the Cli Lyre two nights before this adventure begins. In the process of his escape Eriksen is discovered by two traditionalist priests. To prevent anyone connecting the theft to Eriksen, the fiend takes full control of him and slays the priests inside the chamber of shrines.

The fiend-possessed Eriksen has fled the scene and has met up with others in Drelnza's service. As they await the arrival of transportation that hides the Lyre's movements and enables them to leave the city (a magically protected carriage of Khund design), the fiend has used its influence over Eriksen to ask the Lyre about the secret of the hidden shrine; but it has remained silent. Eriksen, unknowingly in the hands of his nation's enemies, is unaware of the fiend hiding inside his body. Thanks to the lies woven by the fiend and its allies, he believes he has done nothing wrong ...

ADVENTURE SUMMARY

INTRODUCTION

The PC's are summoned by the Hetshoolmann of Allitur to Ulmt, the holy city of the Old Kerk (**Player's Handout 1**). On the road outside Ulmt they are driven off the road by a fast moving coach and are covered in mud. The coach continues past the diving PCs, racing at a dangerous speed towards Ulmt.

1: THE MEETING

Upon their arrival in Ulmt, the PCs head to the Grand Temple to speak with Bertgris Udden, Vorshoolman of Allitur and Het Rechter of Perrenland. Bertgris tells the PCs about the theft of the Cli Lyre and the murders in the Grand Temple, apparently at the hands of his assistant Eriksen Morganrood. He also tells the PCs that he originally summoned them because the Lyre asked for them. Bertgris asks the PCs to find Eriksen and retrieve the Lyre and suggests they start their search at the Sacraal Rest Inn, where Eriksen was known to visit regularly.

2: HERETIC TRAIL

The PCs arrive at the inn and discover that Eriksen used to meet with other priests and druids every couple of nights. He would leave soon after with them in tow, heading towards the Hundplatz marketplace. Talking to the serving staff, the PCs learn this fact. They also learn that this has been a frequent occurrence by other patrons of the inn. The PCs may also speak to the mummified heads that adorn the inn's rafters, and may learn about a possessing spirit that is loose within the holy city.

Either by heading to the marketplace or by following a pair of heretics, the PCs witness a meeting of young heretics worried about the murders of the faithful that have been occurring in the city recently. These young heretics are worried that they are in too deep, and may end up bearing the blame for the murders (which they are innocent of). If the PCs are spotted, the heretics move to escape. If the PCs manage to capture at least one of them they may learn something of Eriksen's whereabouts.

3: SHADOW OF SALVATION

The PCs stumble across an attack on two Old Kerk faithful – at the hands of a Solar Assimon, an Arch Angel and servant of a good deity. The solar is maimed and not in its right mind. It is hunting anyone possessing a Kondkannen from Jor-Russ, pots which were originally created using his own blood! He has since learned that only traditionalists own these Kondkannen, and he asks the PCs if they are a Traditionalist or a Heretic. The Solar

tells any PC possessed by a Kondkan spirit (PER6-04 *Death's Fury*) to smash their Kondkannen to release the evil spirit or he will slay them and release the spirit himself. But PCs with this favour have no Kondkannen to smash, so the Solar fires a slaying arrow at them to release it so it can be destroyed. Any PC who fails the Fortitude save for the Solar's slaying arrow does not actually die – they are saved from death by the Reaper, but now bear the HUS mark upon the inside of their wrist (see AR). Investigating the fallen Traditionalists gleans a clue that leads them to a particular warehouse. Bertgris also contacts the PCs via a *sending* spell that confirms Eriksen and the Lyre are at this location.

4: WAREHOUSE SECRETS

When the PCs arrive at the warehouse they discover Eriksen is indeed inside, along with several others and the carriage they encountered during the introduction of this adventure. When the PCs enter the warehouse they are attacked by the other figures – who are in fact cultists in the service of Drelnza. The cultists are attempting to gain the secrets of the Cli Lyre, and together with the fiend of possession they have manipulated Eriksen into almost giving them what they want.

5: MOB RULE

Returning to the grand temple, the PCs return down the steps to find an enraged crowd surrounding a young bard of The Voice. Only through the PC's intervention can the bard be saved. In actual fact the bard is the cause of the riot – the Fiend of Possession, influencing the bard used his virtuoso abilities to inflame the crowd against the young bard in an attempt to recapture the Lyre from the PCs. After 5 rounds of fighting the crowd quiets down, and as the bard's influence wears off the fiend flees the scene. After things have settled down the PCs can question the bard and learn something of what happened.

6: REVELATION OF THE LYRE

Once inside the Grand Temple, the PCs learn more about the Lyre and its connection to the fate of Perrenland. The PCs are asked to be its protectors, and to deliver it into the hands of the one destined to use it – Hanne Weisspeer, daughter of the late former Voorman Karenin Weisspeer.

7: ONE LAST ATTEMPT

The Fiend of Possession, with the help of some demonic allies, makes one last attempt to capture the Lyre. Scores of demons appear in the holy city as the PCs race through the streets onboard a carriage. This encounter is a climactic chase scene, as the PCs fight off demons trying to climb on the carriage while the fiend of possession tries to influence the driver to stop the carriage and allow the demon horde to swarm it under.

CONCLUSION

With the Lyre in Hanne's hands, she enters a trance and begins playing the Lyre, revealing the full prophecy (**Player Handout 3**). She then asks the PCs to accompany her on her journey to Cli, where there will hopefully be answers to all of this prophecy business.

An alternate conclusion exists for PCs planning to play PER16-01 *Journey of the Lyre*, an interactive scheduled to run at the Asia-Pacific Bordercon 2006 in Brisbane Australia.

PREPARATION FOR PLAY

This adventure continues events in the *A Nation Mocked* plot arc, and follows events that took place in PER6-07 *The Schwartzstadt Heresy*.

- PCs who may have played PER6-07 *The Schwartzstadt Heresy* already know Bertgris Udden before **Encounter One**.
- PCs with the “Possessed by Kondkan” favour from PER6-04 *Death’s Fury* are singled out for special treatment by Meneliant the solar’s attention during **Encounter 3**.
- The DM should be familiar with **Appendix 8**, which deals with the fiend of possession and has a full write up on the rules for demonic possession.
- The DM should also be familiar with **DM’s Aid 5** which covers some of the other sites of interest within Ulmt that PCs may go to or explore.
- PCs with a Schwartzstadt Companion or Knight certificate suffer a -10 penalty to Gather Information checks with Traditionalists, as their description matches that of some known Heretics.

Finally, please note the various Perrenland Specific Effects on play, as set out in **DM’s Aid 1: Perrenland Specific Effects**.

INTRODUCTION

It is a damp, dark afternoon that finds you traveling the muddy road towards the holy city of Ulmt. Even though the gloom has been lifted from Perrenland, it is days like this that reminds you there may be darker days still ahead.

But it is the trouble within the ranks of the Old Kerk that has many concerned. It is with that in mind you recall the letter you each recently received – a summons from a Hetshoolmann of the Old Kerk for you to make all haste to Ulmt to meet with him.

Give out **Player Handout 1 – The Summons**.

The PCs have been on the road for several hours, having all met up at a way station (inn) the day before and joining together to travel to Ulmt today. The journey has been miserable, with rain falling steadily all day and dark clouds seemingly following the PCs towards Ulmt.

Despite the dark skies and heavy rain, you hear more than see something large approaching from behind you at speed. Thundering into view is a large, black carriage, drawn by a quartet of equally black horses. Its wheels slip and slide across the greasy surface as it bears down upon your position on the trail rapidly...

Give the PCs a round to react. If the PCs move into the mud at the side of the road, they (or their mount, if riding) can attempt a DC 15 Reflex save to avoid being splattered with more mud by the carriage’s wheels as it

thunders by. If they remain on the road in the way of the carriage, it overruns them and they are automatically splattered with mud (no save).

Observant PCs can make a DC 20 Spot check to notice the magical runes drawn on the carriage, along with other Khund markings. Any PC who succeeds on the Spot check can make the following skill checks:

- Knowledge (arcana) DC 15: the carriage is protected by several dwarven runes crafted on its surface – spells waiting to be activated.
- Spellcraft DC 20: The runes included *protection from energy (fire)* and *non-detection*.

TROUBLESHOOTING

If the PCs try to physically stop the carriage (by blocking the carriage’s overrun or by magical means), the driver pulls off a dramatic swerve, using the *moment of prescience* rune to gain +20 to the Handle Animal check or saving throw to avoid the spell effect. This affects the chase scene in **Encounter 7**, as the *moment of prescience* rune is no longer available for use during that encounter.

If a *wall of force* or similar spell blocks the carriage completely, the *moment of prescience* allows the driver to pull up in time. Gunter Steelbeard, the dwarven driver, is also quite angry the PCs have forced him to use up one of the magical runes, and lets the PCs know it. The carriage is empty if the PCs insist on checking. Gunter tells the PCs he has orders from the Het Rechter to get to Ulmt as quickly as possible, and they should **butt out of what is obviously none of their business**.

CREATURES

Gunter Steelbeard: Appendix 1.

The carriage is a magic item in itself. It was crafted by a powerful Khund Runesmith, and is protected by several spells in the form of runes crafted on its surface (all caster level 15):

- spell resistance (25)
- moment of prescience
- false vision
- non-detection
- protection from energy (one for each energy type)

DEVELOPMENT

The PCs are now even more wet, cold, muddy and most likely miserable than before. Give the players a chance to roleplay “being miserable” before continuing with **Encounter 1**.

1: THE MEETING

CONVENTION PLAY NOTE

For convention play this encounter should take no longer than 20 minutes.

This evening the holy city of Ulmt seems quiet and somewhat subdued, perhaps a result of the vote against the Schwartzstadt Heresy last year. At the gate, the Sacraal Hund are less vocal than usual, letting you pass the gates into the city after peace-

knotting your weapons. Even the rain seems subdued inside the city. It is now merely an annoying drizzle and mist that hangs upon the air.

At the centre of Ulmt, the one thousand steps of the Stairs of Supplication climb the rock face to the Grand Temple of the Shrine Alliance, which stands as a powerful symbol of the unity of Perrenland's faithful.

At the base of the staircase a large group of people have gathered to kneel and pray, despite the drizzling rain. Several smaller groups engage in vocal discussions nearby.

Any PC who takes the time and effort to kneel and pray on each step as they climb gains the benefit of a protection from evil spell (CL 10th) for the duration of this adventure. This protection also stop any attempts by the fiend to possess a body – this is the main reason the Heretics have been the main victims of its possessing ability (as they have not been praying on the Stairs of Supplication like the bulk of Traditionalists have been).

PCs trying to listen in on some of the group discussions can make a DC 15 Listen check. Successful PCs overhear talk about murder abound in the holy city. Most think the heresy is to blame and voice their opinions, while a small number complain about more secrets and question the real reason behind the murders.

PCs climbing the staircase can also make Gather Information checks to learn the following from the Old Kerk faithful (if they are praying on the steps they gain a +10 bonus to this check):

- DC 0: *"Psst. I'd pray on the steps if I was you. Or they might flag you as a heretic."*
- DC 5: *"Miserable weather isn't it? You know what I think? Even the gods are stepping lightly. This whole heresy stuff could explode any minute you know."*
- DC 10: *"Something bad has happened. Know it in my bones I tell you. I hear it might be murder. Those damn heretics have gone too far this time."*
- DC 15: *"It got pretty bad on the streets for a while, especially when the inquisitors got involved. Friends began accusing friends and the inquisitors were quick to act on all leads. If you were suspected, you were taken away."*
- DC 20: *"I haven't seen any inquisitors these past few nights. I hear that something has them scared. Multiple murders are never pretty, especially when one of their own is found among the dead. I hear the Het Rechter himself is leading the investigation – that's how sensitive it has become."*
- DC 25: *"I overheard the Het Rechter himself the other day talking about multiple murders in the city. It's the heretics that started it, killing that priest last week. I fear some of my brethren are taking things into their own hands and that's wrong."*
- DC 30: *"I'd be careful if I was you. I heard there were a couple of priests killed inside the grand temple if you can believe it. I hear the victims interrupted some dark ritual taking place under everyone's nose. Got them killed it did..."*
- DC 35: *"Now don't tell anyone I told you this, but the earth mother gave me a vision. In it I saw a ghostly demon carrying a musical instrument, a lyre."*

With the last step behind you, the high walls of the grand temple grounds meet at an impressive, ancient gatehouse that guards the entry way into the complex. Standing guard in the archway is a pair of robed figures, the hems, cuffs and hoods of their robes etched with golden symbols and designs.

Presenting the Hetshoolmann's letter gets you past the templars and ensures you are escorted to the enclave of Allitur quickly. Entering the spacious office, a middle aged man some of you may recognise sits behind a large oak desk. Noticing you for the first time, he stands to his feet and smiles.

"Please come in my friends. I am glad you have come so quickly. Close the door behind you and take a seat. We have much to discuss, and little time left to do so."

CREATURES

Bertgris Udden: Hetshoolmann of Allitur and Het Rechter of Perrenland; Male human (flan) cleric 5/church inquisitor 10.

Bertgris is pleased to see the PCs, and introduces himself to any PCs he has not met previously (in PER6-07 *The Schwartzstadt Heresy*). He quickly gets to business, explaining why he summoned the PCs here, and is eager to answer any PC's questions.

Sample responses to some expected questions:

- Why have you summoned us? *"I need your help my friends. My investigations have brought me to a problem in the law that is not easily solved, but that's not important right now. The Cli Lyre has been stolen. I need your help to get it back. Also, there have been several murders of both traditionalists and heretics over the past couple of weeks – my office is investigating three cases in particular at present, and it is stretching my resources thin. You are the only people I can fully trust at the moment."*
- When did this happen? *"The Lyre went missing two nights ago, the same night two victims were found murdered inside the Grand Temple."*
- What's the problem in the Law? *The laws of Koppris and Perrenese law set down by the Old Kerk have stood for hundreds of years, defending the people of this nation. But the Heresy laws are ancient, set down when the Shrine Alliance was formed two thousand years ago. Anyone convicted of being a heretic is excommunicated from the Shrine Alliance and exiled from the Quaglands. As a Hetshoolmann of Allitur I am bound to uphold these laws, but as a Het Rechter of Perrenland I cannot support a law that would oppress a citizen's right to an opinion. I do not support these heretics, but I worry for them when our laws both implicate and exonerate them. That is why we*

must discover the truth of the hidden shrine, before these laws tear our nation apart."

- There have been murders in the city? *"There have been several incidents that my office is investigating, and we have made a couple of arrests of both traditionalists and heretics. I am trying to keep things quiet to prevent a panic, but word is spreading and I fear the chaos will only escalate as long as both sides continue to blame each other."*
- Can you tell us more about the murders? *"There have been several regrettable incidents between the heretics and traditionalists inside the holy city over the past few months, but none of them fatal at first. But these incidents were breeding fanatics on both sides who are willing to go further. That's when the murders started a few weeks ago in the city. It was the heretics that were the victims initially, but now it seems they are starting to fight back. In the two most recent murders my office is investigating, the victims were both traditionalists, one of them an inquisitor. The manner of their deaths is what is puzzling. Each was killed by a single arrow, delivered with tremendous force. There is the possibility that magic is involved, but we have found no residual auras on the arrow or the bodies."*
- What can you tell us about the Traditionalists and the Heretics? *"The Heretics are concerned that Nerull is an evil god, and that we should purge the Old Kerk of his presence and influence, for we are in effect granting him power. The Traditionalists are adamant the current balance must be maintained, and only through Nerull's bond to the Shrine Alliance can his evil be held in check and the Cult of the Fiend be kept at bay."*
- What did you ask for us specifically? The letter you sent arrived before the Lyre was stolen. *"It was the lyre asked for you – naming each of you individually, even those of you I have not met before. It said only you could protect it and take it to its true owner, the one destined to use it. It would not tell me who that is, and said it could only reveal that to its protectors. I was hoping you might be able to find it as well. Perhaps we will learn that when you are successful in recovering the Lyre."*
- Do you know who is behind the theft? How did that happen? *"That's the puzzling thing. The only person besides you all that even knew the Lyre had been unearthed was my assistant, Eriksen Morganrood. But I don't know why he would do such a thing. He has been my friend and aide for over 20 years. I trust him completely. Plus there are the murders that occurred on the same night the Lyre went missing – Eriksen could never be party to that. There is only one other conclusion."*
- What conclusion? *"The only conclusion I can draw was that he was magically compelled or possessed. Eriksen would never consciously betray me – we have been together too long and I know him too well to even consider it."*
- Why do you suspect he is involved in the murders? It could have been someone else behind them. *"He has*

not been seen since the Lyre's disappearance, and he was not seen leaving via the temple gates, which are always guarded by the templars. No magic would allow him to pass through the gatehouse undetected. There is only one other way out of the temple complex – the secret passage under the shrine of Allitur and Vathris you discovered last time (in PER 6-07 The Swartzstadt Heresy). Plus, the evidence leads that way."

- What evidence? *"It is at the shrine of Allitur that the bodies of two murdered priests were found. They were killed quickly and quietly without alerting anyone else in the complex. Either their attacker was extremely skilled, or they knew their attacker personally. The murder weapon is Eriksen's dagger – I gave it to him many years ago, and recognised it instantly when I found it buried in the chest of one of the victims. Also the divinations I have cast, including speaking with the dead, confirm my suspicions and his involvement. I just can't believe he was 'himself' when he killed them."*
- I thought the secret passage beneath the shrine led to the amphitheatre. *"I have checked that way myself in the last couple of days. Tracking Eriksen's possible escape route I found an opened secret door leading out of the amphitheatre. I ventured in to see where it led, even though the smell wafting out of that tunnel wasn't so good. The reason for that was clear after fifty feet or so – the tunnel opens up into the sewers. So he could be anywhere in the city by now. I have ordered the city gates locked so no one can leave, but I can't keep that up for too long before the protests start flooding in. So you must move with all haste."*
- What's so important about the Lyre? Why is it so significant? *"I am sure it is the Lyre that is the key to all of this. Not just the map that shows when it is exposed to sunlight either. It once told me that it is destined to reveal the secret, and this would herald the coming of the Uniter."*
- Why haven't you told anyone else about the Lyre? *"If what the Lyre told me is true, then the very core of the Shrine Alliance is on a knife's edge. In the wrong hands, the Lyre could unravel everything we have worked so hard for as a nation. If the Cult of the Fiend got their hands on the Lyre, it could be disastrous. Think of all of the Lyre's knowledge in the hands of our enemy. I had to keep its presence a secret. It insisted I do so, actually."*
- What else did the Lyre tell you? *"Quite a bit actually, about ages long past and forgotten. It has vast knowledge but it is all jumbled together, inside thousands of folk tales, stories and legends. You have to ask the right questions to get an answer, and I happened to stumble onto a few of them."*
- What answers were they? *"Too many to tell you them all right now. The most important thing is to get it back. Then the Lyre can tell you that itself."*
- What about your investigation? *"It all goes back to the Jasmine Index, and the link to those three witnesses of the awakening of the shrine of Vathris. I began an investigation into the Jasmine Index a year ago, with the help of some friends of*

mine”[motion towards any PCs who have played PER 6-07 The Swartzstadt Heresy]. *“Since then only Eriksen has been helping me with the investigation.”*

- What did the adventurers discover last time? *“My friends were able to follow the mystery, discovering the entrance to a secret chamber beneath the grand temple. It is from there they witnessed a thousand year old murder and retrieved the Cli Lyre – an intelligent magical artifact once thought lost forever.”*
- Did you learn anything else about the Jasmine Index? *“My position allows me access to Old Kerk archives inaccessible by others, some of them as old as the alliance of the faiths itself. It was in these records I discovered a reference to them after many months of research. In one ancient tome I found a passage that reads: The keepers of the secret shall prevail in their task, but the scent shall remind us of our betrayal...”*
- Could the Jasmine Index be behind the theft or murders? *“I honestly don’t know. They could be I suppose. It could also be a number of other groups also – though I don’t think the heretics are behind it, even though they are the obvious suspects.”*
- Why did you summon the carriage to Ulmt? *“What do you mean? I don’t recall summoning a carriage. I’m not going anywhere during this crisis.”*

When the PCs have finished asking questions:

Bertgris stands, your audience at an end. *“Go out into the city and search for Eriksen. He used to frequent the Sacraal Rest Inn quite a bit – alcohol was his only vice, and he never drank too much in excess so it was never a problem. I have a few other agents out in the holy city myself, and a couple of magical options I will explore. Use these scrolls of sending if you learn anything important – I will contact you if I learn anything new.”*

DEVELOPMENT

Once the PCs have finished talking with Bertgris they can leave the temple to begin their search. Bertgris advises against leaving via the secret tunnel because of the current level of suspicion among the Old Kerk faithful – he would prefer that the tunnel stay a secret for now. Also, it is not until very late in the evening that the chamber of shrines would be empty enough for them to enter it unseen, and there is no time to waste waiting for that to happen. When the PCs leave to check out the Sacraal Rest Inn continue with **Encounter 2**.

TROUBLESHOOTING

If the PCs insist on using the secret tunnel, they need to come up with a way to empty the chamber of shrines so they can enter unseen. If they are successful, they discover the open secret door in the amphitheatre which leads into the sewers. Within the sewers there are a number of exits into the city above, any one could have been used by Eriksen. In any case they do not discover any tracks or sign of his passage, and will eventually have to follow the only other lead to Eriksen’s whereabouts – the Sacraal Rest Inn.

Treasure: The PCs receive two scrolls of sending from Bertgris.

All APLs: Loot 0 gp; Coin 0 gp; Magic 116 gp; scroll of sending (2 @ 58 gp each); **Total:** 116 gp.

2: HERETIC TRAIL

CONVENTION PLAY NOTE

For convention play this encounter should take no longer than 20 minutes. At that time the PCs hear the scream that leads into Encounter 3

The Sacraal Rest is usually a very festive location, and is an elaborate cross between an inn, Stadt (long house) and temple. In fact, in ancient times, it was literally all three. But with the vote against the Heresy and the current distrust amongst some of the Old Kerk’s faithful, the mood of the taproom is unusually somber and filled with nervous tension.

Holy symbols of the Old Kerk are strangely superimposed with banners and emblems of the Vuurzward clan all around the large front taproom of this establishment. Several hundred mummified human heads also proudly adorn the rafters of this large common room. A sizeable central fireplace, surrounded by long-tables, is mostly devoid of people. The majority of those present are Vuurzwarders, and most of those are obviously tending to the small number of guests of the establishment.

PCs can mingle for a while if they like, or they can track down a servant to ask some questions about Eriksen. If the PCs try to Gather Information from the general crowd, most people keep to themselves and only offer brief responses to the PCs. They are particularly wary of questions about the heresy, suspecting any cleric looking PCs of possibly being an inquisitor.

PCs that ask the serving staff about Eriksen learn that he has not been seen for several days, but he used to meet regularly every few days with a different person each time (both male and female), and both would leave the inn not long after. The servant also mentions those type of meetings have been happening a lot over the past few weeks, with other patrons meeting and leaving together almost every night, and almost all of them they saw leaving headed towards the Hundplatz Markets, even though the stall would have been closed at those hours.

THE 223 MUMMIFIED HEADS

The PCs may also want to talk to the 223 mummified heads on the rafters of the taproom. The heads in the tap room are the heads of all the past Hetmenn of the Sacraal Rest, going back in time to when it was the only Stadt on the hill; as well as the place where the Shrine Alliance was formed.

The heads talk mostly about the past and about their own lives, and it is difficult to stop them talking if they have an attentive audience. The heads can relay the same information as the servants about the meetings involving Eriksen. Several of the heads also complain bitterly about an evil spirit that tried to possess their head but failed. No one else has been paying much attention to those heads lately, but they are adamant about it happening to them.

PCs do not have an opportunity to talk with the heads for a length of time and cannot spend any time units, as in PER6-07 The Schwartzstadt Heresy.

DEVELOPMENT

The PCs have a lead to check out the Hundplatz Markets. They may head down to the markets by themselves, or they may try to wait to see if any other patrons meet and leave like the servants observed. This occurs a half-hour later, and the PCs can follow two men as they head towards the marketplace.

CREATURES

Old Kerk Heretics (2): Male human cleric 3; 16 hp; Spot +3, Listen +3.

If the PCs wait and follow the priests:

Your quarry leaves the inn and moves swiftly and with purpose along the wet and slippery city streets towards the Hundplatz marketplace. Keeping your distance, you watch the two priests move quietly across the market square, approaching the fountain at its centre. From other sides of the square several other figures appear, also moving over to the fountain.

If the PCs go directly to the marketplace or follow the two men there, read or paraphrase the following before the PCs have an opportunity to walk out into the market square:

At the fountain in the centre of the market square a group of six cloaked figures converse in whispered tones. Even at this distance it is clear several of the group are not happy about something, and one of the figures in particular seems agitated, busily pointing at each of the others as he speaks.

The group at the fountain is made up of six young Heretics, four male, two female. Their youthful curiosity and the sense of a conspiracy was enough to make them question the secrets of the Old Kerk. They are all optimistic idealists and protesters against authority, and the heresy at first was like a game to some of them. Now they are nervous, puzzled and somewhat frightened at the recent events in the city. They have nothing to do with the murders of the Traditionalists, yet most of the populace considers the Heretics responsible, and this is giving the young group a reason to possibly pull out of the Heretic movement altogether. There have been several open confrontations between the Heretics and Traditionalists, and blood has already been spilled by both sides. They are highly strung and ready to bolt, and flee in separate directions if they spot the PCs in the market square.

There are several ways this encounter may develop, depending on the PCs' actions. The distance from the edge of the market square to the fountain, along with the steady rain and dark night sky is enough to keep the PCs hidden from the heretics initially.

The PCs may try to sneak close enough to hear the whispered conversation: a DC 10 Listen check is required to make out the conversation, with a -2 penalty to the

check for each 10 ft of distance separating the group and the PCs due to the wind and rain. The PCs may also use magic to listen in on the group's conversation.

If they are successful, they overhear the concerns of the youths, their bafflement about the murders and their fear that they may be next.

When the PCs are discovered by the group, the heretics flee in opposite directions, thinking the PCs are Inquisitors or at least Traditionalists hell bent on murder.

CREATURES

Old Kerk Heretics (6): Male or female human cleric 3; 16 hp; AC 15 (chain shirt, +1 Dex); initiative +1; Spot +3, Listen +3.

Tactics

Have the players roll for Initiative to see if they can stop at least one of the Heretics from escaping. The Heretics have a starting attitude of *unfriendly*, and attempt to escape in the first round if their attitude is not changed to *friendly* or better. The Heretics run or double move to escape – they do not attack the PCs themselves, though they try to get free if grappled. Do not play this out too long – it should prove easy for the PCs to capture at least one of the Heretics.

Once the PCs begin to question the captured Heretics, they quickly learn that these Heretics have nothing to do with the murders and are mostly just idealistic youths, not cold blooded killers. Because of the murders they are rethinking their involvement with the heresy, and that was what they were arguing about in the market square – whether to pull out altogether or to stay active members of the Heretic movement. The one thing of note the heretics do know is about Eriksen, who has been talking to them over the past few months, introducing them to each other during that time and instructing them on the core ideals of the Heresy.

They have not talked with Eriksen for several days, ever since he mentioned he had found some allies to the Heretic cause and was planning to meet with them to discuss their involvement. They do not know who the allies Eriksen mentioned actually are, but one of the heretics saw him yesterday and he was headed into the alleyways behind the Hundplatz markets. He seemed distant and aloof, did not acknowledge their presence at all and was in a hurry. He was also carrying something covered in a heavy blanket, and although the Heretic isn't sure, he thought he heard a muffled voice accompanying Eriksen.

Any captured heretics also mention that they saw a pair of figures heading into the streets behind the marketplace a few minutes before the PCs arrived. The heretics remained hidden from the figures, but watched them carefully in case they were inquisitors. When the figures left the market square the heretics waited in the shadows for the others to arrive for the meeting.

Development: The PCs have to decide whether to let any captured heretics go, or to turn them in to the church authorities. The Heretics have done nothing against the law (except following the Heresy). If the PCs let the Heretics go and let Eriksen go in **Encounter 4**, they receive the Favour of the Heretics; if they turn the Heretics in and turn Eriksen in after **Encounter 4**, they

receive the Favour of the Traditionalists (see AR for more details).

When the PCs head into the streets behind the marketplace, they hear the sounds of a struggle in a nearby alleyway – go to **Encounter 3**.

3: SHADOW OF SALVATION

It is the sounds of a conflict in the alley you are just passing that draws your immediate attention. You hear a cry for 'mercy', which is quickly replaced by silence.

When the PCs move to investigate:

Entering the alley you are immediately taken aback by the macabre scene before you. Towering over a pair of unmoving figures is a large, tortured form of beauty and sorrow. The angelic creature is covered in scars and lesions crossing its near-naked body, marring the creature's perfect skin. A pair of bloody, stumps stretch from its shoulder blades, and a pair of burnt and scarred eye sockets dominate its face. Around his neck is a hideous spiked collar that glows with an unhealthy green light, along with an expression on its face that mirrors the horror this creature must have endured.

The creature turns to face you, apparently able to sense your presence. In an instant its face clenches in rage and frustration, and as it speaks you get a sense of madness in its voice.

"What do we have here? More souls to judge, I see..."

Taking a step your way, the angelic creature draws a huge bow and pulls back on the string, sighting you all down the shaft of a glowing arrow.

CREATURES

Meneliant: Male Solar; hp 165 currently; MM 12.

PCs who have played PER15-01 *What Lies Beneath* recognise Meneliant as the angel who was freed during that interactive. A DC 25 Knowledge (the Planes) check identifies him as a Solar Aasimon, the most powerful of angels and the direct servants of good deities.

Meneliant is a tortured soul, and his thousand-year imprisonment has taken a toll on his mind and body. He currently stalks the Quaglands looking for any bearers of a kondkannen (pot of knowledge) originating from Jor-Russ. They are painted with his blood, a connection he can sense anywhere, and it is the concentration of Jor-Russ kondkannen presently in Ulmt that has drawn him here. Thanks to a Heretic (Curl, a bard of the Voice) he met a few minutes ago, Meneliant now knows that only Traditionalists would keep the Jor-Russ kondkannen he senses in the city, because of the markings of Nerull on the kondkannen. The bard also told Meneliant that the Traditionalists worship Nerull as a part of the Shrine Alliance, which is an abomination in his eyes and one he plans to deal with from now on.

Allow the PCs a moment to react to Meneliant. If they attack him, go to the **Troubleshooting** section below. Otherwise, the following events occur.

- Meneliant questions the PCs about whether they are Traditionalists or Heretics.

- If any PC is possessed by a kondkannen spirit from Jor-Russ (PER6-04 *Death's Fury*), Meneliant insists that they break the pot containing the spirit, and shoots the PC with an arrow of slaying when they respond that they don't have a pot to smash.
- Meneliant leaves to find more Jor-Russ kondkannen.

TROUBLESHOOTING

If the PCs try to intervene magically or physically, Meneliant uses his spells and spell-like abilities to counter any hostile PCs. He won't injure the PCs, and just tries to neutralise them with non-lethal attacks and spells. Do not use any permanent effect spells or spells such as imprisonment, plane shift, and maze that cost Time Units and/or gold to remove their effects. If Meneliant drops below 100hp, a word of recall activates, teleporting the solar to safety.

THE ANGEL'S QUESTION

Drawing a deep, obviously painful breath, the tortured angel speaks once again, in a raspy, quiet voice.

"Stand your ground, mortals! I am Meneliant, and it is justice you see before you – your secrets will remain hidden no longer. The line shall be drawn and you must choose where you stand."

Inside your mind you hear a whispered question. "Mortal, are you a Traditionalist or a Heretic?"

Get each player to write down their PC's name and their response to the Solar's question on a piece of paper. One all of the players have made their choice (or decided not to answer either way), continue as follows.

First, Meneliant addresses those PCs who declared themselves Heretics:

"You have chosen wisely, mortal. Do not let the truth remain shrouded in darkness. Walk in the light, my friend, and follow your heart. It will guide your way to the truth. Go now, and leave this place with my blessing."

Heretic PCs receive Meneliant's blessing, granting them a +4 bonus to initiative for the rest of this adventure as they move with renewed purpose and clarity.

Next, Meneliant addresses those PCs who declared themselves Traditionalists:

"So you would continue to hide from the truth and perpetuate the lies of the Shrine Alliance? You deserve to belong to him. He claims all that choose to serve him, and mark my words, you are indeed serving him by your choice made here. Do you not already see his design? Your land is falling under his influence, and you can only hold yourselves to blame. Now go, and leave this place to consider the consequences of the choice you have just made."

Traditionalist PCs receive Meneliant's curse and suffer a -4 penalty to initiative checks for the rest of this adventure as their thoughts dwell on the solar's words.

Finally, Meneliant addresses those PCs who did not declare themselves either a Heretic or a Traditionalist:

"I sense you are at a crossroads, and there you will remain until you choose your path. And choose you must, for you cannot escape your fate."

Any PCs who did not declare themselves a Heretic or a Traditionalist are subjected to a *geas* spell that comes into effect at the end of this adventure (see AR for details).

POSSESSED BY A KONDKANNEN SPIRIT

Any PC possessed by a Kondkannen spirit from Jor-Russ (PER6-04 *Death's Fury*) draws Meneliant's immediate attention, and he addresses them directly. If no PC at the table is possessed by a Jor-Russ spirit, skip ahead to his **Final Words**.

The creature focuses his attention on you. "I sense a presence in you, a spirit born of evil." He draws back his bow, and continues, "Release it now, or I will..."

If the PCs ask why or are ignorant of his meaning:

"This evil is bound to your flesh and born of my blood. It will consume you I fear, if it is he you do not serve."

A reel of endless images passes through your thoughts for a moment, images you have seen on only one type of surface – a kondkannen. But the images fracture before your eyes, and the single story told in the image becomes broken and scattered, similar to the smashed kondkannen you remember from Jor-Russ.

"Smash the pot, and you will be free of its evil."

When the PC tells Meneliant they don't have the kondkannen (pot) and the spirit is actually inside them so they cannot release it:

"And thus it passes to me to free you."

The creature releases his arrow, along with a whispered word. The arrow strikes true, and you are knocked to the ground by the impact.

A DC 20 Listen check hears the word whispered by Meneliant, which is the name of the target PC's race (**human, elf**, and so on).

Get the target PC(s) to roll a Fortitude saving throw (DC 20) against the *arrow of slaying* shot from Meneliant's bow. If the PC passes this save, they are put to sleep by the arrow, but are otherwise unharmed. If a PC fails the saving throw, take them aside and inform them that they should have died, but have instead been saved from that fate by Nerull – instead of dying, they have been put to sleep by the arrow. Any PC who fails this save now bears the Ur-Flannae runes 'HUS' on the inside of their left wrist (see AR for further details). Cross out the Possessed by a Kondkan favour on the AR for PER6-04 *Death's Fury* for PCs that failed the Fortitude save against the *arrow of slaying* – as the spirit flees the PC's body. Continue with the text below:

The rest of you see a misty form rise from your friend's motionless body, and you can sense its evil

malevolence. The creature draws its sword and lashes out, destroying the misty form in a series of lightning fast strikes.

FINAL WORDS

Meneliant speaks one last time before he leaves.

"I know some of you do not understand why I have done what is done. Mercy is often misunderstood ... as much as beauty itself."

The creature's attention is drawn off for a moment, as if hearing a call only it can hear. In an instant the creature disappears, leaving no trace of its passing, apart from yourselves and its victims.

When the PCs investigate any fallen PCs, they find them merely asleep. A DC 20 Spot check notices that any fallen PC who failed the Fortitude save against the *arrow of slaying* now bears the Ur-Flannae runes 'HUS' on the inside of their left wrist (see AR for further details).

Both of the dead victims are Traditionalists of the Old Kerk. Hennar was a Druid of the Grove (Obad-Hai) and Ilmrik a Cleric of the Shool (Allitur). Both possessed a Kondkannen from Jor-Russ. The PCs can learn the following with an appropriate skill check.

- DC 10 Knowledge (Local – Iuz's border states) indicates that this matter should be reported immediately to the authorities – in this case, the Temple court of Allitur at the Temple of the Shrine Alliance, and Het Rechter Bertgris Udden himself. The bodies should not be disturbed other than to try and determine if they are alive and to establish identities.
- DC 15 Heal check reveals that the victims have been dead for only a minute or two.
- DC 5 Heal check reveals that cause of their death was by a single puncture wound to the heart via a still present arrow (now non-magical, but formerly an *arrow of human slaying*).
- DC 5 Search check on the bodies reveals their Old Kerk membership, probable class and which god they favoured within the Old Kerk.
- DC 10 Search check finds a letter hidden in the druid's his boot – **Player Handout 2**.
- DC 20 Search check discovers the broken shards of two Kondkannen, smashed by the creature. The symbols of Nerull identify them as Jor-Russ Kondkannen.
- DC 15 Survival check (requires the Track feat) reveals that the two victims were already in the alley and that they had met with a third person. The creature's tracks appear from nowhere (he *teleported* in).
- DC 20 Survival check (requires the Track feat) reveals that the third set of tracks left the alley at the other end. A second DC 20 Survival check is required to follow the tracks to the warehouse in **Encounter 4**.
- A *Speak with dead* spell or similar divination reveals any of the above personal information and the fact that they had very much the same kind of encounter with the creature as the PCs. If asked, both declared themselves to be Traditionalists and both had Kondkannen from Jor-Russ. They remember heading to a warehouse to investigate a gathering of Heretics, but they were discovered by Curl, a Heretic bard who convinced

them to turn around and leave the Heretics alone. They were just leaving the area when the creature arrived.

DEVELOPMENT

At this time the PCs should contact Bertgris, using the scrolls of *sending* he gave them to inform him of the status of their investigation and the encounter with the creature. A minute later Bertgris sends a reply to one of the PCs (the DM should modify it if necessary):

“Will send team to investigate murders – More important – located lyre in Roodberg warehouse – Eriksen there too – bring him and Lyre back here to grand temple.”

There are three ways for the PCs to arrive at **Encounter 4**.

- They can follow the tracks of the third person (Curl) that lead to the Roodberg warehouse.
- They can act upon the information contained in the letter and follow the map to the Roodberg warehouse.
- They can follow up on Bertgris' information and look for a warehouse bearing the Roodberg clan sign.

4: WAREHOUSE SECRETS

Several large warehouses dominate the streets behind the Hundplatz markets. At this time of the night, especially with this miserable weather you would expect the area to be quiet and devoid of any activity. However, the windows of one of the buildings are illuminated from within, signalling some sort of activity within its interior. Above the warehouse entrance, visible in the faint light, the flag of the Roodberg Clan sways in the strong breeze.

None of the other buildings in this area show any signs of activity at this hour – the streets are quiet, except for the continued sound of the steady rain. DM's **Aid 3** shows the layout of the building, including the location of the entrances and the setup of the inside. The side door to the warehouse is locked (DC 25 Open Lock), but the front double doors are unlocked. If opened the front doors screech loudly on rusty hinges, alerting the cultists inside to the PCs.

The PCs may also spot another figure watching the warehouse – Curl Vestmeer, a Bard of the Voice and a Heretic. A DC 21 Spot check is required to find Curl (he gains a +10 bonus to his Hide check due to the weather and dark conditions). If the PCs follow his tracks from **Encounter 3**, they lead directly to his hiding place. If the PCs approach peacefully and try to talk with Curl, his initial attitude is *indifferent*. If they change his attitude to *friendly* or *helpful*, Curl talks with them; otherwise, he refuses to be drawn into conversation, and asks them to leave him alone. If the PCs seem confrontational at any time, Curl casts *invisibility* and tries to get away.

Curl is still a bit shaken from his encounter with the solar, but is more concerned about his friend Eriksen who he has not seen for days, and fears that something bad may have happened to him. He learned about the supposed gathering of Heretics at this warehouse when talking with the Traditionalists who were killed by the

solar before **Encounter 3**, and he thinks that Eriksen may actually be a prisoner inside (because the warehouse is not one of the usual meeting places for the Heretics of Ulmt).

Curl insists on remaining outside, and refuses to enter the warehouse with the PCs. If he had to flee, he returns to his hiding place once the PCs have entered the warehouse.

CREATURES

Curl Vestmeer: *Appendix 1.*

DM NOTE

After the PCs confront the cultists inside the warehouse, the Fiend of Possession possesses Curl and uses him to escape the vicinity. Once it learns about his abilities as a virtuoso, the Fiend comes up with a new plan to get the Cli Lyre back from the PCs (**Encounter 5**).

TROUBLESHOOTING

The PCs may attempt to glean some information about the warehouse interior before they enter by sneaking up to the windows and looking inside, or through the use of divination spells such as *clairvoyance* or *arcane eye*. It is up to the DM to determine how successful the PCs are – unless the PCs are obviously noisy or do not take precautions to remain hidden when they are close to the warehouse, they avoid being discovered by the group gathered inside, who are too engrossed in their own conversation to hear the PCs outside.

Inside the warehouse you can make out three cloaked figures loading a carriage you remember well from your earlier encounter outside Ulmt. The figures work under the direction of a grizzled old dwarf, who seems to be watching the loading carefully. Another figure emerges from an office within the warehouse, fitting the description of Eriksen given to you by Bertgris Udden. In his hands is a golden Lyre, and from the way he is holding it up to his face, it is evident he is talking directly to the beautiful instrument.

Eriksen's companions are not all that they seem. The three cloaked figures are actually cultists, members of the Cult of the Fiend and servants of Drelnza. At the behest of their mistress, they have infiltrated the ranks of the Heretics to get access into Ulmt. Since they achieved that goal, they have served as a host to a fiend of possession, bringing it into the city to wreak havoc among the populace and infiltrate the Grand Temple to learn the secret of the hidden shrine.

They learnt about the Cli Lyre when the fiend possessed Eriksen, and they now believe the Lyre holds the information they are after. The cult used Eriksen to obtain the Lyre, and have been using Eriksen to ask the Lyre questions about the hidden shrine (but it only knows the prophecy linked to the secret, not the secret itself).

The cultists also used Eriksen a week ago to forge a letter using the Het Rechter's seal to call for the magically protected carriage. Their plans are almost complete – they only have to use the carriage to carry Eriksen and the Lyre

out of Ulmt and deliver the Lyre to Drelnza at Kir-Russ. The carriage would enable them to move through the Auszug encampments surrounding Kir-Russ, plus the magical protections on the carriage would hide the Lyre's whereabouts.

When the PCs enter the warehouse, the cultists immediately move to attack the PCs. When the cultists attack, both Eriksen and Gunter (the dwarf) are initially surprised and baffled by the cultist's actions. Gunter recognises the PCs from the incident on the road earlier this day (**Introduction**), and jumps inside the carriage to hide – he does not take any chances dealing with them during the fight. Eriksen is possessed by the fiend of possession in the first round, and joins the cultists' attack in the second round.

CREATURES

APL 4 (EL 6)

Cultists (3): hp 17; *Appendix 1*.

Eriksen (Possessed): hp 14; *Appendix 1*.

APL 6 (EL 8)

Cultists (3): hp 29; *Appendix 1*.

Eriksen (Possessed): hp 14; *Appendix 1*.

APL 8 (EL 10)

Cultists (3): hp 41; *Appendix 1*.

Eriksen (Possessed): hp 14; *Appendix 1*.

APL 10 (EL 12)

Cultists (3): hp 53; *Appendix 1*.

Eriksen (Possessed): hp 14; *Appendix 1*.

APL 12 (EL 13)

Cultists (2): hp 65; *Appendix 1*.

Eriksen (Possessed): hp 14; *Appendix 1*.

Tactics

The cultists try to gang up on one PC, maximizing their sneak attack damage. They try to neutralise spell casters before dealing with physically stronger PCs. At higher APLs they have the Improved Disarm and Staggering Strike feats.

Eriksen uses his most damaging spells to attack the PCs, and also heals the cultists. At the same time, he tries to fight the Fiend of Possession who controls him: Eriksen gets another Will save to regain control of his body after at least 6 rounds (6 rounds at APLs 4 and 6, 9 rounds at APL 8, 11 rounds at APL 10, and 13 rounds at APL 12) – see *Appendix 8* for more details. If successful, he tells the PCs about the fiend inside him before the fiend attempts to regain control in the next round.

When Eriksen is neutralised, the fiend leaves his body and flees the warehouse, travelling through the ethereal plane. If does not retaliate if the PCs attack it while ethereal. Once outside, it possesses Curl Vestmeer and leaves in his body.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 81 gp; Coin 50 gp; Magic 1137 gp; +1 chain shirt (3 @ 104 gp each), vest of resistance +1 (3 @ 83 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @

21 gp each), elixir of sneaking (3 @ 21 gp each); Total 1241 gp.

APL 6: Loot 81 gp; Coin 50 gp; Magic 1338 gp; +1 chain shirt (3 @ 104 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each); Total 1442 gp.

APL 8: Loot 54 gp; Coin 50 gp; Magic 2964 gp; +2 chain shirt (3 @ 354 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each); Total 3068 gp.

APL 10: Loot 1 gp; Coin 50 gp; Magic 4293 gp; +2 chain shirt (3 @ 354 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each), +1 spiked chain (3 @ 193 gp each); Total 4344 gp.

APL 12: Loot 1 gp; Coin 50 gp; Magic 5544 gp; +3 chain shirt (3 @ 771 gp each), vest of resistance +2 (3 @ 333 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each), +1 spiked chain (3 @ 193 gp each); Total 5595 gp.

DEVELOPMENT

Once the cultists are defeated and Eriksen is killed or subdued, the PCs really only have one option remaining – to return to the Grand Temple with Eriksen and the Lyre. The fiend of possession knows this is the PCs' next move, and possessed Curl while escaping the scene. Now aware of Curl's abilities as a virtuoso, the fiend plans to get back the Cli Lyre from the PCs at the Stairs of Supplication (**Encounter 5**).

The dwarven driver, Gunter, knows nothing about the cultists or their plans, and doesn't know much about the current troubles in Ulmt. The PCs can talk with Gunter and learn the reason for his involvement: he believes he was hired by the Het Rechter to transport Eriksen and the Lyre to the safety of Khundholm. Gunter produces the letter for the PCs if asked: it bears the forged signature of Bertgris (a DC 20 Forgery check detects the forgery). He also takes the chance to apologise for the incident on the road:

"Thank the gods you lot are okay. So sorry about what happened on the road earlier today. Yep, I recognise your group. I almost lost control when you suddenly appeared through the fog and I thought I'd run some of you over. I couldn't stop to see if you were okay – I was under orders not to stop until I reached the city. Plus I wasn't entirely ready to deal with you lot at the time."

CREATURES

Gunter Steelbeard: *Appendix 1*.

Gunter is truly thankful that the PCs are alive and well. He is also truly sorry about the incident and begs the PCs' forgiveness. His pride and joy is the horses and carriage, and with pride he boasts of its speed, handling and sturdiness. With a wink, he also mentions the blessings and runes that protect it and give it its name: *Moradin's Pride*.

Once the cultists are defeated, Eriksen begins to realise how he has been used by Drelmza and her forces. He is clearly filled with remorse, and sorry he has caused his friend Bertgris all this trouble, even though the murders inside the temple aren't really his fault. He still considers himself a Heretic, even though it will mean the end of his friendship and working partnership with Bertgris, and he is not sorry about that fact. If asked, he tells the PCs he is concerned how easily the cultists used him and the other Heretics (this is because they are not under the *protection from evil* effect granted for praying on the Stairs of Supplication – though Eriksen does not realise this). He knows the secret of the hidden shrine is still to be solved, but the price of learning that information may be too great if it falls into the hands of the Cult of the Fiend.

Eriksen asks the PCs to let him go, so he can continue to work at uncovering the secrets of the Old Kerk and further the cause of the Heresy. The PCs have to come to a decision – whether to turn Eriksen in to the church authorities (Bertgris) or to let him go free. If the PCs turn Eriksen in to the authorities, they gain the favour of the Traditionalists; if they allow Eriksen to go free, they receive the favour of the Heretics (see AR for more details). If this choice differs from how the PCs dealt with the heretics in **Encounter 2**, they gain neither favour: the PCs must turn both the young heretics and Eriksen in, or let both go free to earn one of these favours. Eriksen writes his testimony down for the PCs if asked – a letter to Bertgris Udden explaining his choice and complicity in recent events.

The PCs may try to talk to the Cli Lyre, knowing it is an intelligent magical item. However, the Lyre is suspicious of everyone and does not speak at this time – especially now that it knows Eriksen was under the control of a demon. It does not speak until it is in the presence of the Hetshoolmann council (**Encounter 6**).

5: MOB RULE

As you approach the Stairs of Supplication you notice a commotion taking place among the gathering at the bottom. Though it is late at night, a crowd of priests and druids now surround a lone figure, a handsome young man with the trappings of a bard of the voice. They are pushing the bard around, as well as spitting and yelling insults at the young man. Among the insults being uttered the word 'Heretic' features prominently. The young man looks around fearfully, eyeing the stairway and any other possible ways to escape the angry mob, when his gaze falls upon you ...

CREATURES

Curl Vestmeester: Appendix 1.

Curl has made the “mistake” of commenting about the hidden shrine and the secrets hidden in the Shrine Alliance (he was under the influence of the fiend of possession). The gathered Juistmenn (true believers), inflamed by his persuasive song ability, have taken offence to the bard's words and have surrounded him with violent thoughts on their minds. In fact his words have attracted more churchmen to the stairs, as word spreads of the Curl's heretic speech.

The real cause of the hatred and violence in this encounter is the fiend of possession. The fiend used Curl's ability to influence an audience with his words to cause the commotion, as the fiend hopes to use the trouble to slow the PCs long enough for it to possess one of them and retrieve the Cli Lyre for the Cult of the Fiend. As a virtuoso storyteller, Curl can use his persuasive song ability to influence an audience similar to a Diplomacy check. Under the influence of the fiend of possession, Curl instead incited the crowd to turn *hostile* towards him.

When the PCs arrive, Curl is surrounded, no longer possessed, can't remember why all these people are hostile towards him, and doesn't know why he can't talk his way out of this situation. The crowd also blocks the PCs' path to the Stairs of Supplication and the Grand Temple, their destination.

The PCs probably want to intervene at some point. There are several ways of dealing with this encounter, but the fiend most likely creates a more pressing problem for the PCs to deal with.

- They may try to get personally involved and try to calm down the angry crowd. The crowd is currently *hostile* towards Curl and any PC that intervenes. There is a -5 circumstance penalty to any Charisma based skill checks made to change their attitude towards Curl because of the discord between Traditionalists and Heretics. As long as their attitude changes from *hostile* they don't attempt to kill Curl, instead pushing and ridiculing him and any intervening PCs. If their attitude changes to *friendly* or *helpful*, the crowd leaves Curl and the PCs alone. If not changed to friendly or better. If the PCs fail to change their attitude from *hostile*, a brawl ensues.
- The PCs may try to use their rank or position in the Old Kerk and other Perrenland metaorgs (Voormannsgardt, Rechters, Auszug officers etc.) to exert control over the crowd. The crowd is too angry and inflamed to heed any military or Old Kerk PC's orders, but a Rechter PC that identifies themselves won't be attacked by the crowd and gains a better chance to influence them (as above)
- A Skamteguler (Shame Crier) has an easier time changing the crowd's attitude – they gain a +10 bonus to the check made to change their crowd's attitude as they insult and berate the crowd, using their anger and rage to humiliate them.
- The PCs may try to distract the angry crowd instead, giving Curl a chance to get away unseen. It is up to the DM to adjudicate how effective the distraction is, and it is likely the PCs will end up drawing the attention of the angry group on themselves instead (see previous dot-point about changing the crowd's attitude).

- They may try to physically protect Curl or chastise the crowd. If this occurs, a general brawl ensues.
- They may instead join in with the mob, ridiculing Curl themselves. PCs may do this to better create a distraction, or because they really feel that way towards heretics themselves. Eventually Curl attempts to escape and a brawl ensues.
- They may also suspect some sort of magical coercion or spell is in effect. A DC 20 Sense Motive check reveals that the crowd is acting single minded, which could be a result of compulsion magic. However, *detect magic* reveals nothing.

CREATURES

APL 4 (EL 5)

Possessed Guard (1): hp 28; *Appendix 1*.

APL 6 (EL 7)

Fiend of Possession (1): hp 52; *Appendix 1*.

APL 8 (EL 9)

Advanced Fiend of Possession (1): hp 63; *Appendix 1*.

APL 10 (EL 11)

Advanced Fiend of Possession (1): hp 74; *Appendix 1*.

APL 12 (EL 13)

Advanced Fiend of Possession (1): hp 85; *Appendix 1*.

Tactics

At APL 4, the fiend possesses one of the crowd members – a guard of one of the Old Kerk traditionalists. PCs who succeed on a DC 15 Spot check see him in the crowd untying the ruhebinder (peace knot) on his longsword. Otherwise, the first sign of combat is when the possessed guard moves next to one of the PCs in the surprise round.

At APLs 6 to 12 the fiend attempts to possess one of the PCs, targeting either the possessor of the Lyre or any PC trying to talk down the crowd. Its goal is to retrieve the Lyre, and the chaos caused by Curl gives it the perfect distraction. It cannot possess any of the Traditionalists gathered at the Stairs of Supplication, as they have all prayed on the steps and have a *protection from evil* spell in effect. If it cannot possess any of the PCs, it attacks while incorporeal.

The fiend flees the area if it is reduced to 25% of its hit points or when the brawl ends, whichever comes first. If its incorporeal body is destroyed, it returns to its true body, hidden within the holy city and unreachable during this adventure, and does not participate in **Encounter 7**.

DEVELOPMENT

After 5 rounds the brawl suddenly stops, when Curl's influence wears off and the Juistmenn involved finally realise what they have been doing. As the crowd calms down they are mostly ashamed at their actions and/or confused. No one really remembers how it started, only that they felt anger and hatred towards Curl, but not why they felt so.

Curl tries to flee when the chance arrives, but stays nearby and approaches the PCs once everything has

calmed down. He thanks them for their help, but is still confused as to how it all started. The last thing he remembers he was watching the Roodberg warehouse (**Encounter 4**): next thing he was surrounded by an angry crowd on the Stairs of Supplication baying for his blood, with no idea how he got there or why the crowd was after him.

He lets the PCs examine him, magically or physically. The fiend of possession has left his body, leaving no trace of its presence, not even an imprint on his consciousness.

When the PC continue up the stairs to the Grand Temple, continue with **Encounter 7**.

6: REVELATION OF THE LYRE

Once inside the grand temple you are quickly taken to the Het Rechter's office, who is eagerly awaiting your arrival.

"Welcome again, my friends. You're back sooner than I expected. Were you successful? Have you got the Lyre?"

Bertgris is anxious to see the Lyre, and is relieved when the PCs produce it. He thanks the PCs for their efforts, especially if they have brought back Eriksen alive.

"My friends, you have done us a great service in retrieving this artifact. I must now go and inform the Hetshoolman Council of its return. I will probably be gone awhile, so I have arranged for chambers for each of you to get some rest and freshen up. One of my guards outside will show you to your rooms when you are ready. I must ask you to remain within the temple grounds for the time being, for I get the feeling we will need your services again tomorrow. Remember, it was the Lyre that asked for you, so your part in all of this is yet to be completed."

If Eriksen is present he adds the following:

"I am truly sorry to see you caught up in all of this, Eriksen. Even though you have betrayed our friendship with your Heretic ways, I cannot forget the many years we have spent as friends. I must now inform the Council of your involvement too, and I am afraid they will not take your actions lightly even considering your recent 'possession'. You know yourself how the council views this heresy. I will say what I can on your behalf, but I fear it will not be enough to save you from excommunication and exile. For your own good, remain in my chambers. I am afraid, my friend, I will have to insist on that."

With that, Bertgris stands and leaves the office, speaking briefly with the templar guards outside his door as he leaves.

The PCs are left to their own devices for the next few hours. They can go and rest in the rooms provided for them, or they can explore the temple compound if they wish. At this time of the night the compound is quiet, and the only real activity is in the chamber of shrines, where a trio of Old Kerk priests and druids tend to the shrines and

late night worshippers. If the PCs wish to visit the chamber of shrines, refer to DM's Aid 5.

In the early hours of the morning you are led through the temple complex. Eventually you descend a wide staircase leading to a set of double doors engraved with the symbols of the gods that make up the Old Kerk.

The doors open as you approach, revealing a dark room with a single point of light in its centre. As you reach the centre, the light intensifies, revealing a circular room dominated by a high bench that surrounds you. Seated behind the bench are ten featureless figures, each radiating a similar aura to that of the shrines located in the Grand Temple. The most radiant of the ten figures rises, motioning you all to silence before speaking in a man's voice.

"Welcome before us adventurers. We are the Council of Hetshoolmann, the leaders of the Shrine Alliance, and you have been brought before us to serve your nation and her people."

"It has only become recently aware to us that a relic of importance has been discovered – the Cli Lyre. Had we been aware of its involvement earlier, recent events may not have occurred as they have."

The Hetvoorshoolmann looks directly at one of the figures as he finishes that line, then continues.

"The Lyre has convinced us of its reasons to remain from us, but it has also told us something of its purpose."

The Hetvoorshoolmann reaches beneath the bench and draws out the Cli Lyre, placing it on the bench in front of him. Immediately the Lyre begins to speak.

Give the PCs **Player Handout 3 – the Lyre's Prophecy**.

If the PCs turned Eriksen in and ask about his fate, the Hetvoorshoolmann speaks:

"Worry not – your friend is alive and healthy. Although he is not directly responsible for the murders in the temple, he has disobeyed this Council and the vote of the entire Old Kerk in perpetuating this heresy. He will be excommunicated and exiled from the Quaglands for his treachery."

When the Lyre finishes, the Hetvoorshoolmann stands and speaks:

"We have cast our own divinations on this subject, and we now realise it is imperative that the Cli Lyre is delivered to its destined owner, where the truth will be revealed finally. Some of you adventurers may even know her personally. I refer to Hanne Weisspeer, the daughter of our deceased former Voormann, Karenin Weispeer. It is also foretold that you be the ones to accomplish this goal. She is currently under the protection of the Hussen clan in Riberlund – you must take the Lyre there."

"What say you, adventurers? Will you rise to the occasion when your nation needs you most?"

If the PCs agree, the Hetvoorshoolmann responds.

"Perrenland is indeed blessed to have heroes such as you. We will of course help you with this

burden. We have prepared some items that may assist you in this endeavour or in the future. Good luck and may the gods walk with you, my friends."

The light fades, and the Hetshoolmann council is again cloaked in darkness, except for a halo of light surrounding a beautiful Lyre.

Once the meeting is over, the PCs are shown to some rooms they can use to rest up before their journey to Riberlund starts the next morning.

Treasure: They are also given a gift of several magical items to assist them on their journey.

All APLs: Loot 0 gp; Coin 0 gp; Magic 985 gp – ghost blight (8 gp), medal of gallantry (92 gp), scroll of restoration (67 gp), stone of alarm (225 gp), wand of cure light wounds (63 gp), weapon capsule retainer (8 gp), rod of sure striking (333 gp), blessed bandage (1 gp), healing salve (188 gp); **Total:** 985 gp.

DEVELOPMENT

Arcane casters have not had enough rest to renew their spells for the new day. Divine casters that pray to their deity for spells at dawn can prepare spells for the new day. When the PCs are ready to leave with the Lyre, continue with **Encounter 7**.

7: ONE LAST ATTEMPT

Once the PCs have agreed to take the Lyre to Hanne Weisspeer, they are given provisions, transportation in Moradin's Ride and anything else within reason – up to 50 gp in non-magical equipment from the PH per PC – to speed them on their way. When they are ready to leave:

As you near the bottom of the Stairs of Supplication you notice a familiar black carriage parked near the staircase. Gunter the dwarf stands by the carriage door, and moves towards the stairs as he notices your descent.

CREATURES

Gunter Steelbeard: Appendix 1.

"Good morning! Your friend the Het Rechter asked me to stay in the city in case my services would be needed. I know poor Eriksen was a dupe himself, and I want to make amends for my part in what may have happened if you hadn't found out the truth. But I know you are all in a hurry, so jump on board and we'll get you moving on your journey."

While you are talking, Gunter glances across the street, his vision drawn away by something. "Now will you get a load of that! Is that not the ugliest bunch of creatures you have ever – hey, I know what they are ... they're ... they're demons! Everyone on board! Let's get out of here!"

APL 4 (EL 7)

Demon, Babau (1): hp 66; MM p40.

Demon, Dretch (2): hp 13; MM p42.

APL 6 (EL 9)

Demon, Babau (2): hp 66; MM p40.

Demon, Dretch (4): hp 13; MM p42.

APL 8 (EL 11)

Demon, Babau (2): hp 66; MM p40.

Demon, Dretch (6): hp 13; MM p42.

Demon, Vrock: hp 113; MM p48.

APL 10 (EL 13)

Demon, Babau (4): hp 66; MM p40.

Demon, Dretch (12): hp 13; MM p42.

Demon, Vrock (2): hp 113; MM p48.

APL 12 (EL 15)

Demon, Babau (4): hp 66; MM p42.

Demon, Hezrou (1): hp 138; MM p44.

Demon, Dretch (12): hp 13; MM p40.

Demon, Vrock (4): hp 113; MM p48.

Tactics

The fiend of possession is trying a more direct approach to steal the lyre this time. It has called some demonic friends in to help, and sent scores of dretches and a group of more powerful demons to engage the PCs and overwhelm them with numbers.

There are two paths this encounter can take. The PCs can board the carriage and flee before the dretches reach the foot of the Stairs of Supplication, or they can stand and fight the demons on the stairs. If the PCs elect to fight the demons on the stairs, see the **troubleshooting** section below.

If the PCs board the carriage this encounter should be played out as a chase scene, as scores of Dretches (demons) begin to appear in the city streets and lurch towards the carriage as it speeds away with the PCs on board. The DM is encouraged to make this chase scene as cinematic as possible, with PCs and demons dangling precariously on the carriage as it races through the streets of Ulmt. At higher APLs the PCs may use magic to fly or otherwise keep up with the carriage, which has a speed of 40 ft.

DMs Aid 4 has a miniature scale drawing of a carriage that can be cut out and used on a standard battlemat to help simulate the chase scene. The DM should draw some city streets and intersections to help describe the chase. Inside the city, the carriage can only double move each round, as there are too many turns and obstacles to run. The side rails drawn on the carriage can be used to stand on, but any creature larger than Tiny in size is considered squeezing (-4 to hit and AC) and must make a DC 10 Balance check each round unless they have a free hand to hold on to the carriage.

The PCs only have to fight those demons that grab a hold of the carriage and climb onboard. The streets are actually filled with scores of dretches, and during the ride the PCs notice flashes of magic and fighting as the Old Kerk faithful (including the templar guards of the temple) rally to fight the dretches left in the PCs' wake. As well as some dretches, the PCs must fight off other more powerful demons, and possibly deal with the fiend of possession's attempts to control Gunter as well if it escaped in Encounter 5.

The EL of this encounter has been increased by one to account for the influence of the fiend of possession and its attempts to stop the carriage by controlling Gunter. The CR of Fiend of Possession does not factor into the EL, as the PCs don't actually fight it this time.

TROUBLESHOOTING

The PCs may decide to remain at the foot of the stairs and fight the demons there. If so, they must fight 24 dretches for five rounds. At the start of the 6th round, the demons listed above for this encounter arrive. At the start of the 11th round, dozens of templars and several high level priests and druids arrive from the Grand Temple via the Stairs of Supplication, and the demons retreat into the city, where they are destroyed by the forces of the Old Kerk.

CREATURES

All APLs: (EL 11)

Demon, Dretch (24): hp 13 each; MM 42.

The PCs receive no XP for this encounter, as they could have avoided it by riding off in the carriage.

Tactics

The fiend of possession has called some demonic friends in to help deal with the PCs. The demons attempt to climb on board the carriage and engage the PCs while the fiend possesses Gunter and attempts to control him to stop the carriage so the PCs can be overwhelmed by the demons.

The carriage is a magic item in itself. It was crafted by a powerful Khund Runesmith, and is protected by several spells in the form of runes crafted on its surface (all caster level 15). The runes also protect the horses that draw the carriage. If the PCs caused any of the runes to be activated during the **Introduction**, they are denied the use of these runes in this encounter (as they are used up already):

- *spell resistance* (25)
- *moment of prescience*
- *false vision*
- *non-detection*
- *protection from energy* (one for each energy type)

During the chase scene, the PCs may realise the Fiend is trying to possess Gunter to stop the carriage (and the PCs) from escaping:

- **In Round 2**, Gunter has a distracted look on his face for a moment as the demon initially possesses him (DC 25 Sense Motive to notice his reaction).
- **In Round 3**, Gunter passes his Will save against the fiend's attempt to influence him. A DC 25 Listen check hears him mutter to himself. **"No, I won't do that."**
- **In Round 4**, The fiend tries again to influence him into stopping the carriage – again Gunter passes the Will save, but is affected by *confusion* and babbles incoherently for 1 round (DC 10 listen check to notice this over the sounds of the battle and carriage).
- **In Round 5**, The fiend gains full control over Gunter.

- **In Round 6**, Gunter stops the carriage. The PCs must take control of the carriage themselves, or somehow force the fiend out of Gunter's body, to continue driving the carriage out of Ulmt. Incapacitating Gunter is one way of achieving this, as the fiend can no longer use his body to halt the PCs' escape.

DEVELOPMENT

Once the PCs deal with the demons, go to the **Conclusion**.

Note this encounter and the conclusion slightly different for PCs planning to play PERI6-01 *Journey of the Lyre*, a special interactive running at TBW 2006 in Brisbane, Australia. DMs for that convention will receive a copy of the alternate encounter and conclusion.

CONCLUSION

With the holy city of Ulmt behind you the carriage pick up its pace, racing you across the countryside towards your destination. After a couple of days you cross into the canton of Nederboden and witness the ghost army that still patrols the Feronwold off in the distance, but the carriage seems to increase its speed further and the ghost riders are left in its wake.

Finally the journey across the empty canton ends at the fortress city of Riberlund. The carriage slows down once inside the city and you can take in the sights. Although much of the city is still in ruin, several districts have been cleaned up and repaired as the city returns to a semblance of its former state. The Auszug and Landwehr troops still form a major part of the populace, but the heavy fortifications of a year ago are less evident than they were.

It seems word of your arrival has travelled ahead of you, for one of the river bridges has been lowered and you are allowed to cross without being stopped. Even the mighty gates of Fortress Riberlund are open, inviting you inside.

There are several people waiting to meet you outside the main keep. One man in particular stands out, a tall, smiling figure dressed in golden full plate armor [Conrad Hussen]. At his side are two women, one mature and imposing [Karla Hussen], the other radiant and beautiful [Hanne Weisspeer]. The mature woman begins to speak in a bold and clear voice.

"Welcome to Riberlund, adventurers. We received word of your journey days ago and have been awaiting your arrival. I am Karla Hussen, Pfaltzgraf of Clan Hussen, and this is my son Conrad. Let me also introduce Hanne Weisspeer, the real reason for you trip ... yes?"

At this moment, the Cli Lyre begins to sing in a beautiful and enchanting voice that fills you and all others in earshot with renewed hope. A second voice – Hanne Weisspeer's – adds a perfect counterpart to the Lyre's melody. When the song finishes there is a joy inside you, a sense of fulfilment that cannot be described.

Hanne speaks. "I have heard that song in my head all my life and never knew why. I always knew it would herald a change in my life when I heard it again, as I have now. I now know what it is I have to do, and I can see the road that lies before me has only

just begun. I must study this instrument, for I sense it has a purpose that will lead to something even greater. Thank you for bringing it to me, my friends."

With your mission complete, you are invited inside the main keep for a well deserved meal and rest, though in your heart you realise your own part in these events is far from over.

Perhaps in the months ahead you will learn more about your own part in this tale ...

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.

4: WAREHOUSE SECRETS

Defeating the cultists:

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: MOB RULE

Defeating or driving off the fiend of possession:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

7: ONE LAST ATTEMPT

Defeating or holding off the demons:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

STORY AWARD

Learning the truth behind the murders:

All APLs	30 XP
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STORY AWARD

Attempting to quell the crowd at the stairs:

All APLs	60 XP
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DISCRETIONARY ROLEPLAYING AWARD

APL 4	45 XP
APL 6	90 XP
APL 8	135 XP
APL 10	180 XP
APL 12	225 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

4: THE MEETING

All APLs: Loot 0 gp; Coin 0 gp; Magic 116 gp – 2 scrolls of sending (58 gp each); Total: 116 gp

4: WAREHOUSE SECRETS

APL 4: Loot 81 gp; Coin 50 gp; Magic 1137 gp; +1 chain shirt (3 @ 104 gp each), vest of resistance +1 (3 @ 83 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each); Total 1241 gp.

APL 6: Loot 81 gp; Coin 50 gp; Magic 1338 gp; +1 chain shirt (3 @ 104 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each); Total 1442 gp.

APL 8: Loot 54 gp; Coin 50 gp; Magic 2964 gp; +2 chain shirt (3 @ 354 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each); Total 3068 gp.

APL 10: Loot 1 gp; Coin 50 gp; Magic 4293 gp; +2 chain shirt (3 @ 354 gp each), vest of resistance +1 (3 @ 83 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each), +1 spiked chain (3 @ 193 gp each); Total 4344 gp.

APL 12: Loot 1 gp; Coin 50 gp; Magic 5544 gp; +3 chain shirt (3 @ 771 gp each), vest of resistance +2 (3 @ 333 gp each), Quaal's feather token [whip] (3 @ 42 gp each), potion of invisibility (3 @ 25 gp each), hat of disguise (3 @ 150 gp each), elixir of hiding (3 @ 21 gp each), elixir of sneaking (3 @ 21 gp each), dust of disappearance (3 @ 292 gp each), +1 spiked chain (3 @ 193 gp each); Total 5595 gp.

6: REVELATION OF THE LYRE

All APLs: Loot 0 gp; Coin 0 gp; Magic 985 gp – ghost blight (8 gp), medal of gallantry (92 gp), scroll of restoration (67 gp), stone of alarm (225 gp), wand of cure light wounds (63 gp), weapon capsule retainer (8 gp), rod of sure striking (333 gp), blessed bandage (1 gp), healing salve (188 gp); **Total:** 985 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 71 gp; Coin 50 gp; Magic 2228 gp; Total 2379 gp (adventure cap = 675 gp).

APL 6: Loot 54 gp; Coin 50 gp; Magic 2429 gp; Total 2533 gp (adventure cap = 900 gp).

APL 8: Loot 54 gp; Coin 50 gp; Magic 4055 gp; Total 4159 gp (adventure cap = 1300 gp).

APL 10: Loot 1 gp; Coin 50 gp; Magic 5384 gp; Total 5435 gp (adventure cap = 2300 gp).

APL 12: Loot 1 gp; Coin 50 gp; Magic 6635 gp; Total 6686 gp (adventure cap = 3300 gp).

ADVENTURE RECORD ITEMS

Marked by HUS: You have been saved from death by the Reaper and have been branded on the inside forearm of your left arm with Ur-Flannae runes spelling *HUS*. The runes do not have any visible effect, but radiate faint abjuration magic. The runes cannot be removed by any means short of a *wish* or *miracle*.

Favour of the Heretics: The heretics use their contacts to arrange for you to purchase one non-Closed item from table 7-27 in the DMG. This item is available for purchase 3 adventures after placing of the order.

AR Ordered: _____ Item: _____

Favour of the Traditionalists: In return for your loyalty to the traditionalists of the Old Kerk, you gain Regional access to a scroll of any spell with the *healing* descriptor that is Open for your PC.

Additionally, all future NPC spellcasting costs from the Old Kerk are halved (not including material or experience costs).

Members of the Old Kerk gain access to the Church Inquisitor prestige class.

Answer to Meneliant's Question: You have declared yourself either a **Heretic** or a **Traditionalist** in the presence of a solar; mark your choice below. This may be relevant in future Perrenland adventures.

- ☐ **Heretic**
☐ **Traditionalist**

Geas of Indecision: You are under the affects of a *geas* cast at 20th level (see PH 234, Fortitude save DC23). At the start of any day of an adventure that is not a part of the 'A Nation Mocked' plot arc, you suffer the effects of disobeying the *geas*. At any time, you can remove this *geas* by calling out Meneliant's name and declaring yourself a Heretic or a Traditionalist. If you do so, mark your choice above.

Well of Sorrows: This character visited the Well of Sorrows and gained the following effects:

Curse Removed _____
Boonbane revealed as a +1 _____
Gained Sorrow Number ____
(Sorrow only has effect in Perrenland regional adventures)

ITEM ACCESS

- APL 4:
- Ghost blight (Adventure; CV)
 - Weapon capsule retainer (Adventure; CV)
 - Medal of gallantry (Adventure CV)
 - Stone of alarm (Adventure; DMG)
 - Rod of sure striking (Adventure; DMG2)
 - Scroll of restoration (Adventure; DMG)
 - Blessed bandage (Adventure; HoB)
 - Healing salve (Adventure; HoB)
 - Hat of disguise (Adventure; DMG)
 - Elixir of hiding (Adventure; DMG)
 - Elixir of sneaking (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- Quaal's feather token [whip] (Adventure, DMG)

APLs 8 to 12 (all of APLs 4-6 plus the following):

- Dust of disappearance (Adventure; DMG)

APPENDIX 1: ALL APLs

CURL VESTMEER **CR 8**
 Male human (Flan) bard 7/virtuoso 1
 NG Medium humanoid (human)
Init +5; **Senses** Listen -1, Spot -1
Languages Common, Flan, Ur-Flan

AC 11, touch 11, flat-footed 10
 (+1 Dex)
hp 41 (5 HD)
Fort +3, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee +1 rapier +7 (1d6+1/18-20)
Base Atk +5; **Grp** +5
Atk Options
Special Actions Bardic music 8/day (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*), Virtuoso performance 1/day (persuasive song)

Bard Spells Known (CL 7th):
 3rd (1/day)—*charm monster* (DC 17), *glibness*
 2nd (3/day)—*daze monster* (DC 16), *hold person* (DC 16), *invisibility*, *suggestion* (DC 16)
 1st (4/day)—*charm person* (DC 15), *cure light wounds*, *feather fall*, *remove fear*
 0 (3/day)—*dancing lights*, *daze* (DC 14), *detect magic*, *message*, *prestidigitation*, *read magic*

‡ Already cast

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 19
SQ Bardic knowledge +14, Bard of the Voice
Feats Combat Expertise, Eschew Materials, Improved Initiative, Weapon Finesse
Skills Bluff +9, +13 with Perrenders, Concentration +12, Diplomacy +15, +19 with Perrenders, Gather Information +17, +21 with Perrenders, Heal +3, Intimidate +11, +15 with Perrenders, Knowledge (arcana) +7, Knowledge (history) +11, Knowledge (local – Core) +7, Knowledge (local – luz's Border States) +11, Knowledge (nobility & royalty) +7, Knowledge (religion) +11, Perform (oratory) +15, Sense Motive +4, Spellcraft +19
Possessions combat gear plus +1 *longsword*, +2 *cloak of charisma*, courtier's outfit, 50 gp jewellery, 50 gp

Virtuoso Performance (Su) As a standard action, Curl can deliver a performance that sways the attitude of his audience. Treat this as a Diplomacy check made to influence NPC attitudes, but replace the Diplomacy check with a Perform check. Viewers must be within 30 feet of Curl, be able to see and hear him clearly, and be willingly paying attention to Curl's actions. This ability requires 1 use of virtuoso performance or 2 uses of bardic music, as well as at least 10 consecutive rounds of concentration to take effect. Curl can only affect a particular creature with this ability once per day, and hostile audience members can't be influenced with this ability.

Bard of the Voice (Ex) Curl is a member of the Voice of the Old Kerk. As such, he wears a blue cloak trimmed with purple, can demand the right to the first and last statement in an argument, and has the power to censure any Perrender. In addition, he receives a +3 circumstance bonus to Bardic Knowledge checks, a +4 circumstance bonus to

Heal, Knowledge (history), Knowledge (local – luz's Border States), Knowledge (religion) and Spellcraft skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks with Perrenders.

Physical Description: Curl wears a well-fitted blue suit with red and orange accents (the Meerijder clan colours) under a blue cloak trimmed with purple. His rapier is bound into its scabbard with a simple, uncomplicated ruhebinden (peace-knot). Curl's wavy brown hair hangs down to his shoulders, cut in a fashionable style that enhances his bronzed complexion and good looks.

GUNTER STEELBEARD **CR 7**
 Male Dwarf Expert 8
 LN Medium humanoid (dwarf)
Init +1; **Senses** Darkvision 60'; Listen +12, Spot +12
Languages Common, Dwarven

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)
hp 44 (8 HD)
Fort +5, **Ref** +3, **Will** +5; +2 racial bonus against poison, spells and spell-like effects

Speed 20 ft. 4 squares)
Melee morningstar +6/+1 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +6
Combat Gear none

Abilities Str 10, Dex 12, Con 15, Int 11, Wis 8, Cha 9
SQ Darkvision 60ft., stonecunning, stability
Feats Alertness, Animal Affinity, Skill Focus (Handle Animal)
Skills Climb +11, Handle Animal +15, Listen +12, Profession (teamster) +10, Ride +14, Spot +12
Possessions combat gear plus morningstar, chain shirt, clothing, tools and pouch (10 sp), *Moradin's Ride* (carriage)

Physical Description: Gunter wears a faded leather jerkin, black pants and a floppy hat that never moves from his head. His beard, once elaborately braided with strands of silver and gold wire is now a mass of tangled and knotted hair. To the onlooker Gunter doesn't seem to care about his appearance much, but it is something that he has worked at to create.

4: WAREHOUSE SECRETS

CULTIST GUARD

CR 2

Male Human (Flan) rogue 1/fighter 1

CE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common, Flan**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 17 (2 HD)**Fort** +5, **Ref** +5, **Will** +1**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +4 (2d4+1) or**Melee** dagger +3 (1d4+1/19-20)**Ranged** Str 12 mighty composite short bow +3 (1d6+1/x3) or**Ranged** dagger +3 (1d4+1/19-20)r**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +1; **Grp** +2**Atk Options** Sneak attack +1d6**Combat Gear** 20 arrows, *elixir of hiding*, *elixir of sneaking***Abilities** Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8**SQ** Trapfinding**Feats** Improved Initiative, Weapon Finesse, Exotic Weapon Proficiency (spiked chain)**Skills** Bluff +3, Climb +5, Disguise +3, Hide +5, Jump +5, Move Silently +5, Listen +3, Spot +3, Swim +0, Tumble +7**Possessions** combat gear plus +1 *chain shirt*, masterwork spiked chain, Str 12 mighty composite short bow, dagger, *vest of resistance* +1, mask, *hat of disguise*.

ERIKSEN MORGANROOD

CR 2

Male Human (Flan) cleric 2

LN Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2**Languages** Common, Celestial**AC** 14, touch 9, flat-footed 14

(-1 Dex, +4 armor, +1 shield)

hp 16 (2 HD)**Fort** +5, **Ref** -1, **Will** +5**Speed** 30 ft. (6 squares)**Melee** mwk shortspear +2 (d8)**Ranged** mwk shortspear +1 (d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Special Actions** Turn undead, augment healing**Combat Gear** *wand of cure light wounds* (50 charges)**Cleric Spells Prepared** (CL 2nd):1st—*bles*s, *command* (DC 13), *protection from evil*^P, *remove fear*0—*detect magic*, *light*, *read magic*, *resistance***D:** Domain spell. Deity: Allitur. Domains: Good, Inquisition

‡ Already cast

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 15, Cha 12**SQ** Good domain, Rechter of Perrenland**Feats** Augment Healing, Investigator**Skills** Concentration +7, Diplomacy +1, +5 with non-Chaotic Perrenders, Gather Information +5, Heal +7, Profession (judge) +11, Sense Motive +11**Possessions** combat gear plus holy symbol of Allitur, masterwork shortspear, masterwork chain shirt, masterwork buckler, backpack, quill, parchment, ink**Rechter of Perrenland (Ex)** Eriksen is a Rechter of Perrenland. As such, he wears a blue cloak trimmed with silver, can officiate at trials, and can call for legal investigations whenever he feels it is appropriate. In addition, he receives a +4 circumstance bonus to Gather Information, Profession (judge) and Sense Motive skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate skill checks with Perrenders of non-Chaotic alignment. Finally, no Perrender NPC of non-Chaotic alignment will voluntarily attack Eriksen unless he first attacks that NPC.

5: MOB RULE

POSSESSED GUARD

CR 5

Male Human (Flan) fighter 5

LG Medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +0**Languages** Common, Flan**AC** 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 46 (5 HD)**Fort** +6, **Ref** +4, **Will** +1**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft**Melee** mwk longsword +10 (1d8+5/19-20)**Ranged** mwk Str 16 mighty composite longbow +7 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Combat Gear** 20 arrows**Abilities** Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus [longsword], Weapon Specialisation [longsword]**Skills** Climb +6, Handle Animal +7, Jump +6, Ride +11**Possessions** combat gear plus +1 *breastplate*, heavy wooden shield, masterwork longsword, masterwork Str 16 mighty composite longbow, dagger

4: WAREHOUSE SECRETS

CULTIST GUARD

CR 4

Male Human (Flan) rogue 3/fighter 1

CE Medium humanoid (human)

Init +7; **Senses** Listen +5, Spot +5**Languages** Common, Flan**AC** 18, touch 13, flat-footed 13

(+3 Dex, +5 armor)

hp 29 (4 HD)**Fort** +6, **Ref** +7, **Will** +2; evasion**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +7 (2d4+1) or**Melee** dagger +6 (1d4+1/19-20)**Ranged** Str 12 mighty composite short bow +6 (1d6+1/x3) or**Ranged** dagger +6 (1d4+1/19-20)r**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +3; **Grp** +4**Atk Options** Sneak attack +2d6, Combat Expertise**Combat Gear** 20 arrows, *elixir of hiding*, *elixir of sneaking*, *potion of invisibility*, *Quaal's feather token* (*whip*)**Abilities** Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8**SQ** Trapfinding, evasion, trap sense +1**Feats** Combat Expertise, Improved Initiative, Weapon Finesse, Exotic Weapon Proficiency (spiked chain)**Skills** Bluff +5, Climb +5, Disguise +5, +7 to act in character, Escape Artist +8, Hide +8, Jump +7, Move Silently +8, Listen +5, Spot +5, Swim +0, Tumble +10, Use rope +6, +8 involving bindings**Possessions** combat gear plus +1 *chain shirt*, masterwork spiked chain, Str 12 mighty composite short bow, dagger, *vest of resistance* +1, mask, *hat of disguise*.

ERIKSEN MORGANROOD

CR 4

Male Human (Flan) cleric 4

LN Medium humanoid (human)

Init - 1; **Senses** Listen +3, Spot +3**Languages** Common, Celestial**AC** 14, touch 9, flat-footed 14

(-1 Dex, +4 armor, +1 shield)

hp 28 (4 HD)**Fort** +6, **Ref** +0, **Will** +7**Speed** 30 ft.**Melee** mwk shortspear +4 (d8)**Ranged** mwk shortspear +3 (d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Special Actions** Turn undead, augment healing, reach spell**Combat Gear** *wand of cure light wounds* (50 charges), *pearl of power* (1st level)**Cleric Spells Prepared** (CL 4th):2nd—*aid*, *hold person* (DC 15), *sound burst* (DC 15), *zone of truth*^P1st—*bless*, *command* (DC 14), *magic weapon*, *protection from evil*^P, *remove fear*0—*cure minor wounds*, *detect magic*, *light*, *read magic*, *resistance***D:** Domain spell. Deity: Allitur. Domains: Good, Inquisition

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 16, Cha 12**SQ** Good domain, Rechte of Perrenland**Feats** Augment Healing, Investigator, Reach Spell**Skills** Concentration +9, Diplomacy +3, +7 with non-Chaotic Perrenders, Gather Information +7, Heal +8, Profession (judge) +14, Sense Motive +11**Possessions** combat gear plus holy symbol of Allitur, masterwork shortspear, masterwork chain shirt, masterwork buckler, backpack, quill, parchment, ink**Rechte of Perrenland (Ex)** Eriksen is a Rechte of Perrenland. As such, he wears a blue cloak trimmed with silver, can officiate at trials, and can call for legal investigations whenever he feels it is appropriate. In addition, he receives a +4 circumstance bonus to Gather Information, Profession (judge) and Sense Motive skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate skill checks with Perrenders of non-Chaotic alignment. Finally, no Perrender NPC of non-Chaotic alignment will voluntarily attack Eriksen unless he first attacks that NPC.

5: MOB RULE

JUVENILE NABASSU

CR 7

FIEND OF POSSESSION

CE Medium outsider (incorporeal, chaotic, evil, extraplanar)

Init +6; **Senses** Darkvision 60'; Listen +10, Spot +10

Languages Abyssal, Common; telepathy 100ft.

AC 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection)

hp 52 (5 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +10, **Ref** +6, **Will** +8

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +7 incorporeal touch (1d8) and 2 claws
+2 incorporeal touch (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +11

Atk Options Sneak attack +2d6

Special Actions Death stealing gaze, feed, demonic possession (see *Appendix 8*)

Spell-Like Abilities (CL 5th):

At Will – *darkness*, *obscuring mist*

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17

SQ Camouflage, incorporeal, tanar'ri traits

Feats Improved Initiative, Iron Will

Skills Bluff +11, Concentration +14, Diplomacy +5, Hide +10, +18 in underground or barren environments, Jump +16, Knowledge (local- Iuz's border states) +10, Intimidate +13 Listen +10, Move Silently +10, Spot +10, Tumble +12

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no affect on creatures that are not humanoids. The save DC is Charisma based.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coupe de grace against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coupe de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle* or *true resurrection* can restore a devoured victim to life.

For every 3 humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus on attack rolls, saving throws, skill checks and ability checks; +5 hit

points; +1 profane bonus to its natural armor; +1 effective level (whenever the nabassu's level is used in a dice roll or calculation, increase it by 1)

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu (see *HoB* 49).

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

4: WAREHOUSE SECRETS

CULTIST GUARD

CR 6

Male Human (Flan) rogue 5/fighter 1

CE Medium humanoid (human)

Init +7; **Senses** Listen +7, Spot +7**Languages** Common, Flan**AC** 19, touch 13, flat-footed 19; uncanny dodge (+3 Dex, +6 armor)**hp** 41 (6 HD)**Fort** +6, **Ref** +8, **Will** +2; evasion**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +8 (2d4+1) or**Melee** dagger +7 (1d4+1/19-20)**Ranged** Str 12 mighty composite short bow +7 (1d6+1/x3) or**Ranged** dagger +7 (1d4+1/19-20)r**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +4; **Grp** +5**Atk Options** Sneak attack +3d6, Combat Expertise, Improved Disarm**Combat Gear** 20 arrows, *elixir of hiding*, *elixir of sneaking*, *potion of invisibility*, *Quaal's feather token (whip)***Abilities** Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8**SQ** Trapfinding, evasion, trap sense +1, uncanny dodge**Feats** Combat Expertise, Improved Disarm, Improved Initiative, Weapon Finesse, Exotic Weapon Proficiency (spiked chain)**Skills** Bluff +7, Climb +7, Disguise +7, +9 to act in character, Escape Artist +10, Hide +10, Jump +9, Move Silently +10, Listen +7, Spot +7, Swim +0, Tumble +12, Use rope +6, +8 involving bindings**Possessions** combat gear plus +2 *chain shirt*, masterwork spiked chain, Str 12 mighty composite short bow, dagger, *vest of resistance* +1, mask, *hat of disguise*

ERIKSEN MORGANROOD

CR 6

Male Human (Flan) cleric 6

LN Medium humanoid (human)

Init - 1; **Senses** Listen +3, Spot +3**Languages** Common, Celestial**AC** 15, touch 9, flat-footed 15

(-1 Dex, +5 armor, +1 shield)

hp 40 (6 HD)**Fort** +7, **Ref** +1, **Will** +8**Speed** 30 ft.**Melee** +1 *shortspear* +5 (d8)**Ranged** +1 *shortspear* +4 (d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Special Actions** Turn undead, augment healing, reach spell**Combat Gear** *wand of cure light wounds* (50 charges), *pearl of power* (1st level)**Cleric Spells Prepared** (CL 6th):3rd—*detect thoughts*^D, *dispel magic*, *prayer*, *speak with dead*2nd—*aid*, *hold person* (DC 15), *sound burst* (DC 15), *zone of truth*^D1st—*bless*, *command* (DC 14), *magic weapon*, *protection from evil*^D, *remove fear*0—*cure minor wounds*, *detect magic*, *light*, *read magic*, *resistance***D:** Domain spell. Deity: Allitur. Domains: Good, Inquisition

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 16, Cha 12**SQ** Good domain, Rechte of Perrenland**Feats** Augment Healing, Investigator, Reach Spell, Scribe Scroll**Skills** Concentration +11, Diplomacy +3, +7 with non-Chaotic Perrenders, Gather Information +9, Heal +8, Profession (judge) +16, Sense Motive +11**Possessions** combat gear plus holy symbol of Allitur, +1 *shortspear*, +1 *chain shirt*, masterwork buckler, backpack, quill, parchment, ink**Rechte of Perrenland (Ex)** Eriksen is a Rechte of Perrenland. As such, he wears a blue cloak trimmed with silver, can officiate at trials, and can call for legal investigations whenever he feels it is appropriate. In addition, he receives a +4 circumstance bonus to Gather Information, Profession (judge) and Sense Motive skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate skill checks with Perrenders of non-Chaotic alignment. Finally, no Perrender NPC of non-Chaotic alignment will voluntarily attack Eriksen unless he first attacks that NPC.

5: MOB RULE

JUVENILE NABASSU

CR 9

FIEND OF POSSESSION

CE Medium outsider (incorporeal, chaotic, evil, extraplanar)

Init +6; **Senses** Darkvision 60'; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 100ft.

AC 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection)

hp 63 (7 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +12, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +9 incorporeal touch (1d8) and 2 claws
+5 incorporeal touch (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +13

Atk Options Sneak attack +2d6

Special Actions Death stealing gaze, feed, demonic possession (see *Appendix 8*)

Spell-Like Abilities (CL 7th):

At Will – *darkness*, *obscuring mist*

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 18

SQ Camouflage, incorporeal, tanar'ri traits

Feats Ability Focus (death stealing gaze), Hover, Improved Initiative, Iron Will

Skills Bluff +13, Concentration +16, Diplomacy +7, Hide +12 (+20 in underground or barren environments), Jump +18, Knowledge (local) +12, Listen +12, Move Silently +12, Spot +12, Tumble +14

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 19 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM 119*) under the nabassu's permanent command. The death-stealing gaze has no affect on creatures that are not humanoids. The save DC is Charisma based.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coupe de grace against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coupe de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle* or *true resurrection* can restore a devoured victim to life.

For every 3 humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus on attack rolls, saving

throws, skill checks and ability checks; +5 hit points; +1 profane bonus to its natural armor; +1 effective level (whenever the nabassu's level is used in a dice roll or calculation, increase it by 1)

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu (see *HoB 49*).

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

4: WAREHOUSE SECRETS

CULTIST GUARD

CR 8

Male Human (Flan) rogue 7/fighter 1

CE Medium humanoid (human)

Init +7; **Senses** Listen +9, Spot +9**Languages** Common, Flan**AC** 19, touch 13, flat-footed 19; uncanny dodge (+3 Dex, +6 armor)**hp** 52 (8 HD)**Fort** +8, **Ref** +10, **Will** +4; evasion**Speed** 30 ft. (6 squares)**Melee** +1 *spiked chain* +10/+5 (2d4+2) or**Melee** dagger +9/+4 (1d4+1/19-20)**Ranged** Str 12 mighty composite short bow +9/+4 (1d6+1/x3) or**Ranged** dagger +9 (1d4+1/19-20)r**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +6; **Grp** +7**Atk Options** Sneak attack +4d6, Combat Expertise, Improved Disarm**Combat Gear** 20 arrows, *elixir of hiding*, *elixir of sneaking*, *potion of invisibility*, *Quaal's feather token (whip)*, *dust of disappearance***Abilities** Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8**SQ** Trapfinding, evasion, trap sense +2, uncanny dodge**Feats** Combat Expertise, Improved Disarm, Improved Initiative, Weapon Finesse, Exotic Weapon Proficiency (spiked chain)**Skills** Bluff +9, Climb +9, Disguise +9, +11 to act in character, Escape Artist +12, Hide +12, Jump +11, Move Silently +12, Listen +9, Spot +9, Swim +0, Tumble +14, Use rope +6, +8 involving bindings**Possessions** combat gear plus +2 *chain shirt*, masterwork spiked chain, Str 12 mighty composite short bow, dagger, *vest of resistance* +2, mask, *hat of disguise*

ERIKSEN MORGANROOD

CR 8

Male Human (Flan) cleric 8

LN Medium humanoid (human)

Init - 1; **Senses** Listen +3, Spot +3**Languages** Common, Celestial**AC** 16, touch 9, flat-footed 16

(-1 Dex, +5 armor, +2 shield)

hp 53 (8 HD)**Fort** +8, **Ref** +1, **Will** +9**Speed** 30 ft.**Melee** +1 *shortspear* +7/+2 (d8)**Ranged** +1 *shortspear* +6 (d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +6**Special Actions** Turn undead, augment healing, reach spell**Combat Gear** *wand of cure light wounds* (50 charges), *pearl of power* (1st level), *pearl of power* (2nd level)**Cleric Spells Prepared** (CL 8th):4th—discern lies^D, *restoration*, *spell immunity*3rd—*detect thoughts*^D, *dispel magic*, *prayer*, *searing light*, *speak with dead*2nd—*aid*, *hold person* (DC 15), *sound burst* (DC 15), *zone of truth*^D1st—*bless*, *command* (DC 14), *magic weapon*, *protection from evil*^D, *remove fear*0—*cure minor wounds*, *detect magic*, *light*, *read magic*, *resistance***D:** Domain spell. Deity: Allitur. Domains: Good, Inquisition

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 17, Cha 12**SQ** Good domain, Rechter of Perrenland**Feats** Augment Healing, Investigator, Reach Spell, Scribe Scroll**Skills** Concentration +13, Diplomacy +3, +7 with non-Chaotic Perrenders, Gather Information +11, Heal +8, Profession (judge) +18, Sense Motive +11**Possessions** combat gear plus holy symbol of Allitur, +1 *shortspear*, +1 *chain shirt*, +1 *buckler*, backpack, quill, parchment, ink**Rechter of Perrenland (Ex)** Eriksen is a Rechter of Perrenland. As such, he wears a blue cloak trimmed with silver, can officiate at trials, and can call for legal investigations whenever he feels it is appropriate. In addition, he receives a +4 circumstance bonus to Gather Information, Profession (judge) and Sense Motive skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate skill checks with Perrenders of non-Chaotic alignment. Finally, no Perrender NPC of non-Chaotic alignment will voluntarily attack Eriksen unless he first attacks that NPC.

5: MOB RULE

JUVENILE NABASSU

CR 11

FIEND OF POSSESSION

CE Medium outsider (incorporeal, chaotic, evil, extraplanar)

Init +6; **Senses** Darkvision 60'; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 100ft.

AC 16, touch 16, flat-footed 14

(+2 Dex, +4 deflection)

hp 74 (9 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +14, **Ref** +10, **Will** +12

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +11 incorporeal touch (1d8/19-20) and 2 claws +6 incorporeal touch (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +19

Atk Options Sneak attack +2d6

Special Actions Death stealing gaze, feed, demonic possession (see *Appendix 8*)

Spell-Like Abilities (CL 9th):

At Will – *darkness*, *obscuring mist*

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 19

SQ Camouflage, incorporeal, tanar'ri traits

Feats Ability Focus (death stealing gaze), Hover, Improved Critical (bite), Improved Initiative, Iron Will

Skills Bluff +15, Concentration +18, Diplomacy +9, Hide +14 (+22 in underground or barren environments), Jump +20, Knowledge (local) +14, Listen +14, Move Silently +14, Spot +14, Tumble +16

Advancement 6-14 HD (Medium); see text

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 21 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no affect on creatures that are not humanoids. The save DC is Charisma based.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coupe de grace against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coupe de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle* or *true resurrection* can restore a devoured victim to life.

For every 3 humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus on attack rolls, saving throws, skill checks and ability checks; +5 hit points; +1 profane bonus to its natural armor; +1 effective level (whenever the nabassu's level is used in a dice roll or calculation, increase it by 1). A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu (see *HoB* 49).

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

4: WAREHOUSE SECRETS

CULTIST GUARD

CR 10

Male Human (Flan) rogue 9/fighter 1

CE Medium humanoid (human)

Init +7; **Senses** Listen +11, Spot +11**Languages** Common, Flan**AC** 20, touch 13, flat-footed 20; uncanny dodge (+3 Dex, +7 armor)**hp** 65 (10 HD)**Fort** +9, **Ref** +11, **Will** +5; evasion**Speed** 30 ft. (6 squares)**Melee** +1 *spiked chain* +11/+6 (2d4+2) or**Melee** dagger +1/+5 (1d4+1/19-20)**Ranged** Str 12 mighty composite short bow +10/+5 (1d6+1/x3) or**Ranged** dagger +10 (1d4+1/19-20)r**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +7; **Grp** +8**Atk Options** Sneak attack +5d6, Combat Expertise, Improved Disarm, Staggering Strike**Combat Gear** 20 arrows, *elixir of hiding*, *elixir of sneaking*, *potion of invisibility*, *Quaal's feather token (whip)*, *dust of disappearance***Abilities** Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8**SQ** Trapfinding, evasion, trap sense +3, improved uncanny dodge**Feats** Combat Expertise, Improved Disarm, Improved Initiative, Weapon Finesse, Exotic Weapon Proficiency (spiked chain), Staggering Strike**Skills** Bluff +11, Climb +11, Disguise +11, +13 to act in character, Escape Artist +14, Hide +14, Jump +13, Move Silently +14, Listen +11, Spot +11, Swim +0, Tumble +16, Use rope +6, +8 involving bindings**Possessions** combat gear plus +3 *chain shirt*, masterwork spiked chain, Str 12 mighty composite short bow, dagger, *vest of resistance* +2, mask, *hat of disguise*

ERIKSEN MORGANROOD

CR 10

Male Human (Flan) cleric 10

LN Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3**Languages** Common, Celestial**AC** 18, touch 9, flat-footed 18

(-1 Dex, +6 armor, +3 shield)

hp 64 (10 HD)**Fort** +9, **Ref** +2, **Will** +10**Speed** 30 ft.**Melee** +1 *shortspear* +8/+3 (d8)**Ranged** +1 *shortspear* +7 (d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +7**Special Actions** Turn undead, augment healing, reach spell**Combat Gear** *wand of cure light wounds* (50 charges), *pearl of power* (1st level), *pearl of power* (2nd level)**Cleric Spells Prepared** (CL 10th):5th—*flame strike*, *raise dead*, *true seeing*^D4th—discern lies^D, *restoration*, *spell immunity*, *tongues*3rd—*detect thoughts*^D, *dispel magic*, *prayer*, *searing light*, *speak with dead*2nd—*aid*, *hold person* (DC 15), *sound burst* (DC 15), *zone of truth*^D1st—*bless*, *command* (DC 14), *magic weapon*, *protection from evil*^D, *remove fear*0—*cure minor wounds*, *detect magic*, *light*, *read magic*, *resistance***D:** Domain spell. Deity: Allitur. Domains: Good, Inquisition

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 17, Cha 12**SQ** Good domain, Rechte of Perrenland**Feats** Augment Healing, Extra Turning, Investigator, Reach Spell, Scribe Scroll**Skills** Concentration +15, Diplomacy +3, +7 with non-Chaotic Perrenders, Gather Information +13, Heal +8, Profession (judge) +20, Sense Motive +11**Possessions** combat gear plus holy symbol of Allitur, +1 *shortspear*, +2 *chain shirt*, +2 *buckler*, *backpack*, *quill*, *parchment*, *ink***Rechte of Perrenland (Ex)** Eriksen is a Rechte of Perrenland. As such, he wears a blue cloak trimmed with silver, can officiate at trials, and can call for legal investigations whenever he feels it is appropriate. In addition, he receives a +4 circumstance bonus to Gather Information, Profession (judge) and Sense Motive skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate skill checks with Perrenders of non-Chaotic alignment. Finally, no Perrender NPC of non-Chaotic alignment will voluntarily attack Eriksen unless he first attacks that NPC.

5: MOB RULE

JUVENILE NABASSU

CR 13

FIEND OF POSSESSION

CE Medium outsider (incorporeal, chaotic, evil, extraplanar)

Init +6; **Senses** Darkvision 60'; Listen +16, Spot +16

Languages Abyssal, Common; telepathy 100ft.

AC 18, touch 18, flat-footed 15

(+3 Dex, +5 deflection)

hp 85 (11 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 22

Fort +16, **Ref** +14, **Will** +11;

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +14 incorporeal touch (1d8/19-20) and 2 claws +9 incorporeal touch (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +19

Atk Options Sneak attack +2d6

Special Actions Death stealing gaze, feed, demonic possession (see *Appendix 8*)

Spell-Like Abilities (CL 11th):

At Will – *darkness*, *obscuring mist*

Abilities Str 27, Dex 16, Con 26, Int 14, Wis 12, Cha 21

SQ Camouflage, incorporeal, tanar'ri traits, trapfinding, evasion

Feats Ability Focus (death stealing gaze), Hover, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack

Skills Bluff +17, Concentration +20, Diplomacy +11, Hide +16 (+24 in underground or barren environments), Jump +22, Knowledge (local) +16, Listen +16, Move Silently +16, Spot +16, Tumble +18

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 24 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no affect on creatures that are not humanoids. The save DC is Charisma based.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coupe de grace against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coupe de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle* or *true resurrection* can restore a devoured victim to life.

For every 3 humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus on attack rolls, saving throws, skill checks and ability checks; +5 hit points; +1 profane bonus to its natural armor; +1 effective level (whenever the nabassu's level is used in a dice roll or calculation, increase it by 1). A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu (see *HoB* 49).

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

FEATS

AUGMENT HEALING

Prerequisites: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuraton [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting cure light wounds would restore 1d8+3 hp. An 8th-level cleric with the Healing domain casting cure moderate wounds would restore 2d8+13 (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level +14 for the feat, since *heal* is a 7th level druid spell).

Source: *Complete Divine* XX

REACH SPELL

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged-touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Source: *Complete Divine* XX

STAGGERING STRIKE

You can deliver a wound that hampers an opponent's movement.

Prerequisites: Base Attack Bonus +6, sneak attack.

Benefit: If you deal enough damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if it is non-lethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Source: *Complete Adventurer* XX

APPENDIX 3: DEMONIC POSSESSION (FROM HORDES OF THE ABYSS P21)

Sometimes a fiend with at least 4 Hit Dice and a Charisma score of at least 13 has the supernatural ability to shuck its physical form and take on an incorporeal one that enables it to possess other creatures—or even objects. Its incorporeal form has the immunities normal to that creature subtype (see MM3 214 for details). When such a fiend possesses a creature or object, even force effects no longer affect it. Only certain spells and abilities can affect a possessing fiend (see *HotA Exorcism*, page 26, for details). Any other sort of attack—magical or otherwise—directed against the fiend affects the possessed creature or object instead.

While a fiend is in incorporeal form, its corporeal body (assuming it has one) lies senseless, as if in a state of suspended animation. The body does not require food or air, but direct damage or exposure to an extreme environment can kill it. A fiend can roam incorporeally as long as it desires, but it dies if its body is destroyed. If a fiend's body is attacked or moved while it is in this state, the fiend becomes immediately aware of the tampering and can return to its body as a free action. Furthermore, successfully casting dispel magic (or a similar effect) on its body forces it to return instantly to that vessel. The caster level for a fiend's possession ability is equal to its Hit Dice. A fiend with this ability has a Challenge Rating 2 higher than standard fiends of its kind. For example, a succubus with the possession ability is CR 9 rather than CR 7.

A fiend can only move about in its incorporeal state on the plane where its body lies in stasis and the Ethereal Plane. Thus, a demon using this ability while its body is on a layer of the Abyss cannot possess a creature on the Material Plane.

A fiend in this incorporeal form that moves around on its body's plane has no access to its normal suite of abilities. It has its normal hit points and saving throw bonuses, but it lacks its extraordinary, supernatural, and spell-like abilities. It does retain its normal suite of melee attacks, but they are made as melee touch attacks, and it does not add its normal Strength bonus on damage rolls (since it has no Strength score while incorporeal). While incorporeal on the Ethereal Plane, it has its full range of special attacks and special qualities, attacks normally, and deals full normal damage. If a fiend's incorporeal form is destroyed, the creature's physical form remains in its coma-like state for one week while its incorporeal essence reforms. After that time, it either awakens and can resume a normal physical existence, or it can launch its incorporeal form back onto the Ethereal Plane to seek out yet another host body.

A fiend with the possession ability can move between its body's plane and the Ethereal Plane as often as it likes as a free action. Once a fiend is on the Ethereal Plane, it floats through the world insubstantially, seeking a target to possess. If it moves to a plane other than the Ethereal Plane in this form, it is visible, but it appears as a ghostly duplicate of its normal physical form. Making a possession attempt is a supernatural ability that the fiend can use at will as a standard action. If a victim successfully resists a

possession attempt, it is aware that some outside entity forcibly attempted to gain control of its body, but not the source of the attack.

POSSESSED CREATURES

To use its possession ability a fiend must be adjacent to its desired target and in its corporeal form. A protection from evil spell (or similar effect) makes any creature immune to possession attempts. An unprotected target must succeed on a Will saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha modifier) to avoid possession. An evil target takes a -2 circumstance penalty on this saving throw, and a target that is actually committing an evil act at the time of the attempt takes a -4 circumstance penalty. The DM can roll the saving throw secretly to prevent a player from knowing whether or not his character has become possessed. Once a creature makes a successful save against possession, that fiend cannot attempt to possess that creature again for 24 hours. On a failed save, the victim is possessed.

A fiend in possession of a body becomes part of the victim. It is aware of what is going on around the creature whose body it possesses and can see and hear as well as its victim can. A possessing fiend can, at any time, speak mentally to the creature it possesses in a language that creature can understand, although if the victim isn't very intelligent, its comprehension might be limited.

A creature possessed by a fiend doesn't always know that it is possessed. Furthermore, a fiend can attempt to hide its presence within the possessed creature, so that it can pass through a magic circle against evil, enter a forbiddance-warded church, or escape detection by a detect spell or effect. To hide its presence, the fiend must succeed on a special "mental" Hide check using its Intelligence modifier rather than its Dexterity modifier. The DC for this check is 10 + level of the spell from which it wishes to hide + the spell caster's relevant ability modifier (just like the saving throw DC of a spell). The fiend gains a +4 circumstance bonus on its Hide check if it is not currently controlling the victim.

A possessing fiend has immediate access to all of its victim's current thoughts, as though using the detect thoughts spell, except that it automatically reads surface thoughts. If desired, a possessing fiend can probe the possessed creature's memories as well, but the victim is allowed a Will save (DC 10 + 1/2 fiend's HD + fiend's Cha modifier) against this effect, if the save is successful, the victim keeps the fiend out of his thoughts for 24 hours. Whether the save succeeds or fails, probing memories automatically reveals the fiend's presence to the victim.

Physical harm to the possessed creature does not harm the fiend. Killing the possessed victim forces the fiend's incorporeal form back onto the Ethereal Plane, but it is unharmed and can attempt a new possession whenever it desires. Not even other incorporeal creatures can harm possessing fiend.

A fiend possessing a creature can take any one of six roles with respect to its victim: ally, controller,

enemy, mutterer, rider, or transformer. The fiend can switch from one role to another as a free action.

Ally: If the victim is aware of the possessing fiend and willing to serve as its host, the fiend can grant a +4 profane bonus to any one of the possessed creature's ability scores. This bonus is granted at the conclusion of a bargaining period between the fiend and the possessed creature (they can communicate telepathically with each other). The fiend is in control of this bonus and can take it away as a free action if the possessed creature fails to act in a desired manner. If the possessed creature continues to disobey the fiend's instructions, the fiend can go from ally to controller or from ally to enemy as a free action.

Controller: In the most feared form of possession, a fiend can take a standard action to attempt direct control over its victim's actions. The victim must succeed on a Will saving throw every round ($DC\ 10 + 1/2$ fiend's HD + fiend's Cha modifier +1 for each previous failed save against control that day) to avoid losing control of its own body.

A successful save indicates that the victim has resisted the fiend, but the fiend can make another control attempt in the next round. A creature struggling against control is staggered (DMG 301) and can take only a single action in a round (either a move action or standard action). If the possessed creature makes three consecutive successful saving throws, the possessing fiend can make no further attempts to control it for 24 hours. However, the fiend still possesses the creature, regardless of the success or failure of any saving throws against control.

If the possessed creature fails the Will save against control, the fiend has access to all the creature's senses, abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the possessed creature in all respects until control is relinquished or lost. During this time, the possessed creature can still communicate mentally with the fiend and receives all sensory input normally, unless the possessor takes a standard action each round to block the possessed creature's access to its senses, if the fiend wishes, it can cause the victim to lose consciousness as a standard action (no save). This condition persists as long as the fiend remains in control or until it chooses to return the victim to consciousness (a standard action) could transform horrifically at any time.

While in control, the fiend uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all the possessed creature's physical ability scores. If a fiend with at least 9 Hit Dice and an Intelligence score of 15 or higher can maintain control for at least 10 rounds per day for seven consecutive days, it can also draw upon the possessed creature's spell-like abilities and use them at the same caster level as the possessed creature did. The fiend retains the victim's type and is affected by spells and effects as if it actually were the possessed creature. Thus, a demon-possessed wolf is subject to spells that affect animals, even though it is more intelligent than a normal wolf.

The possessing fiend automatically maintains control of its victim for a number of rounds equal to $1/2$ fiend's HD + fiend's Cha modifier +1 for each time the fiend has controlled this specific creature before.

When the fiend's control lapses, it can attempt to reassert control if it chooses.

Fiends often choose weak-willed creatures, such as golems and other constructs, for their possession attempts. A construct can make a Will save just like any other creature to avoid possession, but it is likely that a possessing fiend can take and retain control because most constructs have poor Will save modifiers. A fiend possessing a construct can aid it as described in the ally entry (see above) but must relinquish direct control to do so, allowing the construct to revert to its prior programming.

Enemy: The opposite of an ally, this sort of possessor is a serious hindrance to its victim. The possessing fiend usually takes this role after failing to control its victim, or when the victim has made it angry by failing to follow its directives while it was acting as an ally. The possessing fiend can impose a -4 profane penalty to any one of the victim's ability scores. The fiend is in control of this bonus and can take it away as a free action. Typically, it removes the penalty after working out an agreement with the possessed creature through telepathic negotiations, and it might thereafter revert to an ally (a free action).

Mutterer: A mutterer enjoys planting barely perceived whispers in its victim's mind in an attempt to influence her actions and, with luck, drive her insane. A mutterer has the same characteristics as a rider (see below), except that every so often, the mutterer cajoles, criticizes, warns, or otherwise influences its host. These "mutterings" don't always come in the form of words. Sometimes the demon passes on whatever strong, negative emotion it is experiencing to the victim, causing its host to feel frightened, anxious, angry, or sad without knowing why.

Whenever a character possessed by a mutterer is alone or under extreme stress, the demon might strike (DM's option). The character receives emotions, advice, or other "mutterings" and might feel the desire to act on them or try to "get them out of his head." A character plagued by a mutterer must succeed on a Will saving throw ($DC\ 10 + 1/2$ fiend's HD + fiend's Cha modifier). Failure means the victim must either perform a specific action in response to the demon's mutterings (DM's option) or spend a round befuddled, as if under the effect of a confusion spell. A successful save leaves the victim in control of its mind and actions but does not automatically tip the demon's hand—the host might still have no idea that it is possessed.

Mutterers often drive their hosts insane, or at least give them the appearance of insanity because they have a difficult time not talking back to the voices in their heads. Creatures playing host to mutterers often appear agitated or exhausted (since some mutterers deprive their hosts of sleep), and many actually develop physical tics.

Rider: Much of the time, a possessing fiend simply rides along with its victim, giving no clue as to its presence. The fiend might combine riding with hiding to get into an area protected by forbiddance or slip past a magic circle against evil near a target it could not otherwise approach. A fiend in the role of rider might eventually decide to take on the role of ally or controller instead. Doing so makes its presence known

to the victim, although a victim with a low Intelligence score might not understand what is happening to it.

Transformer: This demon wants to use its host to gain a foothold on the Material Plane. To that end, it utilises its considerable power to transform all or part of any creature it possesses into its own demonic shape. This process usually takes considerable time and effort on the part of the demon, but the overall effect is devastating.

A transformer demon can attempt only one change per day, and that change can never encompass more than one-quarter of the host's body. Whenever it makes such an attempt, the host must succeed on a Fortitude saving throw (DC 10 + 1/2 fiend's HD + fiend's Con modifier) to resist the change. Failure indicates that some part of the host's body transforms, either becoming identical to the corresponding portion of the possessing demon's normal form or gaining some sort of fiendish physical characteristic (see the Fiendish Characteristics sidebar). Whether the initial save succeeds or fails, the host must immediately attempt a Will saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha modifier). Success means that she can communicate this transformation (or attempted transformation) to others, and the demon cannot stop her from doing so in any way. Failure means the host attempts to conceal the transformation for as long as possible.

Complete transformation takes at least four days (one for each quarter of the host's body). Once a victim has been completely transformed, the demon has essentially taken the host's place. At that point, the demon has access to all the powers and abilities it normally possesses. The victim is trapped within the demon—effectively functioning as a "rider" in the demon's body—and can neither communicate nor exercise any power.

Transformer demons seldom, if ever, leave their host bodies willingly. Killing a transformer demon slays the host but frees its soul for the purpose of a resurrection or raise dead spell. A transformer demon cannot be banished once it has fully changed its host, but it can still be exorcised. If the fiend is forced out of the host's body by any means, the victim must attempt a Fortitude saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha modifier). Success frees the character of the demon and returns her body to normal; failure means the victim dies of shock but can be raised normally.

Some demon cults consider voluntary transformation a religious rite. In such cases, cultists possessed by transformer demons willingly fail saving throws to resist transformation. As is their nature, however, transformer demons often use full transformation as a "reward" for the cultists offering themselves for sacrifice.

USING THE LEVELS OF POSSESSION

Possessed NPCs can present an entertaining challenge for the characters, but running possessed PCs makes life difficult for the Dungeon Master. However, this situation can be rewarding, as long as the DM allows the player a certain amount of control. The following tips might help.

Allies and PCs: Only a rare PC can form an alliance with her possessor and still retain a non-evil alignment. Still, an unwary or desperate PC might try to bargain with a possessing demon. If a deal is struck, the demon should continue to prompt the character to perform more and more evil acts until she either rebels or becomes completely evil (usually becoming an NPC).

Controllers and PCs: In general, this sort of possession should be limited to NPCs, since it takes the game out of a player's hands. However, if the DM has reason to suppose that the characters can fight the demon off or the affected PC can resist control on a regular basis, this arrangement can make an intriguing storyline. If possible, allow the player to run the character even while he is possessed, but be careful—few players can truly act chaotic evil with respect to their own parties and still ensure that everyone enjoys the game. On the positive side, a PC/controller relationship can be used to end a demonic possession in a climactic way.

Enemies and PCs: The enemy fiend works well as a possessor of PCs. This creature makes life difficult for its victim but does not really prevent her from doing whatever she desires. A player willing to roleplay this situation can add drama to the game for some time (although not indefinitely). Furthermore, an enemy possessor can become an ally (and vice versa) if necessary.

Mutterers and PCs: As DM, you might want to pass notes to the affected player or even apply secret modifiers (usually +2 or -2) to the character's d20 rolls to reflect the mutterers growing influence over the character. If you know that the player in question can handle the intricacies of playing a possessed character, you might want to let him in on the secret early and keep the truth from the rest of the players for a while.

Riders and PCs: If the PC has reason to suspect the demon's presence, you might wish to give the player clues occasionally. Otherwise, its presence should remain a secret. Make sure the rider attempts to hide from the PCs whenever necessary.

Transformers and PCs: This situation is quite difficult to run, but it offers a great deal of drama. The affected PC usually gains some interesting—if horrific—benefits and might be forced to hide the affliction from others. In addition, she might have to deal with the possibility of a horrible death in a short period of time. When a transformer possesses a PC, all the characters should undergo a rollercoaster ride of situations and emotions as they race against the possessing demon's attempts to transform and permanently inhabit their friend.

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

The Nightmare: Many folk 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 the adventure, each PC has this nightmare the night before the Introduction begins. If the PC fails a DC 15 Will save they suffer a -1 profane penalty to all saving throws for the first two days of the adventure. This is a fear effect (caster level 10) and may be suppressed or dispelled in the normal manner.

The Famine: Although Hell's Gloom has ended, Perrenland is still recovering from two years of continuous smog. During that time, most of Perrenland was not able to harvest any food: southern Quagfludt, the Kershane Pass and northern Yattenheid were the only places that produced harvests. This has the following effects during the adventure.

The shortage of food has created widespread hunger across Perrenland: many fear famine, and hoarding is common but has yet to be outlawed.

Unless this is an Introductory scenario, the price of all food items has doubled (200% normal cost) and the price of any other mundane item from the Player's Handbook has increased by half again (150% normal cost). Costs are not increased during Introductory scenarios or during character creation.

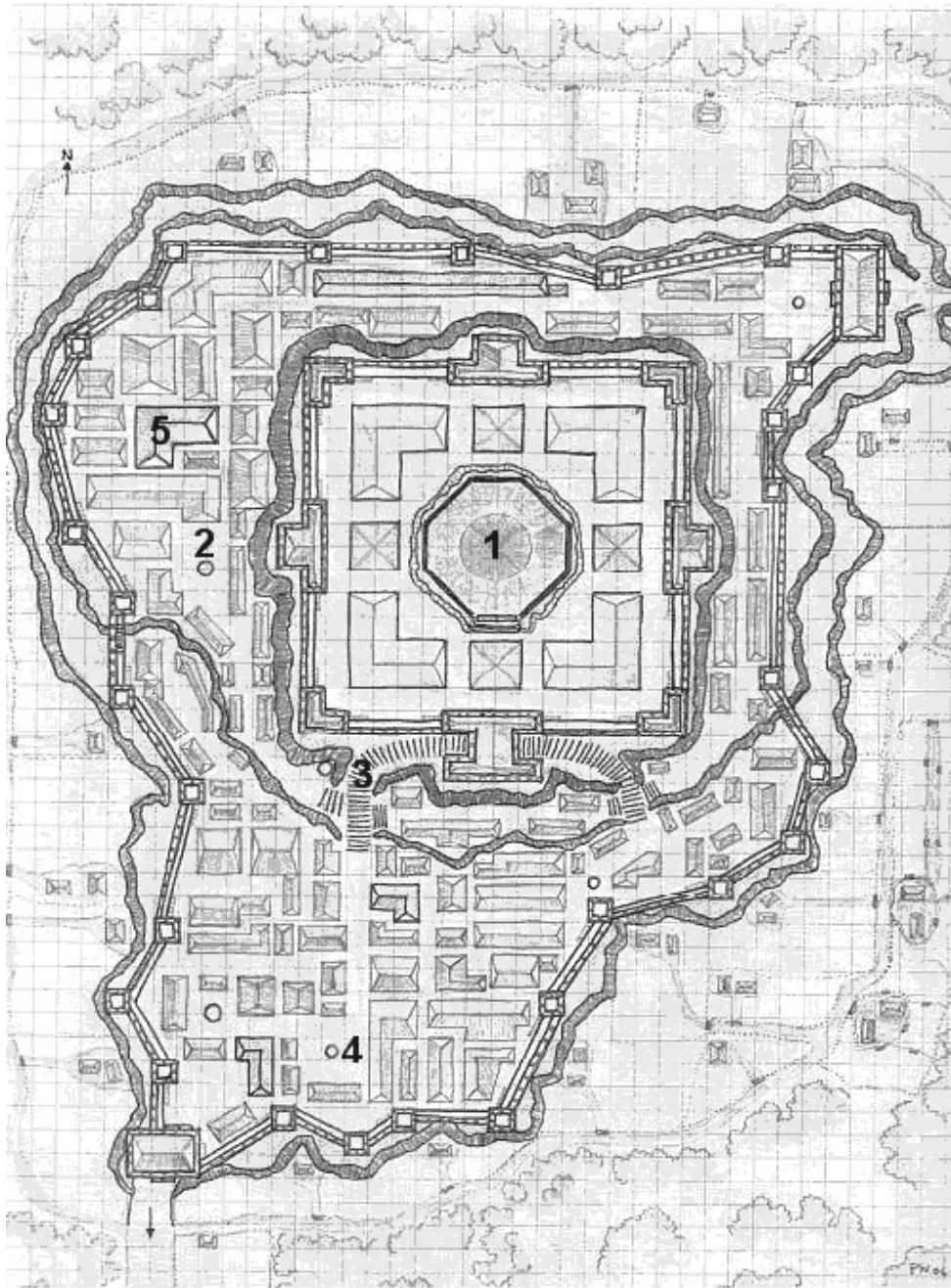
Lifestyle and upkeep costs have also doubled (though PCs with free upkeep still pay 0 GP). If a PC has a discount on lifestyle and upkeep costs, the discount applies after the costs have been doubled. For example, standard upkeep with a 50% discount would cost 12 GP ($12 \times 2 = 24$, $24 / 2 = 12$); rich upkeep with a 20 GP discount would cost 80 GP ($50 \times 2 = 100$, $100 - 20 = 80$). Again, costs are not increased during Introductory scenarios.

Living off the wild incurs a -5 circumstance penalty to the Survival check.

PCs who pay for upkeep can declare at the start of the game that they have donated their upkeep to the needy. The PC is treated as if they have the next worst category of upkeep (none instead of standard, standard instead of rich, rich instead of luxury) except that they do not receive any in-game penalty to skill checks for having no upkeep (if paying for standard upkeep) and retain the circumstance bonuses to skill checks (if paying for rich or luxury upkeep) because they are deemed to be a generous patron of the folk by those they meet. In addition, the PC begins the game suffering from the effects of hunger: at the beginning of the Introduction, they are fatigued and have taken non-lethal damage equal to $1/3$ of their hit-point total rounded down. To remove these penalties, the PC must rest for 8 hours in game and eat an appropriate meal.

PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they do so to help the needy. The PC gains the circumstance bonus to skill checks as if they had paid for the next best category of upkeep. The PC begins the game having cast the spell(s) earlier on the day on which the Introduction begins.

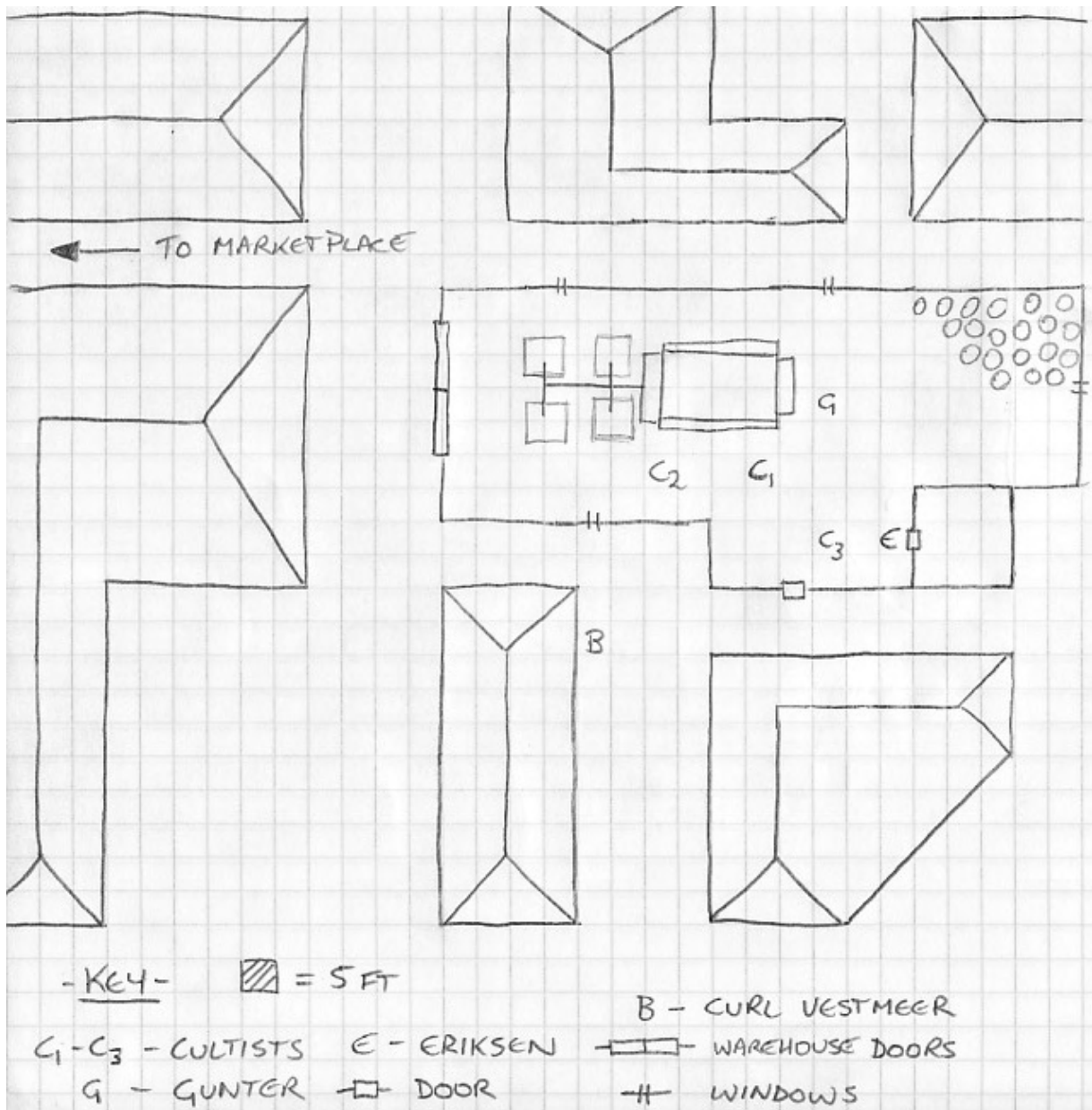
DM'S AID 2: MAP OF THE HOLY TOWN OF ULMT



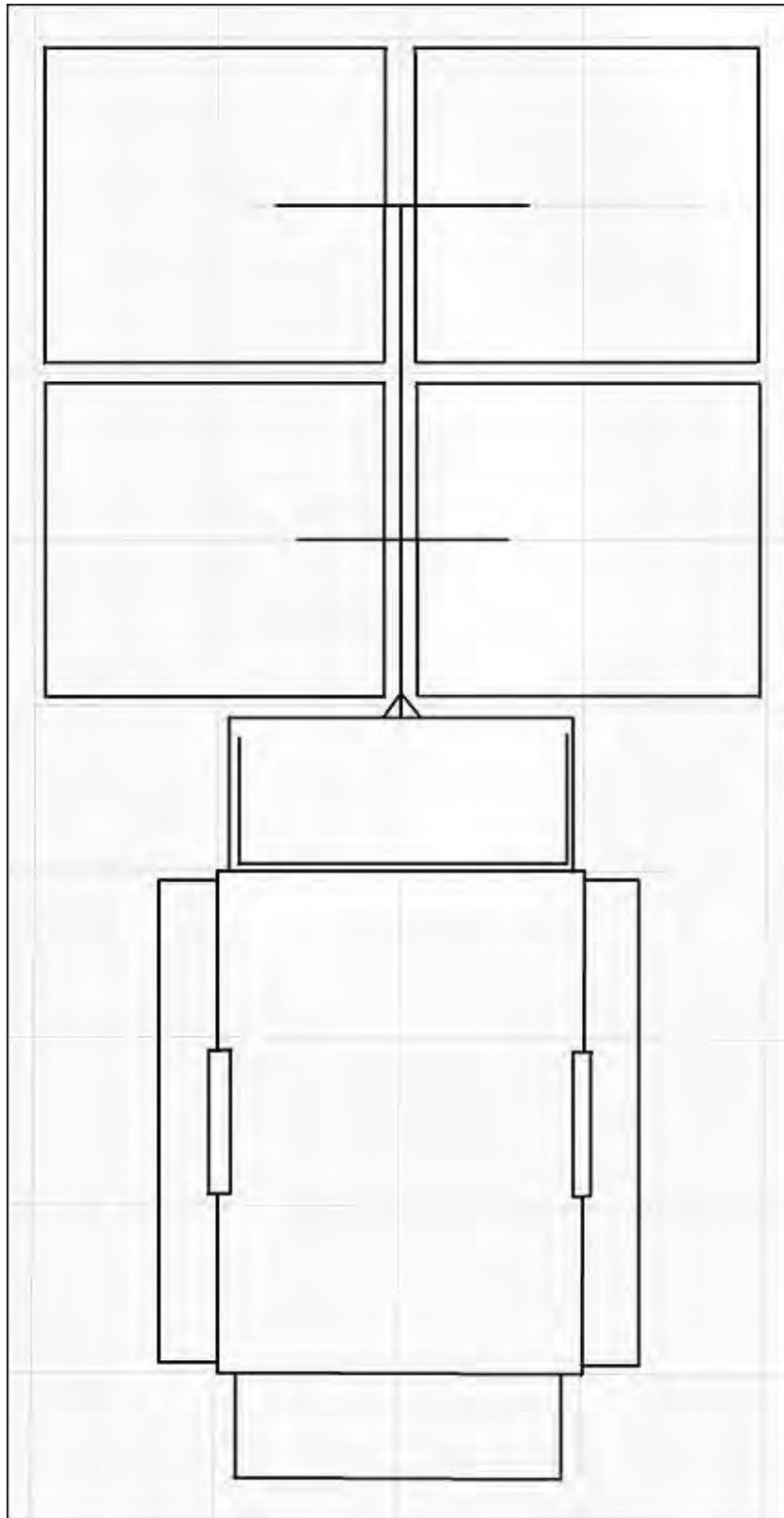
Scale – 1 square = 25 ft.

1: Grand Temple of the Shrine Alliance (The Nine Shrines), 2: Well of Sorrows and Keph's Hoof, 3: Stairs of Supplication, 4: Hundplatz Markets, 5: Sacraal Rest Inn.

DM's AID 3: MAP OF THE WAREHOUSE



DM'S AID 4: THE CHARIOT (CUT OUT & USE)



DM's AID 5: KNOWLEDGE CHECKS AND LOCATIONS IN ULMT

Knowledge (History) or Knowledge (Religion) or Bardic Knowledge on Ulmt:

Members of the Old Kerk gain a +4 bonus to this check.

- **DC 5** Ulmt is an independent city state within Perrenland governed by the Voorshoolmann council of the Old Kerk.
- **DC 10** Ulmt gathers its own taxes and has its own small army of sanctified soldiers called the Sacaal Hund (Sacred Hounds) most of them are apparently druids of the Grove.
- **DC 12** The Grand Temple of the Shrine Alliance was the first Grand Temple of the Old Kerk in the Quaglands.
- **DC 15** The Grand Temple of the Shrine Alliance was the place that the High Priests of the faiths of the Old Kerk signed the alliance between faiths to fight against the Cult of the Fiend and Igg-Vuurz, its human founder, back in the days of the Ur-Flan city states.
- **DC 20** Ulmt is the ancient site of an Ur-Flan temple complex dedicated to the Beory (or Beo-Ry in Ur-Flan). This is now located below the hill that the Grand Temple of the Shrine Alliance sits upon.
- **DC 25** It is said that in the halls of Beory's ancient temple are cordoned off from casual intrusion as restless ancient spirits and ghosts haunt those that intrude.
- **DC 30** It is said that when the ancient shrine of Vathris came back to life a decade ago after a millennia of stillness that it began to bleed and formed a single word so horrible that those who saw it where sworn to silence. All but one of these witnesses has subsequently perished. His or her name is one of the biggest secrets at Ulmt.

ULMT LOCATIONS

The Well of Sorrows

An old Priest who identifies himself as Hregest the Limp is looking after this ancient holy site in its small square. If approached, he explains the following:

"The well of sorrows is an ancient well where someone who is the victim of a curse may exchange that curse for an ancient sorrow that dwells within the well. This is done by first being blessed by the keeper of the Well, that's me and then by shouting the curses effect down the well and your desire to be rid of it. The Well is visited seldom these days as most folk feel that they have sorrow enough. In the recent past it was a real push and shove affair to get a chance to even look at the place, although few have ever exchanged their curse for a sorrow in my time here. You, however, are more than welcome to if you like."

Hregest knows that some sorrows are tame and require but a simple daily prayer to remove, but that some are more wicked, he knows that it is impossible to know what sorrow one will get in exchange for the curse.

If a PC does indeed decided to shout the effect of a curse they currently have then the curse is removed and replaced by a randomly rolled sorrow below, with the following exceptions:

PCs can remove a "possession" if they are possessed by an "evil" spirit. PCs trying to rid themselves of a spirit from a Kondkannen fail to do so but still receive a sorrow for their efforts.

PCs who at this point try and rid themselves of Boonbane can shout the curse but Boonbane remains. What does happen is that Boonbane will transform into a +1 weapon of the PC's choice (such as a +1 spear), losing its silvered and negative attributes in the process. Boonbane speaks in the PC's mind in Ur-Flan (which the PC can understand):

"Well I hope this makes you happy mortal, although if you had been worthy I would have done this for you myself, yet without the diadem you remain impotent and I will not reveal my full power."

Then he will fall silent.

PCs who decide to use either their luck domain re-roll or a once an adventure re-roll to change their sorrow instead receive two, the original plus the re-roll. They should know better then to trick the gods on their own ground.

A Sorrow is not a curse and cannot be removed with a remove curse or by shouting it back down the well. Each has a part or full cure contained within it; however, a Wish or Miracle can take it away. Some members of certain religions are immune to certain sorrows.

DM's Note: The sorrows will manifest in this adventure and will not be instantly apparent, play them out as it goes along. Others will be apparent within a short time, some not. Do not let on what the sorrow is the PC has until the situation warrants its revelation.

DM's Note: The method for the control or removal of each sorrow will be revealed at the end of the adventure as Hregest the Limp will tell the PCs.

Sorrows (Roll 1d6)

1. The PC is visited one each adventure by the figment a small boy perhaps three, who has been horribly mutilated, he lingers for 3 rounds and always appears to be 5ft from the PC regardless of what the PC does. Only the PC can see the boy. He is crying and he demands solace but nothing the PC does can resolve the issue. In this adventure the boy first appears when combat starts in **Encounter 5**. As a result the PC suffers a constant -1 morale penalty to attacks, damage and saves unless the PC prays out loud to Vathris the god of revenge and lost causes. The effect disappears for 10 rounds after the prayer is made. If the PC converts to Vathris the sorrow is lifted forever. PCs who already worship Vathris are unaffected by this sorrow.
2. The PC forever loses the ability to understand (even by magic) one of their languages (selected at random)

other than common, as it is wrenched from their mind. If the PC only has one language, then they lose a permanent point of Wisdom instead. A PC who converts to Rao and wears Rao's holy symbol openly, regains the use of the language or point of Wisdom. PCs who already worship Rao are unaffected by this sorrow.

3. The PC gains a stutter whenever they try to use a language dependant Charisma based skill. This results in a -2 circumstance penalty to the skill roll. This effect can be removed for 1 hour if the PC gives prayer to Zodal the merciful. If the PC converts to Zodal and wears Zodal's holy symbol openly, the sorrow is lifted forever. PCs who already worship Zodal are unaffected by this sorrow.
4. The PC is shaken by terrible visions at the moment the curse is removed. As a result they suffer a -2 penalty to saving throws against fear based effects unless they offer daily prayer to Mayaheine the Shield of the weak. PCs who are immune to fear based effects lose the immunity but do not incur the -2 saving throw penalty. The penalty can be lifted or the immunity regained for 1 hour if they offer prayer to Mayaheine. PCs who convert to Mayaheine have the sorrow lifted for all time. PCs who already worship Mayaheine are unaffected by this sorrow.
5. The curse is lifted but the PC loses one favour they have gained from a previous adventure with the following order of preference: favours that allow a re-roll, favours that grant an automatic cure if the PC is reduced below 0 hit points, favours that grant a spontaneous raise dead. If none of these favours are in the possession of the PC then the PC loses one permanent hit point due to the numbing shock of having their curse ripped away. If a PC converts to Pelor then the hit-point or favour is restored to them. PCs who already worship Pelor are unaffected by this sorrow.
6. The curse is ripped from the PC but leaves them shaken. From now on the PC is crippled with indecision at critical moments in combat. The first critical threat rolled by the PC in an adventure automatically fails. If the PC converts to Allitur then the hit-point or favour is restored to them. PCs who already worship Allitur are unaffected by this sorrow.

PCs who receive a sorrow must be given a copy this section to keep with their character and the number of the sorrow(s) should be recorded on the appropriate space on the AR.

The Nine Shrines

The Nine Shrines is the location of the ancient and revered original shrines of the Shrine Alliance nested within the hallowed walls of the Grand Temple of the Shrine Alliance. All are small humble affairs that show both Ur-Flan heritage and great age. The first thing some PCs will notice is that the Shrine of Mayaheine is missing. PCs can find out more about this using either their knowledge (religion) skill or by asking one of the numerous Keepers of the Shrine who look after the area.

Knowledge (religion) or Gather Information check:

- **DC 15** The Shrine of Mayaheine is missing because Mayaheine has only recently risen as a demi-god and the nine shrines predate this.
- **DC 20** It is said that Mayaheine arrived at about the same time as the Old One.
- **DC 25** At the signing of the ancient pact between the faiths that formed the Old Kerk, the priesthood of Pelor declined to bring a servitor power into the Old Kerk, stating that their lord had revealed that this would be reserved until the cult of the fiend was revealed.

Free Information:

The Nine Shrines are actually 6 main shrines, with three of them housing smaller shrines to servitor powers. If a PC member of the Old Kerk prays at a shrine, they are given a message by a higher power:

- Shrine of Beory and Berei: *The folk wither in the face of winter, into the hollows once more the brave did go to quench the shrew's fire, yet within it now has been revealed a greater evil.*
- Shrine of Pelor: *Whilst my light was absent from the Quaglands my brother's power did grow and his hand will stretch forth to reclaim his holdings if the alliance fails.*
- Shrine of Nerull (must have a Favour of Nerull and make the skill check): **SERVANT, HEED MY CALL, gather upon Jor-Russ so that we can hold our own conclave.**
- Shrine of Obad-Hai: *The Lundoak grows ill and the Voormann will pass into shadow if the hidden one is not revealed.*
- Shrine of Allitur and Vathris: *Justice for once may best be tempered by the spirit of retribution, let the Hand of Vathris be your guide.*
- Shrine of Rao and Zodal: *Seek the isle that lays enshrouded, for the healer lays within.*

Stairs of Supplication:

The Stairs of Supplication are the one thousand steps that lead up to the Temple of the Grand Alliance and the Nine Shrines. Any PC who takes the time and effort to kneel and pray on every step gains the benefit of a *protection from evil* spell for the duration of this adventure and very sore knees.

Keph's Hoof:

This hoof shaped area is revered by all Rosrijders and followers of Allitur and is forever blessed with a lush carpet of grass. Any horse belonging to a member of the Old Kerk or a Rosrijder that is allowed to graze here for a day (including celestial breeds of horse and unicorns) gains a 10ft bonus to movement for the next 3 Perrenland adventures, due to the vitality that is imparted to them. The DM should note this in the play notes section of the AR if it occurs.

DM'S AID 6: BERTGRIS' KNOWLEDGE OF THE HERESY

- The Heresy began in the town of Schwartzstadt in 595 when a group of adventurers led by one Longshanks Vossler a Radiant Servant of Pelor attempted, in defiance of Old Kerk law, to sanctify a Grand Temple of the Old Kerk.
- A Grand Temple is a temple that houses a relic to the shrines of all the gods within the Old Kerk, relic's are of course hard to find. Operating Grand Temples provide protective benefits to those who live within or near it. The town being on the border, so to speak, with the environs of the Old One, and was seeking to protect itself from his pending encroachment.
- The "stated" reason the Hetshoolmann council of the Old Kerk forbade the consecration of a new Grand Temple was that only nine Grand Temples can be fully effective at any one time and a new one would simply rob the other of their powers.
- The "real" reason the Hetshoolmann council of the Old Kerk forbade the consecration of a new Grand Temple was because they knew that these adventurers would fail to collect all of the relics required to bring it into existence. This is because the Old Kerk has a hidden shrine, a dark secret they did not want revealed.
- Now a majority of the Hetshoolmann council has labelled those members of the Old Kerk whom where involved in this "mistake" as Heretic's and want them expelled. This is to prevent the matter of the hidden shrine being investigated by those outside of the council's control. Some believe that the Old Kerk needs to cleanse itself of secrets and of the Pax with Nerull, but to do so would be disastrous for everyone. The unity of the Old Kerk is paramount to the survival of Perrenland.

DM'S AID 7: THE CLI LYRE

Instrument of the Bards (Kondkannen), Cli Lyre

This particular Cli Lyre is the receptacle of the spirit of a once great Ur-Flan bard called Dre-Vos whom was rewarded the Lyre as a Het-Kanzer of the college of Cli more than 2800 years ago. Upon his death Dre, as a master, gained the privilege of having part of his talent and personality magically bound within the instrument via the ritual of the Kond-Kay (Immortal Spirit). Thus he would pass his skills onto future generations.

The literal translation of Dre Vos is "Beautiful voice of the mountain". Dre was born of the Vos-Ser nation (literally "those with the voice of the mountain") in the Ur-Flan city of Kor-Tim ("Little Hill"). Once part of his spirit was stored within the Lyre the instrument passed through many hands within the college of Cli. The last person known to have been given the use of the Lyre was Sanna Hussen who, according to the oral tradition of the "Voice", was lost while wandering the hills of Riberlund more than a thousand years ago.

Of particular note is the beautiful and intricate Ur-Flan script that covers the Lyre. This script is actually a prophecy, but the script is jumbled and can only be deciphered with a DC 30 Decipher Script check. This prophecy is the same one told to the PCs by the Lyre in Encounter 6.

This masterwork instrument confers the following abilities when held:

- +2 to all Bardic Knowledge checks.
- Ability to understand written and spoken Flan and Ur-Flan.
- Upon command, the Lyre can play one of a plethora of ancient tunes. The Lyre has a skill check of Perform (stringed instruments) +22, and can be used by a bard of the Voice as an accompanying instrument, providing a +2 bonus to the bard's Perform (oratory) or Perform (sing) check.

A permanent *dimensional lock* is in effect on the Lyre, preventing it from being moved by *teleportation* magic.

PLAYERS' HANDOUT 1 – LETTER FROM BERTGRIS

Each PC receives this letter, bearing the symbols of the Old Kerk and addressed to them personally:

To my friends old and new,

There is a crisis of the faith in the Holy City of Ulmt. With the vote now decided, the witch hunts for heretic blood have begun. The truth no longer matters to some, and will remain hidden unless we succeed.

My investigations have stalled and I now need your help. To those of us that have met before I would welcome your wisdom and council once again. To those of us that have not been introduced, you have been recommended to me by someone I trust who is aware of your talents and my needs.

Therefore I must summon thee to Ulmt with all possible speed.

By order of his Eminence,

*Bertgris Udden,
Hetvoorshoolmann of Allitur
Het Rechter of Perrenland*

I have heard a rumour that some heretics are gathering at a warehouse in the Hundplatz district.

Gather your shield brothers and investigate the warehouse. See if you can confirm this information. If they are there, use a sending to inform me.

I will prepare the others loyal to our cause to be ready to strike when you send word. We cannot tolerate this heresy any longer, and tonight they will pay for the murders of our friends.

May the gods be with you my friends.

P

Below the writing is a roughly drawn map of the Hundplatz district. One building has been circled in red and marked with an X.

From Neijmargens womb, a fiery birth, a weapon of the future

Into it bound, against his will, the air touched soul of Bragnor Hus.

A boon and a bane it proved to be and the mistress hid it deep.

For one purpose was it made to slay the last Ner-Graf.

Yet best intention went astray when the mistress foresaw a daughter's death.

Find the crown of the foolish king, the diadem of the consort.

A dark god's laughter will bring it back from the place that it was hid.

Bearer of blade and crown will then unleash the power kept within.

A kingdom both old and new rests bound within its fate.

Yet the ruler to be will be the ruler that was but not the ruler to come.