

# In the Court of the Famine Queen

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

Version 1.0

by Bruce Paris

**Reviewer:** Gary Johnson

**Circle Reviewer:** Britt F. Frey

**Playtesters:** Suzie Allen, Ben Bolton, Steve Clark, Robin Farnsworth, Ben Flanagan, Bronwyn Johnson, Gary Johnson (DM), Antigone Paris, Bruce Paris (DM), Jireh Scheuerwater, Joey Schibberas, Brad Snape, Peter Williams, and Tim Woodhams

The drow have retreated to The Hollows, and Mount Hellspaar is no longer smoking. So what dark gloom still hangs over the Canton of Traft? It is the Blue Blight. And the famine. And the hold of the Witch Queen's daughter – who appears to have made Traft City her new, private, domain. Aristocrats, city autocrats, and commoners alike are at each other's throats. Are you ready for this? This is a one-round Perrenland regional adventure set in Traft Canton for APLs 2-12. You are strongly advised to play this adventure with a large party, and with a character at or above the APL played.

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](mailto:contact.per@iuzlg.com); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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 one-round regional adventure, set in Perrenland. All characters from Perrenland pay 1 Time Unit. Out of region characters pay 2 Time Units.

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

## ADVENTURE BACKGROUND

In 596 CY, a group of adventurers journeyed to Mount Hellspaar (in the Clatspur Ranges). There, they performed a ritual which put a stop the volcanic wrath of Joramy – at least for the time being. This ritual ended the effect known as Hell's Gloom, but it did not, unfortunately, end the famine. At the same time, the same adventurers uncovered the Dark Wave plot to supply food to Perrenders in the form of cloned townfolk from Liesenbrau. With the "Kukelwurst" factory now closed, Traft Canton is in more trouble than ever. Recovery of crops has been slow, and food is still in extreme shortage.

One third of the residents of Traft City still bear the mark of the Blue Blight – a sign that Drelnza, daughter of the Witch-Queen Iggywilv, has them fated for some terrible, unknown, purpose. The Roodbergs, Oostmeers and Vuurzwards are arguing that those with The Blight should be rounded up and taken to live apart from everybody in Das Arena. Here, they would be left to "the mercy of the gods" (and this generally means being denied food, water and sanitation). The Roodbergs and Vuurzwards, great traders, argue that The Blighted are a curse on business; the Oostmeers argue that The Blighted are a curse on the city aristocracy, and that they are to blame for a downturn in the fortunes of the city elite.

The Weisspeers, Vestmeers and Vossers are arguing that such a barricade is pointless. They believe that The Blighted are just innocent victims of Hussen clan treachery – stretching back to when Karl Hussen allowed Iggywilv to first gain a foothold in Kir Russ. They also note that a (small) majority of The Blighted come from clans Weisspeer, Vestmeer and Vossier: something clans Hussen, Morganrood and Rosrijder are more than happy to point out.

The Hussen, Morganrood and Rosrijder clans believe that The Blight is the result of Weisspeer and Roodberg egotism and lust for political power. They claim that the Weisspeers and Roodbergs have lost their faith in the Oerth-mother and the ways of the Old Faith. They have given themselves over to man-made superstition; made deals with fiends and heretics; and are (somehow) responsible for the current schism in the Old Kerk. This is not true, but this faction believes it to be so. That said, this faction believes that The Blighted have been cursed due to impure thoughts during Hell's Gloom (true), and that the only way to "cleanse" them is to burn the Blight from the afflicted faces. Such a methodology will leave the Blighted with a permanent, terrible scar – which will stay with them long after any alternate solution might be found. The alliance plans on carrying out this "solution" as soon as the Blighted are rounded up and sent to Das Arena.

With the clans at each other's throats, nobody is really looking for the culprit in all of this: Drelnza, herself. The Blight is a curse put on those Traftians who committed sins of selfishness and gluttony during Hell's Gloom. Although Joramy was able to rid adventurers of The Blight, she was not able to extend her touch to everybody. So, roughly 5,000 residents of Traft City are currently scarred by this terrible, tendrilled, blue "tattoo" which stretches across the right side of their face, and creeps down onto their necks.

Drelnza really has no "great plans" for these poor blighted folk. Her job is done: to sow the seeds of discord, blame, and insecurity. But she has to be close by to continue her dark ceremonies which cause the Blue Blight to continue afflicting the Traftians. With the help of the Dark Wave Crime Syndicate, she has set up a base of operations beneath a simple farmhouse (just outside of Traft City). From here, she conducts her monthly mock court – judging Traftians as unworthy, and consorting with terrible fiends who are ready to seize Traft at the right opportunity: at a time when the clans have torn themselves to shreds and there is no chance of reprisal or greater unity.

The stage is set for great conflagration. In two days the greater moon, Celene, will beam full in the grim night sky. This is the time for ceremonies. It is a time for purification and the casting off of sins and sinners. No matter what the cost, life *will* return to normal in Traft city – and the price *will* be paid.

## ADVENTURE SUMMARY

During the **Introduction**, the characters find themselves in the Raggetail Tavern in Traft City. They can discover some information about life in Traft since the lifting of Hell's Gloom.

In **Encounter 1**, a trio of Blighted folk enters the tavern. The Barman, an Oostmeeren, refuses to serve "their kind". They argue. Members from other clans get embroiled in the scuffle. The characters are forced to intervene (or else silently witness poor, blighted townsfolk unfairly abused). This has its own problems – particularly if the characters are aligned with one particular clan, or another. Encounter 1 is a fairly lengthy encounter, as it sets up the clan factions and

the background to the crisis facing Traft City. The encounter ends when Lord Boone arrives at the tavern.

In **Encounter 2**, the PCs are taken back to Boone's city watchtower. Here, the PCs speak with Boone, as well as a little girl who has run away from home. She is from a farm near to Traft City. Her entire family has the Blight, and she and her seven siblings are starving because "all our farm produce is going towards feeding the monsters underneath our house". What's that you say? Your farm is producing food? There are monsters under your house? Surely this is an opportunity for adventurers to investigate! Before they leave, the PCs get to speak with two other important NPCs who have fallen victim to the Blight: Cesarea von Aaronfar (the Mayor) and Arabelle von Oostmeeren.

In **Encounter 3**, the PCs go with the girl, who takes them back to her farmhouse. By all accounts, the farmhouse appears pretty ordinary – though quite prosperous considering the times. The PCs speak with the girl's parents. They need to (somehow) convince the parents that whilst they may have been greedy during the famine, this was not reason enough to consort with evil forces. It turns out that the family has allowed "a strange, evil woman" to set up a secret dungeon complex beneath their farmhouse. From below, she consorts with terrible monsters – fed by the farmer. In return, the farmer was promised prosperity (though he himself has seen little of it). The farmer knows that "the witch" (as he calls her) has something to do with the Blight Curse, and that her minions are controlling the curse from beneath the farmhouse. The farmer also believes that "the witch" is planning an evil ceremony for the full moon of Celene (tonight). The PCs realise that such evidence could save the lives (or brains) of all the Blighted back in Traft. They now have a choice: push on below to the dungeon as a whole party (knowing that they will be too late to save the Blighted back in Traft); or go back to Traft as a whole party – guarding the farming family as witnesses to the truth of the Blight situation. By doing this, they know that Drelnza might get to perform her "terrible ceremony" which could bring further blight on this poor canton. Or, they have a third choice: split the party. Some go back, others push on. This is the optimal choice – but how many will be brave enough to take it?

In **Encounters Four, Six and Eight** the PCs push on into Drelnza's Dungeon. There are three "Events" (read: combats/traps) which the PCs encounter before ridding this place of Drelnza's presence. The ELs in here take into account the possibility of the PCs taking the "split" option. Either it is a "fair fight" (split party), or a "pushover" (full party). If it is a "pushover", then the party gains less than maximum XP to account for their cowardice; and the poor Blighted folk of Traft City die because of their lack of heroism. If the party "splits", then the Events in this dungeon should be cinematically (and excitingly) interspersed with the Events of the returning party members in Encounter 4.

In **Encounters Five, Seven and Nine** the PCs form an entourage to protect the farming family (who act as witnesses against Drelnza) as they make the dangerous trek back to Traft City. Drelnza will stop at

nothing to see these people dead before they testify as to what has really been going on. There are three “Events” (read: combats/traps) which the PCs encounter before reaching Traft City. The ELs in here take into account the possibility of the PCs taking the “split” option. Either it will be a fair fight (split party), or a “pushover” (full party). If it is a “pushover”, then the party gains less than maximum XP to account for their cowardice; and Drelzna completes her full-moon ceremony which afflicts every third person in all of Traft City with The Blight. If the party “splits”, then the Events in this encounter should be cinematically interspersed with the Events of the dungeoneering party members in Encounter 3.

In Encounter 10, the PCs can try and save the Blighted, who have been rounded up and taken to Das Arena for “cleansing”. There will no doubt be some consequences, some diplomacy, and some factionalising. By the end, many PCs will need to decide where they stand in terms of their Clans. They need to decide whether they stand with them, or against them. There are also early signs that this factionalisation is about to spread beyond Traft City; and that soon all of Perrenland might be a state divided by itself.

The Critical Events Summary is very important at the end of this adventure, and the DM must fill this out and send it to the author as soon as possible after play.

## PREPARATION FOR PLAY

Before the game, please ask players which Perrenland clans they belong to. Inform players that clan membership (or lack of membership) will be very important in this adventure. It is therefore important to note if any PC is an Ootlander (Outlander – Non-Clan Member). Nonhumans are considered “Ootlanders” in Traft (unless they belong to the Khund dwarves, or the Kershane elves, or one of the clans on the chart). Use the table in **DM’s Aid 4**. Inform or remind players of the clan alliances, and write PC names underneath the appropriate alliance on the chart. This helps determine bonuses or penalties to later skill checks that involve interaction with different clan members.

Tell players that the first half of this scenario is role-play intensive and they do not have to rush through NPC interaction in order to find time for combat.

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

## INTRODUCTION

*Either you were there, or you heard the stories. In late 596, a band of brave adventurers led an expedition to Mount Hellspaar. At the base of the volcano they established a shrine to appease the goddess of fire, Joramy. The goddess was pleased, Mount Hellspaar became quiet, Hell’s Gloom ended, and sunshine came once more to Perrenland.*

*For a few weeks, it all seemed so good.*

*Until winter set in, and the famine grew worse, not better – particularly in and around Traft Canton.*

*And the Blue Blight which afflicted so many in Traft City did not go away as expected – in fact, more people than ever before contracted the strange blue markings on their face and neck. Nothing, not even magic, could rid the Traftians of this terrible affliction. It seemed that the city herself was cursed, and people started staying away. Traders ceased trading. Visitors stopped coming. The city became isolated and shunned by all the world.*

*Now, the only regular visitor is Old Nerull himself, who greets the sick and starving as they pass from this world into the next – with startling frequency.*

*Heavens knows why any of you have now returned to this blighted place. Perhaps you want to share your reasons; perhaps it is in your best interest to stay quiet. Regardless, you find yourselves sitting in the Raggletail Tavern – once the meeting place for all the brave adventurers in Perrenland – for a late lunch on a cloudy afternoon. Nowadays, it is the last drinking hole in Traft City that actually pours beer – and a plate of moldy salad can be bought for less than the price of a champion warhorse.*

Allow players a moment to introduce their characters, and give reasons for their return to Traft City (if they desire to reveal such reasons). After this, continue on.

## RAGGLETAIL RUMOURS & CLIENTELE

Give PCs time to talk to people in the tavern. Each PC can talk to one table simultaneously before the ‘Enter the Blighted’ event begins. It is a good idea to try and take players aside as privately as possible when they are talking to different clans. Then, try to minimise table chat when they return to the group (as this would be “metagaming”). The notion is to start pitting player against player (as well as clan versus clan). Do not give players time to cross-check their gathered info. They may want to do it, but that’s not realistic as all these chats effectively take place at the same time. The idea is to put players off-balance. We want them to feel old prejudices, and possibly take sides!

The tavern is fairly crowded – mostly because it is the only decent place to buy a meal at present. The general atmosphere is dim and moody. A DC 12 Sense Motive reveals most folk are very tense and very drunk; and some are spoiling for a fight if they are given the opportunity.

NPCs are seated according to their “clan affiliations”. There is a cluster of Roodberg + Vuurzward + Oostmeer tables; a cluster of Weisspeer + Vossier + Vestmeer tables; and a cluster of Morganrood + Hussen + Rosrijder tables. The tension in here is palpable. The DM should relay this information to the PCs as they enter and scan the tavern.

NPCs are wearing clan colours, so their clan will be clear when a PC first makes contact. The standard Gather Information check starts out at DC 12. If a PC signals his allegiance to a particular clan, then make

sure the NPC reacts in the appropriate way. If the PC and NPC are of the same clan, then the PC gets +6 to her Gather Information check. If the PC and NPC are of the same Clan Alliance, then the PC gets +4 to his check. If the PC and NPC are of different Clan Alliances, then the check is made by the PC at -4. If the DM needs to, roll 1d10 and reroll ones to determine the clan sitting at the table the PCs approach. This should only be necessary if none of the PCs are Perrenders and cannot recognise the clans or make a decision who to talk to.

Note that the PCs do *not* get a Sense Motive to see whether these people are telling the truth (or not). The fact is that they all *believe* that what they are saying is *really true*. Of course, magical divinations of various kinds might actually discern whether some beliefs are true, or not. But that is up to the players to initiate.

Of course, it is possible that the party do not wish to engage in *any* conversation. Go straight to *Enter the Blighted* section below:

### 1. Roodberg Table

- Allied with Vuurzwards and Oostmeers.
- Hell's Gloom is gone, but the greed and avarice displayed by The Blighted during the Gloom has cursed the Canton and caused the famine to continue **(true)**.
- There is also rumour that many of the Blighted are Heretics **(false)**!
- So this is what their disobedience has led to? Trade has practically ceased **(true)**.
- The Roodbergs of Traft have been isolated and robbed of their birthright by other Roodbergs in adjoining cantons **(false)**.
- Only the Voormann, Orgus Bildgear, has stood by them. He is a great man. If it was not for him, they would be food for wolves **(false)**.
- The Hussens must be behind all of this **(false)**! They have never been supporters of Bildgear **(true)**, and it wouldn't be surprising to find out that Karl Hussen is still alive **(false)** and working with that vampire, Drelnza, to curse all these Blighted folk **(true)**!
- The Oostmeers have a plan to set things straight! **(true)**

### 2. Vuurzward Table

- Allied with the Roodbergs and Oostmeers.
- The clan is isolated and poverty-stricken **(true)**.
- Normally, the Vuurzwards are great traders and mercenaries. But trade has ceased, and nobody wants to hire them on anymore **(true)**.
- They feel some pity for The Blighted, and this clan has been at the forefront of the alliance in finding ways to rid them of the affliction **(true)**.
- Nobody seems to have the ability to do so **(true)**. It is rumoured that The Blighted have been cursed by the gods themselves (particularly seeing as many of them are apparently Heretics!) – so maybe only the gods can cure them of their affliction **(false)**.

- It doesn't help that the Rosrijders have been killing VosserKatz for sport; and that the Weisspeers have run most of their fabulous ponies into an early grave **(false)**.
- The Oostmeers have a plan to set things straight! **(true)**

### 3. Oostmeer Table

- Allied with the Roodbergs and Vuurzwards.
- They blame the Blight on the general downfall in the power and prestige of the Traftian Aristocracy.
- They believe that while ever the Blighted are allowed to walk freely, then they will spread the malaise of the Blight – both physically and spiritually – amongst the people **(false)**.
- As the Blighted have been cursed by the gods, why not leave them in the care of the gods? The Aristocracy have proposed to round up all the Blighted and barricade them within the confines of Das Arena. Here, the gods can give them food and water and, if not, then they will go to be with the gods who afflicted them in the first place.
- A few Oostmeers (the Oostmeeren family in particular) are against this plan – but their voices have been silenced out of necessity **(true)**.
- Cesarea Aaronfar (the Mayor) is currently out of town on a diplomatic mission in Schwartzbruin **(false)**.
- Lord Boone has threatened that nobody will be barricaded up, or harmed, “over his dead body” **(true)** – but as nobody likes him much anyway, there are plans for his “accidental death”.
- Very few will miss his arrogance and moralistic indignation **(true, sadly)**.

### 4. Weisspeer Table

- Allied with the Vestmeers and the Vossers.
- The Weisspeers are sympathetic to the cause of the Blighted **(true)**.
- They have heard that the Oostmeers are planning to barricade the Blighted up in Das Arena and leave them in the “hands of the gods” **(true)**.
- Starve them slowly is more like it! Aristocratic pigs! That's what they are! This is all the fault of Clan Hussen!
- Karl Hussen – traitor that he was – brought the wrath of the Famine Queen down upon them all. He should never have interfered! Then the witch queen would never have come, and poor Hanne Weisspeer would never have faced the indignity of giving birth to a child who has no father **(false)**!
- What hope is there for such a child? Poor little darling! Maybe we should barricade the Hussen clan within Das Arena!
- Maybe then the gods of the Old Kerk will reward us for taking a stand against them at last **(no, they won't)**!

### 5. Vestmeer Table

- Allied with the Weisspeers and the Vossers.
- Have you heard what those Oostmeers are doing? They want to barricade (**true**) all the Blighted in Das Arena and set fire to them (**false**) and exterminate them!
- But not before they are tortured about what they know of their dealings with the witch queen (**false**)!
- Barbaric! We would expect more from the Oostmeers – us both being of Meeridjer blood – but they have proven once again that they care only about their aristocratic lineage and their hip pockets! Just because they lost some money and their big fancy mansions on the hill!
- We say that's a good thing! Give 'em a good kick in the arse! No way are we gonna stand by and see people locked up and set fire to – even if they *are* heretics, most of 'em (**false**).

### 6. Vossers Table

- Allied with the Weisspeers and the Vestmeers. Have you seen the Blighted? They are mostly Rosrijders (**false**)!
- They have taken too much liberty with our lands to graze their horses (**false**)! The Blight is punishment for their greed (**false**)!
- The Blighted should be taken forcibly to Clatspurgen and put on trial. They should be made examples of. Let's not lock them up in Das Arena – particularly without a trial. Where is the justice in that? Every Perrender should see what happens to those who steal other people's land!
- For too long we have had a "live and let live" attitude (**true**). But no more! Now we say: "Take land – take life! Take land – take life!"

### 7. Morganrood Table

- Allied with the Hussen and the Rosrijders.
- Everybody knows that the majority of the Blighted come from the Weisspeer, Vestmeer and Vossers clans (**true** – **but only a small majority – this is being much overplayed**)!
- Everybody knows the Weisspeers have been cursed by the Old Kerk gods – cursed because of that demon-child that Hanne Weisspeer birthed (**false**). This devilry must not come to pass anymore!
- The Blighted are but another sign of unclean trespass! We must find a way to cleanse the Mark of Trespass from their faces! Only then can those who were Blighted look their gods in the eyes and beg for their forgiveness!

### 8. Rosrijder Table

- Allied with the Morganroods and Hussens.
- Only now do people believe how badly the Weisspeers and their allies have treated their ponies over these many centuries!

- These ponies were supposedly bred to carry their human cargo up hill and down dale – but that is a lie (**false**).
- The ponies have beautiful tempers, and suffer greatly without complaint beneath the flatulent behinds of the vacuous Weisspeer clan and their cronies! When was the last time you saw a Weisspeer Pony for sale? Forever! Why? Because they are all dead, or turned to glue (**false**)!
- That is why there are so many Blighted amongst the Weisspeers and their allies (**false**)! The Horse-gods have punished them for their cruelty. Only Rosrijders know how to treat their horses with kindness.
- And those Roodbergs? Roodbergs be damned! They use horses only to make war (**false**). To them, a horse is an object. To the Rosrijder, horses are life itself (**true**)!

### 9. Hussen Table

- Allied with the Morganroods and Rosrijders.
- The Blight is the result of Weisspeer and Roodberg egotism and lust for political power.
- The Weisspeers and Roodbergs have lost their faith in the Oerth-mother and the ways of the Old Faith. They have given themselves over to man-made superstition; made deals with fiends and heretics; and are (somehow) responsible for the current schism in the Old Kerk (**false**).
- That said, this faction believes that The Blighted have been cursed due to impure thoughts during Hell's Gloom (**true**), and that the only way to "cleanse" them is to burn the Blight from the afflicted faces (**false**).
- Such a methodology will leave the Blighted with a permanent, terrible scar – but that is the price that they must pay in order to be "cleansed".
- The Hussen alliance plans on carrying out this "solution" as soon as the Blighted are rounded up and sent to Das Arena.

**Troubleshooting:** What if players ask questions outside of what is here? This is possible, so you'll have to wing it. If you know a lot about Perrenland (and Traft City), then you might be able to answer. If not, then it's best to give *no answer* than an *incorrect answer*. The NPCs just answer: "I'm sorry, I don't know".

What if the PCs want to go off in search of Blighted folk – or even friends or family in Traft City? They won't have time to do this. As soon as they try to leave, the Blighted enter and they trigger the sub-encounter below. If they try to go later, they won't have time to stop Drelnza, so they fail the primary quest of this adventure. If they go after they finish the adventure, then you as DM might have to wing it. You can download the "Visitor's Guide to Traft City" from the Perrenland website: [perrenland.rpga-pac.com/downloads.php](http://perrenland.rpga-pac.com/downloads.php)

As soon as the players have finished talking to various clans, go to **Encounter 1**.

## 1: ENTER THE BLIGHTED

At a suitable moment, a group of Blighted folk enter the Raggletail Tavern. There are no laws in Traft which prevent Blighted folk from eating, drinking, or travelling wherever they want – but feelings about restricting their movements are running high. The majority of the Clansfolk favour segregation of the Blighted; and quite a few of those favour more extreme measures to “deal with them”.

When the Blighted first enter, read or paraphrase the following:

*Suddenly the tavern door swings open and you are greeted by a burst of icy air. Looking up, you see three disheveled folk enter the pub and head straight for the bar. They are not dressed in clan colours, and their clothes are raggedy and dirty. They pull back their cloak-hoods to reveal ...*

Pause.

*They are Blighted. The bright, blue blight covers the better half of the left side of their face – then travels down the neck and, presumably, onto the upper portion of their chests. One of the Blighted is clearly a man, while the other two are women.*

*“Whiskey, barman,” the man says quietly – clearly aware that most of the tavern has stopped whatever they were doing and are now staring at the trio with menacing intent.*

*The barman doesn’t react at first, then replies, “We don’t serve Blighted folk – you’re sinners, the lot of you ...”*

What happens next is up to the PCs and how the DM plays up the various NPC factions in the tavern. Things shouldn’t get physically violent at this point – but you might take things right to the edge. At no point does a tavern-goer “draw first” on a Blighted person or a PC. Keep it tense and very “verbal” – with a fair amount of posturing for good measure. If a PC strikes a tavern-goer first, or one of the Blighted, then Lord Boone asks the PC/s to pay *kopprijs* (compensation) after he arrives on the scene in the next encounter.

*Kopprijs* is: – 500 gp if a commoner is killed; 50 gp if they are knocked unconscious; or a proportion of 50 gp equal to the proportion of hit points lost if struck but still conscious.

If a fight breaks out, use the NPC stats for Level 1 Commoners (DMG 109). There are 50 Commoners in the tavern, all unarmed. The barman and barmaids never get involved in fights.

Here are some ways this scene might develop:

- If the PCs try and convince the barman to serve the Blighted folk, or ask why he won’t serve them, he explains that Blighted folk have been cursed because they have (in some way) offended the gods during the famine crisis. They have acted selfishly, or inhumanely. They do not deserve to have respect, or even a place at the bar (or table) of ordinary folk who have acted with honor during this time. A DC 20 Diplomacy, Intimidate, or Bluff check changes his mind and gets him to pour drinks

for the Blighted (the barman is a Roodberg for factional purposes).

- If the PCs ask the Blighted to go away, it takes a DC 25 Diplomacy, Intimidate, or Bluff check to get them to leave. However, even if the Blighted leave, a ruckus still begins amongst the Clansfolk who have “had enough of these blighters!” and they call for “somethin’ to be done with ‘em!”
- If the PCs try to convince the tavern-goers that the Blighted aren’t cursed by the gods, and that it’s Drelnza’s fault, they have no success. It seems that the clansfolk are tired of words, and insist on irrefutable, tangible *proof* that Drelnza is directly responsible – more than just the PCs’ word. They have “heard it all” and they’re “sick of strangers comin’ and tellin’ ‘em what to do and how to do it!”. It’s time to “take matters into their own hands”. Blah blah blah ...

If the PCs do nothing, or act indecisively, then the Blighted folk refuse to leave before getting their drink. This leads some of the clansfolk to step forward and say things such as:

- **Roodbergs:** “You have no right to drink with Clansfolk. You’ve been stripped of your birthright. You cannot breathe the same air as us!”
- **Vuurzwards:** “We tried to help you – but you brought this upon yourselves! Anything that happens now is not what we intended, but what you have forced us to do!”
- **Oostmeers:** “You don’t deserve a drink! You took food and water from the mouths of babes to satisfy your own selfish needs! Soon you will know what it is truly like to thirst ... and to starve ... and be at the mercy of your gods!”
- **Weisspeers:** “Give them a drink, barman! There’s no harm in one drink. Who knows? It may be their last – once the pig Oostmeer aristocrats and the demon-dealing Hussens have their way with them!”
- **Hussens:** “Call us that again and we will *send* you to the Abyss!”
- **Vestmeers:** [towards the Oostmeers] “Torturers!”
- **Morganroods:** [towards the Blighted] “You strip yourselves of your clan colours – but I *know* that you [towards the man] are a Weisspeer!”
- **Female Blighted:** “But I was of the Rosrijder clan!”
- **Vossers:** “You were blighted because the Rosrijders slaughtered all our VossersKatz!”
- **Rosrijders:** “That’s a lie! If we had our horses under us we would trample you into the dust of this tavern!”
- **Vossers:** “But you would have to come out from *behind* your horses to do *that*!” [raucous laughter from Weisspeers, Vestmeers and Vossers – including “neighing horse” sounds]

**Development:** As the arguments heat up, various members of the clans break bottles and glasses and start circling each other – spoiling for a fight. PCs are asked

to take sides – and side with their clan on various arguments.

Any PC who openly fails to side with their clan receives the **Clan Disfavour** on the AR.

As things are about to go “brawl”, the door of the tavern opens ...

#### ENTER LORD BOONE

*Suddenly, the door of the tavern swings open – again. Standing in the dim light of the chill doorway is the dark figure of Lord Boone: Lawkeeper of Traft City. He has black slick-back hair, a thin goatee, and a deep tanned complexion. His black eyes signify some deep, unnatural purpose buried far beneath the surface of his outward persona. Slowly, he pushes back his cloak to display his twin swords. In doing so, he also reveals a well-stocked pouch of magic components tied firmly to his belt.*

*The din in the room falls to a hush. Lord Boone looks at your party of adventurers. Without any emotion, he says:*

*“Heard you were here. Come with me.”*

*And then, uncharacteristically, he says:*

*“... Please ...”*

*Lord Boone then looks over at the Blighted folk, then back over at the Clansfolk. “These blighted people are now under my protection. They will come with me. Any attempt to harm them will result in ... pain.”*

*An Oostmeer clansman angrily steps forward: “You can’t do anything to us! We are Oostmeers, and people like you find themselves having little ... accidents! We run Traft City!”*

*Quickly, Lord Boone outstretches his hand. With a single arcane word, a thunderous bolt of force resonates from his fingers and knocks the Oostmeeren clansman to the ground – instantly unconscious.*

*Nobody moves. Lord Boone has made his point.*

A DC 23 Spellcraft check identifies this spell as a quickened non-lethal metamagic orb of force. A DC 10 Heal check reveals that the clansman is only unconscious with 35 points of non-lethal damage and will recover: only his pride is permanently damaged.

**Development:** Lord Boone does not answer any questions here in the tavern. He politely but firmly requests the PCs to come with him to his watchtower (which is only just across the Traftstaat main square). No more clansfolk interfere. The Blighted folk are frightened and obey the orders given by Boone. They, gingerly, leave with him.

If the PCs go with Lord Boone, go to **Encounter 2**.

If the PCs do *not* go with Lord Boone and stay at the Raggletail Tavern, they hear the clansfolk begin their plotting to round up the Blighted by dusk and herd them into Das Arena. The Blighted are outnumbered 10 to 1, so it really looks like this plan will come about – and Lord Boone won’t be able to stop *everybody*. There is no way the PCs have enough

influence to prevent mob rule and mob mentality on this issue. They should realise that it will take something extremely momentous to reverse the upcoming course of events.

If the PCs don’t go to Lord Boone, and decide to poke around the city – or try and stop the roundup – then they hear the following rumours:

- A farmer was in town the other day and was speaking some kind of madness about seeing monsters roaming around a farmhouse near his property – about 4 miles north of the city. He swore that the monsters lived beneath the farmhouse of a blighted farmer, called Niemhausen. He said it was further proof that the blighted were in league with dark forces.
- Yesterday, a little girl tarnished by the blight, came to the gates of Traft City and pleaded for protection. She claimed that there were “monsters under her bed” – and that “her daddy put them there”. The guards on the gate were about to turn her away, when Lord Boone arrived and shepherded her into his watchtower. She has not been seen since.

If the PCs now go to see Lord Boone and ask about the girl and/or the farmhouse, go to **Encounter 2** (though the DM has to slightly modify it).

If the PCs just leave town and go north to try and find the farmer who saw the monsters, or even the farmhouse *with* the monsters, they eventually confirm the rumours and discover the Niemhausen farm. Go to **Encounter 3**, and note that the PCs do not receive the **Thanks of Lord Boone** benefit at the end of the adventure.

If the PCs do not investigate further, the adventure ends in tragedy. The Blighted are burned in Das Arena and Drelnza’s curse afflicts one third of all Traftians with the Blight – absolute chaos reigning supreme, no matter how hard the PCs try to stop it. At best, the PCs may be able to save the Blighted from being burned in **Encounter 10** – if they’re in the right place at the right time.

## 2: THE WATCHTOWER

*Lord Boone’s watchtower is only a short walk across the main city square. Inside, it is a spartan affair – much in keeping with the taciturn personality of its keeper: Lord Boone, himself. Boone calls for his assistant, Durka Bingle, and requests that Durka take the Blighted folk away, and to make them as comfortable as possible. Durka complies. Boone then asks you all to be seated. He pours a large glass of hard whiskey and sighs ...*

This is a fairly freeform encounter. Its purpose is to:

- Allow the PCs to have a conversation with Lord Boone. This will inform PCs about what Lord Boone thinks is happening in Traft City. The PCs will also discover some secrets about Lord Boone, himself.



- Allow Lord Boone to introduce the PCs to Hilga Niemhausen – the little blighted girl who came to the city yesterday, claiming that her father, a local farmer, had put “monsters under her bed”. She has been “keeping secrets” for a long time, but now she has run away because she is “too scared to stay any longer”.
- Allow the party to discover that Mayor Aaronfar is actually *not* in Schwartzenbruin – but has in fact been blighted and is secretly under the protection and care of Lord Boone (in his watchtower). Many of the von Oostmeeren family – including Arabelle von Oostmeeren – have also contracted the blight, and are being secretly sheltered by Lord Boone. It should be clear to PCs that if the general populace find out that Traft is “leaderless”, then total anarchy would ensue. This secret *must* be kept until a cure for the Blight is found.

### CONVERSATION WITH BOONE

A DC 20 Sense Motive check reveals that Boone and Durka really do have these people's welfare at heart. Boone motions for the PCs to sit and make themselves comfortable. He is still a gruff, stiff, son-of-a-b\*\*ch, but he appears to have mellowed ... slightly ... due to the pressing lawlessness of the times. The large whiskey is evidence of a growing drinking problem. Boone sits down behind his desk. He looks across at the PCs and speaks. His voice is somber and soft – to the point of being hoarse due to the choking of emotion:

*“You and I are all that currently stand between law and chaos. That’s why I’ve asked you here. Things have gone from bad to worse in Traft. Everybody thought that things would improve after the Gloom was lifted. But that only kept the undead at bay. And only the gods know why the drow from the Hollows are so quiet. We haven’t heard a peep from ‘em in over six months. This famine ... it has brought this city to its knees. Now we all bow before Drelnza in her court of the famine Queen. Here, in this city, she judges those she deems not worthy – and blights them! And the people don’t want to understand. They are tired of fighting demons. They’re tired of witch queens and aberrations, and drow, and Tiger Nomads, and Dark Wave ... and every other damn external enemy who has threatened this city over the last seven years!”*

*Now there are rumblings of blame deep WITHIN the population! Clan is turning against clan, cousin against cousin. You must understand this: there is no law left in Traft except me. There is no more government. There are no more clergy. I am all that stands between law and chaos. And I am but a poor substitution. Soon, even my own weaknesses will be evident, and they will be exploited ... and this city will fall!”*

Answers to some potential questions.

**What is “The Gloom”, and who is Drelnza?** “Two and a half years ago, Mount Hellspaar (in the Northern Clatspurs, near Traft) erupted. It erupted because a major artifact was destroyed. The Gloom (called “Hell’s

Gloom”) was smoke from the volcano which caused sunlight to be blocked for most of the day. This allowed undead creatures to roam and attack more freely. Iggwily, daughter of Iuz, used this opportunity to launch a major attack on Perrenland. When Iuz recently won a battle to control a layer of the Abyss, he recalled Iggwily to be by his side and help him ensure rulership of his demi-plane. Iggwily, in turn, left her daughter, Drelnza, behind to carry on the war against Perrenland. Drelnza has been using her powers to destroy Perrenland (and Traft City in particular) from *within*. Drelnza is not a good commander of armies (unlike her mother); she is more insidious, and hopes to win this war by having Perrenders turn on (and kill) each other!”

**Why don’t you think you’ve heard from the drow?** “We know that the famine hit them just as hard. Some intelligence uncovered in Kir Russ last year has led us to suspect that they have come to some kind of arrangement with Drelnza. Part of this arrangement, obviously, means “biding their time” and staying put in The Hollows of Mordaine.”

**How is Drelnza judging people? Who does she judge? And why?** “Drelnza appears to people who have lost all faith and hope – in themselves and their society. These people may have acted in some selfish way, or failed to attend to the daily ceremonies required by their gods. When people are starving, morality and ethics are the last things on anyone’s mind. Drelnza blights people so that others will distrust them, shun them, and seek retribution because people think that “they might be next”. People are frightened because no-one really knows exactly what Drelnza has in store for the Blighted folk. It could be domination. Or it could be nothing more than a ploy to divide Traftian society so that it turns upon itself.”

**Why have Traftians given up the fight? Where is the 1<sup>st</sup> Auszug?** “The general feeling in Traft is that just as soon as they conquer one thing, another thing comes along to take its place. These problems do not seem to worry Schwartzenbruin. Why has it been exempt from everything? And the 1<sup>st</sup> Auszug? They are kept continuously on the front line by the Perrenland Hetcommanders – who cannot see that there is as much need for an army in Traft, as elsewhere. Perhaps it is just their pride: who wants to defend hopeless peasants and haughty aristocrats? Who wants to “fight famine” when you can “fight demons and undead”?”

**How are the clans turning against each other?** “That was pretty evident back in the Raggletail Tavern. But to summarise: there are three Clan Alliances. The first alliance is between the Roodbergs, Oostmeers and Vuurzwards. The second alliance is between the Hussens, Morganroods and Rosrijders. The third alliance is between the Vossers, the Weisspeers, and the Vestmeers. The first and second alliances want to round up and barricade all the blighted inside Das Arena – thus creating a kind of “ghetto for the afflicted”. They dramatically outnumber the third alliance (who opposes this idea). I feel that it will not be long before this plan is enacted – and there will be blood in the streets, along with many blighted, hurt beyond redemption.”

**Why is there no more law – except you? Why no more government? Why no more clergy?** “Apart from me and Durka Bingle, all peacekeepers and city patrols have deserted. That happened about three weeks ago – about the same time as clansfolk started to take the law into their own hands. And the government? Well, the Council of Traft was disbanded. But there is more to it than that; and there is something I will show you later. As for the clergy? The Old Kerk is so busy chasing so-called “Heretics” all over Perrenland; it cares naught for those who need it most in this time. The Kerk is being consumed from within. I’m sure this is another ploy on the part of Drelnza; and I’m certain that she is enjoying every minute of THAT.

**And what about YOU? Why are you so concerned about your ... weaknesses?** [Lord Boone takes a strong swig of his whiskey] “Up until now, my weakness has been my secret. But I cannot hide it any longer. You see, I cannot leave the walls of this city – at least not until my allotted time. And that is ... not yet. My secret is that I am cursed. Oh yes, I am powerful – but I am still bound by a curse of which I cannot rid myself.

**How did you get cursed?** Where did that happen? Far away from here: in another place ... called Khartou-mia. This place is not on Oerth. It is beyond the moons; and beyond the heavens. It is past The Rock and beyond the great, wild space that separates the spheres. It is beyond Faerun (my last port of call); and beyond the place where the dragons live – both above and below. You see, I committed a terrible crime and, for my punishment, I must bring law to places where there was none – anywhere my Master so desires.

**Why did you get cursed? Who cursed you?** What was my crime? Who is my Master? That I may tell you at another time.

**What does your curse do?** I cannot leave these city walls, else my life is forfeit. These walls define the boundaries of my influence. Otherwise I would hunt down Drelnza myself, along with every single Dark Wave bastard who ever set foot in Traft City! People see me as cruel and harsh. But that, too, is my curse.

When the PCs have finished asking Boone questions, he asks them:

***“Knowing all this, will you help me keep another secret?”***

If the PCs agree, then Boone nods – with a great sense of relief – and continues:

***“And now the reason why I brought you here. You see, I have a little girl downstairs in the holding cells. She has the blight. She came into the city yesterday – very frightened.***

***I think she knows where Drelnza is. I think she knows a way to stop the Blight! You see, she too has ... a secret.”***

## THE LITTLE GIRL: HILGA NIEMHAUSEN

Boone guides the PCs down into the watch house dungeons.

***Lord Boone takes up a torch and beckons you to follow him. He takes you through a doorway, then down a long, winding flight of steps which lead deep beneath the city watchtower.***

***“These are my dungeons. It is here that I extract the truth from lawbreakers so that they may be tried in a fair and just manner. Today, there are no lawbreakers in my dungeon. Now ... [at the bottom of the steps he shines his torch down the darkened dungeon hallway] ... it is a haven ...”***

***Parting the darkness, Lord Boone’s torch reveals a heartbreaking scene: dozens of blighted folk! All of them saved and kept safe from the ravages of a surface community gone mad with prejudice. Moving amongst them is Durka Bingle – helping to share what little food Lord Boone has been able to scrounge for them. Clearly, they are weak – and most are suffering from a range of simple diseases caused from malnourishment. But they are alive!***

***“In here ...” Boone says, intimating for your party to enter an unlocked holding cell to your right.***

***Inside, you see several blighted folk – all adults except – for one little girl ... sitting curled up in the far corner of the dungeon chamber.***

***Lord Boone speaks: “She won’t say anything more to me. I frighten her. But you ... you might succeed where I have failed! Talk to her! Please ...”***

It is now over to the PCs to interrogate the girl – preferably in a gentle and concerning manner. A DC 14 Diplomacy check is required to get Hilga to speak: offering food and water gives a +2 circumstance bonus.

When ready, Hilga Niemhausen tentatively relates the following story. The PCs may interrupt at any stage to seek clarification, or ask other questions. Hilga cries a lot while telling this story: she is VERY fragile, and the PCs need to be very gentle with her. Any harsh words cause her to recede into herself again – forcing PCs to make another DC 14 Diplomacy check, with a –2 circumstance penalty for each previous check required. She loves her daddy and mummy, and she thinks that the “witch lady” is going to kill her daddy once she no longer needs to come to the farmhouse.

**Hilga’s Story:** Hilga lives on a farm with her daddy, Bretran, and her mummy, Muuti. She also has five other sisters and two brothers. All of the children are under the age of thirteen. She is seven years old. All of her family have the Blight – but Hilga’s daddy has been able to feed the family because their farm is – miraculously – producing crops! Daddy told her that this “must be kept secret”. The crops are picked by the members of Hilga’s family, and are taken by Hilga’s daddy to “the entrance of the big dungeon under their house”. The “big dungeon” is under the control of the ugly “witch lady” who lets daddy grow food. The food is used to feed “big monsters”. At first, the monsters only lived under the ground – but now they walk around outside the farmhouse and – the day before yesterday –

Hilga saw one of the monsters hiding under her bed! She is certain that it was waiting for her to go to sleep – then it was going to EAT HER! Hilga waited until all her family were asleep, and then she ran out of the house, and down the road to Traft City.

Finally, Hilga is particularly worried because she overheard her daddy talking to her mummy. Tonight, the “witch lady” is going to come to the dungeon one last time. She is going to do something which will make *everyone* in Traft contract the Blight!

**Development:** Obviously, Hilga needs the help of the party. So does her family – even if they have been, somehow, aiding Drelnza. If the PCs have been nice to Hilga, then offers to take them back to her farmhouse. The farmhouse is somewhat difficult to find – so if the PCs are going to get there quickly, she needs to lead them. Of course, some PCs will be concerned and insist that she stay behind while they investigate. That’s OK: it means Hilga is one of the Blighted in danger of being burned in **Encounter 8**.

If the PCs refuse to go to the farmhouse, Boone asks for their help, saying that *anything* they can do to either stop, reverse, or prevent the Blight is worth investigating.

## THE BLIGHTED ARISTOCRACY

As the PCs begin leave the dungeon of the blighted, they overhear a young woman, crying in one of the nearby holding cells. An older woman is comforting the young woman. If any PC has played any adventure set in Traft in the past, then they recognise the older woman’s voice as belonging to ... Mayor Cesarea von Aaronfar!

If they investigate, they see that Cesarea is blighted! She is clearly *not* in Schwartzenbruin (as told in the tavern), but secretly hiding beneath Boone’s watchtower. With her is a young woman – Arabelle von Oostmeeren! She, too, is blighted! If the PCs talk with these people, they reveal the following:

**Cesarea’s Story:** Cesarea is glad to see the adventurers – but ashamed. She explains that she has a dark secret which caused her to be blighted. She begs the PCs to keep her secret if she tells them. If they agree, she says that she stayed strong for as long as she could. She was the last member of the Council to desert the Chambers – but ultimately, she *did* desert. The hunger and the hopelessness were too much for her! To see all the people she loved: either blighted, or part of those who were persecuting the blighted. She decided to leave, and return to her family in Clatspurgen. But as soon as she left the front steps of the Council Chambers, an old crone appeared to her. The crone told her of her cowardice; her lack of caring; and her shame in deserting the city she swore to protect in her hour of need. For this, the old crone gave her the Blight.

Fortunately, Lord Boone was nearby and saw this happen to her from his watchtower! He came quickly to her aid and shepherded Cesarea inside and down here to sanctuary. He then spread the rumour that she was on business in Schwartzenbruin. She still feels shame. There are only 200 people down here ... under

Boone’s protection. There are another 1000 blighted still up in Traft City – left to the devices of mob rule!

**Arabelle’s Story:** Arabelle von Oostmeeren is the eldest daughter of Traft’s most aristocratic family. She is currently engaged to marry Haro, an adventurer. She is crying and extremely distraught. Arabelle was frightened of dying, and used her dowry to buy an illegal passage on a Vestmeer ship bound for Schwartzenbruin. Her plan was to escape Traft and meet up with her fiancé (if she could find him). However, the Vestmeer Captain double-crossed her at the docks. He took her money, and called her “shameful” for deserting her family and her city in its time of need. She broke down on the docks – a total wreck. Then, she was visited by the old crone, who punished her with the Blight as a result of her selfishness. Not able to return home due to her shame, she sought out her friend, Durka Bingle, who in turn brought her here under the protection of Lord Boone. She knows that she has now lost Haro’s love forever; and she will not blame him if he cancels the marriage – particularly seeing as she no longer has a dowry. She does, however, beg the PCs to keep her condition “a secret” – for now.

**Development:** If the PCs agree to go to the farmhouse, Lord Boone asks them to go immediately and without delay. In fact, any loitering might embroil them in the plot to round up the Blighted and herd them into Das Arena for “treatment”. If they do so, go to **Encounter 3**.

If the PCs linger too long, or choose not to investigate further, the adventure ends in tragedy. The Blighted are burned in Das Arena and Drelnza’s curse afflicts one third of all Traftians with the Blight – absolute chaos reigning supreme, no matter how hard the PCs try to stop it. At best, the PCs may be able to save the Blighted from being burned – if they’re in the right place at the right time.

## 3: THE FARMHOUSE

Read or paraphrase the following as the PCs leave Traft City. Remember to remove all references to Hilga if she didn’t accompany the PCs to the farmhouse.

*It appears that there is no time to lose. Now, you have a farmhouse to investigate – and an opportunity to stop Drelnza once and for all!*

*It does not take long to travel the four miles to the farmhouse, and it is late afternoon as you approach. All you see is a tree-lined driveway leading to simple farmhouse surrounded by two small fields. The fields have very nice crops – mostly vegetables – though there is only enough to feed two or three families here. Whatever Drelnza is growing these crops for, it certainly isn’t an army. The farmhouse seems quiet as you approach. Nobody can be seen. But then Hilga hesitates: “Shhhhh. There are monsters. They hide. They watch. They listen. They are the eyes and ears of the ugly witch woman ...”*

Get the PCs to make a DC 20 Spot check. Any PC with an Intelligence of 12 or more can sense a scrying sensor (Ewen-Kuur-Ta-Nog watching Hilga and the PCs).

When the PCs continue along the driveway towards the farmhouse, get them to make a DC 15 Sense Motive check. Those who succeed get the feeling that there is something wrong about the farmhouse – something they can't quite put their finger on, like movement in the shadows that they catch glimpses of out of the corner of their eye.

At the farmhouse, the PCs meet Bretran and Muuti Niemhausen – parents of little Hilga. There are also seven other children, all under the age of thirteen: Franton, Wandi, Geodrea, Fredlina, Jessard, Anniter, and Jalmes (youngest).

**If Hilga is with the party:** As the party approaches the farmhouse, little Hilga calls out: "Father! Muuti! Father! Muuti!" Bretran Niemhausen will open the front door and shout with joy at the safe return of his little daughter. "Oh! My little Hilga! We thought you were dead! We thought the witch had taken you instead of me! Oooohhhhh! We could not endure that!" After much hugging and kissing, Hilga introduces the party and they are welcomed and thanked by Farmer Niemhausen, who is *friendly* towards them. He asks them inside.

**If Hilga is NOT with the party:** Farmer Niemhausen meets the PCs on the porch of the farmhouse. He is *indifferent* towards them, and they need either to change his attitude to *friendly* or to tell him that Hilga is safe and sent them to help before Bretran invites them inside.

**Once Inside the Farmhouse:** Bretran is a farmer. He is uneducated, and frightened that the "witch" might do something to his family once she finds out that Hilga has run away. Bretran also appears to be a man on his "last legs". His entire family is blighted. They are thin because they are starving. All of the crops in the field go towards feeding the "witch's guardian minions". As a result, Bretran and his family are ready to do *anything* to "stop the witch". Bretran tells the PCs the following:

- A "strange, evil woman" that Bretran calls "the witch" has set up a secret dungeon complex beneath their farmhouse. (In fact, the farmhouse was built on top of the dungeon – Bretran just never knew it.)
- One night, terrible monsters came up through the floorboards of their living room! Talking wolves, bull-men, and others – they forced the entire family to grovel to "the witch", who told them that they would live and be prosperous so long as they fed her monsters, told no-one, and didn't stop her monsters coming and going through their house as they wished!
- Bretran built a trapdoor where they broke the floorboards. Under the trapdoor is a long flight of steps that leads down to a chamber where the monsters lair, and where he has to bring their crops as tribute.
- Beyond their lair are many tunnels and chambers – but he's never had to go further than the first chamber, thank Pelor!

- Far below, the witch consorts with her terrible monsters. From what he's heard the monsters say, Bretran knows that "the witch" has something to do with the Blight Curse, and that she controls the curse from beneath the farmhouse.
- He also knows she has been mining "blue crystals" from beneath some "lost caverns". She brings the crystals here to the dungeon and is building a huge "crystalline tree".
- The family hasn't seen the witch since that first night – she must use magic to come and go as she pleases.
- Two nights ago, most of the monsters came up through the trap door. While they cowered in their beds, they heard them say that the witch had finished mining the last batch of the crystals, and was planning bringing them here tonight – for some evil ceremony to do with the full moon of Celene! The monsters haven't returned, praise the Hearth Mother!
- Perhaps if the crystalline tree could be smashed, destroyed, then the blight curse would be lifted, and the latest batch of crystals would be rendered useless!

If the PCs haven't already announced their willingness to go through the trap door and destroy the tree, Bretran begs the PCs to go down there and destroy the witch's handiwork before she returns. Without the crystalline tree, the witch loses a great deal of her power – so much so, that it might weaken her enough to break the Blight Curse.

Farmer Niemhausen also begs the PCs to take him and his family back to the safety of Traft City. He knows that as soon as any of the party are discovered in the dungeon, then the "witch's minions" will be on alert – both those in the dungeon, and those out in the countryside. Bretran believes the witch will NOT let anyone survive if there is an incursion into the dungeon, and fears that the road isn't safe at night.

## AN UNEXPECTED VISITOR

Just as the PCs are about to go down into the dungeon and the late afternoon sun begins to set, Durka Bingle comes riding on a pony at a pace, down the farmhouse road. He throws himself off his horse and staggers, breathless, onto the farmhouse porch:

*"Please! Help! Help! You've got to come back! You've got to ... speak with them...!"*

Once the PCs have calmed Durka down he relates the following:

*"I'm so glad I got here in one piece! As I got closer to the farm, it felt like things were watching me, perhaps even following me. It felt like any moment something would spring out onto the road and attack me!"*

*Oh, I came to beg for your help! Not long after you left, the clans ... they attacked Lord Boone's tower! Lord Boone was able to fight off many, but soon he was overwhelmed by numbers – grappled*

*and pinned, so he couldn't use his spells! They beat him badly, and locked him in a cell. I don't think he's dead ... but he's not moving or speaking, and they took away the key.*

*They took all the blighted folk we had in the watchtower! They took them to Das Arena! They rounded up most of the others as well. Took 'em all to Das Arena. By the gods, if you don't come now and use your influence ... speak to them ... I fear that by dusk, many of them will be "sanitised" – or worse! And they were talking about starting with Mayor Aaronfar and young Arabelle von Oostmeeren! They're going to set an example with them! Quick! You must come!*

If the PCs tell Durka about the situation at the farmhouse, he continues:

*"Bring the Niemhausens! They can vouch for the dungeon under their farmhouse, and for what they have seen and heard! This is the PROOF that the clansfolk have been waiting for!"*

At that point, Bertran Niemhausen interjects:

*"But you can't go! Not yet! You must go down into that dungeon and destroy that crystalline tree! You must do it before the moon rises! Before SHE returns! If you leave now, you might save hundreds. If you destroy the tree, you will save thousands!"*

Let the party discuss this among themselves. Monitor their arguments and decision making. If the PCs did not bring Hilga with them to the farm, add the following conversation between Muuti and Durka Bingle:

**MUUTI:** *"What's happened to little Hilga?"*

**DURKA:** *"She's been taken with the others! She too will be made an example!"*

**MUUTI:** *"Ohhhh, my little girl! You must help my little girl!!"*

If the PCs don't decide to split up and deal with both problems simultaneous, Bertran suggests:

*"Why can't some of you go down into the dungeon, and some of you go back? Surely you are brave adventurers? No? Maybe you CAN save everybody today ... but only if you are willing to risk YOUR lives ... for THEIRS!"*

Durka supports Bertran's suggestion:

*"Yes! Yes! Split the party! Drelnza will have to focus her attention on two nemeses instead of one! Yes! Good idea!"*

Sample answers to some expected questions:

**Will we get time to destroy the crystalline tree before Drelnza returns?** "Yes, I think so!" Bertran says. "If you leave straight away, I'm you can explore the dungeon and destroy the tree before the moon rises – that would be about a half-hour from now, after the

sun sets. Yes, I'm certain – you will *not* encounter Drelnza if you leave for the dungeon *right now!*"

**Will we have time to do the dungeon first, and then get back to Traft in time to save the others?**

"No," says Durka, "I can't see how you would be sure to have time to do both. From what Bertran says, the dungeon could be very large – I don't think you should gamble on that. It's at least a half hour ride back to Traft on my pony, even if I keep on flogging him half-to-death – if you have lightly encumbered riding horses, it may only take you 20 minutes, but then you have to get from the gates to Das Arena ... Please, take my advice and split up your party! Some of you stay here and destroy the tree – others of you return to Traft. If you are true heroes, this is what I think you will do. I am certain that you would be well rewarded for taking such a risk!"

**How do we convince the masses back in Traft?**

The best option is to shepherd the Niemhausen Family back to Traft and have them stand as witnesses to what Drelnza is doing in the dungeon under their house.

Of course, the party might come up with another "cunning plan" which is just as plausible, so allow it.

**Can we send a note – or the Niemhausen family – back to Traft with Durka?** Yes, but both Bertran and Durka think this is a dangerous plan. Advise that this will probably not be enough to sway over a thousand people to change their minds! Besides, the PCs will be leaving Durka and Bertran at the mercy of Drelnza's minions.

**How do we destroy the crystalline tree? Is it the right thing to do?** The answers are "break it into little pieces" and "yes" respectively. They might get this answer via divination, or simply by asking the advice of Bertran or Durka Bingle.

**Does Drelnza know what we are doing?** Yes! There is a good chance she is listening to everything being said right now. Although she is not currently in the dungeon, all the NPCs expect she would send her minions to prevent the tree being destroyed, and try to stop anyone who's going to Traft City in order to prevent atrocities at Das Arena.

**Development:** The party has two principal ways of tackling the adventure from this point on:

1. **Split the party.** The hints have been given. This is the optimal way to complete the adventure. Many parties may grimace at this thought, and recall the D&D adage: "never split the party"; but in this case it really is the best option (and the only way to get full XP and GP) to have one team tackle the dungeon and destroy the crystalline tree while the other team hurries back to Traft City in time to stop the blighted from being "sanitised".
2. **Stay Together.** The party may decide they can do only one of the two tasks, or may try to complete the tasks in sequence (such as explore the dungeon, then go back to town). If the PCs can't complete both tasks within 30 minutes, something goes wrong in the **Conclusion**. Note that a party that chooses to stay together gets XP and GP for the encounters they complete in those 30 minutes – after that time, Drelnza calls off her minions and they do not confront the PCs.

Once the PCs have decided what they want to do, proceed to **Encounter 4** if some or all of the PCs are entering the dungeon. If all the PCs are leaving for Traft, proceed to **Encounter 5**.

**DM's Note:** Once the PCs have decided what to do, be prepared to run the rest of this adventure as cinematically as possible. Stopping both Drelnza and the "Clan Mob" back in Traft is a sheer race against the clock – and the players should be excited as a result of this. Be prepared to flip backwards and forwards between party teams – even running two different melees side by side. This will keep everybody engaged at all times. The big thing to look out for is metagaming. Warn players not to "pass advice" to PCs who are not present. If anybody does this, warn once, and then apply appropriate penalties.

**Troubleshooting:** Some parties might teleport some or all of the PCs back to Traft. That's OK: let them. Drelnza still finds out, and sends her minions out to try and kill the PC(s) at Traft in the same sequence as in the following Encounters – just relocate the events to locations within Traft City, which has, after, all been devastated by famine for over a year and has many dark alleys and abandoned buildings where evil creatures can confront the PC(s).

If the PCs are sending back a solitary PC (probably because they're sending back their "diplomat"), Bretran warns the party that Drelnza "is watching" and may send minions to ambush and kill a lone PC! Do what you can to make it clear to the players that splitting off one PC is taking a risk, so there isn't any ill-feeling if that PC is killed or defeated by Drelnza's minions.

Alternatively, some PCs may attempt to teleport to the crystalline tree. Note that areas 6 and 7 of DM's Map 2 are protected by a *dimensional lock* spell (Drelnza teleports to area 5, then walks through the door into area 6).

## 4: THE KEYMASTER

When the PCs roll back the rug and open up the trap door in the floor of the farmhouse, they reveal a 5 ft. wide set of rough-hewn steps leading directly downwards for 150 feet underneath the farmhouse. There is faded, ancient writing – written in blood – upon the walls of the stairway. It is an old Flan script which says:

***"This is the dungeon of Ewen-Kuur-Ta-Nog! Ruler of the Eastern Quaglands. Sorcerer supreme. Servant to mighty Igg-Vuurz! Long may she live!"***

A DC 10 Knowledge (History) or Bardic Knowledge check reminds the PCs that Igg-Vuurz was Iggwilv's mother. She, and the sorcerer mentioned here, are long deceased. A DC 10 Knowledge (Dungeoneering) or a DC 10 Survival check determines that this dungeon once was great, but has fallen into disrepair over the centuries.

A DC 10 Knowledge (Architecture and Engineering) check determines that the Niemhausen farmhouse was built on top of the ruins of this dungeon – quite unwittingly. The Niemhausen family

was not "chosen" for any reason other than that they owned the farm built on top of this ancient complex, and Drelnza needed access to the surface and food from the farm to feed her minions living below, and in the countryside around Traft City.

At the bottom of the steps is a large chamber that has clearly been used as a lair by several monsters for some time. There are three exits from this chamber, leading the PCs into a labyrinthine series of tunnels, chambers, and dead ends. Note that turning left doesn't work, and there are no tracks after the first few tunnels and chambers (Drelnza's minions stayed near the exit to the dungeon, while she teleports directly to the area near the crystalline tree). Read or paraphrase the following, and modify as appropriate if the PCs are using magic like *find the path* to guide them through the complex:

***You have hurried through the dark and expansive dungeon complex for some ten minutes, your path stymied again and again by dead ends, collapsed tunnels, and other wasteful side-trips and detours. It is hard to be certain that you are any closer to the witch's lair and the crystalline tree – but surely your efforts will not prove to be in vain!***

Ask the PCs for a DC 6 Listen check to hear a menacing cackling, and a DC 15 Spot check to notice a shadowy figure crouched against the wall some 60 feet ahead. Give the PCs an opportunity to react – or prepare themselves before they continue. If it becomes relevant, the ceiling here is 15ft high – with the walls standard masonry and the floor made of stone.

### All APLs (EL 7)

**Kharras the Keymaster, Ghost Fighter 5:** hp 32; MM 117.

**Creatures:** The Keymaster will not speak to any PC until one of them actually walks (or comes) within 20 feet of him. Some parties may immediately attack. That's OK. Play out the combat. The Keymaster may or may not ever get the chance to allow the PCs to answer his questions (and get the key to open the door in **Encounter 6**). The PCs do not get any XP for destroying the Keymaster, as they don't need to fight him, but it might make them feel better, as he's a nasty creature anyway.

When a PC comes within 20 feet of him, the Keymaster looks up. Describe the following and adjust for circumstances:

***As you approach, the crouching figure looks up at you. He is clearly incorporeal, and he has the right side of his head smashed in from the blow which obviously killed him. Chipped skull fragments, broken teeth, and black protruding brain leak from odorous flesh – as he speaks in an evil, cackling voice:***

***"I am Kharras. Keymaster to Ewen-Kuur-Ta-Nog. No longer do I serve him. Now I keep key for new mistress. But she don't treat me nice! She treat me like I woz dead! I like you. I help you!"***

If the PCs ask ... how?

**Kharras says:** *"I have no fun in over thousand years. Now you give me fun by answering my questions. Answer all three right, then I give you key to door to her throne room. If not get right, then I leave and ... you still give me fun when I see ... you DIE! Ha ha ha ha ha ha ha!!!"*

If the PCs agree to answer the questions, ask the PCs if they wish to solve the questions as characters or as players. If they choose to solve the questions as characters, ask them to attempt three Knowledge (Local – Iuz's Border States) checks at DC 10, 15, and 20, respectively – if a majority of PCs succeed at each check, the group answers the question correctly. If they choose to solve the question as players, ask one question at a time. Note that Kharras allows the PCs to confer, and then speak firmly the final answer to him.

**"Question One: Who is my new mistress?"**

Answer: "Drelzna". Be careful here. Some players might say "Drelzna". Both are acceptable pronunciations.

**"Question Two: What kind of creature is she?"**

Answer: "Vampire". If the PCs say "Undead", then Kharras prompts them: "Ah, but what kind of undead creature?"

**"Question Three: Where does she live?"**

Answer: "The Lost Caverns of Tsojcanth". If the PCs answer either "Lost Caverns" or say just "Tsojcanth", then both can be correct. In this instance, Kharras is not concerned with correct pronunciation (so long as what they say sounds something like "So-canth" – although "Last Caverns" is incorrect).

**Development:** If the PCs refuse to answer the questions (at any point), Kharras says:

**"Death to you then! Ha ha ha ha ha ha!"**

And he disappears into thin air – his evil cackles lingering only long enough to give the PCs a final chill.

**Development:** If the PCs give a wrong answer, then Kharras disappears – cackling ominously – and screaming: "Wrong! Wrong! Wrong! Now you DIE! Ha ha ha ha ha ha!" If they get all three correct, then Kharras laughs and says: "Lucky! Lucky! Here is your reward!" And drops a ghost touch key at their feet. He then disappears into thin air (unless the PCs then try and attack him – in which case he fights back).

The key unlocks the iron door in **Encounter 6**, which prevents the trap from going off.

**Treasure:** The PCs can gain the following treasure here:

**All APLs:** Loot 0 gp; Coin 0 gp; Magic 5 gp; Total 5 gp.

If some of the PCs left the farm for Traft, proceed to **Encounter 5**; otherwise, proceed to **Encounter 6**.

## 5: THE RAVINE

As they ride back to Traft, Drelzna's minions attempt to attack and halt the PCs at three locations (marked on **DM's Map 2**). The minions do not attack Durka, the Niemhausen family, or any other NPCs with the PCs, as they know the NPCs cannot get to Traft with an escort. Conversely, when combat begins, any NPCs travelling with the party group together, huddle, or hide at the first opportunity.

As the PCs approach Area 1 on the map, read or paraphrase the following:

*You are approaching the point on the trail about a third of the way back to Traft where it passed through a narrow ravine for several hundred feet. It appears that there has been a rock slide since you and Durka came through, and the rocks have fallen down on a horse and cart which was attempting to maneuver through the narrow pass. The passage is now completely blocked. There is a man crying on the side of the road near his cart, and you see an older woman lying motionless on the road – crushed under a large boulder.*

This is Farmer Jensen and his dear mother, Lilliani. They were going to market in Traft to try and sell what few pathetic crops they were able to grow. As they went to go through this ravine, something up above pushed a lot of rocks over the cliff – and down onto their cart. Jensen jumped clear, but his mother wasn't fast enough and a big rock fell on her. The road through the ravine is now blocked. There is no other (quick) way through this pass. The road travels through the ravine which has 130ft cliffs on either side.

A DC 12 Heal check reveals that Lilliani is actually not dead, but badly wounded and unconscious (she's currently on -4 hit points, and is *not* stable).

The boulder on top of Lilliani can be moved with a DC 15 combined Strength check. There are 5 boulders blocking the road. They can each be moved with a DC 18 combined Strength check. Multiple attempts are allowed. Give the PCs the feeling (DC 20 Sense Motive) that this was maybe no "accident" – but a deliberate attempt to *slow down* the PCs journey back to Traft.

As soon as the PCs have cleared the trail, and made Farmer Jensen and his mother more comfortable, then they can all proceed on their way to Traft. The PCs are also able to right Jensen's cart (and his horse is OK).

However, as soon as the first PC gets 10 feet beyond the end narrow ravine, they are attacked by a minion of Drelzna's:

#### APL 2 (EL 2)

**Blink Dog (Corrupted):** hp 22; MM 28. The majority of blink dogs are “lawful good”: however, this creature has been corrupted by Drelnza – thus making him Lawful Evil in nature.

#### APL 4 (EL 4)

**Displacer Beast:** hp 51; MM 66.

#### APL 6 (EL 6)

**Digester:** hp 68; MM 59.

#### APL 8 (EL 8)

**Gray Render:** hp 125; MM 138.

#### APL 10 (EL 10)

**Golem, Clay:** hp 90; MM 134.

#### APL 12 (EL 12)

**Displacer Beast, Pack Lord:** hp 203; MM 66.

**Tactics:** Keep in mind that the PCs are at the disadvantage of not having a full party complement – so if this means having the creatures back away for a round (or two) to let the PCs heal up, or buff, etc., then do it. The idea here is to annoy, harass, and *slow down* the party – not necessarily go all-out to kill them. But that doesn’t mean to give them an “easy” time of it!

If the PCs try to communicate or negotiate with the creature, a DC 15 Sense Motive or DC 25 Spellcraft check determines that the creature is under the effect of a *domination* spell (caster level 20) of somebody unseen (most probably Drelnza). The DM should note that no attempt to change the creature’s attitude stops it attacking the PCs, as Drelnza takes control of the creature’s actions if it is convinced not to fight.

**Development:** When the creature is defeated, the PCs can continue forwards on their journey back to Traft. If some of the PCs entered the dungeon, proceed to **Encounter 6**: otherwise, proceed to **Encounter 7**.

## 6: THE FAITHFUL SERVANT

After another ten minutes of travelling through the dungeon, the PCs reach area 1 on **DM’s Map 1 (Drelnza’s Dungeon)**. The walls and floor throughout this area are made of stone, while the ceiling is 15 ft. high in areas 1 to 5 and 25 ft. high in areas 6 and 7.

Areas 1, 2 and 4 are corridors with no particular features of interest: the PCs have seen many such corridors in the last 20 minutes of searching through the dungeon.

Area 3 is a standard iron door (PH 166). It is quite well fortified, but a little rusty and covered in dust. On the door is a plaque. When the dust is brushed away, it reads in Flan:

*“Shel-Na-Torg, my faithful servant.”*

The door is locked and trapped (2 traps at APL 12). At higher APLs, this lock is of better quality (hence the higher skill check needed to unlock it without the correct key).

- APL 2: DC 15 Open Lock
- APL 4: DC 20 Open Lock
- APLs 6 - 8: DC 25 Open Lock
- APLs 10 - 12: DC 30 Open Lock

If the *correct key* is used (obtained by solving the Keymaster’s questions in Area 4), then *the trap does not spring*. Otherwise, if the trap is not disarmed, attempting to open, break, or burst the door triggers the trap.

#### APL 2 (EL 2)

**Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1<sup>st</sup> Level cleric 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

#### APL 4 (EL 4)

**Inflict Serious Wounds Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds*, 5<sup>th</sup> Level cleric 3d8+5, DC 14 Will save half damage); Search DC 28; Disable Device DC 28.

#### APL 6 (EL 6)

**Heightened Inflict Critical Wounds Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*inflict critical wounds*, 9<sup>th</sup> Level cleric 4d8+9, DC 17 Will save half damage); Search DC 30; Disable Device DC 30.

#### APL 8 (EL 8)

**Heightened Empowered Inflict Critical Wounds Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*empowered inflict critical wounds*, 13<sup>th</sup> Level cleric 4d8+13 x 1.5, DC 20 Will save half damage); Search DC 32; Disable Device DC 32.

#### APL 10 (EL 10)

**Heightened Maximised Inflict Critical Wounds Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*heightened maximised inflict critical wounds*, 17<sup>th</sup> Level cleric 4d8+15=47, DC 22 Will save half damage); Search DC 34; Disable Device DC 34.

#### APL 12 (EL 12)

**2 Heightened Maximised Inflict Critical Wounds Trap:** CR 10 each; magic device; touch trigger; automatic reset; spell effect (*heightened maximised inflict critical wounds*, 17<sup>th</sup> Level cleric 4d8+15=47, DC 22 Will save half damage); Search DC 34; Disable Device DC 34.

The iron door to Area 5 is very hard to open. It takes one full round to open right up (and to see what is in the room beyond). This room contains Ewen-Kuur-Ta-Nog’s old servant and guardian, Shel-Na-Torg. The PCs must defeat it to get to the next room, and the Crystalline Tree. Shel-Na-Torg varies according to APL.



**APL 2 (EL 2)**

**Bugbear Zombie:** hp 42; MM 267 (morningstar only).

**APL 4 (EL 4)**

**Minotaur Zombie:** hp 81; MM 267.

**APL 6 (EL 6)**

**Gray Render Zombie:** hp 133; MM 267.

**APL 8 (EL 8)**

**Bodak:** hp 58; MM 28.

**APL 10 (EL 10)**

**Slaad, Grey:** hp 95; MM 231.

**APL 12 (EL 12)**

**Leonal, Guardinal (Corrupted):** hp 114; MM 142. The majority of leonals are "lawful good": however, this creature has been corrupted by Drelnza – thus making him Lawful Evil in nature.

**Tactics:** The servant attacks as soon as any PC fully opens the iron door to reveal what is in the room. There is no surprise round. If PCs try to shut the door on the creature, remember that the door takes one full round to *close* (as well as to open). Of course, the PCs (eventually) need to find some way past this creature in order to get to Area 6.

Note the servant's orders are to attack anyone who enters the area 5 or attacks from area 3 unless they are Drelnza or Ewen-Kuur-Ta-Nog. Clever PCs may be able to use this to their advantage!

**Development:** Areas 6 and 7 are protected by a *dimensional lock* spell – the only way to get into those rooms is through the door on the far side of area 5.

After the servant in Area 5 is defeated, the PCs are faced with another iron door. There is a dusty plaque on the door which reads in Flan:

*"Chamber of Ewen-Kuur-Ta-Nog: those who trespass shall die a horrible death. Keep Out!"*

This time, the door is *not* locked. When the PCs open the door (one full round) and look inside, proceed to **Encounter 7** if some of the PCs are on the road back to Traft: otherwise, proceed to **Encounter 8**.

## 7: THE RUINED FARMHOUSE

The next slow-down tactic that Drelnza uses is to try and distract the PCs off the main road at location 2 on **DM's Map 2** ... and into a decrepit farmhouse that may be their deaths! Place down a battlemat so that PCs know exactly where they are walking in relation to the events below: it doesn't have to be anything fancy. Then, read or paraphrase the following:

*Continuing along the trail, you are approaching yet another side path that branches off from the main road towards a decrepit, ruined farmhouse some 50 ft. back on your left-hand side. You didn't*

*notice anything happening there on your way to the farmhouse – but now, you hear voices.*

*"Please! Please don't hurt us! We really don't have any money! Please!" a female voice cries out in panic. Another female voice can be heard crying.*

*"Damn blighted! Ye not good fer money, and ye no good fer turning into kukelwurst! What reason be there we should be leaving' ye alive?"*

Go to initiative. The scene above is actually a programmed image – designed to lure the PCs into the decrepit farmhouse and onto the dangerously weak floorboards. The illusion has an Initiative of 1. The PCs will need to advance 30 feet down the side trail before they can see past the overgrowth and make out what's going on. When they do, describe the following:

*When you get to this point you can see more clearly what is going on through the undergrowth and the collapsing wall of the ramshackle farmhouse. There are two men who look like bandits – one threatening a young, blighted woman who cowers before him on the ground. The second bandit is leering over another, younger, girl – perhaps the first woman's sister? They are still about 20 feet from where you currently stand.*

Any attempt to speak or parlay results in nothing, as these are illusions and cannot interact. Any ranged attack that *hits* makes the illusion wince (as it's programmed to cry out and bleed if it is struck by anything) – but nothing else. The DM should make a (secret) DC 19 Will Save for each PC who strikes or otherwise physically interacts with the illusion – thus giving that PC a chance to uncover the ruse!

What Drelnza really wants is for a PC to come within 5 feet of the illusion. When this happens, the 5ft square on which the PC stands gives way, dropping them into the deep 15 ft. by 15 ft. sinkhole under the farmhouse that lead to it being abandoned in the first place.

*Suddenly, the floorboards beneath your feet start to give way! The people ahead of you don't seem to have any difficulty with the collapsing floor – but you certainly do!*

**APL 2 (EL 2)**

**Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Ref save avoids); 40ft deep (4d6, fall); Search DC 20; Disable Device DC 20.

**APL 4 (EL 4)**

**Spiked Pit Trap:** CR 4; mechanical; location trigger; automatic reset; DC 20 Ref save avoids); 60ft deep (6d6, fall); pit spikes (Atk +10 melee; 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

**APL 6 (EL 6)**

**Spiked Pit Trap:** CR 6; mechanical; location trigger; automatic reset; DC 20 Ref save avoids); 100ft deep (10d6, fall); pit spikes (Atk +10 melee; 1d4 spikes

per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

#### APL 8 (EL 8)

**Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Ref save avoids); 100ft deep (10d6, fall); Search DC 27; Disable Device DC 18.

#### APL 10 (EL 10)

**Poisoned Spike Pit Trap:** CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50ft deep (5d6 fall); multiple targets (first target in each of two adjacent 5ft squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16, Disable Device DC 25.

#### APL 12 (EL 12)

**Poisoned Spike Pit Trap:** CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50ft deep (5d6 fall); multiple targets (first target in each of two adjacent 5ft squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16, Disable Device DC 25. Remember that the sinkhole is 15 ft. by 15 ft. wide. Down the bottom is a very hungry guardian naga:

**Creatures:** At APL 12, there is a creature at the bottom of the trap.

#### APL 12

**Guardian Naga (Corrupted):** CR 10, hp 93; MM 192. The majority of guardian nagas are “usually lawful good”: however, this creature has been corrupted by Drelnza – thus making her Lawful Evil in nature.

**Tactics:** The guardian naga might hear the PCs coming and prepare herself for “food”. The naga automatically hears the PCs talking to the illusion – otherwise, give the naga a Listen check (+13) versus the PCs’ Move Silently check/s. If she hears them coming she casts *greater invisibility*, *divine power*, and *mage armor* on herself before anyone falls down the pit (Listen DC 15 for the PCs to hear some background noise over the illusion, DC 25 to make out that it’s someone casting a spell). The naga climbs up the pit wall after the PC if they try to climb out (at +6 on a DC 15). Once the PC is out of the pit, the naga gives up and ceases to follow: consider her “defeated”.

**Development:** When the PCs have finished investigating the illusion, they can continue forwards on their journey back to Traft.

If some of the PCs entered the dungeon, proceed to **Encounter 8**; otherwise, proceed to **Encounter 9**.

## 8: RULER OF THE EASTERN QUAGLANDS

Read or paraphrase the following when the PCs fully open the door to area 6 and look inside.

*Before you is a very large room, which is dwarfed by a huge, pulsating, blue-coloured crystalline tree. The base of the tree pulsates – giving off magical energy to its branches, which are feeding in a tangled mass in all conceivable directions. But not all branches appear to be in place ... just yet. Some more need to be added ... and the tree looks just fragile enough to be smashed into a million pieces!*

*Next to the tree, to the south, is an ornately decorated throne. In front of the throne is a large stone dais. Upon the dais rests a crystal ball.*

*Apart from the pulsating hum of the crystalline tree, there is no other sound coming from within this most magical chamber ...*

The crystalline tree has a strong aura of transmutation magic, while the dais and crystal ball have a strong aura of both divination and evil. Note that the ceiling in here is 25 feet high.

Ewen-Kuur-Ta-Nog is hiding at area 7: match his Hide check against the players’ Spot checks once a PC has reached a point where they have line of sight to his squares. If they notice him, they are not surprised.

The DM should note that no matter what creature Ewen once was, he is now clearly a “demon” of some kind - one with the ability to speak Common (a “gift” granted him through Drelnza’s magic).

When he first attacks, Ewen says:

*“I am Ewen-Kuur-Ta-Nog! This is my eternal chamber! I alone rule here with my betrothed – my lover, Drelnza! Her power and her transformative magic infuse my entire, physical form! Feel my wrath ... and DIE!”*

#### APL 2 (EL 2)

**Vargouille:** hp 5; MM 254.

#### APL 4 (EL 4)

**Barghest:** hp 33; MM 23.

#### APL 6 (EL 6)

**Demon, Babau:** hp 66; MM 40.

#### APL 8 (EL 8)

**Demon, Succubus (Incubus):** hp 66; MM 47. The EL has a +1 adjustment for Ewen having maximum hit points for his hit dice.

#### APL 10 (EL 10)

**Demon, Bebilith:** hp 150; MM 42.

#### APL 12 (EL 12)

**Demon, Hezrou:** hp 173; MM 46. The EL has a +1 adjustment for Ewen having maximum hit points for his hit dice.

**Development:** As Ewen is killed, he gets a few parting words:

*“Ahhrrrrgggh! You have destroyed me! But soon my lover lady will return! Soon you will feel her hands around your neck – and you too will be transformed! Ahrrrrrrgggghh!” And he dissolves into nothingness!*

The PCs should realise it has been more than 20 minutes since they entered the dungeon, and Drelnza may arrive soon – if they don’t, remind them. They do not have long to smash the crystalline tree and get the hell out of there!

The tree is extremely fragile. Just by whacking a sword, mace or staff against it will smash it to pieces. Of course, smashing it all up will take a few minutes, but that’s OK. As soon as the last branch (along with the base) is smashed, the pulsating stops, and no magic can any longer be detected. It takes several minutes for the tree’s destruction to affect those afflicted with the Blight at Traft – but Drelnza’s curse has been broken.

The crystal ball cannot be moved from this dungeon. It is magically bound to the dais upon which it sits, and must stay here – no matter what any PC tries to do in order to remove it.

Sitting on the throne activates the crystal ball, and the person sitting can use *greater scrying* at will. If the PC doesn’t have any location in mind, the crystal ball begins by showing Traft City from far above: it is the instrument Drelnza used to observe those whom she wanted to blight.

If some of the PCs are on the road back to Traft, proceed to **Encounter 9**: otherwise, proceed to **Encounter 10**: if the PCs want, they can watch the events at Das Arena from here.

**Troubleshooting:** What happens if any party decides to stay and wait for Drelnza? She never arrives. When the tree is destroyed, she is alerted. She feels the loss of her lover, Ewen, and she teleports herself directly from the Caverns of Tsojcanth to Traft, to witness the fallout from her evil undoing. At the moment, she has used almost all her spell slots in the rituals needed to empower the last of the crystalline branches, which are useless, now the tree has been destroyed. As a result, she has not the energy to face the PCs and take her revenge ... for now. ...

## 9: THE FINAL ADVERSARY

This is Drelnza’s last-ditch attempt to slow down or to stop the PCs reaching Traft City using her minions. As the PCs approach Area 3 on **DM’s Map 2**, then the following creature moves out onto the road from the bushes some 30 ft. ahead. They stand in the middle of the road and snarl at the PCs – goading them to come forward and attack! It says, in broken Common:

*“My Mistress has failed to stop you from reaching your destination – thus far. But you will not get past me! Prepare to meet your gods!”*

### APL 2 (EL 2)

**Dead Tree (Animated Object, Medium Construct):** hp 31; MM 13 (30 ft. speed). This is a dead tree which has long fallen over and died. It has been “animated” as an object to fight against the PCs.

### APL 4 (EL 4)

**Gargoyle:** hp 37; MM 188.

### APL 6 (EL 6)

**Ettin:** hp 65; MM 106.

### APL 8 (EL 8)

**Giant, Stone:** hp 119; MM 124.

### APL 10 (EL 10)

**Formian, Myrmarch:** hp 102; MM 110.

### APL 12 (EL 12)

**Troll Hunter (2):** hp 130 each; MM 247. In this instance, the first Troll stops the party up front; while the other Troll moves onto the road 30 ft. *behind* the party at the top of Round 2 of combat (or at a time/place which is tactically advantageous).

**Tactics:** The creature(s) fight to the death and do not employ any particularly fancy tactics – or try to parley or flee.

If the PCs try to communicate or negotiate with the creature(s), a DC 15 Sense Motive or DC 25 Spellcraft check determines that the creature is under the effect of a *domination* spell (caster level 20) of somebody unseen (most probably Drelnza). The DM should note that no attempt to change the creature’s attitude stops it attacking the PCs, as Drelnza takes control of the creature’s actions if it is convinced not to fight.

**Development:** Once this creature is defeated, read or paraphrase the following:

*As the final blow slays the creature standing in your way, you feel a slight breeze, then the warmth of the setting sun ... and you look up. In the sky you see the clouds have parted to reveal a beautiful sunset. Accompanying it is a spectacular rainbow. It seems there is still hope in this world, and the gods are with you always – even when things seem at their darkest. Now, quickly, you do not have far to go to reach Traft City, and it is nearly night!*

Proceed to **Encounter 10**.

## 10: TERROR AT DAS ARENA

There are multiple ways to get to this encounter, depending on what resources the PCs have available to them to travel from the farmhouse back to Traft. Most PCs must ride back, and have thus completed **Encounters Five, Seven and Nine** – but PCs who explored the dungeon could still teleport or wind walk back to Traft in time to join in this encounter. Modify the read-aloud text to best match what the PCs did.

It is really important that the DM play this fairly freeform. If you can, avoid just “reading” the box text. Make this as heroic and cinematic as you can, and allow good players to feel like they can really make a difference here. If possible, juxtapose events in the city with cutaway scenes to the observers down in the dungeon, so that those players aren’t silent observers during these dramatic scenes.

You may even like to have the PCs arrive at the gates of Das Arena – only to find them barred. The PCs can climb up on a nearby parapet. From here, they overlook the stage where the stockade is erected. Near them is a rope which one of them could use to swing down onto the stage, knocking over a couple of guards, and definitely (cinematically) getting the attention of the audience. Such a feat would require a DC 10 Strength or Dexterity check (allow the PC to choose).

*After making the journey back to Traft, you are met with much ado upon your arrival. The Blighted have, indeed, been herded like cattle into Das Arena. As you enter the stadium, you see a makeshift podium has been erected. Up on the stage are ten wooden stocks. Locked inside – their heads poking through – are several prominent “blighted folk”, including Cesarea Aaronfar and Arabelle von Oostmeeren [add Hilga Niemhausen if the PCs didn’t take her to the farmhouse in Encounter 2]. Near them is a heavy-set human, dressed in black (and masked). He holds a naked torch and appears ready to hold the flame up to the face of [insert name of most liked NPC] in order to “burn away” the blight. There are over a thousand cityfolk, all gathered watching, and all calling out in unison: “Cleanse them! Cleanse them! Cleanse them!”*

Turn to the PCs who returned to Traft and ask them what they do! They must think, speak, and act – quickly! At this point in time the crowd is *hostile* – they must make the crowd at least *indifferent* (DC 25 Bluff, Diplomacy or Intimidate) just to get them to quiet enough to listen to what the PCs have to say – and to present their “evidence” (ideally the Niemhausen family and their testimony of the dungeon beneath their farmhouse).

Even if the PCs sway the crowd and present their evidence, have rabble-rousers in the crowd shout out angry responses! Ramp up the tension! Have the PCs feel like there is going to be no way out of this!

At some point towards the end of this scene, read:

*The heavy-set masked human waves his torch ferociously in the air and screams:*

*“Me want to burn faces! Me paid to burn faces! Me want to see faces BURN!!!!”*

*... And he lurches towards* [insert name of most liked NPC] ...

Ask the PCs what they do in response. Play this out briefly, and then proceed as follows.

If the PCs at the dungeon have shattered the crystalline tree, read or paraphrase the following:

*Back in the city, the crowd has, again, begun screaming for blood ... But ... suddenly ... the blight vanishes! Completely! For everybody! The other party has been successful!!! Yes!!!!*

*Then, there is Silence. Deafening silence.*

*For a minute, nobody really knows what to do. Some shout that it is an illusion – others cry out that the PCs are up to trickery! But then it is clear: everybody is cured. Everybody.*

*The crowd disperses like lightning! It seems nobody wants to take the blame for rounding up the Blighted this afternoon.*

If the PCs failed to shatter the crystalline tree, read or paraphrase the following:

*Suddenly there is a massive cry of agony from hundreds of spectators! Almost simultaneously, from the crowd, hundreds of Traftian clansfolk – from right across every Clan, all scream and clutch their faces in agony: they have been blighted! En-masse! It takes only a few seconds for people to realise that more than half of all Traftians now bear the mark of the blight! Quickly, clan elders (many of whom now have the blight), dispense with their plans of “cleansing” in Das Arena, and scurry to take care of their own sorry situation.*

*In the resulting chaos and confusion, you release Mayor Aaronfar and the other blighted. Drelnza has completed her crystalline tree! The mass blight has not been prevented, but at least the blighted have been saved from segregation, mutilation, or worse.*

*The crowd disperses like lightning. It seems nobody wants to take the blame for rounding up the Blighted this afternoon.*

**Troubleshooting:** If the PCs arrive too late, or nobody set off for Traft City, the people in the stocks on the stage have their faces horribly burned before the Blight is lifted. The mob disperses before burning the hundreds of other victims of the Blight, either because the Blight is lifted or because the Blight spreads (both as set out above). Paraphrase the relevant text above (

**Development:** Proceed to the Conclusion.

## CONCLUSION

*In the weeks that followed, life began to return to normal in Traft. The town council reformed, ships began calling at the port once again, shops started reopening their doors, and farmers purchased seed and prepared to plant spring crops. However, the events at Das Arena were like a cancer eating away at Traft society.*

*Nobody wanted s to take the blame for rounding up the Blighted, or for attacking Lord Boone and imprisoning him in his watchtower. Nobody really wanted to hurt lovely Mayor Aaronfar, or pretty Arabelle von Oostmeeren. There were so many claims and counterclaims for koppelrijs that nobody could keep track of which clan owed what and to whom. The Town Council*

*announced a general amnesty, and it was hoped that would sort things out – however, every clan still blamed other clans for what happened.*

*It seemed that every clan now hated every other; and now spent their waking hours steeped in mistrust and plotting dire revenge. If that had been Drelnza's goal all along, it seemed her plots had, in some strange way ... ultimately succeeded ...*

If the PCs broke the crystalline tree and saved the NPCs at Das Arena, they all receive the **Others before Self** favour. If the PCs save the NPCs at Das Arena but didn't break the crystalline tree, they all receive the **Saved the Blighted** favour.

If the PCs broke the crystalline tree but didn't save the NPCs at Das Arena, they all receive the **Destroyed the Crystalline Tree** favour.

**Treasure:** The reformed Traft City Council gives the PCs a reward equal to full GP for their APL if they receive the Others before Self favour, but only half GP if they received the Saved the Blighted or the Destroyed the Crystalline Tree favour. The PCs receive no reward if they didn't earn any of these three favours. The Council also provides access to several magic items from the Council's stockpile: see the Item Access section for more information.

**APL 2:** Loot 0 gp; Coin 450 gp; Magic 0 gp; Total 450 gp.

**APL 4:** Loot 0 gp; Coin 650 gp; Magic 0 gp; Total 650 gp.

**APL 6:** Loot 0 gp; Coin 900 gp; Magic 0 gp; Total 900 gp.

**APL 8:** Loot 0 gp; Coin 1300 gp; Magic 0 gp; Total 1300 gp.

**APL 10:** Loot 0 gp; Coin 2300 gp; Magic 0 gp; Total 2300 gp.

**APL 12:** Loot 0 gp; Coin 3300 gp; Magic 0 gp; Total 3300 gp.

**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.

### 3: Drelnza's Dungeon – Area 3

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 3: Drelnza's Dungeon – Area 5

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

APL 10	300 XP
APL 12	360 XP

### 3: Drelnza's Dungeon – Area 6

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 4: Road to Traft – Area 1

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 4: Road to Traft – Area 2

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 4: Road to Traft – Area 3

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

### Total possible experience:

As a *whole*, the party earns way more XP than the maximum allows, but just not enough individually to get to the minimum allowed. This is OK. All PCs just get the Maximum XP reward on the AR if they complete *all* Encounter Areas successfully. This does *not* apply to parties who *do not* split. Parties who *stay together* simply get XP for those encounters which they completed – plus the discretionary role-playing award.

### Maximum XP Available (per PC)

APL 2	450 XP
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.

### Conclusion

**APL 2:** Loot 0 gp; Coin 450 gp; Magic 0 gp; Total 450 gp.

**APL 4:** Loot 0 gp; Coin 650 gp; Magic 0 gp; Total 650 gp.

**APL 6:** Loot 0 gp; Coin 900 gp; Magic 0 gp; Total 900 gp.

**APL 8:** Loot 0 gp; Coin 1300 gp; Magic 0 gp; Total 1300 gp.

**APL 10:** Loot 0 gp; Coin 2300 gp; Magic 0 gp; Total 2300 gp.

**APL 12:** Loot 0 gp; Coin 3300 gp; Magic 0 gp; Total 3300 gp.

## ADVENTURE RECORD ITEMS

✦ **Clan Disfavour:** You have displayed an attitude which is the antithesis of your current clan philosophy. For the next year, you gain a -4 to all Charisma based

checks when dealing with members of your own clan (or clan affiliation).

☛ **Thanks of Lord Boone:** Should you ever need it, Lord Boone will intercede and help you get out of trouble in Traft City – but only *once*. He will also intercede positively on your behalf should you ever require such mediation. This is *verbal* and *influential* help and does not extend to combat or equipment purchase aid.

☛ **Others before Self:** You have risked great danger to help others. For this selfless act, Cesarea Aaronfar grants you the benefits of both **Saved the Blighted** and **Destroyed the Crystalline Tree**.

☛ **Saved the Blighted:** You have saved the blighted; the Council of Traft is pleased with your help and grants you Adventure access to the following items from DMG and MIC, based on your APL:

APLs 2-12: *bear helm, eyes of the eagle*

APLs 4-12: *rod of viscid globs, wand of invisibility*

APLs 6-12: *reins of ascension*

APLs 8-12: *ring of arming*

APLs 10-12: *amulet of emergency healing*

APL 12: *quiver of energy* [Any]

☛ **Destroyed the Crystalline Tree:** You have destroyed the crystalline tree; the Council of Traft is pleased with your help and grants you Adventure access to the following items from DMG and MIC, based on your APL:

APLs 2-12: *acrobat boots, necklace of fireballs* (type II)

APLs 4-12: *silkslick belt, wand of levitate*

APLs 6-12: *gloves of manual prowess*

APLs 8-12: *wilding clasp*

APLs 10-12: *deathstrike bracers*

APL 12: *lesser metamagic rod of reach*

### ITEMS FOUND

APL 2:

- *Gauntlets of throwing* (Adventure; MIC)

APL 4: Includes access to APL 2 items.

- *Infinite scrollcase* (Adventure; MIC)

APL 6: Includes access to APL 2-4 items.

- *Scout's headband* (Adventure; MIC)

APL 8: Includes access to APL 2-6 items.

- *Sacred scabbard* (Adventure; MIC)

APL 10: Includes access to APL 2-8 items.

- *Runestaff of fire* (Adventure; MIC)

## DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

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*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.

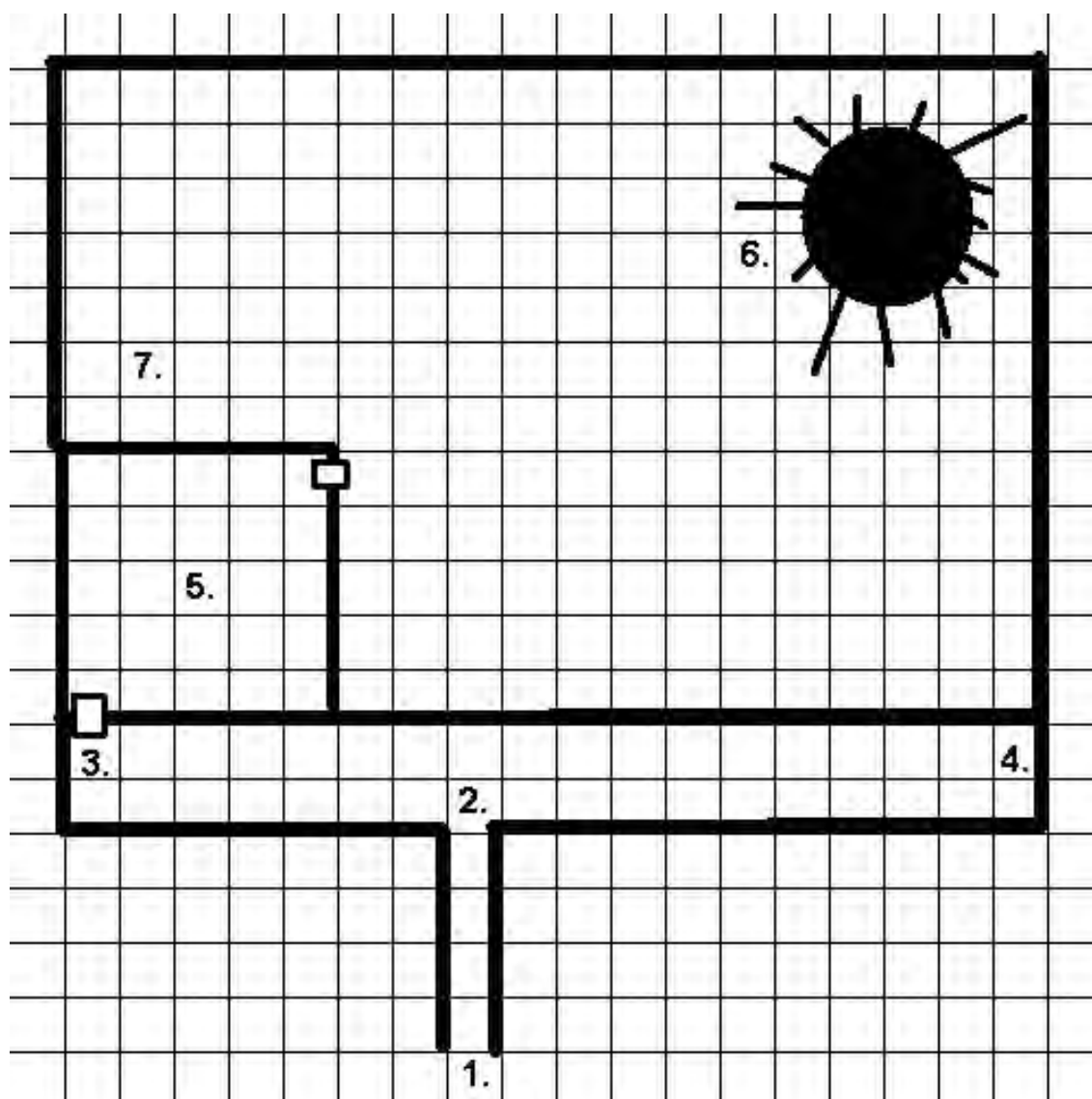
Living off the wild incurs a -5 circumstance penalty to the Survival check.

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.

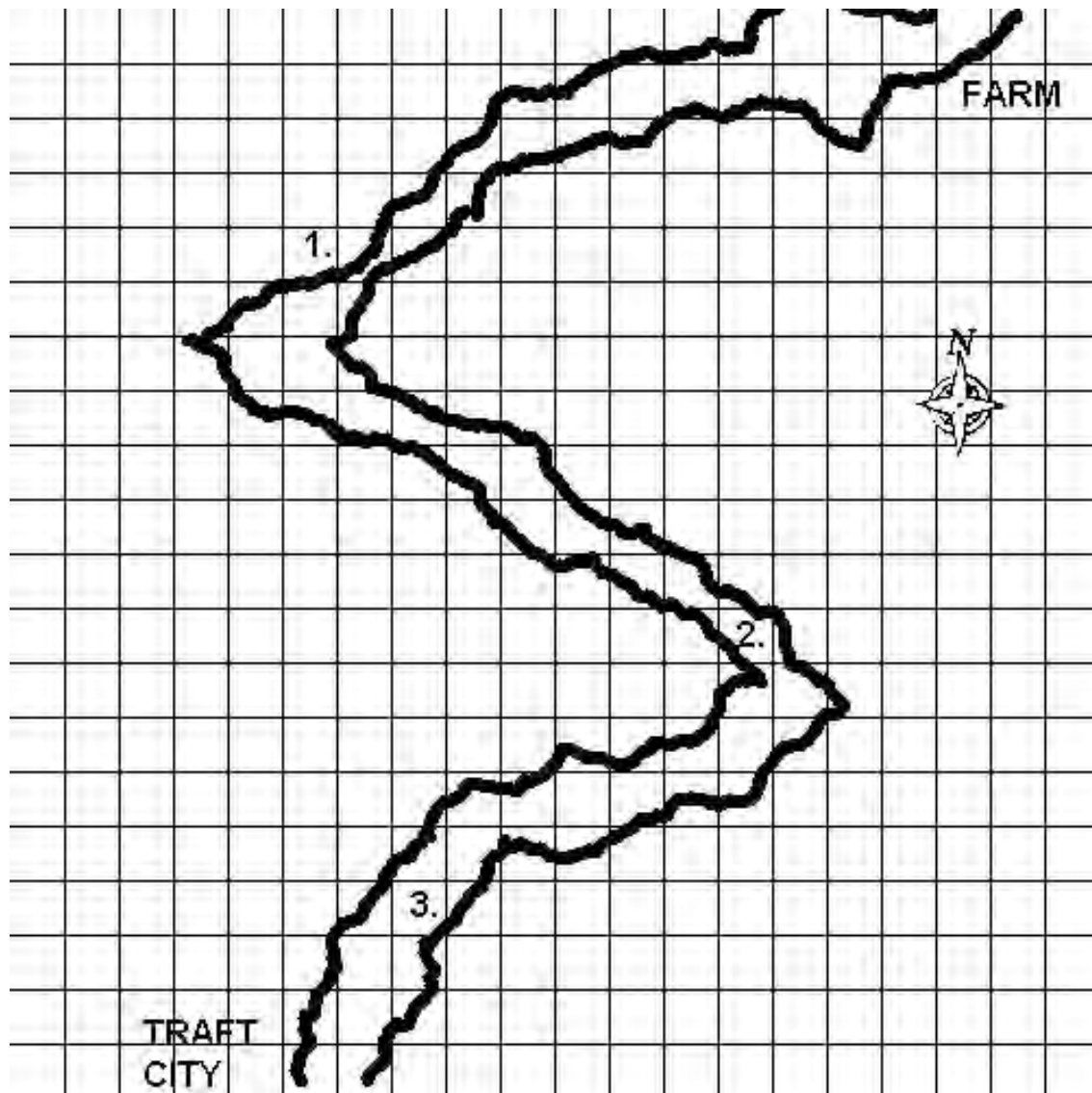
## DM'S AID 2: MAP OF DRELNZA'S DUNGEON

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### DM's AID 3: MAP OF ROAD FROM FARM TO TRAFI



## CLAN & ARISTOCRATIC ALLIANCES IN TRAF T CITY

In this adventure, the players are likely to do lots of interaction with Traftian clansfolk and Aristocratic families. As DM, you should take a moment at the start of this adventure to determine how those clansfolk will react/interact with the players during any encounter. To do this, find out which clan each PC belongs to, and write their name underneath the Clan Alliance Chart.

Those PCs who are of a clan aligned to that family get a +2 circumstance bonus when using Bluff, Diplomacy or Gather Information checks against members of that family. Those PCs of another clan alliance receive a -2 circumstance penalty for those same checks. Those PCs who are Councilors Of Traft City, Businesspersons Of Traft City, or Defenders Of Traft City (via Special Certs) receive no penalty versus families of clans outside their own alliance. Outlanders (those of no clan) will not be spoken to by *any* Aristocrat. If every PC in the party is non-aligned, then Aristocrats will speak, but all checks will be at -4.

Hussen, Morganrood, Rosrijder Clan	Weisspeer, Vestmeer, Vosser Clan	Roodberg, Oostmeer, Vuurzward Clan
Family von Nurwolf (Rost)	Family von Siff (Voss)	Family von Rickentropf (Oost)
Family von Kuurssen (Huss)	Family von Bruegellian (Vest)	Family von Frillnius (Oost)
Family von Malachian (Morg)	Family von Vienerhauss (Vest)	Family von Kordanis (Rood)
Family von Girnhimuus (Morg)	Family von Fredrikkson (Weis)	Family von Roodgardt (Rood)
Khund Dwarves	Family von Ayedder (Weis)	Family von Oostmeeren (Oost)
	Halflings & Gnomes	Family von Stoger (Vurz)
	Kershane Elves	Family von Cheigrich (Rood)
		Family von Lolweig (Oost)
		Family von Urwigen (Oost)

THESE PC'S ARE CONSIDERED "OUTLANDERS" AND RECEIVE A -4 PENALTY TO ALL CHECKS WHEN DEALING WITH ALL ARISTOCRATS:


## CRITICAL EVENTS SUMMARY

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Please circle the appropriate answers to the questions below and send the results of this critical events summary to [baparis@aapt.net.au](mailto:baparis@aapt.net.au). Feel free to use the space provided for additional comments.

Did the party destroy the Crystalline Tree?    Yes | No?

Did the party save the Blighted (incl. Cesarea Aaronfaar, Arabelle von Oostmeeren, and little Hilga)?    Yes | No?

Anything else you want to report to us? i.e. Anything that you think might affect future events in Traft and Perrenland in particular?

Did you enjoy running (GMing) this adventure?    Yes | Parts of It | No

Did your players enjoy playing this adventure?    Yes | Parts of It | No

Many Thanks!

Bruce Paris, Author (2007)