

PERIS4-02

Zombie Monastery

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

Version 1.2

Round 1

by Bruce Paris

A Kondenaar (Lore Speaker) of Clan Oostmeer has been kidnapped on his way to an important Kondsturm (or “battle for the head”). It appears his services are needed elsewhere ...

This is a Living Greyhawk Perrenland Regional scenario designed as an Introductory Adventure primarily for 1st Level Characters. It can only be played at APL 2.

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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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

There is no scoring involved in this adventure. Award experience and gold pieces at the end of the adventure, and give players their Introductory Adventure Certificates (or AR's). If this is the first Lving Greyhawk game they have played, then they will call this AR #1.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC

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

may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

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

Time Units and Upkeep

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

costs 100gp per Time Unit (+2 to all Charisma-based skill checks).

Adventure Background

This adventure is primarily designed for 4-6 1st Level Characters only. It may also be that the DM is judging Living Greyhawk for the first time as well. Therefore, this adventure aims to help first-time players (and DMs) get involved in Living Greyhawk for the first time.

This section, the Adventure Background, is where you (the DM) will find information which will help you make sense of what has happened *before* the adventure begins. You shouldn't normally tell the players much from this section (unless it tells you to do so in the main body of the adventure). It's like a *DM Secrets* section, and knowing this kind of background information is one of the rewards of being a DM.

First, if you haven't done so already, you should read as much as you can about the country of Perrenland. You can find information in the book called "The Living Greyhawk Gazetteer". It is available through most shops which sell role-playing games. You should also go to the Perrenland website at <http://perrenland.lythia.com/>. Here, you will find a plethora of information about Perrenland and her culture. You should, while you are there, download several copies of the different **Clan Certificates**. Each player in Perrenland has the opportunity to join a clan when they first create their character. They may opt not to join a clan (in which case they never can, and are forever referred to as "Ootlanders" or "Outlanders"). That's OK. It's not compulsory to join a clan.

At the website, you should also download and print off a copy of the Map Of Perrenland. This will let you show your players where they are in the land they live. It will help immerse your players in their new fantasy world.

You should now read the section at the back of this adventure entitled : Appendix 1 – Don't Lose Your Head. Some of this information will become known to the players (PC's) as they play; but you as DM need to know all about this unusual custom which is unique to Perrenland.

The Story So Far

There has never been a toll on the road from Clatspurg to Traft City. But recently, a group of struggling Roodberg landowners just south of Aerden, banded together and set up a road block. They claimed that as the Great Quag Highway passed through their lands, then they should be able to charge those who pass through for the privilege of doing so. Since times have been tough, it is their legal right to do with their land what they wish. The local Oostmeers, however, took offence, as it meant that every time one of them travelled to the Capitol, Schwartzenbruin, they would have to pay a toll to go through and another toll in order to return.

Tempers flared.

There were threats. And more threats.

It appeared that the only way of settling this dispute was in the time-honored way : Konststurm – The Battle For The Head (see Appendix 1).

And so, on the 7th day of Readying (early Spring), in the Common Year of 594, the two clans faced off against eachother on the Dagovun Ferronwold – the common land between the Village Of Aerden (primarily Oostmeer) and the Village Of Almech (primarily Roodberg).

The Roodbergs had summoned their own Clan Kondrenaar (a man called Blatheran Geisszer) up from Clatsberg. He had arrived at dawn with his cartload of clan-heads – ready to proudly show them off and add another to his collection once he had defeated the Oostmeers.

The Oostmeers had, in turn, summoned their own Clan Kondrenaar down from Traft City (a man called Kassimo Xisch). But it was now already mid-morning and he had not yet arrived ...

Adventure Summary

In the **Introduction**, the player characters (PC's) are travelling from Traft City to Clatsberg when they come across the Kondsturm taking place in the fields off to their left. Upon investigation, they arrive in the Oostmeer Camp where they are told what is happening, and why they are all waiting. Just as real carnage is about to take place, Kassimo's little helper, Konky, comes running into the Oostmeer Camp – clearly beaten and nearly dead. He relays that his master's cart was

attacked by hobgoblins just 10 miles north of Aerden. The hobgoblins bashed Konky and left him for dead. But Konky saw them forcibly take his master (and the cart) up a little-used side track which leads up into the Lower Clatspur Ranges. They seemed keen on keeping both his master (and the contents of the cart) quite safe.

The Oostmeers are faced with a dilemma. During a Kondsturm, no-one may leave their position until one or the other side has admitted defeat. The side who moves first is the defeated side. Therefore, nobody from the Oostmeer Camp can go and rescue their Kondrenaar, Kassimo Xisch, from the hands of the hobgoblins. Even if the party offer to rescue him, the Roodbergs have to be told what is going on, and agree to postpone the Kondsturm even longer. This will involve careful diplomacy and, once again, it looks like the PCs will have to do it as nobody from the Oostmeer camp can move from their position.

In **Encounter One**, the PCs have to use their diplomacy, bluff, and/or intimidate skills in order to persuade the Roodberg Clan not to attack before they return with the kidnapped Oostmeer. In **Encounter Two**, the party leaves the battlefield to go in search of the Kondrenaar. They come across the ambush site, and must use some Survival and Tracking skills in order to determine which way the hobgoblin band went (as there are two trails leading off the main road – not one!). Whilst there, the party will be attacked by two nasty little badgers (**EL 1**) whose nest was destroyed by the hobgoblins when they attacked the cart. In **Encounter Three**, the PCs discover the hobgoblin encampment. After defeating four hobgoblins (**EL 2**), the party discovers the cart which once belonged to Kassimo. It has already been smashed up and used for kindling. A Search of the hobgoblin camp reveals that eight hobgoblins usually reside here, and there are tracks leading out of the camp and up a very steep trail which goes towards the Lower Clatspur Ranges.

In **Encounter Four**, the PCs come across an old shack with smoke coming out of the chimney. The shack belongs to Old Jammul, a Quagaloogal lizardfolk who was exiled from the Ferrenwold. He is now nearly blind and practically deaf (which is why he didn't see or hear the passing hobgoblins). He will tell the PCs some information about the changing times in Perrenland (Player Handout #1), and also tell the PCs that the steep trail leads to a kind of monastery which is used by a local

crime organisation called The Dark Wave. There, Jammal has heard, a mage-priest named Druss Beloch is training monk assassins in order to have them commit acts of terror in towns such as Niederschlauss, Traft City, and even Schwartzenuin.

In **Encounter Five**, the party the party must negotiate a narrow ledge. There is a clever trap (**EL 1**) set into the ledge (which can be disarmed). The party must negotiate this before moving forward.

In **Encounter Six**, the party reaches the gates of the monastery. As they crest a rise, they see four hobgoblins (**EL 2**) exiting through the gates. One of them is locking the gate with a big key. When the party fights (and kills) the hobgoblins, they can get the key which opens the gate and gives them access to the monastery.

Now, Druss Beloch is not expecting a rescue party so soon. It appears that he has kidnapped Kondrenaar Kassimo for the express purpose of helping him preserve some wicked new zombies he has created out of the monks whom he used to train. Not satisfied with mere human troops, Beloch has called upon dark powers to turn the men into zombies. But they have, strangely, started to rot moreso than usual. When he heard that a Kondrenaar was passing through the region, he arranged to have him kidnapped in an attempt to force Kassimo to help him preserve his zombies. He is using the precious heads of past Oostmeer victories as a bargaining tool: if Kassimo won't help, the heads will be destroyed. Beloch has Kassimo in his top tower, and has set his zombie troops to guard the lower levels.

In **Encounter Seven**, the PCs fight three zombie monks (**EL 3**) on the ground floor of the monastery. The zombies are in three different rooms on the ground level. They will attack the party one at a time and have enough intelligence to Hide and spring surprise attacks!

Then, the party goes up the tower stairs to Beloch's laboratory. On the way up, Beloch may hear the PCs and be alerted. This will give him time to Summon Monster I (Monstrous Scorpion of Medium-size), and cast Mage armor, and try to block the party at the stairs. Once they get through, the party will see Kassimo bound, and Beloch (**EL 3**) with the precious Heads suspended above a vat of boiling oil. He threatens that one false move and he will cut the rope and destroy

the Heads. The party now have some decisions to make ...

In the **Conclusion**, the party (hopefully) rescues Kassimo and brings him back to the Oostmeer Camp. If they have also rescued the precious Heads, the Oostmeers will give each party member a 50gp bonus. Then the Kondsturm begins. If Kassimo has his Heads, then the Oostmeers win the Kondsturm. If Kassimo does not have his Heads, then the Roodbergs win. Either way, somebody loses his or her head (and it is one of the nicer NPCs that the PCs meet earlier in the scenario). Their head is taken and given to the winning Kondreenaar. There is much cheering and revelry. This should make the players quite uneasy (even queasy), and give them something to talk about and think about during future adventures in Perrenland!

DM's Note

This adventure is optimally designed to be played over a leisurely 4.5 to 5 hour session. If you only have 4 hours it is suggested that the DM skip Encounter One (and just have an Oostmeer wizard send a "magic message" to the Roodberg Camp). This allows the PCs to leave straight away (and does not break the rules of engagement). If you only have 3 to 3.5 hours, you should skip Encounter Four (Old Jammul) as well. The PCs won't become fatigued as they have not been delayed by either Encounter One or Encounter Four.

Introduction

It is early spring in Perrenland and, already, the winter snows are beginning to thaw upon the wide, vast plain that stretches between Lake Quag and the Northern Clatspurs. The locals called this blossoming expanse "The Ferronwold", and its beauty is utterly breathtaking. Two days ago, your party met at the Resting Anchor Tavern in Traft City, in response to a call from the innkeeper, Rolf Heiniker. It seems he was looking for a group of adventurers to deliver a batch of his secret brew down to an old mate in Clatsburg. Knowing how low others would stoop to get their hands on his secret stash, Rolf has placed the single bottle of dark ale in your hands and asked you to guard it with your lives. In Clatsburg, you are to seek out a large, fat Oostmeer named Oglo Persson. If you give

him the brew intact, he will pay you each 100 gold pieces. This sounds pretty good to all of you in these difficult times.

And so you travelled south from Traft City and through the dense, but beautiful North Wood. Past the town of Niederschlauss, you crossed over the Lake Quag Estuary on the famous Punt (luckily avoiding the many evil creatures who dwell within its depths). On the other side, you turned right and headed down the coast road – with the looming, still-snow-capped mountains of the mighty Clatspurs on your left; and the chilly, dead-calm icyness of Lake Quag, herself, on your right. In the distance, you though you caught sight of the legendary Lost City Of Dagovach ... though that is another story.

However, just at the point where Mount Hellspaar, an active volcano, overlooks the farmlands south of Aerden; you see what appears to be two separate festivals – both happening very close together, but far enough apart to be clearly on separate plots of land.

The strangest thing is, is that the festivals are taking place right out in what appears to be the middle of nowhere! And there are dozens of people in attendance at both!

The nearest festival camp is the Oostmeer Camp. Make it clear to the players that they are close enough to walk to this camp in about 5 minutes. The furthest festival camp is the Roodberg Camp. Let the party know that it will take them a good 30 minutes to walk to this camp (but they're welcome to go there first if they wish).

If the PCs go to the Roodberg Camp first (not preferable) and ask what is going on here (Gather Information check DC 10), read or paraphrase the following :

ROODBERG PERSON: "This is the Konststurm – The Battle For The Head, of course! It may appear to be a festival of sorts, but it is really an event designed to settle a dispute. This dispute is between the Roodberg family clan (us), and the Oostmeer family clan (them). They will not allow us to charge a modest tax to travellers who wish to use the road through our lands to travel south. These are hard times and we need to make a living any way we can. Many of our children are starving. We are only

making THEM pay the tax they levy on us when WE visit Traft City up north! It is time we settled this. We have brought our Clan Kondreenaar, Blatheran Geisszer, to show off our collection of taken Heads! We are still waiting for the Oostmeer Kondreenaar to arrive. If he does not show up soon, the Oostmeers will have to give us a new head to add to our collection; and we will win the dispute!”

If the PCs question this person more, the person tells them to go over to the Oostmeer Camp and see what is holding them up. No more information will be appraised at this time. Let the players be confused as to what the hell is going on here. This should eventually lead them to the Oostmeer Camp.

The Oostmeer Camp

Upon entering the Oostmeer Camp, the PCs will find the same kind of “festive” atmosphere – however the mood will be decidedly worse than the Roodberg Camp (if they went there first). If the PCs ask to speak to someone in charge, they will be directed to the Master Of Ceremonies, Kellen Schulter.

Read, or preferably paraphrase, the following conversation with the PCs :

KELLEN SCHULTER: *“We are all members of the Oostmeer clan. We live mostly in the town of Aerden, and the surrounding farmlands. They (pointing over to the Roodberg Camp) are members of the Roodberg clan. They live mostly in and around the town of Almech. Two months ago, the Roodbergs banded together and set up a road block. They claimed that as the Great Quag Highway passed through their lands, then they should be able to charge those who pass through for the privilege of doing so. Since times have been tough, it is their legal right to do with their land what they wish. We local Oostmeers, however, took offence, as it meant that every time one of us travelled to the Capitol, Schwartzenbruin, we would have to pay a toll to go through and another toll in order to return.*

“Tempers flared. There were threats. And more threats. It was clear that open warfare was imminent, and so the clans decided to settle this dispute using the time honored tradition of the Konststurm.

“This ceremony rests upon the age-old Perrenland tradition of “head-taking”. Against enemies outside our clan-system, it is considered an honor to take and preserve the head of an enemy who has taken you to the brink of death, in battle. We preserve the heads, and hang them on the walls of our castles, forts, and family homes. Some of us carry them into battle in foreign lands and hold them high as a sign of respect for our approaching enemy. Then, he or she knows that even if they lose, they will be preserved forever in the stories, hearts, minds, and homes of Perrenders!

“However, Perrenders of opposing clans never fight eachother physically in order to solve a dispute. We simply hold the ceremony you see here today – the Konststurm. In this ceremony, each camp faces off against eachother and summons their Clan Kondreenaar (a preserver of heads) to bring forth their clan’s best heads. A performance ensues in which each Kondreenaar tells the story behind each head. A neutral clan (the Morganroods) adjudicate. Whoever has the best Konststurm , or performance, wins the dispute. The losing clan must forfeit the head of one of their own living aristocrats in acknowledgement of defeat. This way, only one person dies in battle ... instead of hundreds.”

If the players ask why everyone in this camp looks so dejected, reply :

KELLEN SCHULTER: *“It is now mid-morning. We sent for our Clan Kondreenaar – a man called Kassimo Xisch – yesterday. By all accounts he should have been here by now. He has all of our most valuable clan heads. If he does not arrive to perform soon, we will be forced to concede to the Roodbergs. Not only will we have to continue paying the road tax, but we will have to ballot, unnecessarily, for one of our aristocrats to lose their head ...”*

This should make the PCs decidedly uneasy. Such a practise should come as a shock to new players in the LG campaign – especially the fact that they are Perrenders themselves! Let the PCs ask Kellen a couple more questions, then interrupt with the following. Read, or paraphrase :

Suddenly, there is a burst of commotion on the outskirts of the Oostmeer Camp. Kellen

Schulter, the master of ceremonies, runs towards the din followed by yourselves. Upon arrival you see a crowd has gathered around a boy of about 8 years of age. He has been attacked. His clothes are shredded, and he is bloody and extremely dirty. The little fellow slumps into the arms of Marianna Pfeiffer, a beautiful young aristocrat who has come for the ceremony.

“Speak to me, my child, tell us what happened,” Marianna asks the boy.

“My name is Konky. I am the assistant to your Clan Kondrenaar, Master Kassimo Xisch. This morning, on our way to the ceremony, my master’s cart was attacked not thirty minutes ago on the main road by hobgoblins - just two miles south of Aerden. The hobgoblins bashed me and left me for dead. But I saw them forcibly take my master (and his cart) on one of the overgrown side tracks which lead up into the Lower Clatspur Ranges. The hobgoblins seemed keen on keeping both my master (and the contents of the cart) quite safe. Then I could see no more, and I fell into the dreamworld ...”

At this point, Konky passes out and Marianna tells the crowd to make way and give her room so that she can carry the boy to the tent of the Clan Priest. The boy is in no condition to answer any more questions, and Marianna kindly informs the PCs of this should they push for more.

Then the party notices the crowd in an uproar. Everybody is screaming and crying. It appears that they are not so concerned about the boy – but more concerned that his master has gone missing, and that the Konsturm will not now take place. One of them will have to lose their head ... After a minute, Kellen Schulter approaches the PCs. He is sweating, hunched, cowed, and wringing his hands together as if he is about to ask the PCs for a BIG favour ...

KELLEN SCHULTER: “Er ... Brave, earnest, noteworthy adventurers ... um ... we are in a bit of a predicament ... you see, our Kondrenaar has gone missing and ... we are in danger of losing this Konsturm most unfairly. We were ... wondering ... if ... um ... you would be so kind as to help us out?”

If any PC is an Oostmeer (or Vestmeer), then look for this person to step forward immediately to take up the offer (and without reward). If so, this person receives the bonus Role-Playing Award at the end of this scenario. If asked (by greedy PCs), Kellen is prepared to pay each party member 50gp reward if they bring Kassimo Xisch back alive (and with all his preserved heads intact).

Kellen Schulter tells the PCs that the Oostmeers are faced with a dilemma. During a Kondsturm, no-one may leave their position until one or the other side has admitted defeat. The side who moves first is the defeated side. Therefore, nobody from the Oostmeer Camp can go and rescue their Kondrenaar from the hands of the hobgoblins. Even if/when the party offer to rescue Kassimo, the Roodbergs have to be told what is going on, and agree to postpone the Kondsturm even longer. This will involve careful diplomacy and, once again, it looks like the PCs will have to do it as nobody from the Oostmeer camp can move from their position.

Once the PCs have placated the Roodbergs, then they can leave the camp and travel north to try to find where Konky and his master were attacked. From there, they might be able to track the hobgoblins into the Lower Clatspurs. The PCs will have to return with the Kondrenaar (and all the heads) before sunset, or the Konsturm will be considered won (by default) by the Roodbergs.

Hopefully, the PCs accept the task. Go to Encounter One. If they refuse the quest, then go straight to the Conclusion. The Oostmeers lose the Konsturm, and Marianna Pfeiffer loses her head as payment of defeat. The PCs are free to continue on to Schwartzenbruin. The module is over. Nobody gets any XP or other rewards.

Encounter One

In this encounter, the idea is for PCs to go to the Roodberg Camp and seek out the Roodberg Master Of Ceremonies (a woman called Mamoulia Treissen). The camp is opposite the Oostmeer Camp, but the PCs have to walk back to the road, then go down for several kilometers until they can turn left back into the field which houses the Roodberg tents.

Upon arrival in the Roodberg Camp, read or paraphrase the following:

The Roodberg Camp is decidedly more upbeat than the Oostmeer Camp. Fiddles are playing, young girls are dancing, bears are performing, and delicious grittles are simmering upon large open fires. It appears that the clan is already celebrating victory ...

The PCs will need to ask someone if they can speak to the Roodberg master of ceremonies. Eventually, a large woman with crooked teeth, heavily platted hair, numerous “beauty” marks, and an overfull bosom steps forward through the cheering crowd. She says:

MAMOULIA TREISSEN: “Greetings travellers! Welcome to our celebration. We have just heard the news that the Oostmeer kondrenaar has failed to show for the Konsturm. It appears that we will soon be adding a new head to our collection ...”

Some PCs may think that the Roodbergs have had a hand in this whole affair. A Sense Motive check (DC 10) on Mamoulia will discern that whilst she has no sympathy for the Oostmeers, she (nor her clan) has had anything to do with Kassimo’s abduction. Such a calculated act would bring centuries of shame upon the clan, and the family who did such a thing. The risk is not worth the price.

The PCs now have to convince Mamoulia to hold off declaring victory until sunset. Some parties may lie as to what is going on. They may say that the Oostmeer kondrenaar has arrived, but is ill, and won’t be ready to perform until later. This, or some other logical ruse, will require a Bluff check (DC 10) – followed by a Diplomacy check (DC 12) in order to have the Roodbergs cancel victory celebrations until sunset.

The PCs may simply tell Mamoulia the truth. If this occurs, Mamoulia smiles a sneaky grin and says:

MAMOULIA TREISSEN: “You know, we could never do anything to stop you from rescuing the kondrenaar from his abductors. We pledge that we will never harm another Perrender who is good of heart – openly or inadvertently. However, the heads that the kondrenaar has in his possession ... surely some of them could ... go missing ...even by accident ... during his ordeal with the hobgoblins? This would help secure our victory. Those Oostmeers have made us pay tax for centuries ... every time we

enter Traft City ... now it is time that we got a little back from them!”

If any PC is a Roodberg, then look for this person to step forward immediately to take up the offer (and without reward). If so, this person receives the bonus Role-Playing Award at the end of this scenario. If asked (by greedy PCs), Mamoulia is prepared to pay each party member 150gps reward if they bring Kassimo Xisch back ... but without his full compliment of preserved heads.

If the PCs do not take up on Mamoulia’s offer, then she will frown. She launches into an angry frenzy; saying things like:

“Why should WE postpone a victory which is rightfully ours? WE have been under THEIR control for too long! Just because they control the canton capital, they think they can control US? BAH! They have another thing coming to them! One of those aristocratic bastards will lose their head today! And the sooner the better!”

The PCs will need to make a Diplomacy check (DC 15) in order to calm Mamoulia down. Only let two PCs try this, as too many “convincers” will make her angrier. If she is placated, she will give the PCs until Sunset to do what they have to do. If she is NOT placated, she will demand that the PCs return with Kassimo before afternoon-tea (about 3pm). This gives them only 4 hours to find Kassimo and return (as opposed to 6 hours).

Whatever the case, they had better get going ...

Encounter Two

Read or paraphrase to the players :

Quickly, you gather yourselves up and set out along the road from whence you came. The place which Konky described they were attacked is generally familiar to you: you passed through here not more than two hours ago – perhaps just before the attack. Eventually you come to a place which fits the young boy’s description. There are three overgrown paths heading off the main road – all leading up towards the Lower Clatspur Ranges.

DM Note: This should be an appropriate moment for PCs to do some Search checks. Add +2

circumstance bonus if the PC has the Track feat; and another +2 if they have two or more ranks in Survival. Both stack.

A DC 8 reveals some footprints in the dirt. A scuffle has taken place here recently, and there are cart tracks as well.

A DC 10 reveals that the footprints belong to one human adult, one human child, and four humanoids. A Knowledge (Local) DC 12 will reveal the humanoid tracks to belong to hobgoblins.

A DC 12 reveals that a small creek ran down the side of this clearing. There appears to be straw and various other brick a' brac strewn beside the creek and across the intersection. A Survival check DC 10 will reveal that the bric a' brac and straw is the kind usually found in the homes of badgers. A Search check reveals no sign (yet) of any badgers.

A DC 14 reveals that the cart, human, and humanoid tracks lead up the middle path. The tracks of the boy lead down the main road towards the Konstuurm.

Note: If the party don't see which way the tracks lead (ie. they go on the wrong trail); then they will eventually come across the hobgoblins, but they will waste one hour of time. Make a note of it.

However, just as the PCs are about to walk up the trail, get everyone to make a Spot check (DC 17). Those who fail are surprised by two angry badgers who have returned to their nest to find it destroyed. They think the party are responsible. The badgers are very cranky and attack without fear or favour!

APL 2 (EL 1)

Badgers, Angry (2): hp 8 each. See *Monster Manual 3.5 Edition*, p.268. Because the badger's nest has been destroyed, treat them both as being affected by **Rage** (described in the *Monster Manual*). Their hit points have already been recalculated above.

Of course, parties with druids and rangers might try to calm the badgers or befriend them. This can be attempted at no penalty. The badgers do not have to die if the party don't want them to.

Treasure : None.

After this, the party is free to journey up one of the trails into the Lower Clatspur Ranges.

Encounter Three

Read or paraphrase to the players:

The trail which you embark upon leads gradually, and gently, upwards. Before too long, the trail leaves the Ferronwold, and begins to meander steeply through the increasingly rocky outcrops (surrounded by glades of forest) which make up the Lower Clatspur Ranges. After an hour, you smell the familiarity of a campside fire ... burning somewhere about 100 feet ahead of you along the trail ...

The DM should refer to **Map #2** at this point. He/she might like to draw the hobgoblin camp on a battlemat, or prepare a template for this encounter beforehand.

Smart parties will smell trouble and send a single scout up ahead to survey the scene. A Move Silently check (DC 8) will ensure that the scout arrives and returns without being heard by the four hobgoblins in the camp. The scout will see four hobgoblins sitting around a campfire cooking what appears to be a rump of horse-flesh. Nearby, is a dead horse – now carved up in a clumsy manner. The campfire appears to have been fuelled by planks of wood ripped off a medium-sized cart, which lies in pieces to the side of the camp. An INT check DC 8 will allow the PC to twig that this is most probably the dead horse and cart belonging to the missing Kondrenaar.

The clearing is 90 feet square. The fire is in the middle (with the 4 hobs sitting evenly around it within 10 feet of the fire). The trail continues on up a steep rocky incline.

Whole parties who walk forward without Moving Silently (or who try to Move Silently but fail Vs Hobgoblin Listen checks) will alert the hobgoblins. If they can, the hobgoblins will hide behind trees off the clearing, and wait until the party moves in to survey the camp (Party Spot vs Hobgoblin Hide checks). They will spring out and try to surprise the party at an opportune moment.

Thus, quiet parties may surprise the hobgoblins. Noisy parties will (most probably) be surprised by the hobgoblins. It may even be that the original

scout alerts the hobgoblins and they attack immediately (if they can). The DM will have to wing this encounter – depending upon what tactics both sides use to their advantage.

APL 2 (EL 2)

Hobgoblins (4): hp6 each. See *Monster Manual 3.5 Edition* p.153.

Development

If any hobgoblin is subdued and captured, he only speaks goblin or hobgoblin. An Intimidate check (DC 10) will have him reveal that there are eight in the brigand. His four were to cook dinner whilst the other four took the human and his smelly heads up to the spooky monastery. He is scared of the monastery. He hears screams come from there at night, and the other hobgoblins say that if you cross the wizard who lives there, he captures you and forces you to live with him forever. But the wizard pays them well to do odd jobs here n' there. So life's not so bad. The other four hobgoblins won't be back for another few hours. They left the camp about one hour ago.

Treasure

Each hobgoblin carries a longsword and a javelin, and is wearing studded leather armor. There is a half-cooked horse rump on the campfire. The cart has been smashed up ready for use as kindling for the fire. Off to one side are eight makeshift beds. Next to each bed is a bundle of smelly clothes ready for washing. A PC rifling through the clothes will find a pouch with 30gp hidden in each bundle. A Search check (DC 10) of the cart reveals that there was once something *in* the cart (which has now been removed). There is no sign of the missing Kondreenaar; however, another Search check (DC 14) will show four more hobgoblin tracks leading further up the trail. There is one set of human prints amongst these as well. The Track feat and 2 ranks in Survival add +4 to this check.

APL 2–loot(14 gp), coin-(40 gp), magic-(0 gp).

Even if the PCs don't find the tracks, there is really only one way forward ... up. From here on, the trail is narrow and rocky. No horse, not even a Perrenland-bred pony, will go up here under any circumstances. This is why the horse and cart was discarded by the hobgoblins. The PCs may safely leave any mounts tied up here. They will be there upon the PC's return.

Encounter Four

Read or paraphrase to the players:

The narrow, rocky trail soon leaves behind the conifer forests, and enters a bleak, upward climb which only occasionally affords glimpses back towards the Ferronwold and the beautiful expansive Lake Quag – the second largest lake in all the Known World. Then, almost abruptly, you come over a crest to see a flattened area. Although the trail continues onward and upward, in front of you is a little wooden hut with smoke coming from a brick chimney. There is a nice flower garden around the hut, and a tatty tabby cat sits on the roof (clearly so that it can't be reached by passing hobgoblins) ...

This is the hut of Old Jammul, an outcast lizardfolk who was a member of the Quagaloogal lizard tribe (which normally resides in the swamps around the foreshores of Lake Quag). He is very old, nearly blind, and practically deaf; which is why he didn't see or hear the hobgoblins pass by with the missing Kondreenaar. He is also asleep.

A Listen check (DC 12) will reveal loud, "grunting" snoring coming from inside the hut. One grunt even makes the cat yowl and arc up. A Spot check in through a window (DC 12) reveals a single humanoid figure curled up in a bed with a blanket over itself (snoring). There is a nightcap on it's head with a pom pom which bounces up and down in time to the snoring. From outside, the PCs can't see the face or figure of the humanoid.

The PCs will have to knock VERY loudly on the door. Old Jammul will have to make a Listen check (DC 15) in order to hear. Give the PCs three chances to knock, otherwise they'll have to break in (Open Lock, DC 15), or break the door down (AC 10, Hardness 5, hp10). If they break the door down, or smash a window (they're locked too), Old Jammul will wake up and scream. The scream (and sudden surprise) will cause him to have a heart attack and drop immediately to –1 hit points. If not healed within 5 rounds he dies. Full stop.

If the PCs are cautious, he can be woken carefully (without giving him cardiac arrest). Upon him waking, he will look up and pull back the blanket. The DM should read:

Before you lies a tall, wrinkled, naked male humanoid with a woolly nitecap and pom pom on his head. He is a cross between a human and a lizard. He has clawed hands, a long tail, and a mouth which might have (once upon a time) contained sharp, mighty teeth. Now, it is a gaping, gummy maw ... opened half in wonder, and half in fright. His eyes appear to be having trouble focussing on you ...

Once he has woken up, Old Jammul is quite pleased he has friendly visitors. He speaks loudly in broken Common Tongue (he's nearly deaf). If the PCs are unfriendly, or speak in stern voices, he will get scared and ask them to leave. If they refuse, he becomes agitated. If they intimidate him more, he has a heart attack and goes to -1 (as above).

If the PCs ask Jammul what he is doing here, he will tell them that he is a Quagaloogal Lizard folk who was outcast from his tribe over 50 years ago. His crime was that he fell in love with the same female which the tribal chief was chosen to marry. When they consecrated their love in secret, they were later found out. She was executed. He was bannished – never to live again upon the Ferronwold.

Apart from a weekly visit from an old friend from Aerden who passes on gossip from the outside world, and brings him food and water; he rarely gets to see anybody. He encourages the PCs to stay for lunch (there's a nice smelling stew simmering in a pot on the stove under the chimney).

If the PCs did not placate Mammoulia back in Encounter One, then an INT check (DC 5) has them realise that they have no time to stop for lunch, or ask Old Jammul any more questions. If they leave and return later, Old Jammul has gone for his afternoon walk down in the forest (and they do not meet him again). Because these PCs do not stop for lunch, they will now become *fatigued* (see DMG) until the end of this adventure (unless they have Lesser Restoration or some other means of getting their energy back). Eating whilst walking is *not* good enough in this rocky, difficult terrain.

Most PC's, however, will realise they they should stop for 20 minutes because they are getting hungry (and will become *fatigued* very soon if they do not stop briefly). Old Jammul will quickly grab some plates (though he drops one); and slops some very tasty stew on each PC's plate (though

one poor PC gets it in his/her lap – Fort Save DC 10 or take 1d4 damage). Jammul chatters non-stop whilst he serves, so encourage PCs to ask him questions whilst lunch is prepared, etc.

What If PCs Ask Jammul About The Hobgoblins Or What's Up The Trail?

Jammul has been asleep since he put his stew on to simmer about 2 hours ago. He has seen or heard anything or anyone. He has, however, seen and heard different things over the last year or two.

Two years ago, a deserted monastery which was once dedicated to Nerull was reinhabited by a wizard whose name Jammul does not know. Jammul has heard that the wizard is a necromancer who works for an evil underground organisation called "The Dark Wave Crime Syndicate". This organisation is said to have it's headquarters in Traft City, but nothing has yet been uncovered. Over the last year, Jammul has seen and heard groups of hobgoblins coming and going from the old monastery. Jammul is sure he has seen a number of humans tied and bound, walking with the hobgoblins. They were probably kidnapped. None of the bound humans have ever been seen again. Jammul has not been up to the monastery for over 10 years, but he remembers it has a very high fence and a big iron gate out the front. This trail leads directly to the big gate. There is no other way to get to the monastery.

The wizard and the hobgoblins leave him alone due to a fortunate superstition held by hobgoblin tribes in this region: if you murder an outcast, you yourself will become one. As hobgoblins treat such a fate as worse than death, Jammul has managed to stay alive and unharmed.

Jammul Will Ask The PCs What Is Happening In The Outside World

Over lunch, Jammul will question the PCs about the outside world. As the PCs are new to adventuring, they shouldn't know much. But Old Jammul has been hearing things from his friend in Aerden. At an opportune moment, Old Jammul tells the PCs what *he* knows about what is going on in Perrenland and the wider Flanaess (incl. the ether threat). The information encompasses narrative from 591 and 592 CY (regional and core adventures).

Give the party **Player Handout #1** from the Appendix. It is a good summary of Living

Greyhawk events up until the start of 593 CY (it's currently 594 CY).

After lunch, the PCs will be ready to thank Jammul and head on up the trail in search of the missing Kondrenaar. Proceed to Encounter Five.

Encounter Five

Read or paraphrase to the players:

The trail ahead steepens and becomes even narrower. Eventually, you completely lose sight of the conifer forests where the hobgoblins camped, and you see no sign of Lake Quag or the Ferronwold below. Now you know for certain that you have left civilisation behind. Now you are trekking in some of the most dangerous terrain in all the Flanaess – the mighty Clatspur Ranges! Soon, you find yourselves hugging a trail which runs alongside a cliff-face (to your right), with a drop of 50 feet down to another rocky ledge (to your left). The path is 5ft wide. What is your marching order, and are you taking any special precautions?

The DM should refer to **Map #3** at this point. He/she might like to draw the narrow ledge on a battlemat, or prepare a template for this encounter beforehand. Ensure that you place the lead PC at least 20 feet from the (T) Trap (so that the party has a chance to a) Spot the lever in the wall which activates/deactivates the sything blade; b) Search; c) Disable the trap.

Let the PCs place figures down to demonstrate their marching order. Make them paranoid. Play up the cliff and the drop to the ledge below (fatal for most 1st Level PCs). Paranoid PCs will lash rope to themselves (and others). Make 'em feel their way along the ledge ... 5ft square x 5ft square.

When the front PC reaches the 5ft square in front of the trap (T) then get him/her to make a Spot check (DC 12) to notice a lever embedded into the rock wall (down low). The lever is turned to the RIGHT. Turning the lever to the LEFT deactivates the sything blade. If the front PC fails the spot check, the next in line can try (DC 14).

Similarly, a PC might SAY they are Searching in the 5ft square inhabited by the trap. A Search check (DC 21) will reveal the trap. A further

Disable Device check (DC 20) will prevent it from activating. The PC finds a mechanism linked to a lever in the wall (and so on). Stepping directly on the 5ft (T) square will activate the trap (unless it has been deactivated).

APL 2 (EL 1)

Sything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

The blade will shoot out from the wall and try to hit the first person stepping into the (T) square. If the blade misses, nothing happens except that it swings forward, then swings back (and resets). The PC must make a Balance check DC 8 in order to step backwards to avoid it. A failed Balance check means that the PC loses balance on the ledge and topples over. Those PC's not lashed by rope (to another PC), get one chance for a PC in the 5ft square behind them to reach out and grab them (Reflex save DC 10). A successful grab hauls the PC back to safety. A failed grab means the unbalanced PC falls 50 feet down to another ledge (taking 5d6 damage – Fort save DC 10 for half). The cliff can be climbed back up (Climb check DC 10) quite easily. Those PCs who fall, but are lashed are hauled back up, but take 1d4 damage from being scraped against the cliff-face in the initial fall.

A Search check (DC 10) will now reveal the lever in the wall. Once past the trap, the PCs see an identical lever on the other side. They clearly match. One lever deactivates the trap, the other activates it again. Obviously, the hobgoblins and the necromancer are aware of this.

Encounter Six

Read, or paraphrase, to the players:

As you press forward, the rocky ledge soon widens a little and rises up over a small range – heading further into the Lower Clatspurs proper. After another 30 minutes, you crest a hill and are greeted with a rather impressive, but frightening sight: a huge, semi-deserted monastery. Rising up out of the hilltop like a monolith, the grey-walled edifice appears to have two low-set buildings and one other with a three-storey tower rising up out of it. There is also a very high (60 feet) wall surrounding the monastery. You cannot see beyond the wall,

but 70 feet up ahead, you see a large iron gate. Exiting through the gate are four hobgoblins. One of them looks like he is locking the gate with a big copper key, whilst the others appear to be readying themselves for the journey back down the mountain ...

Get all the players to make Move Silently OR Hide checks Vs. the Hobgoblins Spot checks (at -2 because they're not expecting anyone). This means that the PCs may get a partial action each during a surprise round; and only a few (or no) hobgoblins will get to act in Round Zero.

After any partial actions are taken, roll for initiative proper and have the hobgoblins attack the PCs. They will use ranged weapons first (if they can), then switch to melee weapons.

APL 2 (EL 2)

Hobgoblins (4): hp6 each. See *Monster Manual 3.5 Edition* p.153.

Treasure

Each hobgoblin carries a longsword and a javelin, and is wearing studded leather armor. A PC rifling through their clothes will find a pouch with 30gp on each of the hobgoblins. The PC's also find a big copper key on the lead hobgoblin. This key opens the gate into the monastery.

APL 2-loot(14 gp), coin-(40 gp), magic-(0 gp).

Encounter Seven

When the PCs get through the gate, they are free to look around the semi-deserted monastery. From where they are standing (the gate), they certainly don't see any movement at ground level. Although the PCs don't know it, the Kondenaar is in the tower room with the necromancer – bound and gagged. The necromancer also has the Kondenaar's sack of preserved heads with him as well.

Any PC looking for hobgoblin tracks (Survival check DC 14) will see them leading towards the largest building containing The Tower.

The DM should now refer to DM Map #3 : The Zombie Monastery, as the PCs are likely to start exploring.

Acolyte's Quarters: This building has a wooden door which is well padlocked (Open Lock DC 20). There are four small windows (only large enough for a small PC to climb through). The glass is stained with pictures which depict scenes of terrible slaughter and mayhem. If smashed (either window or door), the room is empty except for 30 beds which are now rotten, smelly, and covered in vermin droppings and cockroaches. Any sort of "good hit" on the door or window will break it open.

Deserted Dining Hall And Kitchen: This building has a wooden door which is well padlocked (Open Lock DC 20). There are six small windows (only large enough for a small PC to climb through). The glass is stained with pictures which depict scenes of gluttonous revelry mixed with debaucherous and lecherous behaviour. If smashed (either window or door), the room is empty except for two long tables with about 40 chairs. All the wood is rotting away. The kitchen is stripped bare. There is nothing but broken cooking utensils in here which are useless. Any sort of "good hit" on the door or window will break it open.

The Tower Building

There are 13 steps leading up to the main doors of the tower building. The steps themselves are 13 feet wide. Etched into the stone cornice above the main double doors are 13 sculptures of tortured faces: eyes gauged, tongues lolping, wounds gaping. Upon examination of the double doors, it appears that they are not locked. Stepping inside, the PCs discover a small entry chamber. Ahead of them is a room (with a wooden door) and a worn sign on it which reads "Reception". To their left is an opening revealing a set of stone stairs going up (most probably to the tower). To their immediate right is another door with a sign that reads: "High Monks Quarters Only". Only if the PCs walk to the right a bit further will they see a door with a sign on it that reads: "Chapel".

Reception:

This room appears to have once been an office of sorts. Everything is wrecked and littered in here with overturned desks and cupboards (containing nothing of interest). As soon as any PC steps into the room and goes up to either a desk or a cupboard, a Zombie Monk rises up to attack! It's movements will indicate that it definitely knows martial arts! The zombie is dressed in black and has a balaclava over its head. As soon as a PC strikes it with a successful hit, the balaclava falls

off to reveal a face which is pale, eaten away, and definitely not living (in the true sense of the word!).

APL 2 (EL 1)

Zombie Monk (1): hp11. See Appendix III for statistics. Remember that these undead are considered as having 1HD in respect to *turning undead*. These zombies would normally be CR 2 (with 21 hit points), but they are decaying away for some unknown reason.

If no PC enters this room, then the Zombie Monk will be waiting for the PCs (with any other undefeated Zombies) as they go to leave this building after they rescue the Kondrenaar.

Treasure: None.

High Monks Quarters:

Opening this door reveals a room with 10 overturned beds, and several overturned cupboards. There is nothing of value in any of these, but any PC going in and checking out a bed or cupboard will alert a Zombie Monk who will rise up and attack! It's movements will indicate that it definitely knows martial arts! The zombie is dressed in black and has a balaclava over its head. As soon as a PC strikes it with a successful hit, the balaclava falls off to reveal a face which is pale, eaten away, and definitely not living (in the true sense of the word!).

APL 2 (EL 1)

Zombie Monk (1): hp11. See Appendix III for statistics. Remember that these undead are considered as having 1HD in respect to *turning undead*. These zombies would normally be CR 2 (with 21 hit points), but they are decaying away for some unknown reason.

If no PC enters this room, then the Zombie Monk will be waiting for the PCs (with any other undefeated Zombies) as they go to leave this building after they rescue the Kondrenaar.

Treasure: None.

The Chapel:

Opening this door reveals a small chapel which might seat about 50 monks. All the pews have been overturned, and a broken altar stands on a 10ft x 10ft pedestal against the far wall opposite the door. Any PC going in to check out the altar

will find that a Zombie Monk rises up to attack! It's movements will indicate that it definitely knows martial arts! The zombie is dressed in black and has a balaclava over its head. As soon as a PC strikes it with a successful hit, the balaclava falls off to reveal a face which is pale, eaten away, and definitely not living (in the true sense of the word!).

APL 2 (EL 1)

Zombie Monk (1): hp11. See Appendix III for statistics. Remember that these undead are considered as having 1HD in respect to *turning undead*. These zombies would normally be CR 2 (with 21 hit points), but they are decaying away for some unknown reason.

If no PC enters this room, then the Zombie Monk will be waiting for the PCs (with any other undefeated Zombies) as they go to leave this building after they rescue the Kondrenaar.

Treasure: None.

Steps Going Up To The Tower

The steps going up to the top of the tower are 5 feet wide. There are two "landings" on the way up. It takes 2 rounds to get from one landing to another due to the precipitous nature of the ruined steps (which are crumbling away). Each landing is 30 feet x 30 feet round. On the second landing, have the PCs make a Listen check DC 12. Those who succeed will hear maniacal laughter coming from above, mixed with muffled cries (as if coming from someone who has been gagged). If the party charge up the steps, then Beloch (the Necromancer) will automatically hear the PCs coming and cast Mage Armor (Round 1) and Summon Monster I (Round 2) in preparation. If the party tries to sneak up the stairs, then have them all make a Move Silently check Vs. Beloch's Listen check. Choose one(1) of the following outcomes :

If Beloch Hears The Party And Prepares

As soon as the party come within 5 feet of the top of the tower stairs, a summoned Medium-size Monstrous Scorpion appears and attacks. Give the poor PC out front a Spot check Vs. Scorpion Hide check in order to not be surprised.

Monstrous Scorpion, Medium-size (1): hp 13. See *Monster Manual 3.4 Edition p.287*.

After the scorpion is defeated, the PCs are ready to face-off against Beloch ...

Read or paraphrase the following as soon as the first PC steps up into the room at the top of the tower :

The room at the top of the tower is 30 feet in diameter. Over to your right (15 feet away) you see a man bound and gagged ... sobbing uncontrollably in absolute fear. He is dressed in the traditional colours of the Oostmeeren family clan. Over to your left (15 feet away) you see a tall bald-headed man with a long drooping moustache and a plaited goatee. He is dressed in wizardly robes. He is holding a knife in his left hand up against a rope which is attached to a sack suspended over a boiling cauldron. He laughs maniacally and says to you:

“Come any closer, or make any move against me, and I will cut this rope. If I do, your Clan Kondrenaar will lose all of his precious heads. Of course, so will I ... but they’re worth more to him than they are to me ...”

The party can talk to Beloch. He will introduce himself and, if asked, provide the reason why he kidnapped the clan kondrenaar :

BELOCH: “I am doing some research for a secret organisation of evil ... known as The Dark Wave. Don’t bother asking anything about it, as I won’t tell you. My research involves turning humans who are already trained monks – into zombies! Bwhaaaaa!!! [laughs maniacally] However ... those few zombies which I have created so far, have strangely begun to rot and lose their efficacy. I heard your clan kondrenaar had developed a balm which they use to preserve their precious heads. So I decided to kidnap one of them so he could tell me the formula. This gentleman has been extremely helpful. I now have the formula. And I am no longer in any need of him. Take him away. But his heads stay with me ... as insurance against any reprisals ...

Beloch is telling the truth and is true to his word. The party may rescue Kassimo without any attack from Beloch – and leave. They will, however, not be rewarded by the Oostmeerens as they left the heads behind. In fact, the Oostmeerens will now

lose the kondsturm to the Roodbergs. One of them will lose his/her head ...

If the party decide to attack Beloch, then play it out. Roll for Initiative. On his turn, if able, Beloch will cut the rope and cause the heads to fall into the cauldron. The heads will take 2 rounds to ruin. Anyone grabbing the heads with their hands from the cauldron (even with gloves on) takes 2d6 damage (Fort Save DC 12 for half). Anyone trying to pry the heads out with a stick, pole, or bucket takes 1d8 splash damage (Fort Save DC 12 for half).

Beloch, Mad Wizard, Wiz3: hp XX; See Appendix III for statistics.

□ If Beloch Does Not Hear The Party And Does Not Prepare

In this case, the PCs will *surprise* Beloch. Read or paraphrase the following as soon as the first PC steps up into the room at the top of the tower :

The room at the top of the tower is 30 feet in diameter. Over to your right (15 feet away) you see a man bound and gagged ... sobbing uncontrollably in absolute fear. He is dressed in the traditional colours of the Oostmeeren family clan. Over to your left (15 feet away) you see a tall bald-headed man with a long drooping moustache and a plaited goatee. He is dressed in wizardly robes. He is laughing maniacally and appears to be taunting the victim with a knife. To his left is a sack suspended by a rope over a boiling cauldron.

DM Note: At this point, ask the first PC into the room to tell you what he/she is doing. If they quietly relay what they see to the others, then ask the others what they do. Every PC who is aware gets a surprise action (one Move OR Attack action).

Of course once this is over, Beloch will react. If no-one has attacked him, he will say:

“Come any closer, or make any move against me, and I will cut this rope. If I do, your Clan Kondrenaar will lose all of his precious heads. Of course, so will I ... but they’re worth more to him than they are to me ...”

The party can talk to Beloch. He will introduce himself and, if asked, provide the reason why he kidnapped the clan kondreenaar :

BELOCH: *"I am doing some research for a secret organisation of evil ... known as The Dark Wave. Don't bother asking anything about it, as I won't tell you. My research involves turning humans who are already trained monks – into zombies! Bwhaaaaa!!! [laughs maniacally] However ... those few zombies which I have created so far, have strangely begun to rot and lose their efficacy. I heard your clan kondreenaar had developed a balm which they use to preserve their precious heads. So I decided to kidnap one of them so he could tell me the formula. This gentleman has been extremely helpful. I now have the formula. And I am no longer in any need of him. Take him away. But his heads stay with me ... as insurance against any reprisals ..."*

Beloch is telling the truth and is true to his word. The party may rescue Kassimo without any attack from Beloch – and leave. They will, however, not be rewarded by the Oostmeeren as they left the heads behind. In fact, the Oostmeeren will now lose the kondsturm.

If the party have attacked (or decide to attack) Beloch, then play it out. Roll for Initiative. On his turn, if able, Beloch will try to cut the rope and cause the sack with the clan heads to fall into the cauldron. The heads will take 2 rounds to ruin. Anyone grabbing the heads with their hands from the cauldron (even with gloves on) takes 2d6 damage (Fort Save DC 12 for half). Anyone trying to pry the heads out with a stick, pole, or bucket takes 1d8 splash damage (Fort Save DC 12 for half).

APL 2 (EL 3)

Beloch, Mad Wizard, Wiz3: hp 15; See Appendix III for statistics.

Treasure: There is a medium-sized chest in the room. It is locked (Open Lock DC 14). It can also be bashed open with a bludgeoning weapon (AC 5, hp15). Inside is the money which the Dark Wave has paid Beloch for his efforts. There is also a note. Should the PCs read the note, refer them to Player's Handout #2.

APL 2–loot(0 gp), coin-(292 gp), magic-(0 gp).

Questioning The Kondreenaar And Beyond

Kassimo Xisch will be grateful to be rescued, but he will scold the party for being so careless as to let his clan's prize heads be destroyed (if that event occurred). He will explain to the party that one of the Oostmeeren aristocrats will now have to die as a result of losing the heads. Of course, some clever PCs may come up with the plan to cut off Beloch's head and the heads of the Zombies downstairs ... then try to Bluff the Oostmeeren into thinking it is their heroic ancestors. If they try this (and succeed at a Bluff check Vs. DC 14), then the Oostmeeren and Roodbergs will be fooled. The Oostmeeren will win. Later ... like in 48 hours ... the Oostmeeren will realise they've been duped ... Kassimo Xisch will be worried about his young charge, Konky, and will ask if he is safe. Kassimo will tell the party that they must get back to the konsturm as fast as possible.

Downstairs In The Monastery On The Way Out

It is possible that PCs just went straight upstairs to deal with Beloch, and did not fight all the Zombies. When they come downstairs, any Zombies not yet dead will be barring the exit ... waiting to kill the party!!

After all, this is a Zombie Monastery ... <g>

Conclusion

In **Conclusion**, the party (hopefully) rescues Kassimo and brings him back to the Oostmeer Camp. If they have also rescued the precious Heads (or something they want to Bluff as being heads), the Oostmeeren will give each party member a 50gp bonus. Then the Kondsturm begins. If Kassimo has his Heads, then the Oostmeeren win the Kondsturm. If Kassimo does not have his Heads, then the Roodbergs win. Either way, somebody loses his or her head (and it is one of the nicer NPCs that the PCs meet earlier in the scenario). Their head is taken and given to the winning Kondreenaar. There is much cheering and revelry. This should make the players quite uneasy (even queasy), and give them something to talk about and think about during future adventures in Perrenland!

Depending on what the PCs do, read the following at an appropriate moment:

If Kassimo Has Heads

And so your party is invited to sit on the sideline as the crowd anxiously gathers for the kondsturm. Kassimo Xisch, Oostmeer, grabs his sack and walks stoically out onto the field between the two camps. There, he waits. The Oostmeer skatenguler (a screaming old woman who hurls abuse at her own side so that they may be shamed into fighting harder) begins to shout: "Kassimo! Your mother was a duck's bum, and your father was a wilting flower!"

After a minute, Kassimo is joined in a similar fashion by the Roodberg kondenaar, a man called Blatheran Geisszer. Then, too, does the Roodberg skatenguler start to hurl abuse at her own representative. Her curses cannot be repeated, as they are far too rude.

Then, to much cheering and raucous rambunctiousness on the part of both sides, each kondenaar sings the praises of each hero's head ... one at a time. Kassimo even does a little dance as he sings with each head. Blatheran stands on wood and dances in tight clogs whilst clicking and clacking in a most unusual way to the sound of his own voice. The crowd applauds.

But finally, it is Kassimo Xisch who stirs the crowd with his rendition of "Bubby Boy" a moving song about a cow which belonged to the head of a hero called "Krickett". Amidst tears and celebration, the Oostmeers are deemed winners of the kondsturm!

Then, without further ado, Elania Treissen (daughter of Mamoulia), a beautiful aristocratic Roodberg, is brought forward to a chopping block. She stoically bows her head and pushes her collar back.

"Don't miss, for Pelor's sake, Stewie ..." she says. And then her head is chopped off.

The crowd goes wild. Kassimo scoops up Elania's head and holds it high. There are more cheers, and celebrations. The Oostmeers have won the day! The Oostmeers no longer have to pay the road tax!

And as you all leave and head off towards Schwartzenbruin, you cannot help but wonder: maybe you should have left old Kassimo back at the ... Zombie Monastery.

□ If Kassimo Doesn't Have Heads (Or Doesn't Return)

And so it is a sad day for the Oostmeers. A message is sent to the Roodberg camp which effectively deems the Roodbergs the winners of the kondsturm! All the roodbergs cheer! Then, the Roodberg kondenaar, Blatheran Geisszer, comes out into the middle of the field between the two camps. He then, out of respect, performs the routine which he had practised, ready to compete against Kassimo. This includes standing on wood and dancing in tight clogs whilst clicking and clacking in a most unusual way to the sound of his own voice. The crowd applauds.

Then, without further ado, Marianna Pfeiffer, the beautiful aristocratic Oostmeer, is brought forward to a chopping block. She stoically bows her head and pushes her collar back.

"Don't miss, for Pelor's sake, Stewie ..." she says. And then her head is chopped off.

The crowd goes wild. Blatheran scoops up Marianna's head and holds it high. There are more cheers, and celebrations. The Roodbergs have won the day! The Oostmeers must continue to pay the road tax!

And as you all leave and head off towards Schwartzenbruin, you cannot help but wonder: maybe you should have done more to rescue those heads back at the ... Zombie Monastery.

The End

Experience Point Summary

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

Encounter Two

Deafeating or Calming the badgers : 30 xp

Encounter Three

Defeating the hobgoblins : 60 xp

Encounter Five

Overcoming the trap without anyone taking damage : 30 xp

Encounter Six

Defeating the hobgoblins : 60 xp

Encounter Seven

Defeating all three zombies : 90 xp

Defeating Beloch the Wizard : 90 xp

Discretionary roleplaying award

APL 2 90 xp

Total possible experience:

APL 2 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter Three:

APL 2-loot(14 gp), coin-(40 gp), magic-(0 gp).

Encounter Six:

APL 2-loot(14 gp), coin-(40 gp), magic-(0 gp).

Encounter Seven:

APL 2-loot(0 gp), coin-(292 gp), magic-(0 gp).

Total Possible Treasure

APL 2: L: 28 gp; C: 372 gp; M: 0 gp - Total: 450 gp

Special

There are no Special Favors or Items allowed in Introductory Modules. You will need to play a sanctioned module (COR, IUZ, or PER) to get access to these.

Items for the Adventure Record

There are no Items allowed on the AR of Introductory Modules. You will need to play a sanctioned module (COR, IUZ, or PER) to get access to these.

Appendix I

DON'T LOOSE YOUR HEAD

The history of head-taking in Perrenland

By Patrick Williamson, Mark Somers, and Wes Nicholson

“Ornhulf Weisspeer you’re nothing but the son of a Uitlander trollsop fostered onto a weak and pathetic clan” bellowed Iringal Hussen across the battlefield. Ornhulf paused in hacking his at Hussen opponent’s shield as around him each side took a pause recognising the opening lines of a “Skam-Oost” or calling out.

“Well at least I don’t have any Orc blood polluting my bloodline, and my father was legitimate... you half-breed blaggard” replied Ornhulf after a moment’s reflection. For the next minute as each man exchanged insults the two clans drew apart reforming themselves into separate battle lines as their champions approached each other. Finally, Ornhulf, who had final right of say, called upon his Clan Kondrednaar to set a time and place for “Kondsturm”, or “the battle for the head”.

One of the stranger traditions in Perrenland is the practice amongst the clans of “head taking”.

This practice, according to the lore keepers, has been passed down from the Ur-Flan culture that used to dominate the region before the great migrations; a culture that, rather than vanishing, has simply adapted into what Perrender society is today.

The Kondsturm is responsible for the ongoing nature of inter-clan rivalry, and the main reason why pitched battles are generally called off and resulting casualties keep low. Perrenders consider a battle between champions to resolve a current issue to be the best and most honorable test of a clan’s rights. It could be perceived by the less well educated that, to Perrenders, the Kondsturms are all but a series of ongoing, but deadly, games - played out see who is the best, season after season. The matters involved often seem trivial and unjustified, and can range from “who has the plowing rights to a few acres of fertile land on a border” to “who actually owns that prize bull who has been rustled countless times by each side”? Simple matters mostly, but ones that can quickly cause damage if not settled quickly.

The Kondsturm ends in one side or the other collecting a head and taking it back to the main stadt associated with the head-taker. Here, it is presented to the Graf (noble) of the clan who in turn hands it to his Kondrednaar (lore speaker) so that it can be properly prepared for mounting on the walls of the stadt. The more famous the head that is taken, the more prominently it is displayed, and the less it is shrunk in the preservation process. The head becomes the property of the clan whose hero claimed the head, and its theft by the loosing clan is strictly forbidden. Such an act would result in a major loss of honour and perhaps even full scale inter clan warfare. Full-scale warfare between clans is something each Kondrednaar is tasked to prevent. The most successful, and famous, of them never allow blood to flow freely between the clans if such a thing can be avoided.

To date, the most famous of all Kondsturm was at the battle of Der Rood-Oosting (98 CY). During this battle, the Kondrednaar of the Vosser Clan convinced the Aerdi Roodberg nation, not then considered a clan of Perrenland, to participate in a mass Kondsturm to determine who had ownership rights of the fertile Velverdyva valley, south of the town of Clatsberg. Spurred on by their Kondrednaar, the Vossers succeeded in taking several hundred Roodberg heads that fateful morning. This effectively drove the Aerdi invaders from the land, much to the dismay of the Roodbergs who, to this day, consider the heads taken in that battle to have been taken under false pretences.

Many foreigners new to the country are instantly affronted by the heads, many of then centuries old, that adorn the walls of Perrenlands clan leaders stadts. This may be one of the reasons why Perrenland is still viewed as a barbaric country despite evidence to the contrary. Perrenders themselves get a macabre sense of pleasure as they watch foreign dignitaries pale and whisper about the practice amongst themselves in their foreign tongues. The experienced foreign diplomat, however, knows that the best way to gain a semblance of trust amongst the clan leadership is to inquire about the history of a particular head, or to comment on the appearance of a new one. This gives the clan noble the opportunity to produce his Kondrednaar, or clan lore speaker : a bard with special skills and training in the preservation and story keeping of the nobles’ heads. The

Kondrednaar may even bestow the rare honour on such visitors, by having the head, through closely guarded magical secrets, recall its own glorious end!

The Skam-Oost or "Calling out" is a vital part of the Kondsturm. Traditionally, only Perrender clan members can initiate a Skam-Oost and, although not always directed against another member of one of Perrenlands clans, it is rare for a non-clan head to be considered worthy of a Kondstur – and besides, they seldom stick to the rules. In game terms for LG Perrenland regional scenarios, a PC who is a clan member can use the Skam-Oost to draw out a significant clan based NPC to single combat. A breach of the single combat nature of this event by a PC or their party would result in exile from the region of the entire group. Most importantly if you loose your head you cannot be raised. The winner of a Kondsturm has the right to claim the field, and the other side must back down, revenge killings are not allowed under Perrender law.

Clan Kondrednaar (Clan Lore Speaker)

It is difficult to establish the true origins of the Clan Kondrednaar. They seem to have been around from times well before the establishment of Perrenland as a nation. The connection of the Kondrednaar to the dead might well stem from ancient Ur-Flan practices. Little of these times are understood even by those who are Kondrednaar. Each of the modern Perrenese clans has a history that extends deep into pre-Perrenland times.

The Kondrednaar of a Perrenese clan is a bard with particular skills. More than just a clan knowledge keeper, the Kondrednaar is a person with a special affinity with his clan. He also has a connection to the dead, divining knowledge from the heads of the foes defeated in battle.

In times of clan fighting, the Kondrednaar uses the heads of defeated foes to demoralise and hurt his enemies and can summon the strength of the clan spirit to aid him in battle.

Much of the Kondrednaar's knowledge is little understood in the current times. Some find the ways of the Kondrednaar strange and archaic, but when there is clan trouble, the Kondrednaar is the one who can rally the clan warband, and make the difference. The Kondrednaar has a

place in many rituals and gatherings of the clans. The Kondrednaar of modern Perrenland is an adviser to those clan leaders willing to respect their ways.

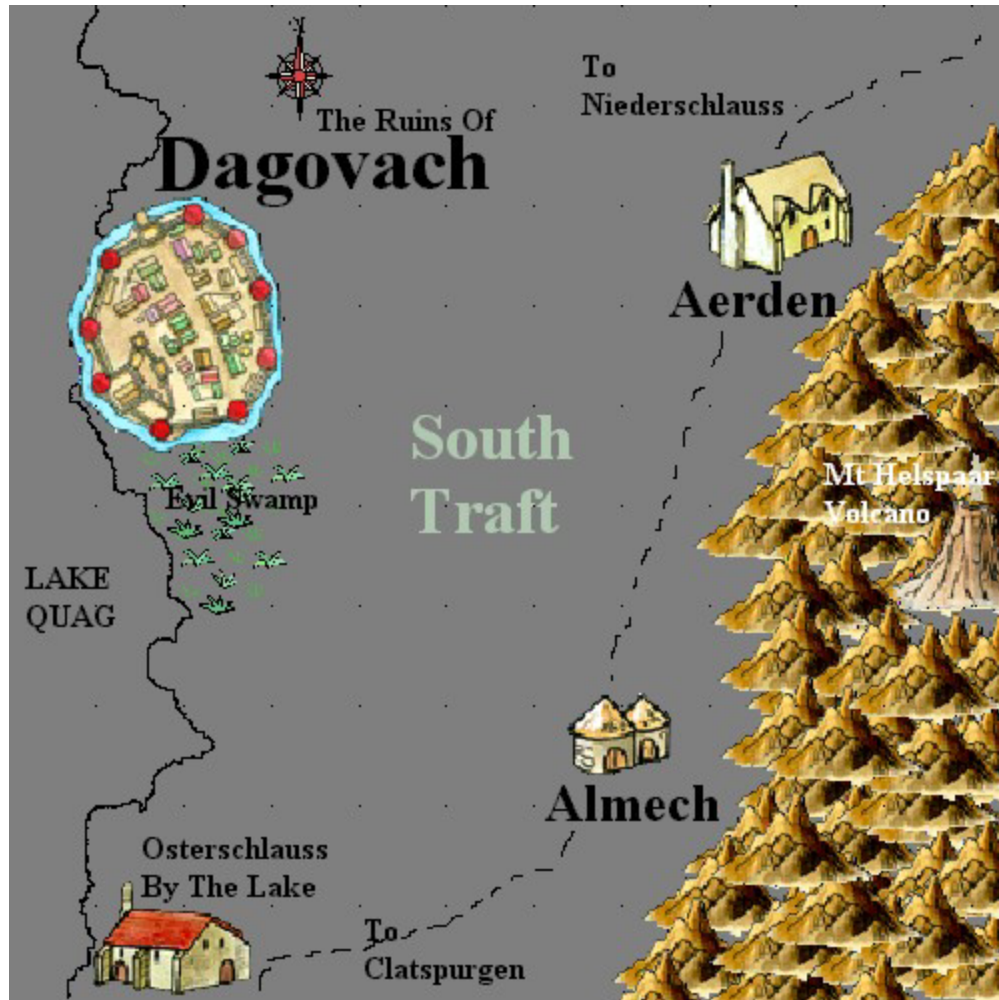
Those who become Kondrednaar are those who revere and study lore. A Kondrednaar will know much clan lore and history. Many who become Kondrednaar have studied in the temples of the Old Kerk of Perrenland. Some of the ways of the Kondrednaar have similar roots to those of the Old Kerk. While the Old Kerk is an organisation with temples and rules, the Kondrednaar have no such organisation.

Much of the knowledge learnt by the Kondrednaar has been passed orally for generations and much has still not been put down in writing. As well as knowing clan laws and history, the Kondrednaar will know something of folklore and legend. No Kondrednaar will remain hidden amongst the folk of a clan for long. Part of the duty of any Kondrednaar is to remind the clan of its illustrious history or fateful past with tale telling and ballad singing.

The Kondrednaar exists not just for the past, but also for the present and future. It is the Kondrednaar who will pass on tales of today's heroes and villains of the clan to the next generation. A clan leader will tread carefully around the Kondrednaar for fear of offending him and appearing in a bad light in the tales of tomorrow. A Kondrednaar might have both friends and enemies in his own clan. Generally though, the Kondrednaar's vitriol is reserved for the enemies of the clan.

Each of the Perrenese clans will have its Kondrednaar, and while in some ways opposed, they all come from similar traditions and background. A gathering of Kondrednaar from different clans will be a noisy occasion. Not warriors, but bards are the ones who become Kondrednaar. However some Kondrednaar might have levels in fighter or priest or any of the other classes.

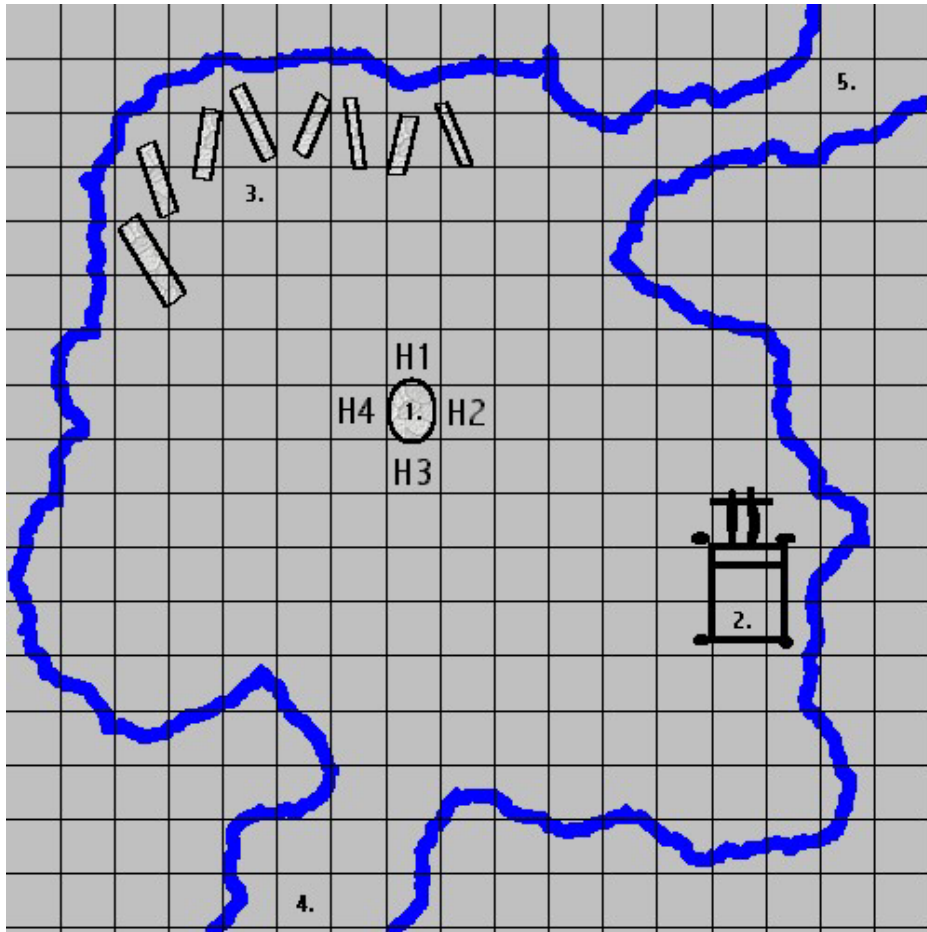
Appendix II DM Map #1: Map Of South Traft



It should be remembered by the DM that Perrenland is divided into a number of “mini-States” called Cantons. This scenario is set in area called Traft Canton – which is on the north-eastern shore of Lake Quag. This adventure, in particular, is situated near the Village Of Aerden (in the shadow of the snowy Clatspur Ranges and a rumbling Mount Hellspar volcano. To the west is the Lost City Of Dagovach – recently uncovered by adventurers. It’s terrible depths have not yet been explored. To the south is the Canton Of Clatspurgen and, if you were to follow the Quag Highway all the way, you would eventually have to either go straight ahead (on to other lands), or take a right and follow the shores of Lake Quag around until you got to the Perrenland capital, Schwartzenuin. The road north goes through the Town Of Niederschlauss, and eventually reaches the capital, Traft City (pop. 15,000).

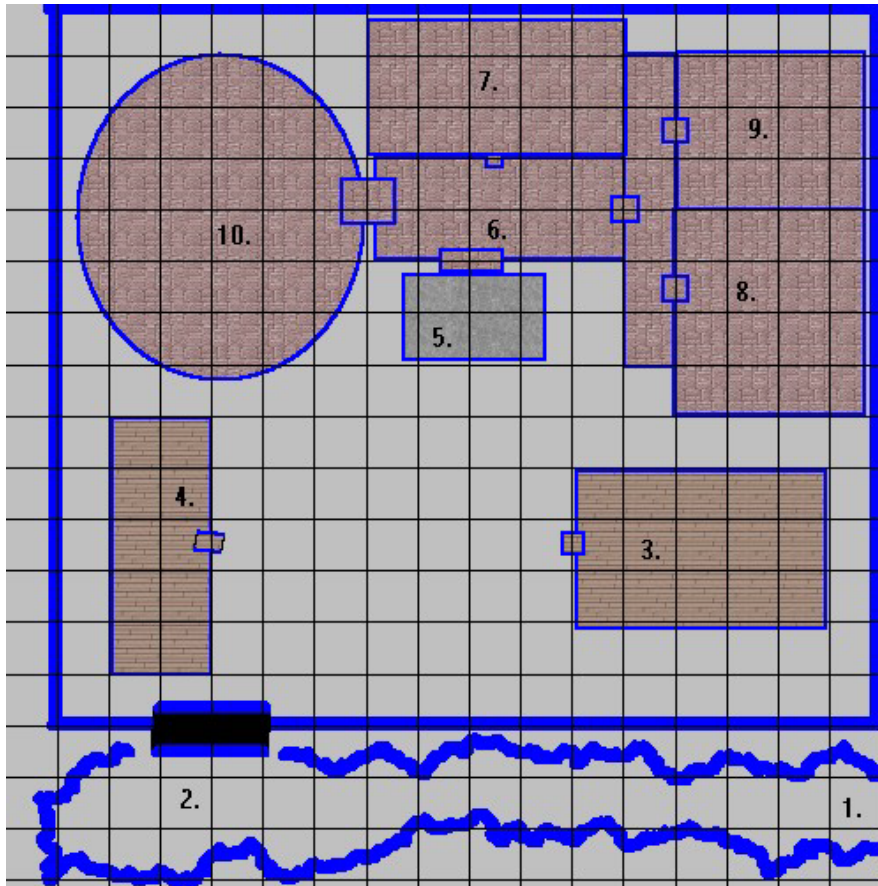
The main clans who live in South Traft are the Roodbergs and the Oostmeers. Although they live side by side, the Oostmeers have always considered that the territory belongs to them (whilst the Roodbergs would *like* the territory for themselves – exclusively). The humans who live here are very “Scandinavian” in their way of life, and their language inflection of Common resembles that of a Swiss, Danish, or Swedish person of our own Earth culture. The Roodbergs tend to be abrupt and formal, whilst the Oostmeers are generally softer spoken, friendlier, and more tolerant of others (including other races).

DM Map #2: Hobgoblin Camp



1. The Campfire around which four hobgoblins sit.
2. The Cart which belonged to the Kondrenaar (it's now all smashed up)
3. Camp Beds (very rough)
4. The direction from which the PCs come.
5. The road continues on to the Zombie Monastery

DM Map #3: The Zombie Monastery



1. The PCs enter from this direction. This is the distance at which they first spot the Hobgoblins leaving the monastery.
2. This is where the four hobgoblins are locking the gate when the PCs first spot them.
3. Acolyte's Quarters
4. Dining Hall and Mess Area
5. Wide stone steps leading up to massive double doors.
6. Entry chamber.
7. Office (Zombie!)
8. High Monk's Quarters (Zombie!)
9. Chapel (Zombie!)
10. The Tower. Druss Beloch can be found at the top of the tower. The square box signifies the entrance at the top of the tower. See the descriptions in the scenario to place the occupants.

Appendix III

NPC And Monster Statistics

Encounter Seven

Zombie Monk1: Male Human Commoner
CR 2; Size: M; Type Undead; HD (2d12)+(1d8)+3; hp 11; Init +0 (+0 Dex, +0 Misc); Spd (Walk) 30'; AC 14 (flatfooted 14, touch 12), BA/G +5/+9; Atk *Slam +5 (1d6+4 20/x2); Full Atk *Slam +3/+3 Flurry Of Blows (1d6+4 20/x2) SA: Flurry of Blows (Ex), Single Actions Only (Ex), Stunning Fist attack 1/day (DC 13); Vision: Darkvision (60'), Normal AL: LN; Sv: Fort +2, Ref +2, Will +7; Str 18, Dex 11, Con 10, Int 10, Wis 15, Cha 0.

Skills and Feats: Balance +1, Hide +1, Listen +3, Spot +3; Weapon Focus (Unarmed Strike).

Description: Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation. Zombies are not pleasant to look upon. Drawn from their graves, half decayed and partially consumed by worms, they wear the tattered remains of their burial clothes. A rank odor of death hangs heavy in the air around them. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple, such as "Kill anyone who enters this room." The statistics block describes zombies with humanlike forms. Zombies with different forms may have different statistics.

Combat: Zombies hammer enemies with their unnaturally strong fists. Because zombies move so slowly, however, experienced adventurers have little trouble dealing with them.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Druss Beloch, Mad Wizard Male Human Necromancer3 CR 3; Size: M Type Humanoid;

HD (3d4)+3; hp 15; Init +2 (+2 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 10, touch 12), BA/G +1/+1; Atk Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +3 (1d4 19-20/x2); SA: +2 bonus to Spellcraft when using Necromantic spells; +4 to Concentration when in casting in combat; Vision: Normal AL: LE; Sv: Fort +2, Ref +3, Will +3; Str 10, Dex 15, Con 13, Int 16, Wis 10, Cha 9

Skills and Feats: Concentration +7, Craft (Alchemy) +9, Intimidate +2, Knowledge (Arcana) +9, Listen +3, Spellcraft +11; Combat Casting, Dodge, Mobility.

Possessions: 1 Dagger, 1 Outfit (Scholar's),

Wizard Spells Known:

Level 0 Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Light, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

Level 1 Burning Hands, Cause Fear, Chill Touch, Magic Missile, Ray of Enfeeblement, Shield, Sleep, Summon Monster I.

Level 2 Blindness/Deafness, Ghoul Touch, Scare, Scorching Ray.

Wizard Spells Learned:

Level 0 (5/day) (Save DC 13) : Acid Splash, Daze, Flare, Ray of Frost, Touch of Fatigue.

Level 1 (4/day) (Save DC 14) : Cause Fear, Magic Missile, Shield, Summon Monster I.

Level 2 (3/day) (Save DC 15) : Ghoul Touch, Scare, Scorching Ray.

What's Happened Over The Last Couple Of Years?

A Perrenland Primer As Told By Old Jammul in the scenario, *Zombie Monastery*

It is no secret that it is election time here in Perrenland. The Voormann (up until now), has been a benevolent fellow by the name of Karenin Weisspeer (a member of the Weisspeer family clan which resides mostly in and around the town of Krestible in the south of Perrenland). Karenin is well-known across the Flanaess for upholding a pact of neutrality between Perrenland and luz during the Greyhawk Wars (581-584 CY). This ensured that luz laid waste to all of Perrenland's neighbours – but left Perrenland untouched. Nobody knows *just how* Karenin upheld this deal with such a fiend, or what he has continued to offer luz in return for Perrenland's neutrality ...

But there is no doubt that luz is intent on breaking the pact. In 591 CY, denziens of luz were discovered in Schwartzenbruin (the capital), including a terrible demon which threatened to return. In 592 CY, luz did a deal with the Dark Wave Crime Syndicate (evil merchant-warriors who operate out of Traft City). His plan was to smuggle cursed artefacts out of Traft to many good clerics across the Flanaess. Once in their possession, luz himself would control the minds of these clerics, and thus turn all good churches against their people. He even sent a white dragon, Glacialismagnificus, to guard the shipment. But, once again, all the minions were defeated and the plot was spoiled. There have also been subtle signs of luzian infiltration in the Sepia Uplands, where a sinkhole was found containing aranea who were preparing the way for a much larger invasion. Thankfully, they too were extinguished.

Such infiltration has led to a rise in people speaking out about the so-called "pact-of-neutrality". Many say that the pact has brought peace and prosperity to Perrenland; whilst others argue that the pact has merely served as a smokescreen which allows luz and his cronies to operate covertly, thus destroying Perrenland from the inside. One outspoken leader, Hetmann Orgus Bildgear (of Traft) believes that Perrenland should secure her borders and break the pact of neutrality with luz. At the end of 592 CY, the 1st Auszug (Army) marched into the Sepia Uplands, and took this area over "in the name of Perrenland security". This new canton has been named Vesbergen (after Bilgear's mother, Vesbergen Bildgear). At the same time a secret enclave of elves, known as "the Kershane", made themselves known. Living high in the Clatspur Ranges, these elves know that a time is approaching when their magic will be needed ...

As a result, Orgus Bildgear has become very popular amongst the people of Perrenland – particularly those people who would rather see Perrenland be more pro-active (as opposed to taking each day as it comes). So, Orgus Bildgear has presented himself as a candidate for Voormann opposite Karenin Weisspeer. The election is to be held early 593 CY (*play the scenarios entitled "Wild Goose Chase", "Tinderbox", and "Lost Souls", and do not play "A Dark God's Laughter" until you have played these*).

Meanwhile, Voormann Karenin has his own problems. His daughter, Hanne, discovered that Karl Hussen (another rival candidate) was gathering his own forces in order to put pressure on those who might support Karenin (as opposed to himself). By using humanoids and assassins, Karl Hussen made several attacks on the lives of key Weisspeer supporters and, whilst moderately successful, was ultimately stopped and driven into the hills around a deserted mountain citadel called Kir Russ. On the way out of town, he kidnapped the Voormann's daughter, Hanne, and took her with him as a bargaining chip at a later time. Although Kir Russ was raided by some adventuring parties, Karl Hussen escaped. Many adventuring parties are still out searching for the new whereabouts of Hanne (and Karl) at the start of 593 CY.

These searches have been hampered by bandit raids occurring at the base of the Yatil mountains. It appears that the bandits (mostly undead and lycanthrope types) are being led by a sorcerer who, as yet, has eluded capture (*play the scenarios "Highway Robbery" and "Battles In The Yatils"*).

Finally, the Sturgenblood Totem (an ancient artefact designed to destroy the clans of Perrenland) has been accidentally discovered. In 592 CY, adventurers travelled to the Lost City Of Dagovach in order to find the first of two missing pieces of the totem. Once both pieces are found, the totem will open to reveal a map which tells how and where the totem itself might be eventually destroyed (*play the scenarios entitled "The Yeti's Tooth" and "The Hollows Unveiled"*).

A Note To Beloch Found In His Lab At The Zombie Monastery

BELOCH,

THOSE UNDEAD YOU SENT US ROTTED
AWAY AFTER THREE MONTHS. WHAT IS
YOUR PROBLEM? FIND OUT HOW TO
MAKE THEM STAY FRESH. OUR
EMPLOYER, THE OLD ONE, NEEDS THEM
VERY SOON! DO NOT FAIL US OR YOU
DIE. THEN WE MAKE AN UNDEAD OUT OF
YOU!

~ THE GODFATHER
DARK WAVE CRIME SYNDICATE
SECRET HEADQUARTERS
TRAFT CITY