

PER 5-03

Fear of the Heart

Part Three of the “Nation Mocked” Series

A One-Round D&D LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1.0

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A force long thought vanquished has returned. With a lightning strike into the Heart of Perrenland it has awakened the fears of a canton that remembers all too well. Amidst the panic and confusion, the call for help rings out. With everyone else leaving the canton will there be those brave enough to venture in? It is a requirement that players of this adventure have played the Perrenland regional adventure PER4-07 'A Nation Mocked' before they attempt this adventure. A single round Perrenland scenario for APLs 2-12.

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Perrenland has managed, at the eleventh hour, to snatch victory from the jaws of crushing defeat in the Kershane Pass against the forces of the old one. But word of an ancient enemy's return has caused panic amongst the populace, erasing morale gained by the victory at the Monastery of St Cuthbert.

The Witch Queen Iggwilv has swept out of the Mounds of Dawn and quickly taken over portions of Nederboden with an army of undead. This army then

crushed the Cantonal army in the battle for Weisich, using incorporeal cavalry to devastating effect. From the pitiful ranks of dead Perrender soldiers yet another army has been raised and placed under the command of Brár Ulfrig, a possible candidate for future Boneheart status. A successful campaign in Perrenland would help towards achieving this goal. Brár has been tasked with the destruction of the Canton and to capture the city of Riberlund for nefarious purposes not yet revealed. The populace of Nederboden is evacuating in droves - fleeing any return to the evils endured in the past. The flood of refugees into Schwartzenbruin has taxed the city to its limits, and thousands have arrived from the towns and stads of Central Western Perrenland as it has turned into a battleground - both Hüssen and Rosrijders banding together to escape the horrors in the canton.

In Riberlund, it is known that the city has been mostly overrun, but that the compound called Fortress Riberlund (within the city) still holds out. It is only a matter of time, however, before they are overwhelmed. It is up to a small band of proven heroes to get to their aid.

All of the refugees that are fleeing from Iggwilv's return speak of horrible nightmares that have driven many mad, and of loved ones returning from the grave to haunt them. The nightmares all show a horrific view of history - the evils unleashed during her invasion in 480CY. Her intent is to sow confusion and panic, ahead of her real invasion. But she also has a more immediate objective - capturing Hánnè Weisspeer and her child, who is under the protection of Karla Hüssen, Pfalzgraf of the Hüssen Clan and residing at Riberlund at this time. The attempt for Hánnè is important, but it is only one part of the witch's plan.

By using the nightmares, Iggwilv hopes to create fear with little effort and cause the farming heart of the country to flee in droves. Most of the populace escaped successfully earlier, when Iggwilv first invaded. Word spread fast throughout the canton, along with the nightmare's devastating effects, and most of the rural populace made it out alive. The undead forces are limited in number and concentrated around Riberlund now. Only a few ghost patrols spread out to roam the canton and cause havoc amongst the retreating refugees. The ghosts are in small groups and do little to affect the overall number of refugees (claiming perhaps a few hundred only). In Riberlund, Brár Ulfrig has spawned an army of vampires from the city's populace to add to his already significant undead forces within the city.

Perrenland has one group of allies that may help a canton in trouble - a sect of Ur-Flannae vampires, worshipers of Nerull that are bound by the pact between

Nerull and the Old Kerk. The enemy of mine enemy is my friend. The Hand of Nerull has instructed these vampires to help get a small party into Riberlund in secret.

Adventure Summary

A key element of this adventure is the race to get to Riberlund before Fortress Riberlund falls to the witch's forces. DMs are encouraged to keep a fast pace with this adventure, so the players experience this urgency. Try to avoid slowing things down during play – this includes the combat encounters.

In **Encounter One**, the PCs are picked up by a teleporting Den Zauber Guild Wizard from the location of their last adventure. After a few more teleportation spells, and picking up the rest of the PCs, they teleport to a way house a day's ride from Schwartzbruin. From there they ride to the city, encountering the flood of refugees fleeing the Nederboden canton. The PCs have a chance gain some information from the crowd of people.

During **Encounter Two** the party is led to the Grand Temple of the Old Kerk, and into a special meeting with the Hetschoolmann council, cardinals of the Old Kerk. Madriga is also present, representing the Voormann, as is the 9th member of the council – the Hand of Nerull.

The PCs are told about the plight of Fortress Riberlund, and the perils facing Perrenland in general. They are asked to participate in a dangerous fact finding mission – one that may end up claiming their lives. They are also told of allies they will meet near the city who can help them get into the city in secret.

The PCs also receive a blessing from the strangest member of the meeting – the Hand of Nerull. The blessing will help conceal and protect them (making the PCs appear “undead” to other undead, and protecting them via a *Death Ward* spell). The PCs also receive the gift of some magical items from the vaults of the temple to help them in their task.

In **Encounter Three**, PCs begin their journey towards the Nederboden canton. On the second day, they encounter refugees fleeing the canton. The refugees – mostly women & children, look pale and malnourished, but three of them are, in fact, vampires. They refuse any offers of aid or healing, attempting to avoid any contact with the PCs altogether. Any attempts at spell casting are met with overwhelming fear. Should the PCs insist on taking measures (healing them or actually detecting their nature), the vampires will turn gaseous and escape. This is not a combat encounter – though the PCs may manage to capture or kill one of the

vampires anyway. No experience is awarded for combat in this encounter.

In **Encounter Four**, the PCs get to rescue a member of the local Rosrijder Stadt. After the battle, the rest of the Rosrijder patrol arrive, and invite the PCs back to the safety of their Stadt. Here they can enjoy Rosrijder hospitality, meet some Hüssen refugees, and gain some protection against the dreams.

Encounter Five has the PCs come across the symbol of Nerull and, soon after, meet one of his agents. The agent shows the PCs a secret way into Riberlund – via the ancient Ur-Flannae tunnels of Jor-Russ (which the current city sits above). In the tunnels, they pass through the tomb of a ‘sleeping’ Vampire-Lich, who briefly awakes at their presence. Any PCs attacking him or stealing his treasure are teleported into the city above - triggering an immediate response from Iggwilv's forces. PCs that do not start anything are guided through the tomb unimpeded, emerging secretly into the fallen city.

In **Encounter Six**, the PCs emerge from the Ur-Flannae tunnels, and make their way through the city where they have to avoid patrols, work gangs and demonic scouts to reach one of the bridges spanning the Oostflow River. A Vampire Priest of Iuz and his servants guard the bridge. PCs will most likely have to defeat this group to cross into the western half of the city, but once they have crossed the bridge they are greeted by friendly forces and led to Fortress Riberlund and the Temple of the Old Kerk (now the command centre for the city's defence).

Encounter Seven is an optional encounter – for PCs that do not enter the Ur-Flannae tunnels, or who are teleported into the city by the Vampire-Lich for attacking or stealing. This encounter may also occur if the PCs are discovered in the eastern part of the city. Thus, PCs entering the city through means other than the Ur-Flannae halls trigger an alarm set up by Iggwilv – alerting her to their presence in the city. The PCs only have a few rounds before they are attacked by the vampire forces of Iggwilv, and have two consecutive combat encounters to deal with. As a result, they arrive too late to help in the demonic attack on the Temple. After this encounter, skip straight to **Conclusion B**.

Once the PCs reach the temple in **Encounter Eight**, they meet Karla Hüssen, Pfalzgraf of Clan Hüssen. She remembers any PCs she has encountered before, but quickly gets down to business. As she tells the PCs of their current situation, demonic forces of Iggwilv intent on capturing Hännè Weisspeer and her young child attack the temple. Low APLs fight in defence of the

temple – higher APLs defend Hánnè, her child, and Karla in the main temple hall.

There are two possible **conclusions** – depending on if the PCs successfully reach the temple in Riberlund and aid in its defence. Some PCs are asked to stay on to continue to defend – a lead-in to a Special Interactive called ‘Streets of Ruin’.

Preparation for Play

The following effects are in place in this regional scenario and for the aspects of it that occur within Perrenland. These effects are divinely inspired by Iuz.

At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series introduced the following effect into Perrenland regional scenarios. The following divination spells no longer function correctly in a Perrenland regional scenario. They can still be cast but the following effects occur instead.

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

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

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

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

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

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

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

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of

Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

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

APL 2: *Summon monster II* (fiendish monstrous spider, medium).

APL 4: *Summon monster IV* (Howler).

APL 6: *Summon monster VI* (fiendish monstrous spider, huge).

APL 8: *Summon monster VII* (fiendish girallon).

APL 10: *Summon monster VIII* (vrock)

APL 12: *Summon monster IX* (hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

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

The Eruption Of Mount Hellspaar

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

Hells Gloom: This effect means the daylight hours in Perrenland have been shortened.

In eastern Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt dawn has all but been blocked out, and it is not until 2pm that the sun appears below the cloud of smoke in the east. The sun disappears again at 6pm.

Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.

Altitudes greater than 6000ft (St Cuthbert’s Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low laying layer of smoke and ash and are not subject to this effect.

During these Gloom hours, creatures that are negatively affected by sunlight can walk openly under the skies without penalty!

Identifying the PCs

It will be important to know who and what the individual PCs are as this may have bearing on the way sections of this scenario are run by you, in particular NPC reactions to the PCs. It would be best to identify the following things in any Perrenland regional adventure.

- The PCs race and if they belong to any Perrender clans or meta-organisations.
- If the PCs have any favours or reputations that may impact upon the play of the scenario.
- If any of the PCs have curses or afflictions.
- If any of the PCs radiate an evil aura.

ANM Sequential Play (How It Will Work)

This is the third scenario of the new major Perrenland plot arc. It is important that all the PCs have played PER4-07 A Nation Mocked, Part 1 before they play this scenario. Some PCs may also have played the “A Nation Mocked” interactive (Tonder Floss) held at Spring Revel Down Under 2004. The results of this event are assumed to be common knowledge, and are included in the Adventure Background of this scenario as a result. It is not compulsory for PCs to have played this event to continue in the plot sequence.

The other scenarios in the series are PER5-02 Hells Gloom and PER5-04 A Pit Too Far. It is the intention of the designers that PER5-02, PER5-03 and this scenario PER5-04 can be played out of sequence (though it is not preferred), with the only precursor being that PER4-07 has been played first. It is hoped this will give some needed flexibility to the playing circumstances of many Perrenland LG players.

Introduction

The start to this adventure is a little unusual.

As the players arrive at the table, ask each player to quickly describe a local haunt their individual PC might have frequented (an inn, temple, guild house etc.) in the location of their last adventure, then continue with the bolded text below.

You are caught completely by surprise as a middle aged man suddenly appears out of nowhere in front of you (along with some other people you may know.) He dusts himself off, and mumbles something about wrong directions, before his eyes fall upon you. After

looking you over quite obviously, he raises his hands in an exaggerated gesture.

“So ... you are the hero, heh? Well you are being summoned by important people – so you are to accompany me, Zantava, to Schwartzenbruin, no questions asked. We still have others to pick up, so don't just stand there, get your things and get back here within the hour. What.....you're still here? Get moving.....we don't have all day you know....

Zantava: Wiz 6/ Den Eliten Zauber 7 (Mage of the Arcane Order PrC) – Den Diamond Eliten Zauber.

Zantava is a hard person, sure in his abilities. He is a no-nonsense, authority figure, used to people following his lead (a strong Dutch accent may be appropriate). He is, however, neutral good and will tolerate PCs doing some cautious alignment checking.

DM's Note: At APLs 2-6 Zantava does not feel there is a need to inform the PCs of why he is picking them up, only telling them that it's for somebody important – otherwise why would he be sent.

At APLs 8-12 Zantava will inform the PCs that they have been summoned by the Hetvoorschoolmann of the Old Kerk for reasons of the utmost urgency. Allow a Knowledge (religion) DC 5 to know that the Hetvoorschoolmann is the head (pope-like) figure of the Old Kerk's Shool. Allow a Knowledge (religion) DC 10, or Knowledge (royalty and nobility) DC 10 to know that the name of the Hetvoorschoolmann is Renaulf Solcarde, and that he is a Pelorian cleric.

If the PCs are confused or hesitant, Zantava explains their presence is requested at Schwartzenbruin, and he is here to take them there. When they return with their travelling gear, he will be teleporting himself, the PC and mount, familiar or animal companion included as well to the other PCs summoned. Once he has gathered everyone, he will teleport them to a way house a day's ride from Schwartzenbruin. From there they will have to ride into the city (because the Girdle of Dian is still in the city – critical event from PER3-08 Regicide).

A Knowledge (Local - Iuz Border States) DC 15 identifies the pin worn by the wizard as a Den Zauber pin – DC 20+ notes the high rank (Diamond) and Den Eliten mark.

The PCs also notice a small draconic head and neck stick out of his crimson robes - his pseudodragon familiar, Vraxill. Those PCs familiar with pseudodragon know that they only bond with non-evil aligned wizards and sorcerers.

Development: Give out Player Handout #1 – “Background On The State of Things So Far” to the first PC – once they have role-played this. This background includes general knowledge about Iggwilv’s invasion of Nederboden.

Once the introduction has been role-played for all PCs (adding the part in parenthesis as he gathers more PCs), and they have read the handout, continue with **Encounter One**.

Further DM’s Note: If you are pushed for time, this Introduction may be played in front of the *whole* party who have gathered together for a drink at the Blue Dragon Inn in Greyhawk City. This is an establishment owned by a retired Auszug officer, Gustin Longpike (half-Kershane elf).

Encounter One

It is a gloomy morning as you all ride towards Schwartzbruin with your new travelling companion. Zantava, a stern middle aged wizard complete with bushy beard, long crimson robes and a pseudo-dragon called Vraxill has gathered you all together (after numerous teleportation spells) for some sort of ‘secret mission’. At least that’s what some of you think – he hasn’t exactly volunteered a lot about why he has picked you all up.

Zantava (see stats in intro) has used the numerous resources of the Den Zauber Guild and his own resources (including a Helm of Teleportation) to locate the PCs and gather them to Schwartzbruin for a meeting with the Old Kerk. Several auguries cast by the Old Kerk have featured the PCs prominently, and predicted woe without their involvement. He does not inform the PCs of this though, keeping them in the dark for the moment. Zantava is somewhat of a hard liner, taking no argument from the PCs. If the PC’s are reluctant to journey with him, he will remind them of their duty to Perrenland. If they continue to object, he will leave them behind and the adventure is over for those PC’s.

The road to Schwartzbruin, capital city of Perrenland, seems busier than normal – especially as you close to within a few hours from the city. As you get closer you can see it is more than just the busy season flooding the roads with people. A mass of people stride through the mud on either side of the road, wearily following each other’s footsteps in a train of people and wagons over a mile long.

You pass many dejected Perrenders as you continue to Schwartzbruin, most of them in faded clan colours. All of them show the rigors of

numerous days of travel without any comforts fleeing the evils of the road behind them.

As the PCs get closer to Schwartzbruin there is a significant increase in the traffic on the road – refugees fleeing the Nederboden Canton.

A Knowledge (Local - Iuz Border States) - DC 5 identifies the clan colours of the refugees as mostly Hüssen, with a small amount of Rosrijder refugees mixed amongst them.

Most of the refugees are on foot, carrying what little they could take with them. All have a haggard look about them, dejected looks on their faces speaking of the horrors they have endured. Zantava looks troubled, and takes the time to speak up.

“Look at all those displaced people, fleeing their homes. There are dark days ahead for us all ... can’t you feel it in the air? Smell that? That’s fear I tell you! The witch’s return has stirred up the fears of the past – that’s for sure.”

Some of the PCs new to Perrenland might ask: “Who’s the witch?” Zantava will simply say that she is the mother of Iuz The Evil – a demi-god who rules a terrible empire east of Perrenland. More will be explained later.

As the group finally reaches Schwartzbruin they see the full extent of the apparent evacuation of the Nederboden Canton. Thousands of people crowd the western gates into the city – a wall of refugees. The sheer amount of people fleeing the canton to here is staggering, definitely delaying the PCs entry into the city but also providing the opportunity for PCs to find out some information, help serious cases of injury/disease and raise the spirits of the people - if they are notable heroes, high level or hold other positions – Auszug, Shool, Grove or Voice etc.

Veterans of the Kershane Pass who are wearing this badge receive a +2 bonus to these checks, as do any Hüssen or Rosrijder PCs. DMs can also give circumstance bonuses for PC actions of compassion, generosity and boosting morale. Members of other prominent meta-orgs also gain similar bonuses (notably Auszug & Old Kerk members).

Gather Information (DC varies):

DC 5 – *“The witch queen Iggwilv has returned! Do you think I was going to stay behind after she sent those evil dreams?”*

DC 10 – *“I’ll tell ya about the dreams.scared the hell out of all of us. It’s hard to sleep when all that butchery is in your mind. I saw things that would scare a dragon – I almost poked my eyes out to stop those visions.”*

DC 12 – “I remember the stories from my great grandfather, even though he wasn’t supposed to speak of those times, when the witch queen last invaded our lands. The dreams are the same as the stories he told – so vivid, so intense and terrible. The evils of the past are revisited to scare the people of today, to remind us of the folly of opposing her will.”

DC 14 – “I watched my own mother dwindle before me. The dreams stole her mind, and now she is the child.”

DC 18 – “I hear the temples have been sending priests into Nederboden to protect those who stayed behind. They’re all mad staying behind, if you ask me.”

DC 20 – “The shadows of Iggwilv’s evil chased us from our lands. We could not stop to rest, as the screams of those caught drove us ever onward. I did not see what chased us – I think only the fallen saw our pursuers.”

DC 22 – “I saw the creatures. I saw right through them!”

DC 25 – “I don’t think our pursuers were trying to kill us...I think they were just trying to drive us away. There weren’t that many of them chasing us – I think.”

DC 30 – “There were others that tried to hide amongst us. But they were not our kind – some of us saw through their charade. We cast them out before they could claim our souls!”

Convention Note: Do not take any longer than 10 minutes with this encounter, use it is merely as background to highlight the fear evident in the populace. Perrenland, a nation of armies, is still reeling from several recent events, all confusing and scaring the people.

Encounter Two

Once the PCs enter the city, they are taken by ferry on the short journey across the bay to the island that is the Old City district of Schwartzenbruin. From Dockgate they head towards the Grand Temple of the Old Kerk. This becomes obvious to PCs who are familiar with Schwartzenbruin after a few minutes, and Zantava confirms it if asked. After a 20-minute ride through the city, the PCs finally see the magnificent structure:

The Grand Temple to the Old Kerk is one of the oldest buildings in the city and definitely one of the most beautiful. Surrounded by a luscious garden courtyard, the temple is a massive structure of delicate design, comprising of a large central cathedral surrounded by a ring of nine smaller temples. The smaller temples are all joined to the centre cathedral by a series of garden arches and

walkways, made up of floral combinations that are breathtaking in colour.

The temple represents the relationship between the gods of the Old Kerk and the land itself. Through the union with the land, the gods can work together for a single goal. Each of the smaller buildings is the temple of one of the gods of the Old Kerk, the walkways represent the union with the land and the central cathedral is where they all work together for Perrenland.

Dismounting, your guide leads you on foot through the courtyard to the main entrance. A grand stepped walkway leads up to an even more impressive series of stonework terraces, surrounding a pair of large doors engraved with the symbols of the Old Kerk. As you approach, the doors are opened by two of the templars that guard the temple grounds, revealing a small antechamber and the huge hall beyond it.

Once inside the antechamber, the PCs are led into the main hall, then through several side rooms before descending a staircase leading to the council chambers beneath the temple itself.

The staircase ends at a pair of doors, inscribed with the symbols of the gods of the Old Kerk!

Zantava stops here, motioning for the PCs to continue in. A Spellcraft check DC 15 notices the powerful wards placed on the doors. Any active *detect magic* or similar spells will show strong abjuration and conjuration magic.

As you approach, the doors swing open, revealing a dark room with a small light in the centre. When you all step into the light, the room brightens, revealing a high circular wooden bench and nine blank faces sitting behind them. You can see another figure standing back behind the bench, her face familiar to some of you.

PCs who have played **A Nation Mocked Part 1**, ‘Tonderfloh’ will recognize their one time commander, Madriga, who is representing the Voormann, Orgus Bildgear, at this meeting.

There are nine Hetshoolmann (cardinals) in all, each a representative of the gods of the Old Kerk. Each Hetshoolmann is dressed in the vestments of their god, and they each emit a tangible aura reflecting their god’s nature:

Pelor – *radiance*, Rao – *serenity*, Beory – *motherly*, Allitur – *order*, Berei – *warmth*, Mayaheine – *protective*, Obad-Hai – *earthly*, Vathris – *emotive*, Nerull – *death*, Zodal – *mercy*.

Renaulf Solcarde, Hetvoorshoolmann of the Old Kerk (Pelor), stands and addresses the PCs:

“You stand before the council of Hetshoolmann at a time of great need. You are heroes of our land, and we need your help.”

“A terrible evil has invaded the heart of Perrenland. The enemy of old, the Witch Queen, Iggwily, has returned to our lands! She has come out of the Mounds of Dawn and has wreaked a path of destruction through Nederboden. Her armies of undead have overrun the Auszug positions in the canton, and she has captured the towns and cities of Wyndplaat, Weisich, Breitedorf and Riberlund with her undead forces! Worst of all, she has cast a web of evil dreams across the canton, inciting the local's fears, and causing them to flee the canton itself! These refugees now hide within our walls, spreading their fears and scaring everyone else; as well as taxing the city's resources to its limits!”

“Apart from stories of horrors from the refugees, we actually know little about the current situation in Nederboden. We have pieced together much, but there are too many gaps to see the whole picture. There have been no official reports escaping the evil in the canton, and scouts who have been sent in ... have not returned!”

“But we do know that the temple in Riberlund holds out against the evil presence in the city. We have received a call from our temple there – requesting aid. But before we can move in force, we need intelligence. The temple is secure and safe for now, but the evil surrounding it grows. Our divinations and auguries (gathered under difficult conditions) have told us so. They have also spoken of heroes who will turn the tide and give us a chance to drive back the darkness!”

Let the PCs ask what they are needed for (or have to do), before answering:

“We need your group to infiltrate the City of Riberlund, contact the temple, and possibly rescue any inhabitants within it. Their call for help was cut off before it finished, and apart from the auguries we do not know what might befall them.”

At this point the Hetvoorshoolmann sits down, and another figure stands – it is the Hand of Nerull.

“The witch queen has many eyes that spy out her enemies, looking for life amongst her sea of undead servants. Only with the touch of the reaper can you move beneath her eyes and reach your goal. Only with the help of his allies will you find the way in. Only through your efforts can the darkness be pierced, its veil lifted, so we can see the truth.”

“You cannot travel by magic, for it will signal your arrival. You must travel swiftly, yet secretly to hide your presence. Talk only to those whom you must, and fight only what you must, lest you give yourselves away. Seek his sign in the hills near the city and you will find his servants and the way in.”

“Now, kneel and you shall receive Nerull's blessing for a time, and with this blessing may you help a nation in need.

If any PC accepts the blessing, continue with the following:

The Hand Of Nerull motions with his hands, and you feel a deep chill to your bones, intense feelings of cold and death. Then the chill passes, and you feel no different.”

If anyone questions the duration or nature of the blessing, the Hand will explain:

“The reaper's blessing will make you appear undead to other undead creatures. But be wary of intelligent undead – they may be able to pierce his veil. The blessing also provides one-time protection against a negative energy attack.

If a PC does not accept the blessing, the Hand sounds disappointed. He will allow the PC to change their mind and take the blessing:

“You feel some ill will about the reaper's blessing. I assure you there is none, but it is your right to refuse. I only hope your decision does not endanger your companions.”

For PCs that already have the blessing of Nerull from ‘The Dance of Nerull’:

“You have already shown your true spirit to the reaper, and earn his divine grace.”

Regardless, continue with the following.

You must make haste now. This blessing will not last forever – definitely no longer than the mission ahead of you. Only in death can you truly receive the reaper's blessing in full.

Renaulf Solcarde, the Hetvoorshoolmann stands once more.

“We shall not send you into the nest of evil without some help. Although only Nerull can show you the path, there are other ways we can help. You shall be equipped from our own stores – you may keep some magical items from the temple vaults that should help you, and you are bound by your choice, once made, to this task we have selected you for.”

“Do you take up this burden for your church and country?”

If they answer yes, then continue with below.

“Then go with the gods’ blessings, and good luck.”

The meeting is over, and the light fades, hiding the council once more. The PCs are shown to an adjoining room where several items are laid out on an altar, attended by a saintly old priest well past his prime. He explains the items’ powers to the PCs in a tone that reminds them of their childhood teachers – foregoing the need for identify spells to be cast by the PCs before using these items.

The gifts of the Old kerk are considered treasure – the PC’s can use these items during this adventure, gain gold value for them at the end, as well as access to these items (listed on the AR). There is only 1 of each item listed on the table.

If the PCs protest their involvement or ask for payment, the Hetvoorshoolmann speaks once more, though he remains in the shadows.

“I thought you were true heroes of our land, and above such trivial concerns. Without your help this mission will fail, and we have no time to recruit others. I once more ask you to rise above these concerns and accept the gods’ will – it is a part of your destiny.”

If any PC chooses not to partake in this mission, then the adventure is over for them.

Treasure:

APL 2 – magic: +1 Alchemical Silver Heavy Mace, Wand of Cure Light Wounds, Pearl of Power Lvl 1, Eyes of the Eagle.

APL 4 – magic: (APL 2 plus): Pearl of Power Lvl 2, Lesser Metamagic Rod of Extend Spell.

APL 6 – magic: (APL’s 2 – 4 plus): Pearl of Power Lvl 3, Wand of Cure Moderate Wounds.

APL 8 – magic: (APL’s 2 – 6 plus): Pearl of Power Lvl 4, Wand of Cure Moderate Wounds, Figurine of Wondrous Power, bronze griffon.

APL 10 – magic: (APL’s 2 – 8 plus): Rod of the Python, +1 Holy Longsword.

APL 12 – magic: (APL’s 2 – 10 plus): Periapt of Wisdom +4, Amulet of Health +4.

Once the PCs take their treasure, there is nothing left for the PCs to do but depart. Madriga follows the PCs out, catching them before they leave the temple.

MADRIGA: ***“It is good to see you again. I know we are asking a lot of you, but somebody has to get in there and find out what’s going on. The council mentioned the attacks on our forces – three positions were overrun in a single night! There has been no word of what happened to them – except their silence.”***

“What we need most is intelligence. With everyone fleeing the canton there is no one left to tell us what is going on. The current difficulties with using scrying magic have prevented us from using that option effectively, and I cannot send any relief forces until I know what we face. Get to the temple in Riberlund – so far, they have held out against her evil! Help them if you can, but most importantly get back to us with your report. Then we can look at taking back the city, and the canton with it!”

“We have organised mounts for your journey – the stable master is readying them for you now. I know that some of you have your own mounts, but I warn you the journey ahead will be dangerous and you may have to abandon your mounts. Take the mounts we provide, and save your own for another day.”

As the PCs exit the temple, a pair of Templars shows them to the stables. The PCs will find their own mounts and animal companions there, loaded with provisions and/or saddled, ready. There is also some other light warhorses prepared in the stables - enough for one per PC if needed.

Encourage the PCs to use the mounts provided – although they don’t know it yet, in Encounter 5 they will have to leave their mounts behind if they accept the help of Nerull’s servant.

The Blessing Of Nerull:

This blessing gives the PCs a *Veil of Undeath* lasting for the entire adventure, making them appear as undead to other undead creatures. This veil is also transferred to any mounts or animal companions as long as they remain within 5 feet of the recipient. Intelligent undead receive a saving throw to pierce the veil and get a Will save (DC 20). The blessing is not subject to spell resistance.

Aggressive actions will break the veil for any undead witnessing the action, negating this effect for that encounter only. The first (and only the first) time a PC breaks the terms of the blessing by attacking an undead creature the PC is considered to be invisible (gaining

those benefits to attacks) and the undead are caught flat-footed. This blessing does not prevent any servants of Nerull from seeing the PCs as they normally are (especially the Ur-Flannae vampires in Encounters 3 and 5).

In addition, the recipient also gains a *death ward* cast at 20th level that lasts for the entire adventure or until triggered – then only lasting 20 minutes (as per the normal duration).

If the PC also has the Favour of Nerull from ‘The Dance of Nerull’, they receive a +1 luck bonus to all attack rolls, saving throws and skill checks for the duration of this adventure.

Favour of the Old Kerk (listed on AR):

By agreeing to help the Old Kerk in a time of need, you are considered a favoured son / daughter of the church, and can obtain normal spell services for any 4th level or lower spell at any temple of the Old Kerk at half cost (not including material components). Spells cast are subject to the maximum spell levels available at the particular temple in question (depending on town/city size). In addition any one time in the future you can receive an aid spell cast at 10th lvl as a free action.

Encounter Three

The journey has begun. On towards Nederboden you ride, passing by the city of Hunddorf late in the afternoon of the first day, before racing across the long rolling plains that separate the Hills of Riberlund and the Bruin Hills in the early morning gloom.

Mornings have not been quite the same since Mount Hellspaar's eruption last year – volcanic ash still spews from the mountain, blanketing a sizeable chunk of Perrenland's east. As a result, the morning gloom is longer, as the ash in the eastern sky blocks the sun's light.

The PCs travel is swift, as the terrain seems to accommodate their need for speed. During their journey across the plains they continue to pass refugees fleeing Nederboden, but the concentration of them thins out considerably as the PCs get closer to the canton the refugees have left behind.

In the morning of their second day of travel they spy a band of refugees accompanying a rickety covered wagon, moving slowly across the plains towards them:

In the late morning gloom on your second day of travel, your group spies another group of travellers on

the road ahead. From a distance you can see a dozen or so figures surrounding a laden wagon drawn by a pair of mules.

As they get closer, you make out a group of haggard refugees, seemingly fleeing the terrors on the road behind them. They all appear malnourished and exhausted. Eight human women of varying ages walk alongside the wagon, leaning on the sides for support, whilst several small children clamber over belongings stacked on the wagon. Eight adolescent boys move about the wagon, armed with a variety of knives and farm tools.

A Knowledge (Local - Iuz Border States) DC 5 identifies the group (by their clothing) as Hüssens.

Assuming the PCs approach them:

As they notice your approach they all visibly stiffen and stop on the road about 50 feet from you. The young boys take up a broken defensive line, fearfully looking at each other ... and you. The women all grab improvised weapons from amongst the supplies, and the young children dive under the wagon's cover. Their eyes show the fear in their hearts, yet they stand ready, watching you intently.

One of the women speaks up at this time. She is afraid for her children and friends (this fear has been reinforced by the vampire's charms).

“Go away! We don't want trouble! Just let us go... we have to get away! They are catching up, the longer we stand here! Do you want to get us all killed?”

Maika, a young Hüssen woman in her mid twenties speaks for the group. She keeps looking to the road behind them, as if expecting danger to come that way at any time. She refuses any PC help – they just want to get past them to the safety of Schwartzenbruin. Any healing or similar help would take too long – the refugees want to get out of here now. She will answer a few quick questions from the PCs, telling them little of import, and eventually she will try to start the group moving again, before the ‘bad things’ get them.

This group of refugees is not at all what they seem – in fact, three of them are Ur-Flannae vampires, attempting to infiltrate further into Perrenland. They have *Dominated* their living relatives to heighten their feelings about fleeing the lands behind them. They will attempt to get past the PCs without a fight, using the fears of their relatives to hopefully hurry any encounter with the PCs, or fleeing if they are discovered. The “gloom” hanging over Perrenland is what allows these creatures to roam at will during the day.

The Blessing of Nerull does not prevent any servants of Nerull from seeing the PCs as they normally are (especially the Ur-Flannae vampires in Encounters 3 and 5).

PCs who react well to the children get Maika's attention, piercing through her fears for a moment – breaking the Domination effect. Maika will look confused and disorientated for a few seconds, before one of the vampires re-establishes the Domination (Sense Motive check Vs. Vampire's Bluff to detect this).

DMs note:

Astute PCs (Spot DC 20) notice an unusual tattoo on the inside forearm of some of the refugees.

PCs who notice this can be shown **Player Handout # 4**.

This is a symbol from the Ur-Flan language. PCs who know this language identify it as a word 'Hüs' otherwise a Knowledge (History) or Bardic Knowledge check DC 20 recognises it as well. Any PC who makes a Knowledge (History) or Bardic Knowledge check DC 30 can draw the conclusion that the word Hüs is an Ur-Flannae family name and that in Ur-Flan the word 'Sen' means servant. Thus combined they form the clan name "Hüssen" or quite literally "Servants of the Hüs." Clever players may draw this conclusion themselves. Any PC that speaks Ur-Flan knows that 'Sen' means servant, but only give this information if they ask for it or pass the check above. The PCs may spot this symbol again in the Halls of Jor-Russ in Encounter 4.

If questioned about the tattoos, they claim to know nothing about it – it is just a birthmark. In fact the PCs have to point the tattoo out before they acknowledge they have one – almost as surprised as the PCs that they possess it. This is all they know about the tattoos – further questions about the tattoos receive only blank looks from them. If the PCs search each refugee for the tattoo (which will trigger the vampire's flight) they find each refugee sports the tattoo, including the children.

If the PCs insist on healing or treating them first, or stop the refugees from moving on, Maika gets desperate and pleads with the PCs to let them go. If they do not immediately let the group go, the vampires turn into gaseous form and escape. This is a pretty hideous moment and will frighten low level PCs in particular!

If the PCs begin looking over (or searching) the wagon, they notice (*Spot or Search DC: 22*) that some of the boxes look like coffins. If confronted the vampires will also flee, thinking their cover is blown.

Detect evil, detect undead and similar spells or abilities will detect the vampire's nature (DM's discretion as to the extent). They attempt to turn gaseous and flee any confrontation.

If the vampires are discovered, continue with:

With a high pitch scream three of the female refugees rise to their full height, their faces clenched in expressions of deep anger and hatred. Enlarged canine teeth narrowing to sharp points are visible as the women hiss at you, cursing your discovery of their deception. But before you act the three women dissolve into a vaporous mist, fleeing down the road behind you at great speed.

This encounter is not meant to be a threat to the PCs. These vampires flee at all cost – ignoring any attempts to destroy them. (though the PCs could possibly destroy them – using sun domain ability for example).

No experience is awarded for combat in this encounter.

All APLs

Vampires (3); Vampire Ftr5; *see Monster Manual page 250.*

Development: If the vampires are discovered and flee, read aloud the text below:

Maika turns to you, anger clearly showing on her pretty face.

"Why did you scare them away? They weren't hurting anyone. Is that all you adventurer types are – just big bullies?"

Turning her back to you, Maika addresses the rest of her family.

"C'mon everyone – were leaving."

Without waiting for your approval, the family begins to move off, shaking their heads at you as they leave.

Capturing A Vampire

It is improbable that the PCs capture one or more vampires, but if they do (possible using *wall of force* and similar spells) then continue with the bolded text below.

The captured creature glares at you, them rears back with a blood curdling scream, followed by laughter aimed directly at its captor (the PC most responsible).

Raising its hand and pointing at you, the vampire speaks in an unfamiliar dialect, but the tone you understand in any language - pure hatred. With a clench of its fist and the drawing its hand back in a

curious twist, you feel the blessing of Nerull torn from you. With a maniacal grin on its face, the vampire is then destroyed, turning to ash as a ray of sunlight pierces through the perpetual cloud of volcanic ash and strikes the creature in the chest.

The Vampire is speaking Ur-Flan – “This soul defies you, reaper. Aid your servant.” The vampire’s arrogance earns its destruction anyway – it is only a servant after all....

Encounter Four

After a brief stop over in the town of Ilgen for the night, your group finally makes it into the Nederboden canton, entering the hills around Riberlund in the morning. The small town of Ilgen was all but empty last night, apart from the Auszug encampment – only those still packing their belongings remained behind, but obviously not for much longer. The inn you stayed at was one of the only businesses still active, but even the innkeeper planned to close up and leave on the morrow anyway.

The Hills of Riberlund are a series of low hills on the Feronwold, the Sea of Grass continues right over them unbroken, but some scattered woodlands help break this up a little more than on the true Feronwold. The Hills of Riberlund divide the Feronwold into the Oostwald and Oberwald Rosrijder territories. Numerous wide stock and deer tracks cover this land giving numerous trails for the PCs to choose from. The land here is very fertile, due to the rich mineral deposits found throughout the hills. The back slopes of the hills themselves are well known for high yields for grown fruits and vegetables, and a soil richness that allows for compact fields and more intense cropping strategies. The area is well known for excellent livestock quality as well, with stock raised in the hills drawing the best prices at most markets.

As the PCs ride through the day, they will begin to notice the lack of wildlife activity in the area. They also begin to feel the bitter bite of the cold winds whistling through the hills.

A Knowledge (Nature) check DC 20 will confirm the lack of wildlife activity – the only signs of wildlife are tracks and droppings several days old. Nature PCs (druids) may be able to use certain spells to talk to plants in the area – these speak of cold, deathly things that are feeding off the very land.

Only a few hours into the journey the PCs start passing abandoned Stadts, with no sign of anyone on the roads. A Survival check DC 15 picks up tracks that are four days old. PCs can check out the buildings if they like (Search DC 15) for the same information as the

tracks – all Stadts show signs of being vacated recently and with haste. Items lay scattered about the farmstead, valuables, keepsakes and tools discarded in the evacuation.

Perrender stadts are, by their nature, communal and quite defensive, with a low (5ft) stone wall and defensible gate. They are always built on the highest possible elevation. They have a central longhouse (Langhuis) that the extended family lives in and this is generally on a slight elevation above the rest of the Stadt. Other Langhuis are added as families grow, but the average Langhuis will house twelve people comfortably with room for guests. Barns, workshops, stables, etc. are also defensible. One of the defining points of many stadts is that tunnels accessible via cellars join all the buildings. All buildings are made of stone with slate roofs. They have solid doors, storm shutters and arrow slits.

The general layout of these stadts suggests a defensive nature. As the PCs check out some of the abandoned stadts, a Knowledge (Local - Iuz Border States) DC 15 reveals that these stadts would not normally be abandoned– suggesting that the residents were attacked by something the stadts could not defend against.

The PCs find a fourth abandoned stadt late in the afternoon, providing a good place for them to set up camp for the evening. During the night they experience the evil dreams for the first time. The ‘Death Ward’ from the Blessing of Nerull is triggered if they fail their saving throw, negating the ability drain but using up the *death ward’s* protection. Even ‘awake’ PCs experience the dream – as a vision.

Give out PLAYER HANDOUT #2 - 1st Dream (midnight, 1st day in Nederboden).

All PCs must make a Will Save DC 15 or lose 1 point of Wisdom (permanent ability drain) and be considered unrested for the purposes of regaining spells as they are driven to the brink of insanity by the disturbing dreams all night. In addition, PCs that fail this saving throw that normally prepare spells *lose the ability to prepare one spell of each spell level* that they can normally cast. Spontaneous casters (sorcerers or bards) *lose the ability to use one spell slot of each spell level they can normally cast*. This loss of spell casting includes spells that were already prepared from the previous day. The DM should roll randomly to choose which spells are lost. Even a *restoration* cast immediately will not allow these spells to be regained until after another rest period.

A Knowledge (History) check (DC 25) reveals some truths in the dream – these horrors actually happened in Perrenland's *past*.

Following the dream, PCs on watch hear the sounds of sinister creatures moving about through the night, but do not actually 'see' any of them. A chill wind blows throughout the night, and the sounds seem to carry on this breeze.

THE NEXT DAY

It is late in the afternoon on the fifth day of the PCs journey, still another day from Riberland, when they first witness the ghost riders of the Feronwold:

A sudden wave of cold washes over your group late in the afternoon, accompanied by war cries echoing from the Feronwold plains below you. From your vantage point in the hills you can make out an army of ghostly riders, hundreds strong, sweeping across the grassy plains perhaps a mile from your current location.

This is the PCs first look at a part of the witch queen's forces. PCs using a spyglass or using the Eyes of the Eagle can make out faded tabards on the riders – Knowledge (Local - Iuz Border States) DC 10 to recognize the crest of the Rosrijder clan. Otherwise the ghosts are too far away to make out these details.

As you watch the army of ghost riders, a pair of riders break off, turning away from the main group and ride in your direction. It seems they will be upon your position within a few minutes.

Let the PCs think their cover is blown and allow them to hide or make preparations for combat.

If all of the PCs accepted the Blessing of Nerull in Encounter One, then continue with the text below:

At a blinding speed the two ghost riders race past your position, not even noticing you or acknowledging your presence. As your eyes follow them, the ghost riders disappear over the next hill. You all clearly hear the cries of battle.

A Knowledge (Local - Iuz Border States) DC 10 check will allow a PC to recognize the crest on the faded tabards - the Rosrijder clan.

If the PCs follow the ghost riders, when they reach the next hill they spot the ghosts attacking a solitary figure, standing over the corpse of his fallen mount. The figure wields a pair of scimitars, showing considerable skill, but the ghosts disappear into the long grasses after their charge, before returning to repeat their attack.

The favour of Nerull veils the PCs – making them appear undead to the ghosts if they fail a DC 20 Will save, but the solitary figure will be slaughtered if the PCs don't intervene.

If the PCs do not intervene they do not meet the Rosrijder rescue party nor do they receive the XP for the encounter.

If one or more of the PCs did not accept the Blessing of Nerull, then continue with this text instead:

At a blinding speed the two ghost riders race past your position, before wheeling about as if suddenly noticing you. They then lower their lances and charge towards you.

APL 2 (EL 4)

Mounted Human Ghost War1 (2); hp: 11, 10; *see Appendix One.*

APL 4 (EL 6)

Mounted Human Ghost War3 (2); hp: 22, 20; *see Appendix One.*

APL 6 (EL 8)

Mounted Human Ghost War5 (2); 5 hp: 33, 31; *see Appendix One.*

APL 8 (EL 10)

Mounted Human Ghost War7 (2); hp: 52, 50; *see Appendix One.*

APL 10 (EL 12)

Mounted Human Ghost War9 (2); hp: 72, 74; *see Appendix One.*

APL 12 (EL 14)

Mounted Human Ghost War11 (2); hp: 89, 87; *see Appendix One.*

If the PCs are attacked instead of the single rider, then the rider appears in the *second round* of the fight, to help them.

DMs Note: Once they are hostile to the ghosts, this action cancels out the PCs Veil of Undeath (from Favour of Nerull) for these ghosts only, and the ghosts will then engage the PCs. The veil from the Blessing of Nerull is still active *after* this encounter.

Tactics: These ghosts will open up with their horrific appearance ability in the surprise round, before using lances and their mount related feats to full use – using Ride by Attack and Spirited Charge feats especially. They first rise out of the ground charging, then in the second round they charge again from a height,

disappearing back into the ground. They repeat this tactic in subsequent rounds during the fight. Remember, the charge must be in a straight line – this is a three dimensional fight because of this tactic (the mounts can fly as well).

At low APLs, the ghost's lances are +1 lances, allowing the ghosts to attack corporeal creatures (PC's), albeit with a 50% miss chance. At higher APLs the ghosts' lances and full plate armor have the *ghost touch* special ability. At APL 8 both ghosts have a +1 *ghost-touch lance*. At APL 10, one ghost has +1 *ghost touch Full Plate armor*, and at APL 12 both ghosts have +1 *ghost touch Full Plate armor*.

The ghost's mounts do not have the Corrupting Touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

During the fight, should the PCs try to negotiate, or try to acknowledge clanship, etc. that ghost is merely lost in old thoughts for a few seconds (effectively *dazed* for 1 round if it's dramatic – DM discretion) before resuming its attack.

Treasure

APLs 2 – 6 – no treasure.

APL 8 – magic - 2x +1 *Ghost Touch Lance* (1385gp).

APL 10 – magic - 2x +1 *Ghost Touch Lance* (1385gp), 1x +1 *Ghost Touch Full Plate* (1471gp)

APL 12 – magic - 2x +1 *Ghost Touch Lance* (1385gp), 2x +1 *Ghost Touch Full Plate* (2942gp)

Once the ghosts are defeated, the figure turns to the PCs to thank them. He says:

Thank you for your intervention. I am Venrikssen, and who may I have the pleasure of addressing?

Before the PCs can respond, they encounter a mounted Rosrijder patrol specifically looking for the single rider.

As he is about to tell you his story suddenly out of the sun you hear more than see a group of horsemen riding over the crest of a hill about a hundred yards behind you. With a whoop they charge down the slope towards you, there horses hooves thundering.

A Spot check DC 25 reveals the riders as living, not ghosts. Smart PCs will also quickly grasp that ghost horses don't make any noise when they move. The spot check can be attempted again once the riders are within 50ft at DC 10. If the PCs allow the group to close, them this will soon become evident to all of them. Venrikssen will remain alert up to the point where the PCs either

realise or are going to attack. He will with a loud hail greet these riders. Should the PCs ready to attack or flee, the riders notice their actions and respond by readying themselves in a similar fashion.

Once they are close enough, you see they are not ghosts, but living riders. You see all of them bearing Rosrijder clan colours, and one figure breaks away from the group towards you as the rest stop 30 feet from you.

“Father! Thank Keph we caught up with you! When we saw the ghosts split off like that, we were certain we wouldn't reach you in time to help. Why did you ride off like that anyway?”

“My sons, you were told to return to the stadt, not chase off after me. Don't you understand? I was drawing them away from you and the rest of the group. You do not have weapons that can harm them – only I have the necessary magic to take them on. You are lucky they didn't turn back on you. I am lucky that these people (gestures to the PCs) came along or we would not be talking now.”

Venrikssen turns to the PCs once again:

“Again I thank you for your timely intervention. Please allow me to offer you the hospitality of my family. We must move quickly, as it is too dangerous to stay out in the open for long. We can take you to some others that can shelter and help you, should you wish it so.”

As they ride to their stadt, Venrikssen says that the PCs were noticed a few hours ago by their patrols and they had ridden out to lead the PCs back to the safety of their stadt. Then the ghosts broke off towards the PCs, and Venrikssen rode to help them, while the rest of the patrol were supposed to return to the stadt.

AT THE ROSRIJDER STADT

Once they arrive at the stadt, the PCs are thanked by wives and children for saving their leader! The PCs are cared for this night, and are the centre of attention. During this time the PCs meet most of the occupants – a combination of Rosrijder and Hüssen refugees who have banded together to fight off the darkness that has affected their lands. For most of them this stadt is a temporary home, a refuge against evil. They are eager for word from outside the canton, and ask questions that mostly involve the future liberation of the canton.

In the centre of this is a moderate level priestess of the Old Kerk. When the PCs talk to her, they learn she was posted here recently at the will of the Hetshoolmann Council, and many of her brothers and sisters have been

posted to similar stads across the canton. Although the clergy is too few to protect the entire populace of Nederboden at once, they can provide some protection for smaller groups remaining behind to hold out against the evil forces of Iggwilv.

Sunanda; Clr7; Priestess of the Old Kerk (Beory).

Because of the PCs bravery defending the patrol (her flock), Sunanda will hand each PC a *scroll of restoration* as thanks for their efforts.

Treasure

All APLs – 6x *scroll of restoration* (400gp).

PCs who do not have members capable of casting these spells can have them cast by Sunanda before they leave after the effects of the next dream.

During their time at the Stadt the PCs may notice (spot DC 20) a runic tattoo ('Hüs' in Ur-Flannae) on the inside forearm of a large amount of the Hüssen refugees (the same as the tattoo found on the Hüssen women and children in Encounter 2) – If questioned about the tattoos, they claim to know nothing about it – it is just a birthmark. In fact the PCs have to point the tattoo out before they acknowledge they have one – almost as surprised as the PCs that they possess it. This is all they know about the tattoos – further questions about the tattoos receive only blank looks from them. Most of the Hüssen refugees keep their arms covered, but deny that they are hiding their tattoo. The tattoos in this group are all the same – see **Player Handout #4**. None of the Rosrijders sport the tattoo however.

Convention Note: Do not take too long on this section – keep the fast pace of the adventure moving.

THAT NIGHT (at the Stadt)

An hour before midnight the PCs are woken up along with the entire stad to attend a gathering in the main hall. Families huddle together for comfort and warmth as the resident priestess of the Old Kerk begins to place protective wards on the hall (casting *Consecrate* on the Old Kerk shrine in the hall and inscribing a *glyph of warding* around the perimeter warding against evil spirits). At midnight the hall is attacked by the evil dreams, more sinister than the first dream. The *consecrate* spell gives all within the hall a +4 sacred bonus to saving throws against the dream's draining effects.

Now give out PLAYER HANDOUT #2 - 2nd Dream to the players ...

All PCs must make a Will Save DC 18 or lose 2 points of Wisdom (permanent ability drain) and be considered

unrested for the purposes of regaining spells as they are driven to the brink of insanity by the disturbing dreams all night. In addition, PCs that fail this saving throw that normally prepare spells *lose the ability to prepare one spell of each spell level* that they can normally cast. Spontaneous casters (sorcerers or bards) *lose the ability to use one spell slot of each spell level they can normally cast*. This loss of spell casting includes spells that were already prepared from the previous day. The DM should roll randomly to choose which spells are lost. Even a *restoration* cast immediately will not allow these spells to be regained until after another rest period.

The PCs get a second chance to recognise this dream as truth. A Knowledge History check (DC 25) reveals some truths in the dream – these horrors actually happened in Perrenland's past.

Encounter Five

It is early morning into the sixth day of your journey. Through the faded light you glimpse your first view of Riberlund when you are still miles away. A dark cloud of ash seems to hang above the city, blanketing it in a perpetual state of gloom. Once pristine, the towers, buildings, and city walls are spotted with ruin, blackened and scorched. Even from this distance you can see evidence of the occupation of the Witch Queens forces. Large dark shapes fly above the streets, and you can see movement of smaller dark figures around the base of the wall and along those streets you can make out from afar.

Riberlund is normally a beautiful city, considered one of the best places to endure the winter months, mostly because of the heated water that is supplied to the many bathhouses and manors of the city from the Oostflow River that divides the city. It is somewhat a mystery as to the means the water is heated, but most of the buildings in Riberlund have taken advantage of this resource. The architecture reflects the upper class lifestyle of the city, and includes balconies with breathtaking views, elaborate gardens and marble terraces and buildings. A tall stone wall surrounds the city, following the contours of the land around it.

Now the dark cloud that sits over the city has blackened its beauty – in the short time Iggwilv's forces has occupied the city they have caused considerable damage to the delicate architecture.

As the PCs continue to move along the trail, have the PCs make a Spot check DC 20 to notice an ancient burial cairn off to the side of the trail ahead, concealed by heavy brush. If the PCs miss this check it is of little

consequence, for they encounter a single figure waiting for them just past the cairn anyway.

A figure standing openly on the trail ahead catches your attention. He is unarmed, waiting for you to approach.

“You are the seekers, I am the guide. By the reaper I am bound to show you the way. You must follow me, remain silent and you will see what no other of your kind has ever seen.”

The figure moves towards a polished rock sticking up out of the ground, much like a headstone.

Skeletal hands emerge from the ground, grasping his ankles, and then begin to draw him into the ground itself. In a few seconds your guide disappears from view.

If the PCs investigate first they find the outline of an ancient grave – Knowledge History DC 20+ identifies it as from the Ur-Flannae era.

If the PCs use detection spells or abilities (*detect evil, undead, detect thoughts* etc.) they may discover that their guide is not human but is in fact a vampire lord. They can also detect the strong necromancy magic and negative energy radiating from the gravesite.

Fanastas; Vampire, WIZ13 (CR 15).

DM's Note: If the PCs follow their guide, continue with the rest of this encounter. If they do not and attempt to infiltrate the city themselves, skip the rest of this encounter and continue with Encounter 7 – the optional encounter.

PC's with animal companions, or PC's who wish to take their mounts with them, will need to 'push the animal' – a DC 20 Handle Animal check (see skill description – PHB). *The animal(s) will be scared as soon as the group approaches the cairn – the DM should hint this before any PC has stepped on the grave.* The negative energy emanating from the gravesite can be felt by all animals, and the skeletal hands scare any animals when they touch them. Players can use 'Lets try that again' reward card to re-roll this check if failed. PC's that fail this check that do not wish to leave any animals behind that refuse to stand over the grave will have to find another way into Riberlund.

Once the PCs stand over the grave, read the following:

Skeletal hands reach out of the ground and grasp you firmly, beginning to draw you into the very earth. More skeletal hands continue your descent, roughly dragging you further underground. The cold touch of these hands is almost unbearable, and the earth

threatens to suffocate you, but these sensations last only for a few seconds when you are deposited into an unfamiliar underground tunnel.

PCs who refused the Blessing Of Nerull in Encounter One find the going very difficult – taking 1d6 damage per APL from the scratching of the skeletal hands, and are left *fatigued* as well.

“You now walk the halls of Jor-Russ. You may witness things that are anathema to your kind – stay close to me and you will be under my protection. Stay your weapons, they will avail you little in here.”

The PCs now find themselves in the tunnels of Jor-Russ, a series of ancient Ur-Flannae tombs that were a part of the ancient Ur-Flannae city, sunk beneath the earth by Nerull over a thousand years ago. The city of Riberlund now lies over the top of them – the PCs are led through the tombs beneath Riberlund, eventually coming out into the streets of the modern city.

The tunnels are a series of ancient stonework dating back to the Ur-Flannae nation in ages past. A Knowledge (Architecture and Engineering) check or stonemasonry ability (DC 20) or Khund PCs can confirm this fact. Intricate designs and symbols are evenly spaced along the tunnel walls – Knowledge (Arcana) DC 15 identifies most of these symbols as fundamental symbols of magic - including the schools of magic, fundamental principles and meta-magic symbols. Designs from the Necromancy school are the most common. The other symbols present represent particular Ur-Flannae family bloodlines (this is very obscure – Knowledge (History) or Bardic Knowledge check DC 25 – to know this). PCs that noticed the tattoos on the Hüssens in Encounters 3 and 4 find the symbol replicated on the tunnel walls, mixed in with the other symbols.

Whilst in Jor-Russ, all spells cast from the Necromancy school are automatically empowered and extended with no adjustment to spell levels (as per the metamagic feats Empower Spell and Extend Spell).

A Knowledge (Arcana) check DC 25 will discover this information – and some PCs may be able to take advantage of this information (those with necromantic spells known/prepared).

Continue ...

Your guide leads you through a series of long winding tunnels for about an hour. Along your journey, shadowy hands reach out of dark side passages towards you, but recoil back with a gesture from your guide as you move past. Eventually your guide halts your progress.

“I would ask for your discretion through this part. I would not show you this if it wasn’t necessary, but we must travel through his tomb to reach our destination. You will soon know our secret – take that as your victory and do not start anything in this place if you value your lives.”

You take a side tunnel, descending down a small staircase that begins to widen at its base before stopping at a rune covered door. Your guide speaks a word under his breath and the door opens, revealing an elaborate tomb, decorated in rich treasures about the room. Surrounded by the treasures is a throne of bones covered in cobwebs, with a pale robed skeleton seated upon it. A rasping voice pierces the silence, hissing in warning (in Ur-Flan).

“Who disturbs my rest? I smell flesh, warmth..... it has awakened me from my slumber. Is it my time to rise so soon – for you to bring me this feast?”

Fanastas’ reply:

“Nur-Graf Hüs, it is not yet your time. You have rested a thousand years and your time is close, but the exact timing is not right yet. These creatures have the reaper’s blessing, and must pass by you to reach the city above.”

If any of the PCs refused the Blessing of Nerull in Encounter 2:

“What about this creature? It does not have the dark one’s blessing. My hunger is great Fanastas – surely I can have this one?”

Fanastas’ reply:

“I am sorry Ner-Graf Hüs, but you cannot awake fully yet. Your time will be soon, you must wait till then.”

Vampire-Lich Lord:

“Ahhh, you disappoint me, but I know his will. I will return to my rest, and await my time to serve him.”

With that the voice stops. Your guide leads you past the throne, depressing a stone on the far wall opening up a secret door. As you pass through the tomb to another tunnel, you sense Ner-Graf Hüs’s gaze upon you and it is filled with hunger.

This is the tomb of the ancient Vampire-Lich Priest Ner-Graf Oomkar Hüs. Oomkar Hüs is the last of the Vampire Lich Lords from the Ur-Flannae epoch and is amongst the first vampires. He is also the archrival of Iggvuurz, the mother of Iggwilv. Iggvuurz was second only to Oomkar Hüs in the Ur-Flannae empire of Jor-Russ before she turned from Nerull and set up the rival kingdom of Kir-Russ. He is by direct descent also the

forefather of the Hüssen clan as he had many living children before he was rewarded his Vampiric state by Nerull. The descendant of these children became his servants or Hüs-sen, and those that were worthy where in turn made into Vampires by him. He has been hidden for over thousand years, but with the return of Iggwilv and the invasion of his city Jor-Russ a vampire war is in progress and his guard has been doubled and many of his children have been removed from the city. He is the most powerful servant of Nerull in the Quaglands with the exception of the Hand of Nerull.

DM’s Note: As the PCs leave they will notice above the door they are leaving by a large golden motif in Ur-Flannae writing. PCs with both Ur-Flan as a language and who successfully make a Decipher Script DC 20 check can be given **Player Handout #5**. This Ur-Flannae text is in the temple script of Jor-Russ and is an entirely forgotten script until now. PCs and DMs can work the script out if they are clever enough, but do this out of game.

DM’s Note:

Should any PCs attack or attempt to remove any of the treasure in the tomb, the lich will curse all the PCs by removing the Blessing of Nerull and teleporting the PCs from his tomb into the city above. This immediately triggers an attack from Iggwilv’s forces – continue with optional Encounter 7 instead of continuing below.

After only a few more minutes in the tunnel your guide leads you into another tunnel, this one ascending towards the surface. A short time later this tunnel ends at a solid wall, covered in more runes. Your guide begins to cast a spell and the wall disappears, revealing the streets of Riberlund.

Once you leave the tunnel, your guide turns and speaks to you.

“You still have some distance to cover before we reach your temple. Prepare yourselves and stay on your guard, for you now walk amongst the enemy. Keep yourselves hidden – revealing yourselves will only bring her forces quickly down upon you. Keep to the shadows and you will make it. I must leave you now – you must make for one of the three bridges, I cannot cross with you.”

The PCs are at **Location 4** “Targen’s Garten”. Targen’s Garten was once the location of a homage ground to Nerull. Devotees would offer themselves to the resident Vampires in turn for favours granted to them. In fact the word Targen is a perversion of the Ur-Flannae word Targen roughly meaning sacrifice. Today it is a quite splendid garden for the population to relax in. The PCs

are at the northern end of the grounds near the side of a large building dedicated to remembering the glorious dead of the city.

DM's Note: Encounters 6 and 7 detail encounters within Riberlund. Refer to DM Map #2 when running these encounters.

Move to **Encounter Six**.

Encounter Six

DM's Note: The PCs have a variety of options to get to Fortress Riberlund and the temple of the Old Kerk. Flying should be discouraged. Point out that more than a few winged demonic forms fly over head every now and then (Vrock). PCs who risk it are attacked by a similar demonic routine as in Encounter Eight for their efforts, but can avoid the bridge encounter as a result. In this case they gain the appropriate XP as if they had fought their way across the bridge for their efforts.

Each of the three bridges (Locations 5, 7 and 8) can give access to the "Hüsstadt" district of the city and Fortress Riberlund, which is still held against Iggwilv's forces. Each bridge can lead to Encounter Six.

The PCs are moving through the streets of Riberlund, in the western half of the city. This half of the city is under the control of Iggwilv's forces – but they are unaware of the PCs presence so far. One thing the PCs will notice is the heavy clouds blocking the sunlight – almost choking the city.

The streets of Riberlund are empty and quiet except for the sounds of your own passage. You need to find a way through the broad avenues and narrow alleys of the city towards your goal – Fortress Riberlund and the Old Kerk temple in the western part of the city.

The PCs should start taking steps to conceal themselves, using various combinations of illusion spells, scouting and other abilities they possess. This encounter is meant to highlight the need for a "covert approach" – the PCs will have several chances to completely take out a seemingly weaker foe (small groups of undead), but doing this will draw the attention of the Witch Queen and her forces. As long as they are taking steps to remain undetected, they remain hidden from her forces on their journey. This doesn't stop the DM from making them sweat a bit though.

Below are a few examples of situations that can occur as the PCs travel to the temple. If time is a factor then just hint at some of these events – to at least highlight the threat intended. Otherwise role-play one or two of these

mini encounters fully and have the PCs come up with ways to get around them.

- The PC's scout spots a patrol of footmen (1 of them a vampire) heading their way. They can hide in a nearby building, even getting a glimpse of the patrol as they walk past (and possibly their real nature).
- The PCs feel a disturbing chill in the wind and hear a nearby scream. Investigating the scream is a bad idea, as the scream has drawn other attention as well (Iggwilv's forces – see Encounter 7).
- The PCs hear a flapping sound and have only a few seconds (1-2 rounds) to dive for cover as a winged demon flies overhead (a Vrock). As long as the PCs don't do something that attracts its attention, the creature passes by, not noticing them at all (its attention is fixed on its destination, not the surroundings).
- The PCs have to get past/around a skeleton/zombie work group, clearing rubble blocking a street – controlled by a priest of Iuz. As long as they are careful they do not attract any attention – the priest is too engrossed in commanding the undead and is not paying attention too much else.

Should a fight occur before the PCs reach the bridge spanning the Oostflow, then they will end up stirring up the Witch Queen's forces – go to Encounter 7 instead of continuing below with this encounter. No experience is awarded for combat in these mini encounters.

Eventually the PCs should get near to one of the bridges across the Oostflow River, which splits Riberlund in two. Once they do move to the "Bridge over the Oostflow" section.

BRIDGE OVER THE OOSTFLOW

From the cover of an alleyway you peer out at the bridge crossing the Oostflow River. Immediately you notice a small group of figures guarding the near side of the bridge only, behind rudimentary sandbag barricades built up on either side of the bridge's foothold. On the far side is another barricade, and men dressed in red and white uniforms seem to be manning it. Up on the hill overlooking the river on the far side is the impressive edifice of Fortress Riberlund; the proud flags of Perrenland, the Canton of Nederboden and the Hüssen clan fly from the gatehouse. The area leading up to the bridge is a wide-open street, hurting your chances of getting any closer without detection. The bridge itself is 10 ft. wide and 55 ft. across, the river flows some 35 ft. below it and is swift and strong. A squat forty-foot

tower on this side of the river offers good firing positions upon anyone attempting to cross the bridge.

DM's Note: The river requires a Swim check DC 20 per 20ft move to cross. The vampires will not cross the bridge, as they cannot cross over the running water. Auszug and Landwehr units hold the far side of the river, they will shout encouragement to the PCs when they try and cross the bridge.

The tower is not manned by anything at the moment, but should be used to put the PCs on edge.

Creatures:

APL 2 (EL 3) (+1 for Desecrate effect)

Vargouille; hp: 5 *see Monster Manual* page 254)

Humans (2), WarI; hp: 9, 9 (dominated); *see Appendix One.*

APL 4 (EL 5) (+1 for Desecrate effect)

Vampire Spawn; hp: 32; *see Monster Manual* page 253)

Humans (4), WarI; hp: 9, 9, 7, 7 (dominated); *see Appendix One.*

APL 6 (EL 7) (+1 for Desecrate effect)

Vampire, Cleric of Iuz 4; hp: 29; *see Appendix One.*

Vampire Spawn: 32 *see monster manual* pg 253.

APL 8 (EL 10)

Vampire, Cleric of Iuz 7; hp: 52; *see Appendix One.*

Vampires (2), Ftr3; hp: 21, 26; *see Appendix One.*

APL 10 (EL 12)

Vampire, Cleric of Iuz 9; hp: 78; *see Appendix One.*

Vampires (2), Ftr5; hp: 39, 38; *see Appendix One.*

APL 12 (EL 14)

Vampire, Cleric of Iuz 11; hp: 84; *see Appendix One.*

Vampires (2), Ftr7; hp: 61, 64; *see Appendix One.*

DMs Note: The Witch Queen's evil presence has the effect of a 'Desecrate Spell' cast over the entire city. As a result within the city all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice.

This effect has been included in the statistics above and in Appendix 1. The +1 profane bonus to attack and damage rolls will have to be added by the DM for the vampire spawn at APLs 2 & 4.

The PCs start this encounter 45 feet from the bridge. Whilst they remain in the alleyway they can gain cover against attacks from the bridge defenders (the defenders

also have cover behind their sandbag barriers). The area in-between is completely open with no cover at all. As soon as the PCs reveal themselves, roll Will saves for the Blessing of Nerull Veil on each PC. Piercing the veil on at least one PC will give the entire group away.

Tactics: At lower APLs, the vampire spawn will attempt to dominate one or two of the "fighter- type PCs" (range is only 30ft), while getting the dominated warriors to concentrate their crossbow fire on any magical threats. All use the sandbag bunkers for cover.

At higher APL's, the vampire cleric will cast *silence* on the fighters and move away. The fighter vampires will target obvious spell casters with their arrows in the first few rounds. In subsequent rounds the fighters will engage in melee once the PCs have closed in, and the cleric will use a combination of attack spells and *mass inflict* spells to harm the PCs and heal the vampire fighters and himself.

It is possible that the players may come up with a diversion or other good idea that can get them past this encounter without combat. DMs should use discretion, but make it fairly difficult for them to get across the bridge without engaging the vampires. If they manage to do this successfully, they are awarded full experience for the encounter as if they had defeated them.

The PCs may check these vampires (or humans at low APLs) for the Ur-Flannae runes (similar to the Hüssens in Encounters 3 & 4) – they do not find any such tattoos on these vampires.

Treasure:

APL 2 – 4 loot – 273gp, coin – ogp, magic – 2x Potion of Cure Moderate Wounds (50gp)

APLs 6–10 – no treasure. The vampires turn into gaseous form when they reach 0 hp, taking all their belongings with them. Their coffins are hidden in the city, impossible for the PCs to find at this moment.

CROSSING THE BRIDGE

Once the PCs have dealt with the vampires, they encounter friendly forces who watched their encounter from the other side of the bridge. They call out the signal phrase "Tonder" as the PCs begin to cross the bridge – awaiting the answer - "Flosh". Most PCs should know this call sign (Intelligence DC 5 to remember if they forget it.) Once this is confirmed, they come out of their hiding places and greet the PCs, leading them to the temple. As they move along, more friendly forces come out of hiding, all armed, joining the PCs march to the fortress. The PCs can count several hundred defenders.

Continue with **Encounter 8.**

Encounter Seven (Optional Encounter)

This encounter contains a strong battle for the PCs trying to get into the eastern side of city other than by the Ur-Flannae tunnels in Encounter Four. Unless the PCs come up with a particularly clever way to get into the city they are easily noticed. Invisibility, teleport and similar illusion or transportation spells are irrelevant – the PCs are noticed when they pierce into the city, setting off a beacon/alarm signalling their location as they first enter the city. Only *rings of mind shielding* or similar non-detection magic can enable the PCs to enter the city without triggering the alarm. Even the Favour of Nerull will not help them for long, as one of the enemy will eventually pass a saving throw and pierce its veil.

The PCs who did not enter the tunnels of Jor-Russ do not have much of an option left to them at this point. They can approach the city relatively undetected (if they still have Nerull's blessing), and climb or fly over the walls. The main gate entrances to Riberlund are all closed and guarded by unseen forces.

The eastern half of the city is firmly under the Witch Queen's control – the western half of the city has so far held out against her forces. This is mostly due to the Oostflow river – the majority of Iggwilv's forces are vampires or vampire spawn, and they cannot cross running water (see monster manual entry for further details).

Iggwilv has designated a significant portion of her forces to close off the western section of the city – all gates and passes into and out of the western half of the city are watched by scouts and patrolled regularly by her non vampire forces. PCs attempting to access the city through the western section encounter Iggwilv's forces before they get into the city – fighting them outside the walls of the city, using the same guidelines for this encounter as listed below.

Once inside the city (either by their own actions or the actions of the Vampire-Lich Lord in Encounter 5) or are near the western wall outside, the PCs have only three rounds before the witch's forces arrive to deal with them – ten rounds after that a second wave arrives. If the PCs have not managed to escape the immediate vicinity after another ten rounds, an overwhelming number of vampires arrive, and the PCs are captured and lead away (the consequences of this are detailed on AR and below).

This section is a tough encounter, especially at low APL's. The path set by the Hand of Nerull in Encounter Two has the best chance for the PCs to reach the temple –

if they ignore it or betray Nerull's trust then they deserve to find it tough.

Captured by the Witch Queen (Listed on AR):

You have been captured by the vampire forces of the Witch Queen. After several days as a feast for the vampires, you managed to escape into the city, recovering your belongings and eventually reaching friendly forces. But you still remember the gaze of your captors, and the touch of their embrace. Constitution points permanently drained: (Roll d6)____

Iggwilv's Forces

The Witch Queens forces holding the city are almost entirely undead, they are commanded by an evil cleric of some note and a villain of Perrenland Brár Ulfrig the controller of Karl Hüssen and candidate for Boneheart of Iuz over the Quaglands. Brár has at his disposal several companies of ghost warriors, along with various types of skeletal, ghoulish and zombie troops created from the defeated Cantonal army of Nederboden last year and placed under his command. Brár now adding to this force by bringing the populace of Riberlund itself into a state of undeath – So far he has overseen the creation of hundreds of vampire spawn and fully-fledged vampires that now serve his will. As well there are numerous citizens that have been dominated by the vampires. These serve as a ready supply of blood as well as infiltrators, but so far they have not successfully infiltrated the western section of the city as the Old Kerk priests keep *magic circles of evil* active a majority of the time.

1st Wave

APL 2 (EL 2)

Ghoul, (2); hp: 15; see *Monster Manual* page 253.

APL 4 (EL 4)

Vampire Spawn (1); hp: 32; see *Monster Manual* page 253.

APL 6 (EL 6)

Vampire Spawn (2); hp 33, 31; see *Appendix One*.

APL 8 (EL 8)

Vampire; Ftr5; hp: 38; see *Appendix One*.

Vampire; Ftr3; hp: 24; see *Appendix One*.

APL 10 (EL 10)

Vampire, Ftr7; hp: 62; see *Appendix One*.

Vampire, Ftr5; hp: 38; see *Appendix One*.

APL 12 (EL 12)

Vampire, Ftr9; hp: 78; *see Appendix One.*

Vampire, Ftr7; hp: 62; *see Appendix One.*

2nd Wave

APL 2 (EL 5)

Vampire; Cleric of Iuz 3; hp: 23; *see Appendix One.*

APL 4 (EL 7)

Vampire, Cleric of Iuz 3; hp: 23; *see Appendix One.*

Vampire, Ftr3; hp: 24; *see Appendix One.*

APL 6 (EL 9)

Vampire, Cleric of Iuz 5; hp: 35; *see Appendix One.*

Vampire, Ftr5; hp: 38; *see Appendix One.*

APL 8 (EL 11)

Vampire, Cleric of Iuz 7; hp: 52; *see Appendix One.*

Vampire, Ftr7; hp: 62; *see Appendix One.*

APL 10 (EL 13)

Vampire, Cleric of Iuz 9; hp: 76; *see Appendix One.*

Vampire, Ftr9; hp: 78; *see Appendix One.*

APL 12 (EL 15)

Vampire, Cleric of Iuz 11; hp: 95; *see Appendix One.*

Vampires (2), Ftr9; hp: 78; *see Appendix One.*

Tactics: Both waves will attack immediately, ignoring ranged combat in favour of a more hands on approach. Once they have engaged the PCs, they will attempt to dominate the fighter types while focusing on taking out any magical threats in subsequent rounds.

They will not use their slam attack to finish off a PC – they are under orders to capture anyone found in the city for interrogation. Even the vampire spawn at lower APLs stick to this order. The vampire cleric of Iuz in the second wave will have a *death watch* active as he arrives, and will direct non lethal attacks against any PCs on low hit points.

DM's Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above and in Appendix 1.

Treasure

All APLs – no treasure. The vampires turn into gaseous form when they reach 0 hp, taking all their belongings with them. Their coffins are hidden in the city, impossible for the PCs to find at this moment.

Development: Skip to Conclusion B – the PCs manage to escape their captors and reach the temple eventually, but the demons have already attacked the Temple. The PCs were too late to help.

If the PCs manage to get out of the immediate area before the overwhelming force arrives, they still arrive at the temple too late to aid the defence – after spending a restless night in the southern half of the city hiding from the Witch Queen's forces that are openly looking for them.

Encounter Eight

Read this after the PCs have crossed the bridge and made contact with friendly forces:

You are escorted through the northern streets of Riberlund to the gate of the city fortress. You are quickly ushered inside, to view a veritable town of tents. Almost every scrap of space is occupied with citizens and soldiers who have fled here are their final refuge. You would suspect that many thousands of them are crammed in to the grounds and buildings of the fortress. Most look tired and hungry, yet determined.

You are escorted through this crowd into the domed edifice of the Temple of the Old Kerk. The main temple hall is cluttered with Auszug officers, mountains of paperwork and other military personnel working frantically. Not very temple like at all. A group of six stands around a large table covered in maps at the far end of the room, loudly debating a variety of possible strategies and plans. But the voices suddenly cease, as one of the group finally notices your arrival and draws the others attention.

"It seems we may finally have the help you are looking for, Commanders"

With a gesture, a woman at the table indicates towards your group.

The surprised military Commanders eye over the PCs, but enough of them recognize any PC 8th level and above as a Hero of The Land, and treat them accordingly. Lower level PCs are eyed suspiciously, but Karla cuts off any responses from her group before they happen.

Prominent NPCs:

Karla Hüssen; Pfalzgraf of the Hüssen Clan, Human Cleric 13 of Allitur.

Ohan Eldebraant; Hintervoormann of Nederboden (Karla's brother), Human Aristocrat 7.

Conrad Hüssen (Karla's youngest son), Human Paladin 7 of Allitur;

Hienrick Van Orson, Human Fighter 9 (Auszug officer)

Fustas Rickssen, Human Ranger 7 (Auszug Officer)

Brutin Goltzaar, Human Druid 9 (Druid of the Grove)

Venlaar, Grey Elf Wizard 8 (Ruby Den Zauber)

Any PC who has played PER3-05 Lost Souls will recognize the woman in charge. She is Karla Hüssen, Cleric of Allitur, Rechter of Perrenland and Pfalzgraf of Clan Hüssen. She greets any PC she has encountered before warmly, commenting on the good timing of their arrival. A few introductions are made - she especially introduces Conrad Hüssen, her youngest son, who then leaves the table at her gesture. Karla then moves on to the matters at hand. Read:

"We were not sure if any of our messengers had made it out. Or did the grand temple hear our call? I suppose it matters little – thank Allitur that you're here anyway."

"As you probably have seen, the Witch Queen has taken over the city. Her vile forces hold the eastern half of the city. She has managed to convert the people to her cause, by turning them into undead servants – vampires – an abominable act, to say the least. She now has a much larger force than what she started with, and she will be coming for us soon. We have held out against her so far, and are prepared to fight her all the way. But I think I know what she is after, and she will not wait much longer."

At this time another figure enters the hall from a rear entrance, escorted by Conrad. She is a woman that some of you remember all too well.

"The young one is finally asleep, Mother. These events disturb her very much. But sometimes I think she understands ... everything. She is in the room behind us. There is no way in or out but through this door ... which I will personally guard."

Hännè Weisspeer, human female (prominent in the Voormann's Daughter series).

"This is Hännè, an unfortunate casualty of events involving my late son and the disappearance of her father - Karenin, the late Voormann. Iggwilv's forces

continue to try to kidnap Hännè – there have been several attempts over the past year. During this time I have kept her under my personal protection, the protection of my family and the protection of my office."

"Hännè was hiding out in Wyndplaat when the city there was attacked. Conrad and a few friends helped her get out of the city, bringing her here to Riberlund. But for days their steps were dogged by the advances of Iggwilv's forces, following them, devastating all in their path.

It was the day after her arrival here when Riberlund was first attacked. I have never in my life seen anything like it – hundreds of ghosts passing through the walls, manifesting and killing almost at will. The people tried to fight back, but there was little that was effective against them. It was then that the enemy within rose up against us ... the very citizens of Riberlund had been turned into vampires by the witch queen. Many of the city's leaders fell to their initial raids, and now serve the enemy they once fought against. The survivors began falling back to the temple here, for the protection of the gods, finding a place where the ghosts and vampires cannot reach. Not many made it - all of those you see here now only barely escaped the clutches of the enemy."

"Since the initial attack, the enemy's vampire forces have secured the city south of the river, and the ghosts have not been seen within the city walls since the initial attack. The river has held the vampires back from the northern streets so far, but for how long? We keep an eye out for sabotage, and are expecting the river to be dammed eventually, heralding their future attack on our position here."

Karla takes a long drink and is about to continue when an ear-splitting screech assaults everyone's senses, followed by an explosion.

Most PCs should be familiar with that sound – it is the screech of a Vrock (encountered in A Nation Mocked – 'Tonder-Flosh', Part 1 of this series). The explosion was the Vrock's Dance of Ruin – which has decimated the defenders outside the temple.

Karla quickly turns to everyone in the room.

"We are under attack by demons! Defend the Temple! For the Voormann and Perrenland!"

For APL's 2-6, read the following:

Karla turns to all of you. We will need your strength to win this day, by Allitur's will. Go with the Conrad and the Commanders here – they will know where

best to use you. We will defend Hánnè here – it is her they have come for.” As you go to move off Hánnè calls to you all softly:

As you move to take your positions, Hánnè calls to you all softly.

“Wait! Too often others have fought for me and I have offered little thanks. Perhaps it is too late to do so now. Yet, in the name of my daughter I offer you thanks and hope in the future to be able to repay you all. Go with my blessing!”

Then Hánnè begins to sing filling the temple with sweet and uplifting song.

Hánnè has evoked her Bard Song ability and the PCs all have the effects of the Inspire Courage ability at 9th level (i.e. +2 morale bonus to attacks, damage and saves vs fear and charms).

For APLs 8-12, read the following:

Karla turns to all of you. You will be needed here – they are coming for Hánnè and her child ... and I get the feeling that they are serious about it this time. Defend her with your lives! I do not know why they want her, but we must stop them! Conrad, take the Commanders and defend the temple! And may Allitur be with you my son!”

As you move to take your positions, Hánnè calls to you all softly.

“Wait! Too often others have fought for me and I have offered little thanks. Perhaps it is too late to do so now. Yet, in the name of my daughter I offer you thanks and hope in the future to be able to repay you all. Go with my blessing!”

Then Hánnè begins to sing filling the temple with sweet and uplifting song.

Hánnè has evoked her Bard Song ability and the PCs all have the effects of the Inspire Courage ability at 9th level (i.e. +2 morale bonus to attacks, damage and saves vs fear and charms).

ALL APLs

If necessary (DM discretion) Hánnè will appear and will use her two *cure serious wounds* (3d8+9) to stabilise downed PCs at considerable risk to herself. Let her draw an attack, and receive a glancing blow if dramatically pertinent. But this is important: give the PCs an Intelligence check DC 10 to notice that the demons are not trying to particularly target Hánnè – just simply get past her to get to the *door* leading to the chamber where her *child* is sleeping! The child is sleeping in a *secret chamber* behind the Shrine Of Beory. PCs will not be

able to locate this chamber, and Hánnè won't reveal its location at any cost – not even to old, trusted adventurers.

What Happens If Any PC Mentions The Incident At The Wedding?

Early in 2005, there was a wedding interactive in Canberra, where Hanne was polymorphed by a PC into a pig. Hanne's baby was also present and seen by a number of PCs.

If any of the PCs make reference to Hanne and "the pig", or "how she was a pig", or her "baby", or how "Malagor came to the rescue", then either Karla or Hanne both laugh and say to the PCs:

*“You really don't think that we would have gone *ourselves* to that event, do you? In such times of dire strife and trouble, there are many evil forces that would see us dead ... or worse. What you encountered, or heard about, was what happened to our loyal handmaidens – and *her* child in one case. We were able to use high level magic to disguise our handmaidens to look exactly like us. It is fortunate that no permanent harm came to them – and doubly fortunate that the incident did not directly happen to either of *us*.”*

This combat below is broken into two parts – the demon battles above in the temple grounds are for APL's 2-6, and the defence of Hánnè below in the temple is for APL's 8-12.

DEFENCE OF THE TEMPLE ATRIUM

APL 2 (EL 4)

Dretch, Small Outsider (2); hp: 13; *see Monster Manual page 42.*

APL 4 (EL 6)

Babau, Medium Outsider; hp: 66; *see Monster Manual page 42.*

APL 6 (EL 8)

Babau, Medium Outsider (2); hp: 66; *see Monster Manual page 42.*

Tactics: The Temple grounds are attacked by a force of demons, including a group of vrocks. The vrocks begin their assault with the Dance Of Ruin special ability, killing about a quarter of the defender's, then teleport into the temple – see high APL section. This occurs before the PCs have arrived at the battle.

The PCs join the battle on the temple steps – where a number of demons attempt to gain entry to the temple itself. Conrad tells the PCs to hold the steps, whilst he

and the other Commanders from the meeting charge into the fray, with a cry of: “For Perrenland!”

The PCs can see some other demons (vrocks) trapped by inward *magical circle from evil* spells cast by other clerics; but not until after they have already done significant damage to defending forces.

Treasure:

All APLs – no treasure.

Development: Once the PCs defeat the demon, go to **Conclusion A**.

IN DEFENCE OF HÁNNÈ

Once Conrad and the other commanders have left, Karla turns to the PCs, and urges them to ready for battle. She then moves Hánnè and herself into a protective circle on the floor and calls for the PCs to keep the demons off them. She then casts *magical circle from evil* and *repulsion* spells (channelling the spells through a Metamagic Rod of Heighten spell - +3 levels) and the PCs have one round to prepare themselves before the demons attack!

The PCs will then see the magical defences cast by Karla flicker under a sudden attack – as demonic creatures appear in the room next to her!

APL 8 (EL 10)

Vrocks (2), Large Outsiders; hp: 92; *see Monster Manual page 48* – these Vrocks are wounded already from attacks by outside forces, and have already used their Stunning Screech and Dance of Ruin abilities, thereby reducing the EL of this encounter by 1.

APL 10 (EL 12)

Vrock, (3); Large Outsider; hp: 115; *see Monster Manual page 48*.

APL 12 (EL 14)

Vrock, (6); Large Outsider; hp: 115; *see Monster Manual page 48*.

Tactics: Normally these demons would suffer penalties for fighting within the temple, but any consecrate and prayer effects are cancelled out by Iggwilv’s presence in the city.

The temple does prevent the demons from summoning other demons, however – the demons are aware of this restriction and will not try to summon others of their kind.

When they first arrive, the demon’s spell resistances have failed to ignore the *repulsion* spell and they have also failed the saving throw against it. (thanks to Karla’s

Greater Metamagic Rod of Heighten Spell - + 3 lvls). In anger & frustration, they turn to the PCs to vent its hatred, attacking them, using their special abilities to full effect.

Treasure:

All APLs – no treasure.

Development: Once the PCs defeat the demon(s), go to **Conclusion A**.

Conclusion A – Strong Defence

Your bravery has helped turn the tide of a battle in a fallen city. Although the cost was high, with many defenders falling to the demonic attacks, the temple has held out today. But the city still remains under the control of the Witch Queen’s forces, who grow bolder each day. Knowing that future attacks are certain, Karla Hüssen has asked some of you to stay, and others to go for help. It is her hope that help will arrive in time, but many of you know that they may be too late, so some of you choose to stay and help a city in need.

For those that leave the city to get help, a well-planned distraction gives you the chance to leave the city, and on your way to get much needed help for Riberlund.

The Battle for Riberlund is underway, and its fate will be decided once and for all in the follow-up Interactive Adventure - “Streets of Ruin.”

The End

Conclusion B – Too Late To Help

You finally make it through the streets of Riberlund, battered and bruised, but alive. When you reach the Temple of the Old Kerk you see signs of ruin and death all around, and realize you have arrived too late to help. It seems the temple has held out this time without your help, but what of the future? Knowing that future attacks are certain, Karla Hüssen has asked some of you to stay, and others to go for help. It is her hope that help will arrive in time, but many of you know that they may be too late, so some of you choose to stay and help a city in need.

For those that leave the city to get help, a well-planned distraction gives you the chance to leave the city, and on your way to get much needed help for Riberlund

The Battle for Riberlund is underway, and its fate will be decided once and for all in the follow-up Interactive Adventure - "Streets of Ruin."

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 Four

Experience objective: Defeat the Rosrijder Ghosts:

APL2 120xp
APL4 180xp
APL6 240xp
APL 8 300xp
APL10 360xp
APL12 420xp.

Encounter Six

Experience objective: Defeat the vampires guarding the bridge:

APL2 120xp
APL4 180xp
APL6 240xp
APL 8 300xp
APL10 360xp
APL12 420xp.

Encounter Seven

Experience objective: Optional encounter with Iggwilv's forces - awarded instead of encounters 6 and 8.

APL2 210xp
APL4 330xp
APL6 450xp

APL 8 570xp
APL10 690xp
APL12 810xp.

Encounter Eight

Defeat the demon(s) attacking the temple:

APL2 120xp
APL4 180xp
APL6 240xp
APL 8 300xp
APL10 360xp
APL12 420xp.

Story Award

Objective(s) met: PCs discovered the vampires hiding amongst the fleeing Hüssen family:

All APLs – 30xp.

Objective(s) met: PCs successfully avoided unnecessary fights during their trek through the city and made it to the final encounter:

All APLs – 30xp.

Discretionary role-playing award

APL2 30 xp
APL4 75 xp
APL6 120 xp
APL8 165 xp
APL10 210 xp
APL12 255 xp;

Total possible experience:

APL2 450xp
APL4 675xp
APL6 900xp
APL 8 1125xp
APL10 1350xp
APL12 1575xp.

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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 2: L: ogp; C: ogp; M: 555gp

APL 4: L: ogp; C: ogp; M: 1138gp

APL 6: L: ogp; C: ogp; M: 2263gp

APL 8: L: ogp; C: ogp; M: 4429gp

APL 10: L: ogp; C: ogp; M: 7038gp

APL 12: L: ogp; C: ogp; M: 9704gp

Encounter Four:

APL 2: L: ogp; C: ogp; M: 400gp

APL 4: L: ogp; C: ogp; M: 400gp

APL 6: L: ogp; C: ogp; M: 400gp

APL 8: L: ogp; C: ogp; M: 1785gp

APL 10: L: ogp; C: ogp; M: 3256gp

APL 12: L: ogp; C: ogp; M: 4727gp

Encounter 6:

APL 2: L: 273gp; C: ogp; M: 50gp

APL 4: L: 273gp; C: ogp; M: 50gp

APL 6: L: ogp; C: ogp; M: ogp

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

APL 10: L: ogp; C: ogp; M: ogp

APL 12: L: ogp; C: ogp; M: ogp

Total Possible Treasure

APL 2: L: 273gp; C: ogp; M: 1005gp - Total: 1278gp

APL 4: L: 135gp; C: ogp; M: 1588gp - Total: 1723gp

APL 6: L: ogp; C: ogp; M: 3356gp - Total: 2663gp

APL 8: L: ogp; C: ogp; M: 6214gp - Total: 6214gp

APL 10: L: ogp; C: ogp; M: 10294gp - Total: 10294gp

APL 12: L: ogp; C: ogp; M: 14431gp - Total: 14431gp

Special

Gifts of the Old Kerk:

APL 2 – magic - +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Eyes of the Eagle (209gp).

APL 4 – magic - +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Pearl of Power Lvl 2 (333gp), Eyes of the Eagle (209gp), Lesser Metamagic Rod of Extend Spell (250gp).

Items for the Adventure Record

APL 6 – magic - +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Pearl of Power Lvl 2 (333gp), Pearl of Power Lvl 3 (750gp), Eyes of the Eagle (209gp), Lesser Metamagic Rod of Extend Spell (250gp), Wand of Cure Moderate Wounds (375gp).

APL 8 – magic - +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Pearl of Power Lvl 2 (333gp), Pearl of Power Lvl 3 (750gp), Pearl of Power Lvl 4 (1333gp), Eyes of the Eagle (209gp), Lesser Metamagic Rod of Extend Spell (250gp), Wand of Cure Moderate Wounds (375gp), Figurine of Wondrous Power, bronze griffon (833gp).

APL 10 – +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Pearl of Power Lvl 2 (333gp), Pearl of Power Lvl 3 (750gp), Pearl of Power Lvl 4 (1333gp), Eyes of the Eagle (209gp), Lesser Metamagic Rod of Extend Spell (250gp), Wand of Cure Moderate Wounds (375gp), Figurine of Wondrous Power, bronze griffon (833gp), Rod of the Python (1083gp), +1 Holy Longsword (1526gp).

APL 12 – magic - +1 Alchemical Silver Heavy Mace (200gp), Wand of Cure Light Wounds (63gp), Pearl of Power Lvl 1 (83gp), Pearl of Power Lvl 2 (333gp), Pearl of Power Lvl 3 (750gp), Pearl of Power Lvl 4 (1333gp), Eyes of the Eagle (209gp), Lesser Metamagic Rod of Extend Spell (250gp), Wand of Cure Moderate Wounds (375gp), +1 Holy Longsword (1526gp), Figurine of Wondrous Power, bronze griffon (833gp), Periapt of Wisdom +4 (1333gp), Rod of the Python (1083gp), Amulet of Health +4 (1333gp).

Favour of the Old Kerk (listed on AR):

By agreeing to help the Old Kerk in a time of need, you are considered a favoured son / daughter of the church, and can obtain normal spell services for any 4th level or lower spell at any temple of the Old Kerk at half cost (not including material components). Spells cast are subject to the maximum spell levels available at the particular temple in question (depending on town/city size). In addition any one time in the future you can receive an *aid* spell cast at 10th level as a free action.

Captured by the Witch Queen (Listed on AR):

Constitution points permanently drained: (Roll d6)_. You have been captured by the vampire forces of the Witch Queen. After several days as a feast for the enemy, you managed to escape into the city, eventually reaching friendly forces. But you still remember the gaze of your captors, and the touch of their embrace. This stat drain can be restored in a later adventure by *Restoration* or similar spells.

Item Access

APL 2:

Scroll of Restoration (Regional, DMG)

+1 Alchemical Silver Heavy Mace (Adventure, DMG)

Wand of Cure Light Wounds (Adventure, DMG)

Pearl of Power Lvl 1 (Adventure, DMG)

Eyes of the Eagle (Adventure, DMG)

APL 4 (APL 2 plus):

Pearl of Power Lvl 2 (Adventure, DMG)

Lesser Metamagic Rod of Extend Spell (Adventure, DMG)

APL 6 (APL 2&4 plus):

Pearl of power Lvl 3 (Adventure, DMG)

Wand of Cure Moderate Wounds (Adventure, DMG)

APL 8 (APL 2-6 plus):

+1 Ghost Touch Lance (Adventure, DMG)

Figurine of Wondrous Power, Bronze Griffon (Adventure, DMG)

Pearl of power Lvl 4 (Adventure, DMG)

APL 10 (APL 2-8 plus):

+1 Ghost Touch Full Plate (Adventure, DMG)

Rod of the Python (Adventure, DMG)

+1 Holy Longsword (Adventure, DMG)

APL 12 (APL 2-10 plus):

Amulet of Health +4 (Adventure, DMG)

Periapt of Wisdom +4 (Adventure, DMG)

Appendix 1 – Creature Statistics

APL 2

Encounter 3

2 Human (Rosrijder) Ghosts; Warrior 1; CR 2; medium undead (incorporeal); HD 1d12, 11, 10 hp; Init +2; Spd fly 30ft., (fly 60ft. mounted); AC 14 (touch 14, flat-footed 10) (+2 dex, +2 deflection); BA/G +1/+4; Atk +5 melee (lance +1 d8+4 (x2)) or +5 melee (m/wk Longsword, d8+3 (19-20 x2)); Full Atk +5 melee (lance +1 d8+4 (x2)) or +5 melee (m/wk Longsword, d8+3 (19-20 x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 12); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +3, Ref +3, Will +2; Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 15.

Skills and Feats: Ride +8, Handle Animal +4, Spot + 3, Listen +3; Mounted Combat, Ride by Attack

Equipment: Cloak Resistance +1 (ogp), Lance +1, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp).

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Horrific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves.

Ghost Mount – Ghost Light Warhorse; CR - ; Large Undead (Incorporeal); HD 3d12, 20, 19 hp; Init - ; Spd fly 60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk - ; Full Atk - ; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +3, Ref +5, Will +1; Str 16, Dex 14, Con -, Int 2, Wis 11, Cha 10.

Skills and Feats: Spot + 4, Listen +4; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Human (Hüssen); Warrior 1; CR 1/2; medium humanoid; HD 1d8+1, 9 hp; Init +2; Spd 20ft(armoured); AC 17 (touch 12, flat-footed 15) (+5 armor, +2 dex); BA/G +1/+3; Atk +4 melee (m/wk longsword, d8+2 (19-20 x2)) or +3 ranged (composite longbow Str 14, d8+2 (x3)); Full Atk +2 melee (m/wk longsword, d8+2 (19-20 x2)) and +2 melee (m/wk shortsword, d6+1 (19-20 x2)) or +3 ranged (composite longbow, d8+2 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA - ; SQ - ; SR - ; AL LN (dominated); SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Jump +3, Climb +3; Two Weapon Fighting, Toughness.

Equipment: Breastplate, M/wk Longsword, M/wk Shortsword, Composite Longbow Str 14, 40 arrows, Potion of Cure Moderate Wounds.

Encounter 7

Vampire; Cleric of Iuz 3; CR 5; Medium Undead (Augmented Humanoid); HD 3d12, 20 hp; Init +2; Spd 30ft; AC 20 (touch 12, flat-footed 16) (+2 armor, +6 natural armor, +2 dex); BA/G +2/+6; Atk +7 melee (slam, d6+5 (x2)) or +7 melee (heavy mace, d8+5 (x2)); Full Atk +7 melee (slam, d6+5 (x2)) or +7 melee (heavy mace, d8+5 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +3, Ref +3, Will +7; Str 18, Dex 14, Con -, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +6 (+10 casting defensively), Knowledge (Religion) +7, Spellcraft +7, Intimidate +5; Combat Casting, Silent Spell.

Equipment: Leather Armor, Heavy Mace, Pearl of Power Lvl 1.

Spells Prepared: (4 / 3+1 / 2+1); base DC = 14 + spell level): 0—[*Detect Magic*, *Cure Minor Wounds* x3]; 1st—[*Cause Fear*, ~~*Deathwatch*~~, *Divine Favor*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

APL 4

Encounter 3

2 Human (Rosrijder) Ghosts; Warrior 3; CR 4; medium undead (incorporeal); HD 3d12, 22, 20 hp; Init +6; Spd fly 30ft., (fly 60ft. mounted); AC 14 (touch 14, flat-footed 10) (+2 Dex, +2 deflection); BA/G +3/+6; Atk +7 melee (lance +1 d8+4 (x2)) or +5 melee (m/wk longsword, d8+3 (19-20 x2)); Full Atk +7 melee (lance +1 d8+4 (x2)) or +5 melee (m/wk longsword, d8+3 (19-20 x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 13), Spirited Charge (x3 damage with a lance on a charge); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR -; AL LE; SV Fort +4, Ref +4, Will +3; Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 15.

Skills and Feats: Ride +9, Handle Animal +5, Spot +4, Listen +3; Mounted Combat, Ride by Attack, Improved Initiative.

Equipment: Cloak Resistance +1 (ogp), Lance +1, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp).

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Horrific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves.

Ghost Mount – Ghost Light Warhorse; CR -; Large undead (incorporeal); HD 3d12, 20, 19 hp; Init -; Spd fly 60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk -; Full Atk -; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR -; AL LE; SV Fort +3, Ref +5, Will +1; Str 16, Dex 14, Con -, Int 2, Wis 11, Cha 10.

Skills and Feats: Spot +4, Listen +4; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures –

thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Human (Hüssen); Warrior 1; CR 1/2; medium humanoid; HD 1d8+1, 9 hp; Init +2; Spd 20ft(armoured); AC 17 (touch 12, flat-footed 15) (+5 armor, +2 dex); BA/G +1/+3; Atk +4 melee (m/wk longsword, d8+2 (19-20 x2)) or +3 ranged (composite longbow Str 14, d8+2 (x3)); Full Atk +2 melee (m/wk longsword, d8+2 (19-20 x2)) and +2 melee (m/wk shortsword, d6+1 (19-20 x2)) or +3 ranged (composite longbow, d8+2 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA -; SQ -; SR -; AL LN (dominated); SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Jump +3, Climb +3; Two Weapon Fighting, Toughness.

Equipment: Breastplate, M/wk Longsword, M/wk Shortsword, Composite Longbow Str 14, 40 arrows, Potion of Cure Moderate Wounds.

Encounter 7

Vampire; Cleric of Iuz 3; CR 5; Medium Undead (Augmented Humanoid); HD 3d12, 20 hp; Init +2; Spd 30ft; AC 20 (touch 12, flat-footed 16) (+2 armor, +6 natural armor, +2 dex); BA/G +2/+6; Atk +7 melee (slam, d6+5 (x2)) or +7 melee (heavy mace, d8+5 (x2)); Full Atk +7 melee (slam, d6+5 (x2)) or +7 melee (heavy mace, d8+5 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +3, Ref +3, Will +7; Str 18, Dex 14, Con -, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +6 (+10 casting defensively), Knowledge (Religion) +7, Spellcraft +7, Intimidate +5; Combat Casting, Silent Spell.

Equipment: Leather Armor, Heavy Mace, Pearl of Power Lvl 1.

Spells Prepared: (4 / 3+1 / 2+1); base DC = 14 + spell level): 0—[*Detect Magic*, *Cure Minor Wounds* x3]; 1st—[*Cause Fear*, ~~*Deathwatch*~~, *Divine Favor*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 3; CR 5; Medium Undead (Augmented Humanoid); HD 3d12, 24 hp; Init +7; Spd 30ft; AC 23 (touch 13, flat-footed 20) (+4 armor, +6 natural armor, +3 dex); BA/G +3/+8; Atk +9 melee (slam, d6+5 damage and energy drain (x2)) or +10 melee (+1 longsword, d8+7 damage (19-20x2)) or +8 ranged (m/wk composite longbow Str 20, d8+6 damage (x3)); Full Atk +10 melee (+1 Longsword, d8+7 damage (19-20x2)) and +7 melee (slam d6+6 damage and energy drain (x2)) or +8 ranged (composite longbow Str 20, d8+6 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +3, Ref +4, Will +1; Str 21, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 4, Spot +4; Alertness, Power Attack, Improved Initiative, Two Weapon Fighting.

Equipment: +1 Studded Leather Armor, +1 Longsword, M/wk Composite Longbow Str 20, 40 Arrows, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

APL 6

Encounter 3

2 Human (Rosrijder) Ghosts; Warrior 5; CR 6; medium undead (incorporeal); HD 5d12, 33, 31 hp; Init +6; Spd fly 30ft., (fly 60ft. mounted); AC 15 (touch 15, flat-footed 10) (+2 Dex, +3 deflection); BA/G +5/+8; Atk +9 melee (+1 Lance d8+4 (x2)) or +9 melee (m/wk Longsword d8+3 (19-20 x2)); Full Atk +9 melee (+1 Lance d8+4 (x2)) or +9 melee (m/wk Longsword d8+3 (19-20 x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 15), Corrupting Gaze (DC 15); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +5, Ref +4, Will +3; Str 16, Dex 14, Con - , Int 10, Wis 12, Cha 16.

Skills and Feats: Ride +11, Handle Animal +6, Spot +4, Listen +4; Mounted Combat, Ride by Attack, Improved Initiative.

Equipment: Cloak Resistance +1 (ogp), M/wk Lance, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp). At APL 6, one Rosrijder ghost has a +1 Ghost Touch Lance.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. At APL 2, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves.

Horrific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Corrupting Gaze: A Ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage. At APL 6, only one of the ghosts has this ability.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves.

Ghost Mount – Ghost Heavy Warhorse; CR - ; Large undead (incorporeal); HD 4d12, 29, 32 hp; Init - ; Spd fly

60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk - ; Full Atk - ; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +6, Ref +5, Will +1; Str 18, Dex 14, Con - , Int 2, Wis 11, Cha 10.

Skills and Feats: Spot +4, Listen +5; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Vampire; Cleric of Iuz 4; CR 6; medium undead; HD 4d12, 25 hp; Init +2; Spd 30ft; AC 22 (touch 12, flat-footed 18) (+4 armor, +6 natural armor, +2 dex); BA/G +2/+6; Atk +7 melee (Slam, d6+5 damage (19-20 x2)) or +8 melee (+1 heavy mace, d8+5 (x2)); Full Atk +7 melee (Slam, d6+5 damage (19-20 x2)) or +8 melee (+1 heavy mace, d8+5 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +3, Ref +3, Will +7; Str 18, Dex 14, Con - , Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +8 (+12 casting defensively), Knowledge (Religion) +8, Spellcraft +9, Spot +10, Intimidate +4; Combat Casting, Silent Spell, Divine Might.

Equipment: +1 Studded Leather Armor, +1 Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Light Wounds.

Spells Prepared: (5 / 4+1 / 3+1); base DC = 14 + spell level): 0—[*Detect Magic, Cure Minor Wounds x3*]; 1st—[*Cause Fear, Deathwatch, Divine Favor, Shield of Faith, Protection from Good**]; 2nd—[*Shatter**, *Sound Burst, Silence, Darkness*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the *Monster Manual* pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Encounter 7

Vampire; Cleric of Iuz 5; CR 7; medium undead; HD 5d12, 30 hp; Init +2; Spd 30ft; AC 22 (touch 12, flat-footed 18) (+4 armor, +6 natural armor, +2 dex); BA/G +2/+6; Atk +7 melee (Slam, d6+5 damage (19-20 x2)) or +8 melee (+1 heavy mace, d8+5 (x2)); Full Atk +7 melee (Slam, d6+5 damage (19-20 x2)) or +8 melee (+1 heavy mace, d8+5 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +3, Ref +3, Will +7; Str 18, Dex 14, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +8 (+12 casting defensively), Knowledge (Religion) +8, Spellcraft +9, Spot +10, Intimidate +4; Combat Casting, Silent Spell, Divine Might.

Equipment: +1 Studded Leather Armor, +1 Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Light Wounds.

Spells Prepared: (5 / 4+1 / 3+1 / 2+1); base DC = 14 + spell level): 0—[*Detect Magic, Cure Minor Wounds* x3]; 1st—[*Cause Fear, Deathwatch, Divine Favor, Shield of Faith, Protection from Good**]; 2nd—[*Shatter**, *Sound Burst, Silence, Darkness*]; 3rd—[*Dispel Magic, Protection from Energy, Magic Circle against Good**]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the *Monster Manual* pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 5; CR 7; Medium Undead (Augmented Humanoid); HD 5d12, 38 hp; Init +7; Spd 30ft; AC 25 (touch 13, flat-footed 22) (+6 armor, +6

natural armor, +3 dex); BA/G +5/+11; Atk +12 melee (slam d6+7 damage and energy drain (x2)) or +14 melee (+2 longsword, d8+9 damage (19-20x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +14 melee (+2 Longsword, d8+9 (19-20x2)) and +10 melee (slam, d6+4 and energy drain (x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +5, Ref +5, Will +2; Str 22, Dex 16, Con -, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen +6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise.

Equipment: +1 Breastplate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +1, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the *Monster Manual* pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

APL 8

Encounter 3

2 Human (Rosrijder) Ghosts; Warrior 7; CR 8; medium undead (incorporeal); HD 7d12, 47, 45 hp; Init +6; Spd fly 30ft., (fly 60ft. mounted); AC 15 (touch 15, flat-footed 10) (+2 Dex, +3 deflection); BA/G +7/+10; Atk +11 melee (+1 ghost touch lance d8+4 (x2)) or +11 melee (m/wk Longsword, d8+3 (19-20x2)); Full Atk +11/+6 melee (+1 lance d8+4 (x2)) or +11/+6 melee (m/wk Longsword, d8+3 (19-20x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 16), Corrupting Gaze (DC 16); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR -; AL LE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Ride +14, Handle Animal +6, Spot +4, Listen +4; Mounted Combat, Ride by Attack, Spirited Charge, Improved Initiative.

Equipment: Cloak Resistance +1 (ogp), M/wk Lance, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp). At APL 8, both Rosrijder ghosts have a +1 Ghost Touch Lance.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Horrific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Corrupting Gaze: A Ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage. At APL 8, both of the ghosts have this ability.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves. Both of the ghosts have a +1 Ghost Touch Lances – ignoring the 50% miss chance on attacks with these weapons.

Ghost Mount – Advanced Ghost Heavy Warhorse; CR -; Large undead (incorporeal); HD 6d12, 41, 40 hp; Init -;

Spd fly 60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk -; Full Atk -; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR -; AL LE; SV Fort +6, Ref +5, Will +2; Str 18, Dex 14, Con -, Int 2, Wis 11, Cha 10.

Skills and Feats: Spot +4, Listen +5; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Vampire; Cleric of Iuz 7; CR 9; medium undead; HD 7d12+7, 45 hp; Init +2; Spd 30ft; AC 24 (touch 12, flat-footed 22) (+6 armor, +6 natural armor, +2 dex); BA/G +5/+9; Atk +10 melee (Slam, d6+5 damage (19-20 x2)) or +11 melee (+1 heavy mace, d8+6 (x2)); Full Atk +10 melee (Slam, d6+5 damage (19-20 x2)) or +11 melee (+1 heavy mace, d8+6 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +5, Ref +4, Will +9; Str 18, Dex 14, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +10 (+14 casting defensively), Knowledge (Religion) +8, Spellcraft +11, Intimidate +5, Spot +10; Combat Casting, Silent Spell, Divine Might, Improved Toughness.

Equipment: +1 Breastplate, +1 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Moderate Wounds.

Spells Prepared: (6 / 5+1 / 4+1 / 3+1 / 2+1); base DC = 14 + spell level); 0—[*Detect Magic* x2, *Cure Minor Wounds* x3, *Resistance*]; 1st—[*Cause Fear* x2, *Deathwatch*, *Divine Favor*, *Shield of Faith*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence* x2, *Darkness*]; 3rd – [Dispel Magic, Protection from Energy, Magic Circle against Good*]; 4th – [Divine Power, Freedom of Movement, Unholy Blight*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

Vampire; Fighter 3; CR 5; Medium Undead (Augmented Humanoid); HD 3d12, 24 hp; Init +7; Spd 30ft; AC 23 (touch 13, flat-footed 20) (+4 armor, +6

natural armor, +3 dex); BA/G +3/+8; Atk +9 melee (slam, d6+5 damage and energy drain (x2)) or +10 melee (+1 longsword, d8+7 damage (19-20x2)) or +8 ranged (m/wk composite longbow Str 20, d8+6 damage (x3)); Full Atk +10 melee (+1 Longsword, d8+7 damage (19-20x2)) and +7 melee (slam d6+6 damage and energy drain (x2)) or +8 ranged (composite longbow Str 20, d8+6 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +3, Ref +4, Will +1; Str 21, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 4, Spot +4; Alertness, Power Attack, Improved Initiative, Two Weapon Fighting.

Equipment: +1 Studded Leather Armor, +1 Longsword, M/wk Composite Longbow Str 20, 40 Arrows, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Encounter 7

Vampire; Fighter 3; CR 5; Medium Undead (Augmented Humanoid); HD 3d12, 24 hp; Init +7; Spd 30ft; AC 23 (touch 13, flat-footed 20) (+4 armor, +6 natural armor, +3 dex); BA/G +3/+8; Atk +9 melee (slam, d6+5 damage and energy drain (x2)) or +10 melee (+1 longsword, d8+7 damage (19-20x2)) or +8 ranged (m/wk composite longbow Str 20, d8+6 damage (x3)); Full Atk +10 melee (+1 Longsword, d8+7 damage (19-20x2)) and +7 melee (slam d6+6 damage and energy drain (x2)) or +8 ranged (composite longbow Str 20, d8+6 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ;

AL CE; SV Fort +3, Ref +4, Will +1; Str 21, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 4, Spot +4; Alertness, Power Attack, Improved Initiative, Two Weapon Fighting.

Equipment: +1 Studded Leather Armor, +1 Longsword, M/wk Composite Longbow Str 20, 40 Arrows, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 5; CR 7; Medium Undead (Augmented Humanoid); HD 5d12, 38 hp; Init +7; Spd 30ft; AC 25 (touch 13, flat-footed 22) (+6 armor, +6 natural armor, +3 dex); BA/G +5/+11; Atk +12 melee (slam d6+7 damage and energy drain (x2)) or +14 melee (+2 longsword, d8+9 damage (19-20x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +14 melee (+2 Longsword, d8+9 (19-20x2)) and +10 melee (slam, d6+4 and energy drain (x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +5, Will +2; Str 22, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise.

Equipment: +1 Breastplate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +1, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the *Monster Manual* pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Cleric of Iuz 7; CR 9; medium undead; HD 7d12+7, 45 hp; Init +2; Spd 30ft; AC 24 (touch 12, flat-footed 22) (+6 armor, +6 natural armor, +2 dex); BA/G +5/+9; Atk +10 melee (Slam, d6+5 damage (19-20 x2)) or +11 melee (+1 heavy mace, d8+6 (x2)); Full Atk +10 melee (Slam, d6+5 damage (19-20 x2)) or +11 melee (+1 heavy mace, d8+6 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +4, Will +9; Str 18, Dex 14, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +10 (+14 casting defensively), Knowledge (Religion) +8, Spellcraft +11, Intimidate +5, Spot +10; Combat Casting, Silent Spell, Divine Might, Improved Toughness.

Equipment: +1 Breastplate, +1 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Moderate Wounds.

Spells Prepared: (6 / 5+1 / 4+1 / 3+1 / 2+1); base DC = 14 + spell level): 0—[*Detect Magic* x2, *Cure Minor Wounds* x3, *Resistance*]; 1st—[*Cause Fear* x2, *Deathwatch*, *Divine Favor*, *Shield of Faith*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence* x2, *Darkness*]; 3rd — [Dispel Magic, Protection from Energy, Magic Circle against Good*]; 4th — [Divine Power, Freedom of Movement, Unholy Blight*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

Vampire; Fighter 7; CR 9; Medium Undead (Augmented Humanoid); HD 7d12+7, 55 hp; Init +7; Spd 30ft; AC 27 (touch 13, flat-footed 24) (+8 armor, +6 natural armor, +3 dex); BA/G +7/+13; Atk +14 melee (slam d6+7 damage and energy drain (x2)) or +16 melee (+2 longsword, d8+9 damage (19-20x2)) or +12 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +16/+11 melee (+2 Longsword, d8+9 damage (19-20x2)) and +12 melee (slam, d6+7 damage and energy drain (x2)) or +12/+7 ranged (composite longbow Str 20, d8+7 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead

traits, vampire weaknesses; SR - ; AL CE; SV Fort +7, Ref +7, Will +4; Str 22, Dex 16, Con -, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +8, Spellcraft +1, Intimidate +4, Listen +6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness.

Equipment: Mithral Full plate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the *Monster Manual* pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

APL 10

Encounter 3

2 Human (Rosrijder) Ghosts; Fighter 9; CR 11; medium undead (incorporeal); HD 9d12+9, 72, 74 hp; Init +6; Spd fly 30ft., (fly 60ft. mounted); AC 15 (touch 15, flat-footed 10) (+2 Dex, +3 deflection) or AC 23 (touch 14, flat-footed 10) (+9 armor, +1 Dex, +3 deflection); BA/G +9/+12; Atk +13 melee (+1 ghost touch lance d8+5 (x2)) or +13 melee (m/wk Longsword, d8+5 (19-20x2)); Full Atk +13/+8 melee (+1 lance d8+5 (x2)) or +13/+8 melee (m/wk Longsword, d8+5 (19-20x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 17), Corrupting Gaze (DC 17); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +6, Ref +5, Will +4; Str 18, Dex 14, Con - , Int 10, Wis 12, Cha 16.

Skills and Feats: Ride +16, Handle Animal +8, Spot +4, Listen +4; Mounted Combat, Ride by Attack, Spirited Charge, Improved Initiative, Improved Toughness.

Equipment: Cloak Resistance +1 (ogp), M/wk Lance, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp). At APL 10, both Rosrijder ghosts have a +1 Ghost Touch Lance but only one has +1 Ghost Touch Full Plate Armor.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Horrorific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Corrupting Gaze: A Ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage. At APL 8, both of the ghosts have this ability.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves. Both of the ghosts have a +1 Ghost Touch Lances – ignoring the 50% miss chance on attacks with these weapons.

Ghost Mount – Advanced Ghost Heavy Warhorse; CR - ; Large undead (incorporeal); HD 8d12, 55, 53 hp; Init - ; Spd fly 60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk - ; Full Atk - ; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +7, Ref +6, Will +2; Str 18, Dex 14, Con - , Int 2, Wis 11, Cha 10.

Skills and Feats: Spot +4, Listen +5; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Vampire; Cleric of Iuz 9; CR 11; medium undead; HD 9d12+9, 67 hp; Init +2; Spd 30ft; AC 27 (touch 12, flat-footed 25) (+9 armor, +6 natural armor, +2 dex); BA/G +6/+10; Atk +11 melee (slam, d6+5 damage (19-20 x2)) or +13 melee (+2 Vicious heavy mace, d8+7 (x2)); Full Atk +11/+6 melee (Slam, d6+5 damage (19-20 x2)) or +13/+8 melee (+2 Vicious heavy mace, d8+7 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +6, Ref +5, Will +11; Str 18, Dex 14, Con - , Int 12, Wis 20, Cha 16.

Skills and Feats: Concentration +12 (+16 casting defensively), Knowledge (Religion) +9, Spellcraft +13, Intimidate +5, Spot +12; Combat Casting, Silent Spell, Divine Might, Improved Toughness, Power Attack.

Equipment: +1 Mithral Full plate, +2 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Moderate Wounds.

Spells Prepared: (6 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1); base DC = 15 + spell level): 0—[Detect Magic x2, Cure Minor Wounds x3, Resistance]; 1st—[Cause Fear x2, Deathwatch, Divine Favor, Shield of Faith, Protection from Good*]; 2nd—[Shatter*, Sound Burst, Silence x2, Darkness, aid]; 3rd – [Dispel Magic x2, Protection from Energy, Magic Circle against Good*]; 4th – [Divine Power, Freedom of Movement, Spell Immunity, Unholy Blight*]; 5th – [Flame Strike, Spell Resistance, Dispel Good*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 5; CR 7; Medium Undead (Augmented Humanoid); HD 5d12, 38 hp; Init +7; Spd 30ft; AC 25 (touch 13, flat-footed 22) (+6 armor, +6 natural armor, +3 dex); BA/G +5/+11; Atk +12 melee (slam d6+7 damage and energy drain (x2)) or +14 melee (+2 longsword, d8+9 damage (19-20x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +14 melee (+2 Longsword, d8+9 (19-20x2)) and +10 melee (slam, d6+4 and energy drain (x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +5, Will +2; Str 22, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise.

Equipment: +1 Breastplate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +1, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Encounter 7

Vampire; Fighter 5; CR 7; Medium Undead (Augmented Humanoid); HD 5d12, 38 hp; Init +7; Spd 30ft; AC 25 (touch 13, flat-footed 22) (+6 armor, +6 natural armor, +3 dex); BA/G +5/+11; Atk +12 melee (slam d6+7 damage and energy drain (x2)) or +14 melee (+2 longsword, d8+9 damage (19-20x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +14 melee (+2 Longsword, d8+9 (19-20x2)) and +10 melee (slam, d6+4 and energy drain (x2)) or +10 ranged (+1 composite longbow Str 20, d8+7 (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +5, Will +2; Str 22, Dex 16, Con - , Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Jump +8, Spellcraft +1, Intimidate +4, Listen + 6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise.

Equipment: +1 Breastplate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +1, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 7; CR 9; Medium Undead (Augmented Humanoid); HD 7d12+7, 55 hp; Init +7; Spd 30ft; AC 27 (touch 13, flat-footed 24) (+8 armor, +6 natural armor, +3 dex); BA/G +7/+13; Atk +14 melee (slam d6+7 damage and energy drain (x2)) or +16 melee (+2 longsword, d8+9 damage (19-20x2)) or +12 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +16/+11 melee (+2 Longsword, d8+9 damage (19-20x2)) and +12 melee (slam, d6+7 damage and energy drain (x2)) or +12/+7 ranged (composite longbow Str 20, d8+7 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity

resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +7, Ref +7, Will +4; Str 22, Dex 16, Con -, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +8, Spellcraft +1, Intimidate +4, Listen +6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness.

Equipment: Mithral Full plate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Cleric of Iuz 9; CR 11; medium undead; HD 9d12+9, 67 hp; Init +2; Spd 30ft; AC 27 (touch 12, flat-footed 25) (+9 armor, +6 natural armor, +2 dex); BA/G +6/+10; Atk +11 melee (slam, d6+5 damage (19-20 x2)) or +13 melee (+2 Vicious heavy mace, d8+7 (x2)); Full Atk +11/+6 melee (Slam, d6+5 damage (19-20 x2)) or +13/+8 melee (+2 Vicious heavy mace, d8+7 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +6, Ref +5, Will +11; Str 18, Dex 14, Con -, Int 12, Wis 20, Cha 16.

Skills and Feats: Concentration +12 (+16 casting defensively), Knowledge (Religion) +9, Spellcraft +13, Intimidate +5, Spot +12; Combat Casting, Silent Spell, Divine Might, Improved Toughness, Power Attack.

Equipment: +1 Mithral Full plate, +2 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Moderate Wounds.

Spells Prepared: (6 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1); base DC = 15 + spell level); 0—[*Detect Magic* x2, *Cure Minor Wounds* x3, *Resistance*]; 1st—[*Cause Fear* x2, *Deathwatch*, *Divine Favor*, *Shield of Faith*, *Protection from Good**]; 2nd—[*Shatter**; *Sound Burst*, *Silence* x2,

Darkness, *aid*]; 3rd – [Dispel Magic x2, Protection from Energy, Magic Circle against Good*]; 4th – [Divine Power, Freedom of Movement, Spell Immunity, Unholy Blight*]; 5th – [Flame Strike, Spell Resistance, Dispel Good*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 9; CR 9; Medium Undead (Augmented Humanoid); HD 9d12+9, 69 hp; Init +7; Spd 30ft; AC 28 (touch 13, flat-footed 19) (+9 armor, +6 natural armor, +3 dex); BA/G +9/+15; Atk +16 melee (slam d6+7 damage and energy drain (19-20x2)) or +18 melee (+2 longsword of shock, d8+9 damage +1d6 electricity damage (17-20x2)) or +14 ranged (+2 composite longbow Str 20 of frost, d8+7 damage +1d6 cold damage (x3)); Full Atk +18/+13 melee (+2 longsword of shock, d8+9 damage +1d6 electricity damage (17-20x2)) and +14 melee (slam, d6+4 damage and energy drain (19-20x2)) or +13/+8 ranged (+2 composite longbow Str 20 of frost, d8+7 damage +1d6 cold damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +4, Ref +4, Will +1; Str 22, Dex 16, Con -, Int 14, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +10, Spellcraft +1, Intimidate +4, Listen +7, Spot +7; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness, Improved Critical Longsword, Improved Critical Slam.

Equipment: +1 Mithral Full plate, +2 Longsword of shock, +2 Composite Longbow of Frost Str 20, 40 Arrows, Cloak resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1

Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses

APL 12

Encounter 3

2 Human (Rosrijder) Ghosts; Fighter 11; CR 13; medium undead (incorporeal); HD 11d12+11, 87, 89 hp; Init +6; Spd fly 30ft., (fly 60ft. mounted); AC 23 (touch 14, flat-footed 10) (+9 armor, +1 Dex, +3 deflection); BA/G +11/+13; Atk +15 melee (+1 ghost touch lance d8+5 (x2)) or +15 melee (m/wk Longsword, d8+4 (19-20 x2)); Full Atk +15/+10/+5 melee (+1 lance d8+5 (x2)) or +15/+10/+5 melee (m/wk Longsword, d8+4 (19-20x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Manifestation, Horrific Appearance (DC 18), Corrupting Gaze (DC 18); SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +7, Ref +5, Will +6; Str 18, Dex 14, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Ride +18, Handle Animal +10, Spot +4, Listen +4; Mounted Combat, Ride by Attack, Spirited Charge, Improved Initiative, Improved Toughness.

Equipment: Cloak Resistance +1 (ogp), M/wk Lance, M/wk Longsword (ogp), Full plate (ogp), Military Saddle (ogp). At APL 10, both Rosrijder ghosts have a +1 Ghost Touch Lance and +1 Ghost Touch Full Plate Armor.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Horrific Appearance (Su) : Any living creature within 60 feet that views a ghost must succeed on a Fortitude Save (DC 10 + ½ creatures HD + Cha bonus) or immediately take 1d4 points of Strength damage, 1d4 point of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Corrupting Gaze: A Ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage. At APL 8, both of the ghosts have this ability.

At this APL, these ghosts do not have corrupting touch – they use their weapons and suffer a 50% chance to miss corporeal foes themselves. Both of the ghosts have a +1 Ghost Touch Lances – ignoring the 50% miss chance on attacks with these weapons.

Ghost Mount – Advanced Ghost Heavy Warhorse; CR -; Large undead (incorporeal); HD 10d12, 71, 69 hp; Init -

; Spd fly 60 ft; AC 12 (touch 12, flat-footed 10) (+2 Dex); Atk - ; Full Atk - ; Face/Reach 10 ft. by 10 ft./5 ft.; SA Manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR - ; AL LE; SV Fort +7, Ref +6, Will +3; Str 18, Dex 14, Con -, Int 2, Wis 11, Cha 10.

Skills and Feats: Spot +4, Listen +5; Endurance, Run.

The ghost's mounts do not have the corrupting touch ability and therefore cannot attack corporeal creatures – thus there is no adjustment to the overall EL of the encounter.

Encounter 6

Vampire; Cleric of Iuz 11; CR 13; medium undead; HD 11d12+11, 84 hp; Init +2; Spd 30ft; AC 28 (touch 12, flat-footed 26) (+10 armor, +6 natural armor, +2 dex); BA/G +8/+12; Atk +13 melee (Slam, d6+5 damage (19-20 x2)) or +15 melee (+2 Vicious heavy mace, d8+7 (x2)); Full Atk +13/+8 melee (Slam, d6+5 damage (19-20 x2)) or +15/+10 melee (+2 Vicious heavy mace, d8+7 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +4, Will +9; Str 18, Dex 14, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +14 (+18 casting defensively), Knowledge (Religion) +9, Spellcraft +13, Intimidate +5, Spot +12; Combat Casting, Silent Spell, Divine Might, Improved Toughness, Power Attack.

Equipment: +2 Mithral Full plate, +2 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Serious Wounds.

Spells Prepared: (6 / 6+1 / 5+1 / 5+1 / 3+1 / 2+1 / 1+1); base DC = 15 + spell level): 0—[*Detect Magic* x2, *Cure Minor Wounds* x3, *Resistance*]; 1st—[*Cause Fear* x2, *Deathwatch*, *Divine Favor* x2, *Shield of Faith*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence* x2, *Darkness*, *aid*]; 3rd – [Dispel Magic x2, Protection from Energy, Prayer, Magic Circle against Good*]; 4th – [Divine Power, Freedom of Movement, Spell Immunity, Unholy Blight*]; 5th – [Flame Strike, Spell Resistance, True Seeing, Dispel Good*]; 6th – [Blade Barrier, Animate Objects*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 7; CR 9; Medium Undead (Augmented Humanoid); HD 7d12+7, 55 hp; Init +7; Spd 30ft; AC 27 (touch 13, flat-footed 24) (+8 armor, +6 natural armor, +3 dex); BA/G +7/+13; Atk +14 melee (slam d6+7 damage and energy drain (x2)) or +16 melee (+2 longsword, d8+9 damage (19-20x2)) or +12 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +16/+11 melee (+2 Longsword, d8+9 damage (19-20x2)) and +12 melee (slam, d6+7 damage and energy drain (x2)) or +12/+7 ranged (composite longbow Str 20, d8+7 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +7, Ref +7, Will +4; Str 22, Dex 16, Con -, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +8, Spellcraft +1, Intimidate +4, Listen +6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness.

Equipment: Mithral Full plate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Encounter 7

Vampire; Fighter 7; CR 9; Medium Undead (Augmented Humanoid); HD 7d12+7, 55 hp; Init +7; Spd 30ft; AC 27 (touch 13, flat-footed 24) (+8 armor, +6 natural armor, +3 dex); BA/G +7/+13; Atk +14 melee (slam d6+7 damage and energy drain (x2)) or +16 melee (+2 longsword, d8+9 damage (19-20x2)) or +12 ranged (+1 composite longbow Str 20, d8+7 damage (x3)); Full Atk +16/+11 melee (+2 Longsword, d8+9 damage (19-20x2)) and +12 melee (slam, d6+7 damage and energy drain (x2)) or +12/+7 ranged (composite longbow Str 20, d8+7 damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR -; AL CE; SV Fort +7, Ref +7, Will +4; Str 22, Dex 16, Con -, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +8, Spellcraft +1, Intimidate +4, Listen +6, Spot +6; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness.

Equipment: Mithral Full plate, +2 Longsword, +1 Composite Longbow Str 20, 40 Arrows, Cloak of Resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

Vampire; Fighter 9; CR 9; Medium Undead (Augmented Humanoid); HD 9d12+9, 69 hp; Init +7; Spd 30ft; AC 28 (touch 13, flat-footed 19) (+9 armor, +6 natural armor, +3 dex); BA/G +9/+15; Atk +16 melee (slam d6+7 damage and energy drain (19-20x2)) or +18 melee (+2 longsword of shock, d8+9 damage +1d6 electricity damage (17-20x2)) or +14 ranged (+2 composite longbow Str 20 of frost, d8+7 damage +1d6 cold damage (x3)); Full Atk +18/+13 melee (+2 longsword of shock, d8+9 damage +1d6 electricity damage (17-20x2)) and +14 melee (slam, d6+4 damage and energy drain (19-20x2)) or +13/+8 ranged (+2 composite longbow Str 20 of frost, d8+7 damage +1d6 cold damage (x3)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night,

dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +4, Ref +4, Will +1; Str 22, Dex 16, Con -, Int 14, Wis 10, Cha 14.

Skills and Feats: Climb +10, Jump +10, Spellcraft +1, Intimidate +4, Listen +7, Spot +7; Alertness, Power Attack, Improved Initiative, Point Blank Shot, Two Weapon Fighting, Combat Expertise, Improved Disarm, Improved Toughness, Improved Critical Longsword, Improved Critical Slam.

Equipment: +1 Mithral Full plate, +2 Longsword of shock, +2 Composite Longbow of Frost Str 20, 40 Arrows, Cloak resistance +2, Brooch of Shielding.

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses

Vampire; Cleric of Iuz 11; CR 13; medium undead; HD 11d12+11, 84 hp; Init +2; Spd 30ft; AC 28 (touch 12, flat-footed 26) (+10 armor, +6 natural armor, +2 dex); BA/G +8/+12; Atk +13 melee (Slam, d6+5 damage (19-20 x2)) or +15 melee (+2 Vicious heavy mace, d8+7 (x2)); Full Atk +13/+8 melee (Slam, d6+5 damage (19-20 x2)) or +15/+10 melee (+2 Vicious heavy mace, d8+7 (x2)); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood drain, children of the night, dominate, create spawn, energy drain, rebuke undead, spontaneously cast inflict spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, +4 turn resistance, undead traits, vampire weaknesses; SR - ; AL CE; SV Fort +5, Ref +4, Will +9; Str 18, Dex 14, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +14 (+18 casting defensively), Knowledge (Religion) +9, Spellcraft +13, Intimidate +5, Spot +12; Combat Casting, Silent Spell, Divine Might, Improved Toughness, Power Attack.

Equipment: +2 Mithral Full plate, +2 Vicious Heavy Mace, Pearl of Power Lvl 1, Eyes of the Eagle, Wand of Inflict Serious Wounds.

Spells Prepared: (6 / 6+1 / 5+1 / 5+1 / 3+1 / 2+1 / 1+1); base DC = 15 + spell level): 0—[*Detect Magic* x2, *Cure Minor Wounds* x3, *Resistance*]; 1st—[*Cause Fear* x2, *Deathwatch*, *Divine Favor* x2, *Shield of Faith*, *Protection from Good**]; 2nd—[*Shatter**, *Sound Burst*, *Silence* x2, *Darkness*, *aid*]; 3rd – [Dispel Magic x2, Protection from Energy, Prayer, Magic Circle against Good*]; 4th – [Divine Power, Freedom of Movement, Spell Immunity, Unholy Blight*]; 5th – [Flame Strike, Spell Resistance, True Seeing, Dispel Good*]; 6th – [Blade Barrier, Animate Objects*]

*Domain spells. *Domains:* Chaos (chaos spells at +1 caster level); Evil (evil spells at +1 caster level).

DMs Note: The effect of a *desecrate* spell has been cast over the entire city. As a result within all areas the city but Fortress Riberlund all undead receive a +1 Profane Bonus to attack and damage rolls, and there is a -3 profane penalty to all turn attempts. Undead also gain +1 hp per hit dice – this has been included in the statistics above in Appendix 1.

See the Monster Manual pg 252 for a detailed description of a vampire's special abilities, special qualities and their weaknesses.

APPENDIX 2 – The Canton of Nederboden

Overview:

Geography and demographics

Nederboden Canton is situated in the south-western section of the Perrenland region and is bordered along its eastern and western sides by the Oostflow and Vestflow rivers. It is the heart of the nation of Perrenland. The land trapped between these two tributaries is by virtue of the spring floods and alluvial deposits some of the most fertile soil in all of Perrenland, it is this distinction that has Perrenders refer to the canton as the “Kornkammer of Perrenland” (Granary). The rivers themselves serve also to act as a highway for a plethora of barges and trading craft that travel from the border of Yatil mountains to the shores of Lake Quag and beyond. Spread almost evenly along their banks can be found a number of fortified communities from as small as a village to the size of a small city, which Nederboden has three of. The three cities of Nederboden are Haigh, Riberlund and Nederquag, each has a population averaging around 4,000 to 5,000 people during any one time.

The towns and cities along the Oostflow are more prosperous and populated than those along the Vestflow's course. This is because the Vestflow travels along the edges of the Mounds of Dawn and the western bank where it does so is well known as a place of haunted ruins, the legacy of the Ur-Flannae empire that once thrived there. Thus most traders are content to use the Oostflow to get their goods to Nederquag. Though there are hardy traders willing to risk the dangers, the communities along the banks of the Vestflow have never really prospered due to the difficulty of getting their produce to market. The rolling plain between the rivers is a sea of at times shoulder length grass, called the Central Feronwold. By tact agreement this belongs to the Rosrijder clan who graze their herds of horses and “steward” the entire area protecting the large herds of migratory deer from over-hunting. The farmers of Nederboden content with their fertile river lands do not encroach into this area. Some farmers have actually begun to breed the migratory deer, ensuring that venison is available all year round without having to hunt for it. Travellers upon the Feronwold often marvel at being able to journey amidst herds of horses and deer, watched over by small groups of the nomadic Rosrijders. Nederboden is rightly said to be the most scenic Canton of Perrenland.

Folk

The inhabitants of Nederboden, mostly Hüssens mixed with Vuurzwards, are bound to their lands and look to the members of the Grove to guide them in using it correctly and preventing land degradation. These folk are for the most part a peace loving people, whose hard work and husbandry of the land make Nederboden seldom go without a bountiful harvest. The farming communities of Nederboden are not by nature suspicious of strangers and few turn away a traveller, caught upon the road by the fall of night, a warm meal and a bed.

The folk of Nederboden are less inclined to accept long-terms of military service than many Perrenders. Most do their duty within the Landwehr when they come of age, but prefer to return to their farms and seldom enlist for more permanent duties within the Auszug. As a result it is common knowledge that Nederboden has the largest pool of reserves available to the nation in time of need. The folk of Nederboden are dutiful to this role and have ensured that all their settlements are well fortified and maintained. This may be a legacy of the ruin that the legions of Iggwilv visited upon this folk in the past, when lowland Nederboden was reduced to a burned out ruin and the nation starved for two years. Nederboden was the hardest hit Canton of Perrenland in these times, and some say the fighting spirit of its folk was more sorely bled than any other. The folk of Nederboden have not forgotten these days. It was perhaps these memories that made peace with Iuz, although abhorrent to a good folk, attractive to the Voormann Franz Hüssen, who was an easygoing peace loving man by all accounts.

Governance

Pfalzgraf Karla Hüssen leads the forty odd thousand members of the Canton's Hüssen clan. Karla Hüssen (nee Eldebraandt) is a third cousin to her demented husband Franz Hüssen (Voormann of Perrenland from 576-584). Annalists of the Hüssen sagas have often alluded that this was an arranged marriage and that Karla was showing an attachment to Hasten Weisspeer, a fellow priest of Allitur and brother of the famous Karenin Weisspeer. Regardless of any affection that may have been developing between Karla and Hasten, however, Karla and Franz were married by

arrangement and the affair was forgotten. The first child of Karla and Franz was in infamous fallen paladin of Allitur, Karl Hüssen. From an early age Karl was groomed to lead the next generation of Nederlanders and be the Hüssen Pfalzgraf. By tradition the Pfalzgraf of the Hüssens appoints the Hintervoormann of the Canton of Nederboden. Upon the death of her first child, Karla Hüssen (formerly the Hintervoormann of the Canton) took over the running of the clan from her husband Franz who abdicated refusing to return to the position of Pfalzgraf after being unanimously ousted as Voormann. Franz has gradually lost his mind during the last few years and is now little more than an old demented man. Karla Hüssen, a strong woman, somehow juggles the day to day running of the clan and many say the canton with her position on the highest bench of Rechters in Perrenland, being a Priestess of Allitur, wife to an ailing man and mother to an infamous and hopefully dead son. She is ably assisted by her brother Ohan Eldebraandt the current Hintervoormann of the Canton and her youngest son Conrad Hüssen who looks to be the leader his brother failed to be. It is important to note that in all of Nederboden's history there has never been a Hintervoormann appointed who was not from the Hüssen clan nobility and the Hintervoormann acts more akin to a steward for the Pfalzgraf of the Hüssen clan than in independent statesman.

History

Nederboden sits upon the ruins of an older civilization of the Ur-Flannae City-States of Jor-Russ. This empire of rival necromancer witch kings and queens dominated most of the Quaglands until it was torn down by bloody internecine war. Many of the current settlements have foundations that date back to this civilization, and it is rightly said that the descendants of the ancient kingdom are folk of the Quaglands today. The folk of Nederboden have therefore to all intents and purposes always been there and have suffered and seen-off all interlopers so far. The forces of Iggwilv during her occupation largely ruined the Canton and most of the settlements with the exception of Haigh and Riberlund were looted and sacked. During these dark days the folk of Nederboden resisted as best they could and many of them perished in the war. A great number of the lowland folk during this time escaped into the Feronwold where the fierce Rosrijder nomads protected, fed and ultimately rearmed them. It was a combined Rosrijder, Hüssen and Vuurward army, mounted on the famous Rosrijder horses that drove the legions of Iggwilv across the Feronwold for four days into the waiting formations of the Vossers, Weisspeers and Morganrood pikemen in the battle of DerLangerrunn in 491. Thus freeing Perrenland from the tyranny of Iggwilv and her Lieutenants. Since those dark days the folk of Nederboden have maintained a close, if banterish, friendship with the Rosrijders of the Feronwold, even adopting and breeding their own bloodlines of the Rosrijder horses.

Today the Canton is in the grips of another crisis. The signing the non-aggression pact in 582 by the Voormann Franz Hüssen with Iuz (the son of Iggwilv) nearly tore the Canton (let alone the nation) apart, so much so that Franz did not resume his position as Pfalzgraf when Karenin ousted him from power. Only the wise election of his wife Karla, formerly the Hintervoormann of the Canton, prevented the various Hüssen factions from drawing blood. Franz now a mentally shattered and old man well before his time can be found rambling to himself about what may have been and the demons that torment him. His legacy to the Hüssen clan and the Canton in general saw the Hüssens treated with derision by the other clans, and this led to the beginnings of an economic recession. Things seemed to be turning around when the son of Franz and Karla, Karl Hüssen (the groomed apple of his mother eye) gained widespread popularity by destroying the bandits that were plaguing the Krestingtrek in 591. When this turned out to be a fraud and as the crimes of Karl were revealed things went from bad to worse. His corruption and descent into evil is a betrayal that, coupled with the treaty Franz had signed with Iuz, has tarnished the Hüssen clan and the Canton irreparably. Other clans and cantons have distanced themselves from the stigma of evil that now pervades the canton and its people. Moreover Karl's kidnapping and abuse of Hännè Weisspeer, the daughter of the Voormann, has seen the Weisspeer clan sharpen its spears and the Morganroods reconsider their friendship. The Hüssens and folk of the Canton, condemned as a whole by the actions of two men, have seen little choice other than to shake the dust of their battle axes and make ready for hostility and in 594 the Hüssen clan and canton was largely mobilised for hostility.

Recent Developments

It is now viewed with some irony that Nederboden had its troops ready for war against fellow Perrenders in late 594. With the bulk of the Canton's cavalry and infantry formations massed upon the borders of Krestible, away from hearth and home, they were caught in the rear as a second undead army of Iggwilv swept out of Kir Russ. Reports from the battle for Weisich indicate that the Cantonal army of Nederboden was largely destroyed. It is now well known that the

fallen from this tragedy have risen from the dead to swell the ranks of Iggwilv's undead horde. In the cruellest of jokes, Iggwilv has given them to one of her inhuman Lieutenants and he has unleashed them upon the folk they were sworn to protect. They have brought widespread destruction and undeath to the central portions of Nederboden.

Locations of Note

Nederquag: This small city (pop 4500+) could be called the "Torweg of Nederboden" (Gateway) at least for those coming by boat from the myriad of other ports along the shores of Lake Quag, and it is the cantons major port on Lake Quag. The Vestmeer clan dominates Nederquag, constituting nearly 60% of the cities population. The Hüssens and Vuurzwards making up the rest. Nederquag is a very commercial port and the number of ship in and out on any given week during the warmer months makes it a lively place with a plethora of taverns and cheap places to eat.

Haigh: This fortress city (pop 5000+) is said to date back to the Ur-Flan and certainly aspects of its architecture suggest monolithic foundations. It has the honour of being the principle seat of power for the Hüssen clan. It is also a thriving mining and manufacturing community extracting and smelting mainly copper and iron but other metals as well to a lesser degree from the surrounding Yatils. A large (1000+) and thriving community of the Dwarven Khund tribe has a quarter of their own in this city, and they are the principle element in the manufacturing industry of good Khund steel and copper blanks. These blanks find their way to most of the rest of Perrenland's blacksmiths, initially on the backs of sturdy mules and then on barges to Nederquag and beyond. A smaller quantity makes it way overland to Krestible and then to Molvar in Ket via the Krestingtrek. For summer months of the year the Pfalzgraf can be found here, and the larger portion of the Pfalzgraf's Grafardt is maintained here year-round to protect the Canton's vulnerable southern flank.

Riberlund: The city of Riberlund (5000+) is the seat of the Hintervoormann and the winter residence of the Pfalzgraf. Nestled almost lovingly within a small range of hills and along the banks of the Oostflow, the hills acting as a barrier against the biting winter winds and storms make Riberlund the perfect winter retreat. The Oostflow River divides Riberlund into two portions and three ornate bridges cross the river to join them. The western portion of the city is largely known as "Hüsstadt" and is dominated by the Fortress of Riberlund. Fortress Riberlund, situated upon a hill, overlooks the city and is the location of the temple of the Old Kerk, the Winter Palace of the Hüssen Pfalzgrafs, Castle Hüssen and the Obsidian Ziggurat. It is said that the walls and foundation of this complex date back to the times when the city was called Jor-Russ and was the capital of the Ur-Flannae empire that dominated the Quaglands. The eastern portion is home to the bulk of the folk of Riberlund and is well know for its artisans and hospitality.

The architecture of this attractive city is mostly of white granite, the exception being the black granite of its ancient fortifications (now the lower sections of the cities walls and some building) and the Obsidian Ziggurat – the home of the Den Zauber Guild in Nederboden. Riberlund is unnaturally warmed by a small set of volcanic fissures to the east of the city. The Ur-Flan in ancient times constructed a marvellous set of pools and aqueducts that funnel warm water year round to the principle buildings of the city. Communal bathing is the norm in this city, and it is the home of the sauna and massage in Perrenland. Riberlund has a well-deserved reputation as one of the best places to spend winter in Perrenland if you have a few gold to spare. Riberlund is famous for the fine sand that it dredges from the bottom of the river. Families of skilled artisans using secret techniques produce the glass that adorns many of the finer buildings in Perrenland. In fact the glassmakers guild is the strongest trades guild in the city and the richest.

Willenheim: A fishing town (3200) at the mouth of the Vestflow River, this thriving community also acts as the trading centre for all the river traffic coming downriver from Hohle. Being virtually the halfway point between Hugelrote and Nederquag gives it the added bonus of being a way station for caravans and ships travelling along the coast to each of these destinations. Currently there is a level of rivalry between the Vestmeer trading cartel in Nederquag and the fledgling Vuurzward trade guild in Willenheim. The Vestmeer traders deny any such thing especially with an insignificant guild especially a Vuurzward one. In truth however Karla has allowed the new company to export canton goods as a counter to the Vestmeer tariff charges only time will tell how this gambit will go.

Eidelburg: Unhappily along the edges of the Mounds of Dawn, Eidelburg (1900) has been in decline over the last ten years. Luckily on the opposite side of the river to the mounds, the town has had one disaster follow another. Originally a step off point for mining expeditions into the Mounds of Dawn, the main resource for the town has been farming and ranching. In a bid to return the town to its former glory, a group of ranchers have, in co-operation with Adler further up the river, begun to domesticate and breed deer. Though this project is only 4 years old it is already starting to show signs

of success and there has been an apparent halt to citizens leaving. Only time will tell if it shall remain so and how successful the venture will be, a main problem however is still the nearness of the Mounds of Dawn and the hazards they bring to river traffic. As a counter to this the locals have begun to drive their herd to Etzel were the river traffic is less dangerous. It has recently been called "Tollelan" or "the great drive" and herds from Adler join those from Eidelburg for the journey. It should be pointed out however that the largest resource the town provides is still its crops and it is primarily a farming community, as are all the towns along the river hinterlands.

Adler: This town (2100) is in the same predicament as Eidelburg, though further from the mountains Adler was also in decline until recently. Joining with Eidelburg's insane scheme to domesticate the migratory deer, Adler now is also beginning to show signs of economic stabilisation. Only time will tell if their attempts will be successful. Luckily though the western side of the river has a large peat bog which has added a resource otherwise wasted. The peat is traded with the rural clans as a cheap but long lasting fuel. Each year the clans on the western side of the Vestflow ship their herds from Weisich to here where they join the towns herds for the drive first to Eidelburg and then across to Etzel. Luckily the town is also primarily a farming community which has helped keep the town alive.

Weisich: This town (2900) is a bustling trade centre, most of which comes from the clans living on the western side of the Vestflow River. The clans in that pocket of land prefer to go to Weisich as opposed to Adler due to Adler's nearness to the Mounds of Dawn. Weisich then is where they come to send their produce up and down river. Also a farming community, Weisich has the added advantage that if river travel becomes too dangerous caravans can and have gone across the Feronwold to Riberlund to join the river there.

Fuberg: Nestled at the edge of the Yatils and built on the banks of the Vestflow, Fuberg (2700) is a town that is better known for its orchards and herbs. Apples from Fuberg are rumoured to be the juiciest and it is known around the region for providing fifteen percent of Perrenland's herbal needs. Added to this the town's copper and iron mining, has Fuberg's population on the rise.

Hohle: The last town along the river network of the Vestflow River, Hohle (2700) is named after the dwarven hold that the town has grown from. Originally an iron mine the town has since also stumbled across large deposits of copper, silver and gems. Rather than ship the ore outright, the local smiths' guild have constructed a smelter and the ore is first smelted or made into items prior to shipping. As a secondary resource and left over from the ancient dwarven residence, Fuberg also grows a rare mushroom, which has become a delicacy in the towns and cities of Perrenland. These mushrooms are grown underground in special chambers under the care of dwarven farmers guided by a dwarven Druid of such age she is rumoured to be the earth mother's daughter.

Felsspalte: Nestled in the mountains half way between Hohle and Haigh, is Felsspalte (2900). Though it mines copper, silver and tin of reasonable loads, it has also become famous for its woodworking. The mountains around the mines are covered in trees and they have been farmed over the decades to help create a thriving industry in timber and timber products. Though the ingots from the mining operations are taken to Haigh under heavy military escort, the timber goods for some reason have always gone to Hohle. It is believed that this is due to the fact that a good quarter of the goods are bought by the locals thus reducing the town's costs to get them to market. A small percentage has recently begun to be shipped to Haigh also as pressure was bought to bear for timber goods as well.

Alpenrose: Alpenrose (2100) has the honour of being the most isolated community in all of Nederboden. Alpenrose has rich mines of copper, gold and iron. They have also taken mithril and adamantine from the earth in small quantities, as well as some gems. The town's isolation is of such concern that the Landwehr stationed here is one of the largest contingents in the canton. Every six months the stockpiled inventory is escorted under heavy guard consisting of over three hundred troops, one hundred of which are seasoned dwarvish warriors, to the cantonal capital Haigh. The town itself was named after a plant that was discovered to grow only in one isolated area of the mountains. The plant has long since been destroyed and no one has ever found another like it.

Kurort: Nestled at the edge of the Yatils and built on the banks of the Oostflow, Kurort (1900) is a town that is better known for its orchards and herbs. Cherries from Kurort are rumoured to be the most succulent and it is known around the region for providing five percent of Perrenland's herbal needs. Added to this the town's silver and copper mining, has Kurort's population on the rise. Due to the similarity the town has with Fuberg, the two have been referred to as sister towns.

Stammburg: A reasonably sized (2300) town that is predominantly a farming community growing maize, wheat and barley. There is also a sizeable herd of horses and cattle with a few ranchers running sheep. Since the general tendency

of the other clans to distance themselves from Nederboden, trade has begun to fall from outside the canton. Crop wise this has no serious ramifications as the canton provides over fifty percent of Perrenland's produce. Built along the banks of the Oostflow River, Stamburg is a way station for the river traffic that navigates the river almost all year round.

Hofstadt: Nestled in a small mountain chain along the banks of the Oostflow River, Hofstadt (3300) is on the point of three cantons. Trading between Nederboden, Krestible and Schwartzbruin this growing town not only has a reasonable farming community including a large number of pig farms, but also a number of small mines dealing with iron, copper and low value semi-precious gems. The point of interest here are the locks that have been built to allow river traffic to travel from the Quag side of the mountains to the Yatil side. This is due to the drop in elevation along the river itself as it nears the middle of the mountains and the site of Hofstadt. The locks are over three hundred years old and their dwarven made mechanisms still operate as easily as when they were first commissioned. There is only one other location that a lock is required and that is Riberlund where the river drops elevation once again. The locks are designed to allow a craft to raise and lower to match the new river level but there is also a side flow built that allows the river to run freely over the falls that the locks are built around. The locks at Hofstadt raise and lower vessel by 50 feet, a procedure that on raising takes 30 minutes to complete though lowering of a vessel takes only fifteen minutes.

Breitdorf: Breitdorf (2100) is a town famous for its ale, mead and recently for its white wines. Originally a farming community the town discovered that its hills and soil made perfect conditions for growing of alcoholic beverages. In the last hundred years, Breitdorf has developed an unsurpassed ale that has grown in popularity, in fact "Breitweisser" seems to be the only product not affected by the current attitude the rest of the region has towards the canton. Other resources here include sheep and goats with a small number of pig farms. There is also a single tin mine that operated but its output is not even sufficient for the town itself and is a family run affair only.

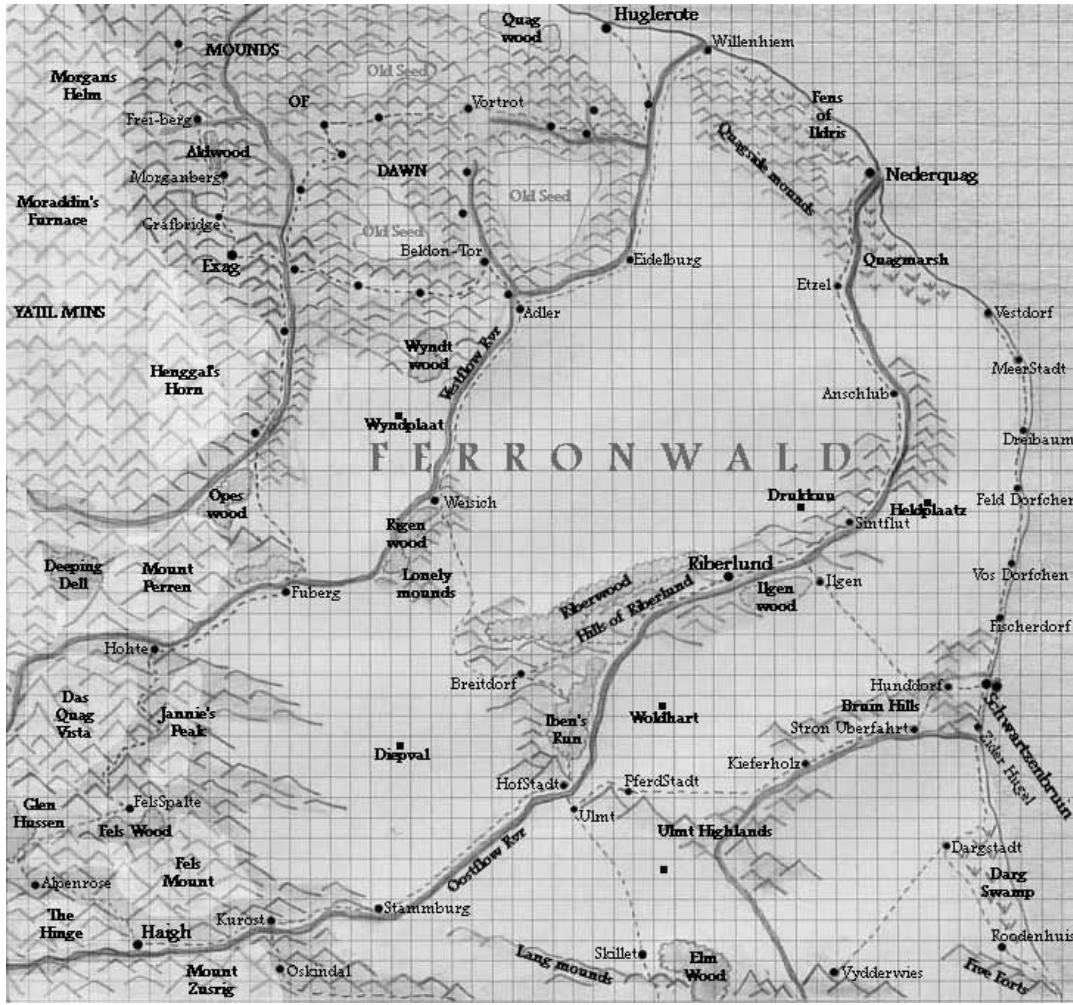
Sintflut: Another wine town, Sintflut (2800) is the primary wine producer for the canton. Predominantly reds and white wines are grown but recently a new wine has been added and indications are that this wine will rival Breitdorf for popularity. As it is, the demand for the wine far exceeds the town's ability to produce it, causing the value of the wine to almost double. There are currently only three Elven families producing the wine and two are currently enlarging the facilities to meet demands. Called "Edhelfaer" in elvish, Perrenders however refer to this nectar as "Feensaufen" (faerie booze) and it is a must have for those of importance or even considering climbing the society ladder in any city, as it has become the drink of nobles.

Anschlub: This is a picturesque community (2300) on the banks of the slow flowing Oostflow River. With the Feronwold stretching out as far as the horizon in all directions it's a town amidst a sea of green with a thin blue line down one side and a cluster of hills to the south. Though primarily a farming community growing corn, wheat, barely and potatoes, the town also has a number of cattle and horse ranches mainly run by Rosrijder clans. In the last twenty years Anschlub has also made a name for itself as a town for the family wishing to have a rest. As such, despite its size, Anschlub has specialised inns and taverns that rival any cities in number. In fact the "Konigtum Heimkehr" is more a mansion and caters for the very rich or very powerful. The inn has recently taken the Heimkehr as a means to drop the common man's term for an inn and make it obvious that this is no inn. They took up Heimkehr, which means, "home coming", the intent to let customers know that when you stay at the Konigtum you are coming home and all your needs will be taken care of.

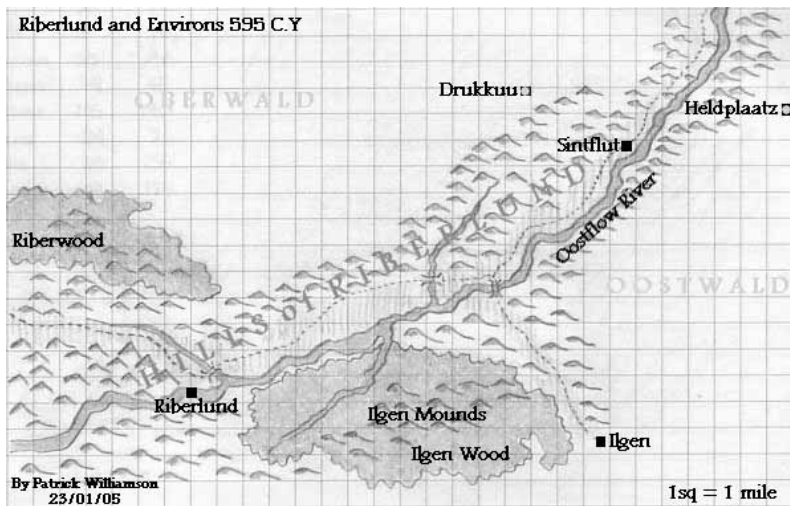
Etzel: Etzel (3400) has a proud namesake and an even prouder tradition. The town prides itself on the quality and bravery of its warriors. Etzel was Perren's champion and his fame in battle is legendary. No one really knows what his origins were but the location of the town is where he fought his mightiest battle but though victorious it cost his life. The town has erected a monument to both Perren and Etzel, though Etzel takes pride of place in the centre of the Marketplatz Perren is revered also. It is believed that praying to Etzel's statue will banish fear and bring courage to even the most craven coward. This may not generally be true but there is evidence that warriors from Etzel have by far the largest number of berserkers than any other community in Perrenland. Warriors of all types can be found praying here, there is even an order of Etzel made up mainly of barbarians that pride themselves in battle rage and do so regularly in his name. A number of war clerics can be seen here at times, some think to pray while others believe they are here to disprove the myth. What is of more concern however is that in the last few years a number of unarmed tiger nomads have arrived allegedly on a pilgrimage to an honoured ancestor and have been known to abase themselves quietly at the foot of the statue for days at a time. Then in the dawn are gone, leaving only a necklace made up of various creature fangs around the statue's neck as evidence of their presence.

For the most part however, Etzel is the last lay over for the river traffic returning to Nederquag and is truly a town amidst a sea of green. Farms here have been sized to one hundred acres, some even larger. Mainly sunflowers, wheat, corn and a myriad of vegetables are grown with Rosrijder clans ranching horses, cattle and Angora goats. The large number of goatherds makes Etzel a producer of Angora wool, famous for its softness. Tailors in Etzel have made a name for themselves in producing Angora products as warm as wool but almost as soft as silk. The quality of garments is very high indeed, the Hetmann having released a proclamation forbidding the sale of any inferior or low quality goods.

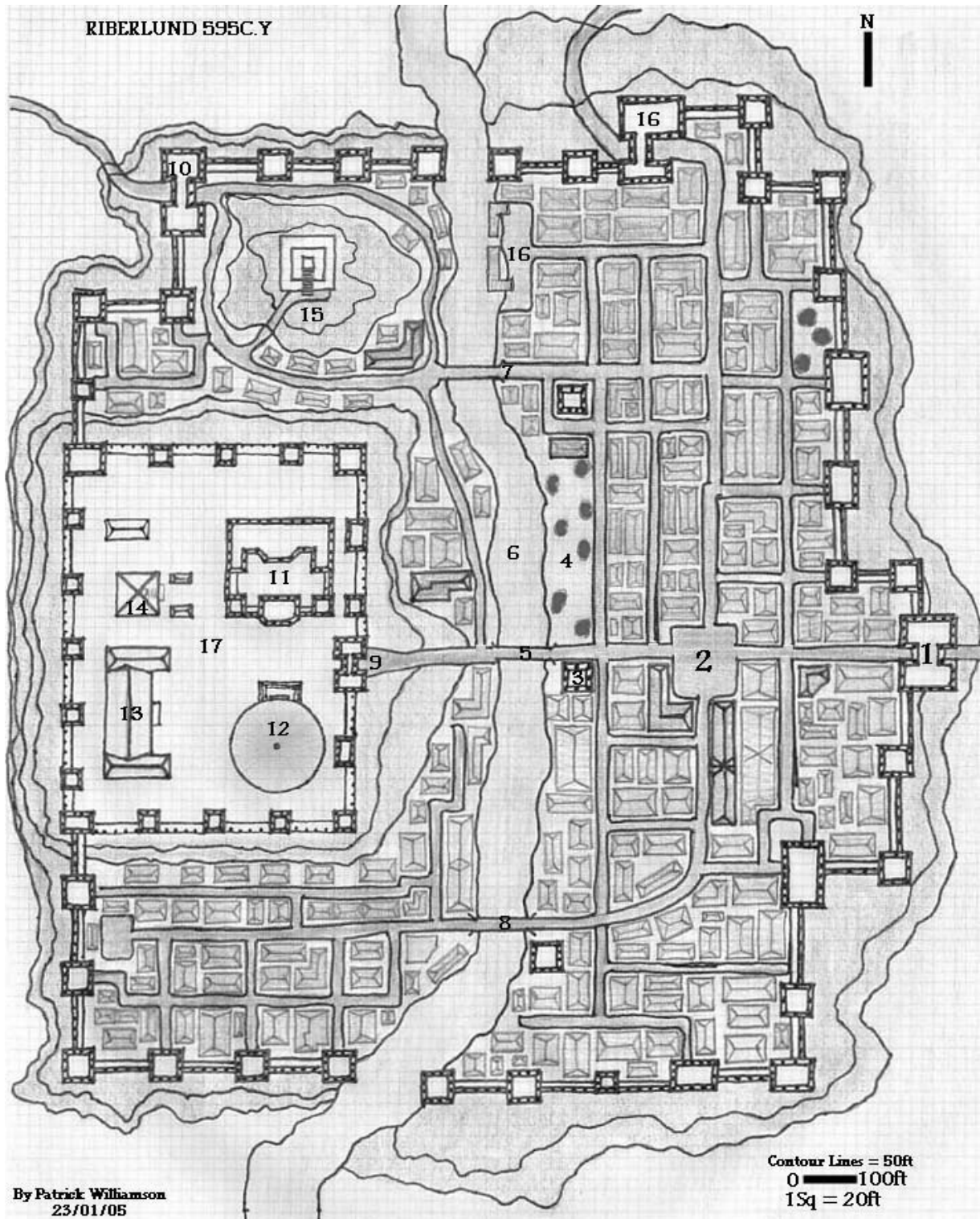
DM Map #1 – Nederboden, Riberlund & Surrounding Areas



1 sq = 3.5 miles



DM MAP #2 – City of Riberlund



KEY: 1 Oost Gate, 2 Keinhoost Market, 3 Middle Bridge Tower, 4 Targen's Garten, 5 Grafts Bridge, 6 Oostflow River (flows northwards), 7 Nord Bridge, 8 Sud Bridge, 9 Grafts Gates, 10 Vest Gate, 11 Castle Hüssen, 12 Temple of the Old Kerk, 13 Winter Palace, 14 Der Obsidian Ziggurat, 15 Der Paleen Ziggurat, 16 Nor Gate, 17 Fortress Riberlund.

Player Handout #1 – The Story So Far

DM's Note: This can be presented as a player handout or summarised depending on your preference (and whether or not your players were a part of the Spring Revel 2004 Special Interactive).

Iuz has mocked the nation of Perrenland a second time. Now his mother the Witch Queen Iggwilv has returned with an army of undead to plague Perrenland once more. Yet the first attack of Iuz and Iggwilv, an attack designed to link their forces, was foiled. In the Kershane Pass the remnants of the 1st Armie and a rag tag collection of some of Perrenland's finest heroes, (who just happened to be at the right place at the wrong time according to the pitiful excuses being screams by Iuz's disgraced general), made an unexpected stand. These heroes combined their skills and efforts to foil the plot to capture the vital strategic fortress of St Cuthbert from the inside by the betrayer Gutherie Roodberg.

As it turned out Gutherie was not really Gutherie any more but a soul corrupted minion of Iuz or the Witch Queen who had helped betray 1st Armie and caused their defeat at the bridge of Nestor. Gutherie's betrayal was discovered at the eleventh hour by one of his own Grafts who rallied loyal Roodbergs and attacked Gutherie and his underlings in an attempt to stop his horrid plot, thus drawing the hero's into the fray. The hero's through trials and tribulation on the elemental plains managed to reach Gutherie before he could complete a foul ritual. It is well know that his head has been presented by the grateful Roodberg Grafts to the one who struck the blow that killed Gutherie – Matherion.

Just as these heroes were taking care of Iuz another group had to face a surprise attack by an undead swarm belonging to Iggwilv; which was easily melted into a pitiful nothingness by the combined strength of the group's magical arm. With the combined arrival of the Guurhok hobgoblin army now allied to Perrenland) and the 2nd Armie led by Madriga, the army of Iuz with its elite "White Eye" Bugbear brigade was routed and driven back out of the Kershane valley. Later that day Prince Naughrim Genhene and the army of Kershane also showed up and lent commendable aid in the pursuit of the remaining enemy.

The following is a brief summary of the critical events and their outcomes as a result of the heroes' actions at the battle of St Cuthbert's Monastery.

- The defeat of 1st Armie was not as great as was originally feared. As the many groups with the assistance of woodland scouts from the 8th Kershane Auszug managed to reach the shelter of the mountain forests of the Lower Clatspurs.
- Madriga the Voormann's Aide de Camp has survived and, furthermore, managed to bring the 2nd Armie to the siege of St Cuthbert's in time to route the army of Iuz. As a reward the Voormann has appointed her to the head of 2nd Armie.
- A significant portion of the Roodberg clan is disgraced, their affiliation of the church of Hextor having been revealed. Tamarind Roodberg, the wife of the dead Roodberg Pfalzgraf Gutherie Roodberg, has called for the Old Kerk to investigate how deep the evil goes. She has assumed the duties of the Pfalzgraf as is her right, but many of the Roodberg Grafts are unhappy with this turn of events.
- VanOostl has been ordered by the Voormann to consolidate the military position in the Kershane Pass and is regrouping the 1st Armie. Moreover he now finds himself the nominal replacement as the Great Father of the Guurhok hobgoblin nation. The Great Chief of the Guurhok has assigned Kayjak and a Brigade of Guurhok regulars to VanOostl as protection. It is said VanOostl is demanding that the Voormann honours the treaty that brought about the timely intervention of the Guurhok at the siege. This treaty gives the Guurhok formally recognised status as a Canton of Perrenland beholden to the Great Father. The Great Chief is demanding that VanOostl be placed into the House of Grafts as the Guurhok Pfalzgraf. It appears that the Great Chief is a consummate politician.
- Prince Naughrim Genhene of Kershane is tight lipped over the arrival of the Guurhok hobgoblins, Kershane's traditional enemy, as joint allies on the field of battle. The Kershani and Guurhok troops have been stationed well apart by their commanders.
- The towns of Illanoff, Sedhane and Shinglers Dell are said to have survived the sacking of the Kershane Valley by the army of Iuz. Illanoff and Sedhane in particular have apparently activated ancient and magical fey guardians:

“better than any fortifications” according to reports. It is rumoured that the valley is coming alive with magic from its past now that the Kershani are walking the valleys once more...

So for now the situation in the East of Perrenland is under control. Yet the Vesve remains dark, infested with the enemy and unliberated.

While events unfolded in the East, Iggwily launched a successful attack into the Canton of Nederboden from her fortress of Kir Russ, using another undead army. Now there is talk that Iuz's campaign in the Kershane pass may have been nothing more than an elaborate distraction; but this is defeatist talk, and the Voormann has ordered its prohibition.

So as the mauled 1st Armie of Perrenland licks its wounds and regroups the 2nd Armie (flushed with victory) is being redeployed in launch a counter-offensive in the West. The Voormann has called for all Perrenders to defend their nation. Young and old, the folk of Perrenland are preparing for a long and desperate campaign.

Yet with resistance to Iggwily apparently waning in Nederboden the roads out of that canton have become swollen with refugees. Their story is horrible – ghost armies that no wall or weapon can turn away. The 2nd Armie under Madriga has been ordered to contain the situation. Madriga has called for the Old Kerk to provide the means of doing this, and has refused to do anything other than cordon off Nederboden until this can be guaranteed.

Player Handouts 2 & 3 –The Dreams of Past Evils

Handout #2 - 1st Dream

The fields burn as the sky weeps fire. Death is all around, blanketing all vision in a darkened haze. The bodies of the fallen are piled up before the oncoming flames. Those few still alive are dragged away from their stads by the walking dead. The flames consume all that is left behind, and the undead feast on the burning flesh that remains.

A scream draws the creatures' attention – they descend on the sound like a pack of rabid animals. The scream continues through their ghastly feast, finally broken off with a gurgling sound. Those still alive cringe in fear, awaiting a similar fate. There are those that try to hide, but they are found quickly. There is no refuge in the shadows, when its touch is certain death. Only a few escape in time, faster legs outrunning their slower neighbours - that are caught by the chasing pack.

Your heart pumps loudly as you seek to escape your chasers, but already you can feel their fetid breath on your neck. With panic rising you stumble – there is a blinding pain that is followed by the crack of bones – your own. Your last moments are spent in agony as the walking dead fight over your flesh.

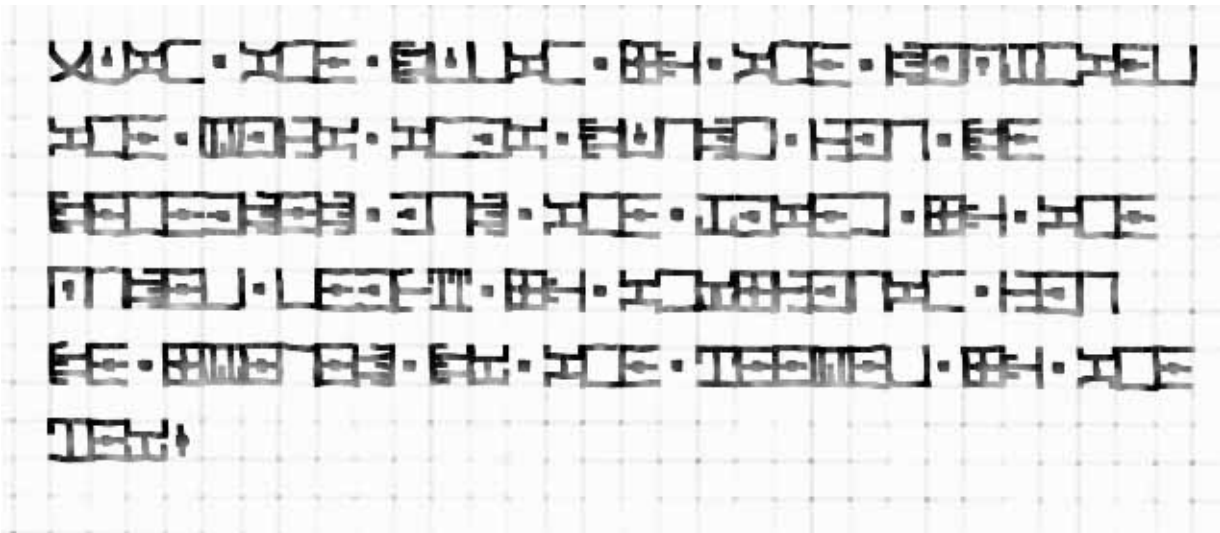
With a terrible scream that comes from deep within your soul, you awaken from this nightmare.

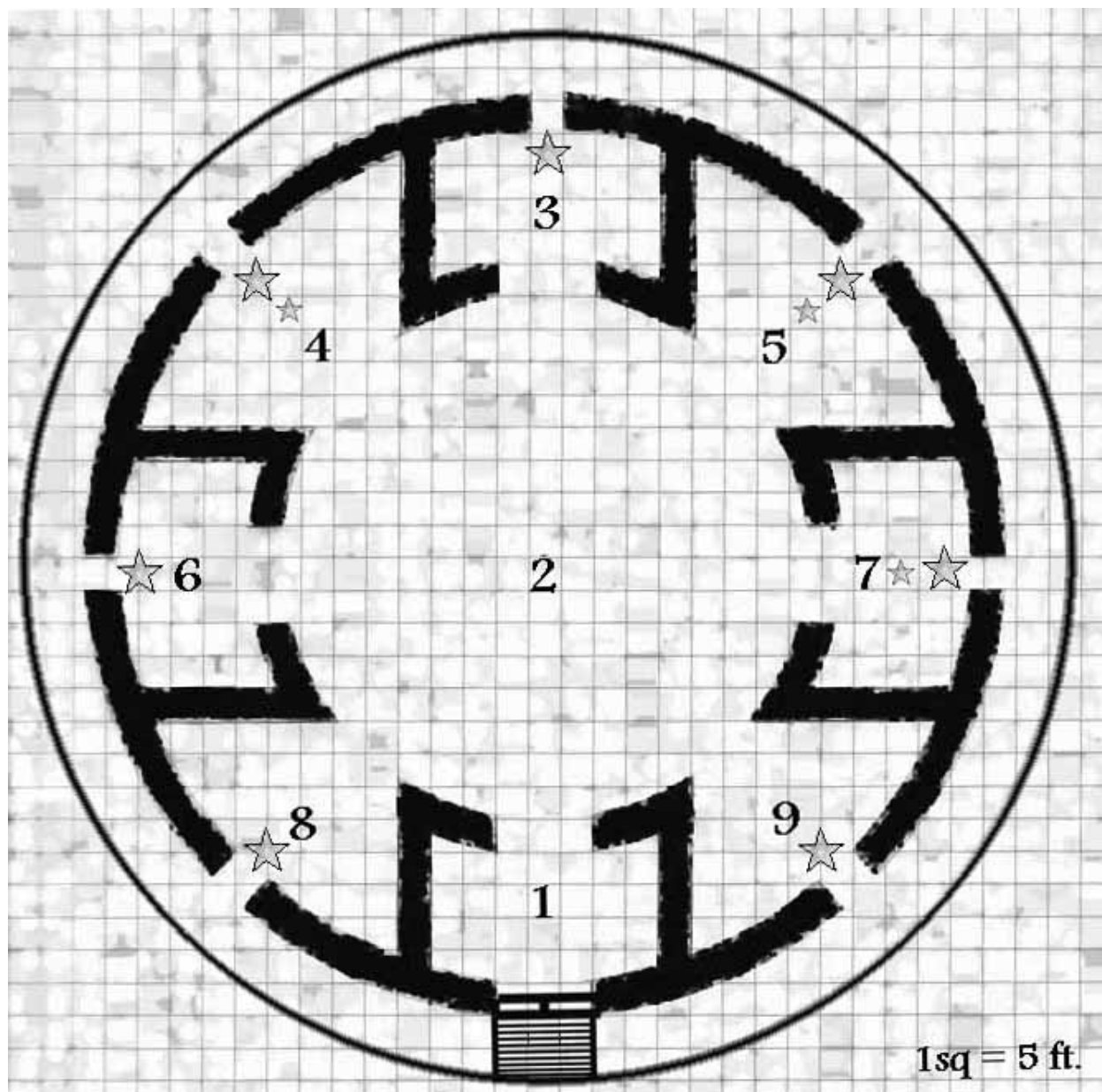
Handout #3 - 2nd Dream

Shackled and drawn out, the survivors are paraded through the fallen streets, to an unknown destination. Undead creatures mock your passing, choosing those amongst you that take their fancy. Many are dragged away from the main group, and the sounds of their fate rings true in the air around you. Only those already dead are exempted this gruesome march – men, women and children are all forced through the maddening throng of undead. Flesh is ripped from your bones as you move, as the undead creatures sample the flesh of dozens of your compatriots.

It is not until you reach your destination that you envy those who have already fallen. Awaiting you at the top of a rise is a collection of fiends that cackle and smack their mouths in anticipation of your arrival. One by one they take a single prisoner, wielding the chains that bind them as a makeshift leash. With dark gestures, small portals are opened out of nothing by the creatures, revealing a landscape of fire beyond. As you are dragged into the opening, you realize with certain dread that the torment planned for you and the others is eternal...

With a terrible scream that comes from deep within your soul, you awaken from this nightmare.





STANDARD OLD KERK TEMPLE (UPPER FLOOR ONLY)

KEY 1: ANTRIUM (STAIRS UP 10FT DOUBLE BRASS DOORS), 2: CENTRAL TEMPLE, 3: SHRINE OF BEORY, 4: SHRINES OF PELOR AND MAYAHEINE, 5: SHRINES OF OBAD HAI AND VATHRIS, 6: SHRINE OF RAO, 7: SHRINE OF ALLITUR AND KEPH, 8: SHRINE OF BEREI, 9: SHRINE OF ZODAL.

The standard Temple of the Old Kerk is a domed building with a broad covered (sometimes-pillared) veranda. Broad brass double doors lead into the open spaces of the interior and represent the only true doors of the temple. Extensive living and learning facilities are often located below the temple accessed by hidden stairways. Each shrine sports a single tall stain-glassed window and the statues of the god(s) or servant powers represented in the shrine.