

PER6-06

The March of the Hollows

A One-Round D&D LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1.0

by Bruce Paris

When The Hollows were unveiled, the first town to fall was the beautiful alpine sanctuary known as Liesenbrau. No word has come from that once idyllic place in over a year – until now. Now, word has arrived that civilised life still struggles within a cauldron of darkness. It is time to reclaim the village in the name of Traft Canton and Perrenland. It is time to put a stop to the March of the Drow. Linked directly to Special Interactive prequel due to premiere at ReefCon 2006. An adventure for APLs 4-12.

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

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

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

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

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

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

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PLAYERS READ NO FURTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs CR 1 2 3 4 trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to

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

In 594 CY, two years before this adventure, a group of Perrenese heroes destroyed an evil artefact in the place where it was created: The Hollows of Mordaine. The Hollows, as it turned out, were high in the ancient Clatspur Mountains and not far from a rumbling volcano known as Mount Hellspaar.

When the artefact was destroyed a great earth tremor radiated outwards. As a result, this tremor caused Mount Hellspaar to erupt, and a shrine dedicated to the fire god, Joramy, was destroyed at the base of Mount Hellspaar. Displeased, Joramy made Mount Hellspaar smoke and billow unendingly. This pall led to a phenomenon known locally as "Hell's Gloom". The gloom is a thick blanket of dust and smoke which covers all of Perrenland. The gloom allows sunlight to shine for only a few hours per day – the rest of the time it is night, or twilight. Such a constant pall means that undead creatures have come to walk during the day; and the people of Perrenland now face other challenges (such as disease and famine due to loss of sunlight and crops).

The destruction of the artefact also unlocked the gates of The Hollows. Inside, trapped for a thousand years, were two old enemies: The Drow and The Beholders. When they first awoke, they fought each other (as in days of old); but that was then. Soon they realised that old foes have common enemies and fields aplenty to conquer and to share: the Perrenland Ferronwald and, in particular, lush Traft Canton. Only humanity stood in their way.

Knowing full well that their numbers were fewer than the Perrenders, the creatures from The Hollows devised a plan to decimate not by force, but by cunning, guile and deception. The beholders created great tunnels under Traft; whilst the drow chose their human allies carefully – promising their new “friends” great rewards once the conquest was complete. The first of such allies was Auchgrosse Eloyisus Krantz – stout and respected leader of the Peacekeepers of the Clatspur Pass.

Krantz and his men were all that stood between The Hollows and Traft Canton. The Peacekeepers were brave, strong, and powerful; but they were also full of their own egos. In 582 CY, Krantz had a terrible argument with General Orgus Bildgear. Krantz believed that Bildgear's lame foot was never caught in a bear trap; but was speared by Bildgear himself in order to invoke sympathy for a failed skirmish in the Sepia Uplands. Krantz took his case to the former Voormann, Karenin. Karenin failed to take action against Bildgear – but consented to give Krantz a powerful new position: Guardian of the Clatspur Pass, as payment for his silence.

And so, in 584 CY, Auchgrosse Krantz hand-picked the best men and women from the 1st Auszug, and took them and built The Peacekeeper Camp – right smack at the top of the Clatspur Pass – between Traft City and the little alpine town of Liesenbrau. Here they lived, fought, protected, and died. Their heroics became the stuff of legend. Every Perrenese child wanted to be a Peacekeeper. Even members of the 1st Auszug hoped that one day they would leave the ranks behind, and go and join the greatest of the greatest.

But then Mount Hellspaar exploded, and everything changed overnight.

Suddenly, there were more pressing ventures than protecting The Pass. Only a few silly adventurers knew of, or believed, the threat from The Hollows. The soot and dust from Mount Hellspaar made travel into the Northern Clatspurs nigh impossible. Food became scarce. The good people of the nearby town of Liesenbrau began to starve. Auchgrosse Krantz sent a messenger to the new Voormann, Orgus Bildgear – begging for supplies. But there was no reply. The messenger was killed in an avalanche, but Krantz believed that Bildgear was, only now, taking his revenge for the insult years before. No supplies arrived.

One day, not less than twelve months ago, the Peacekeeper Camp received a cloaked visitor. The visitor was a drow wizard known only as Kor'el. The wizard told Krantz that the drow from The Hollows were also being affected by Hell's Gloom. They, too, were starving. Kor'el suggested that Krantz make a deal with him so that all

parties stranded in the Clatspurs could survive. The deal involved Krantz taking control of the town of Liesenbrau (under the premise of “homeland security”). Then, the drow wizard would secretly set up a laboratory in the town where he would create *clones* of the humans inhabiting the town. These *clones* would then be used to make “human sausages”, called “Kooklewurst”, which could not only keep the drow alive; but also the people of Liesenbrau. Kor'el also agreed to let Krantz sell the sausages on the black market in the Traftian village of Niederschlauss (so long as he never revealed where they came from). This satisfied Krantz's ego: he not only became Mayor of Liesenbrau, but also was responsible for helping his fellow Traftians stay alive during the famine. Kor'el had also promised one other thing: a contingency of drow assassins to help infiltrate Schwartzenbruin and murder the traitor, Orgus Bildgear! That time has not yet come, but it will be soon!

With the production of the sausages in full swing, Liesenbrau has not been heard from in over a year. Most Traftians thought the town (and the Peacekeeper Camp) had been overrun by the march of the encroaching drow. Three weeks ago, the Traft City Council sent Auchgrosse Suzzianna von Oostmeeren, with a Jaeger patrol, to investigate the lack of contact. She and her patrol never returned. They don't know it, but Suzzianna lies rotting, but alive, in a dungeon beneath Liesenbrau; though her patrol are all dead. Recently, Suzzianna was cloned by Kor'el and her clone turned into a range of very sweet sausages called “Kooklerwurst” (“the sweetest sausage of all”).

With Suzzianna missing, and no word from Liesenbrau or the Peacekeepers, Traft City Council have decided to send in some people with a reputation of getting the job done ... the adventurers!

Adventure Summary

In the **Introduction**, the PCs receive a message in Schwartzenbruin. It is from Lady Cesarea Aaronfaar saying simply: “Come quickly. We need your help”. In **Encounter One**, upon arrival in Traft City, the PCs find that it is in the grip of famine. Many of the Traftian aristocrats have sold precious items to help feed the families of Traft, and noble now sits begging alongside peasant in the filthy streets of Quagsijdt. Many of them have blue/black scars running down the right side of their faces (and they seem ashamed and dejected).

The PCs have an encounter with a starving, old crone (who turns out to be Drelnza in disguise!). After this, they arrive at the Traft Council Chambers where Lady Aaronfaar requests that they travel to the Northern

Clatspurs in order to ascertain what has happened to the Peacekeepers and Auchgrosse Suzzianna von Oostmeeren. They are suspected of being dead, and Lady Aaronfaar wants their remains respectfully laid to rest (if they can be found).

A cleric of Joramy, Pater Lindstrom, is also present. He asks that the PCs help him re-establish the Shrine to Joramy which was destroyed at the base of Mount Hellspaar when it erupted. Since the PCs are already going to Liesenbrau, this will be a brief detour on the return journey. If there are PC clerics or paladins of Joramy in the party, then Lindstrom will allow them to conduct the ceremony themselves, and he will stay in Traft. If not, he will accompany the party to the Clatspurs and wait for them at the Hellspaar intersection until they return from Liesenbrau.

In **Encounter Two** the PCs travel to Niederschlauss, then across Lake Quag Estuary on The Punt. Whilst on The Punt, they meet several NPCs who, upon getting to know them, reveal some of the terrible things going on in and around Traft Canton. The PCs will probably feel quite helpless in this encounter, but it is an opportunity for strong role-playing (and a chance for players to stand firm, resolute, and with honour). It is in this encounter that PCs will get the opportunity to first taste “Kuklerwurst Sausages”, Traft Canton’s only current source of protein – supposedly being smuggled into Traft via The Dark Wave organisation.

In **Encounter Three**, the PCs can choose to investigate the Peacekeeper Camp at the top of the Clatspurs, or push directly on towards Liesenbrau. If they stop at the camp they will find Auchgrosse Krantz’s diary – filled with increasing delusion and borderline megalomania. If they push on towards Liesenbrau, the PCs will come across Uberfahnlein Kohl, sitting by the roadside chewing hungrily on an old lamb shank he got from cold storage at the Peacekeeper Camp. The PCs can speak with Kohl and find out more about what is happening in Liesenbrau. The DM should note that the PCs can either find *the diary* or *find Kohl*. They cannot encounter both.

In **Encounter Four** the PCs arrive in Liesenbrau. The township is described and, by all accounts, the place seems to be powering ahead. This is no “destroyed outpost” – but a place filled with hard working Perrenders. They are cautious towards the party. They are not particularly friendly, but are not vicious, either. They just think that the arrival of the PCs is a bad omen, and they are afraid that their new way of life might be taken away from them by meddling “outsiders”. During this encounter the PCs can interact with a few townsfolk who are busying themselves working outside around the

town. At an appropriate moment, **Auchgrosse Krantz** will appear and “welcome” the PCs to his town. They will certainly have some questions for him, but he invites them to dinner at the Town Hall that evening, and asks them to stay at the “Snowflake Inn” as his guests. He requests that the PCs “dress for dinner”, and will provide formal clothes if they do not have any.

There is now an opportunity for the PCs to go to two places of notable interest: The “Snowflake Inn” and the “General Store”. If the PCs go to the “Snowflake Inn”, then go to Encounter 5A. If the PCs go to the General Store, go to Encounter 5B. Players should have time to visit both places if they so desire.

The Snowflake Inn (**Encounter 5A**) is an opportunity to ask some more questions about the town, and the possible whereabouts of Suzzianna von Oostmeeren. Nobody will admit to knowing who Suzzianna is, but a good Sense Motive check will discern that many of them are lying. A DC 15 Spot check will reveal that the barmaid, **Shandy**, is wearing a betrothal ring (usually reserved for Traftian aristocracy only). PCs who played *PER4-02 Mind Games* will recognise this ring as the famous one given by Suzzianna to her husband-to-be Broger von Kuursen. Shandy is the daughter of **Freadrick Greeves**, the proprietor of the General Store. The PCs will need to either Intimidate or be Diplomatic in order to get her to reveal that the ring was given to her by her father. How the locals act towards the PCs will depend on the method by which the PCs procure this information. If the PCs are intimidators, then the townsfolk will heckle and jeer the PCs out of the tavern. They will set a watch on the PCs at all times. If the PCs are diplomatic, then the townsfolk will leave the PCs alone ... for now ...

The General Store (**Encounter 5B**) is a chance for PCs to discover that this place is a front for the Liesenbrau Sausage Factory. The factory operates out the back of the store, but beneath it are the dungeons where the *clone pods* are kept (along with Suzzianna von Oostmeeren – still alive!). These dungeons are, however, guarded by a nasty aberration who acts as a mediary between Auchgrosse Krantz and The Hollows allies. The *clone* spell itself (and the laboratory) is overseen by **Commander Nugata**, a drow wizard of the highest order. After Nugata’s priestly offside casts *spell resistance* on Krantz, they both quickly flee the town to warn The Hollows, and leave an aberration comrade on guard.

In the General Store, the PCs meet with **Frederick Greaves**. Greaves was once the town’s most notable criminal. Now he owns the General Store. He is a rogue of comparable skill (Rog14), so he is very good at Bluffing the PCs into believing that he’s never heard of Suzzianna

von Oostmeeren. He is not, however, a fighter. If the game is up, he will protest, but not physically stop the PCs finding the secret door out back in the sausage factory. The secret door leads down to the dungeons. Some parties might come back at night and break in to see what's going on. Other parties might just barge right in and liberate Suzzianna there and then. If they wait until after dark, they will probably go to dinner with Krantz. Go to **Encounter 6**. If they barge right on in, go to **Encounter 7**.

Encounter Six involves dinner with Auchgrosse Krantz and Überfahnlein Keppler. This is an information getting/giving encounter, where Krantz tells the PCs his egocentric plans, and the PCs get to see just how far from civilisation Krantz and his men have fallen. Auchgrosse Krantz deflects any questions about Suzianna. As the dinner progresses (fattened goat is on the menu), Krantz slowly reveals that the food they are eating is not, in fact, goat – but human flesh in sautéed sauce. To top things off, a platter is brought in and the lid of the platter is lifted. Underneath the platter lid is the disembodied head of Suzzianna von Oostmeeren! Of course, this is not her *real* head – but merely that of a clone's. Krantz laughs if the PCs overreact, but then reveals that he cannot possibly allow them now to leave ... A fight ensues between the party and the Peacekeepers (including possibly Kohl who arrives late). The party should aim to subdue these people and bring them back for trial. However, their death is also acceptable.

All clues now lead to the Sausage Factory (**Encounter 7**) behind the General Store. After finding the secret door, the PCs discover the laboratory and the aberration guardian (which they must fight in order to rescue Suzzianna). After the battle they rescue Suzzianna, loot the cloning lab, and then (if they're smart) get out of town really quick (nothing like angry villagers ...). If the PCs did not go to dinner with Krantz, earlier, they will need to fight Krantz and his Peacekeepers in the town square (before they leave).

On the return journey, the PCs need to honour the request of Pater Lindstrom, and dedicate a Shrine To Joramy at the base of Mount Helspaar (**Encounter Eight**). Just as the ceremony begins, the PCs are attacked by a terrible Creature (varies by APL). After its defeat, the dedication finishes. Almost immediately, the PCs see that the volcano stops smoking!! Hell's Gloom has ended!! It is, however, also clear that it will take quite a few more months for the terrible pall of the gloom to completely subside – thus allowing crops to take hold, and once again bring prosperity to Perrenland.

The **Conclusion** involves PCs returning to Traft. The PCs learn that a major turning point has been reached

and that the forces of Iuz, Iggwily, and Drelnza are finally on the back foot. Although this does not mean that Perrenland can relax, it does mean that Perrender adventurers can answer the call to go and help the people of Ratik (who have been partitioning Perrenland's aid for some time, but have not been able to be helped). Those players who now live in the new Ratik region will need to decide what they are going to do: stay in Perrenland, or go take their character to live permanently in Ratik.

Preparation for Play

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

Introduction

Read or paraphrase the following to players when they are ready to begin.

The Lantern Tavern, in Schwarzenbruin, is a hospitable place to meet and swaps stories amongst the adventurers of Perrenland. And so it is here that you find yourselves on a summer's night – a night which might be clearer elsewhere if it were not for Hell's Gloom, and the constant stench of disease and famine in the air. But Schwarzenbruin is better than most Perrenese cities. You have heard that some places are, well, living hells.

And so it is with this thought that you look up to see, standing before you, an emissary dressed in a green jacket. This can only signify one thing: he is from Traft City Council, and he comes with a message for you all.

Give **Player's Handout 1** to the players.

The emissary's name is Framke Jodkhe. He is just a messenger. He knows nothing about what happened to Suzzianna or the Peacekeepers. He *does* confirm that Traft City is in the worst grip of the Hell's Gloom famine. He confirms the information about the blue scar, but does not know how people get it – except that it looks really horrible, and it weeps blue ooze and shines in the dark. Those who have developed the scar have taken to hiding themselves away in their homes. Most who see those with the scar recoil in horror and refuse to come near those who have it.

Jodkhe will also confirm that the people of Traft are starving, and suffering from a range of diseases associated with malnourishment and lack of sanitary conditions. Many of the city clerics have moved elsewhere (due to the demand upon them which they were unable to effectively fulfil). Many in Traft also believe the gods have deserted them.

If the PCs try to bring food or other things to Traft City from Schwartzenbruin, let them. But a character must individually spend at least 25gps x APL on foodstuffs and sanitary equipment in order to receive a temporary *blessing of Pelor* (giving +4 to Will Saves versus the “blue blight” in Encounter One). Only those PCs who contribute at least the amount above receive the *blessing*.

In the meantime, let the PCs introduce themselves (if they don't already know each other), and then give them about 10 minutes to go shopping in Schwartzenbruin. As Schwartzenbruin is a large city, any item is available for purchase under the combined rules of the *Dungeon Master's Guide* and the *Living Greyhawk Campaign Sourcebook*.

When the PCs are ready to embark, go to **Encounter One**. Note that some PCs might have their own ship. That's OK. The emissary will accompany them. If not, the PCs will accompany the emissary on *The Traft Spirit*, Cesarea's own personal vessel. It should be noted that the gloom is ever-present, and there is still a lot of ice on Lake Quag even for this time of year. Ice-skimmers will need to be used to cross the lake (and are paid for at the expense of Traft City Council). Some characters might have the ability to *teleport*. The emissary warns the PCs about doing this, as the gloom has recently been interfering with *teleports* in and out of Traft City. If the PCs go ahead and *teleport*, then it will not be accurate (and they will arrive at the docks area described below – regardless of where they wanted to go).

Encounter One: In The Grip of Despair

Read or paraphrase the following to players when they are ready to continue.

The journey across Lake Quag is, as usual, bleak and lengthy. It is end to end, and as your ship creeps closer to the shores of Traft Canton, you immediately see that there are grave differences between the primary and secondary capitals. It seems that the gloom hangs particularly heavy here. As your ship draws closer to the Quagsijdt docks, you see that Traft

city is in an obvious state of disrepair. There are ships lying vacant, like ghost ships, in the harbour. The docks are covered in black barnacles that appear to be eating away at the very foundations. The water around the docks is thick with waste, and is a mixture of rubbish and human excrement.

At the wharf are several very young city guards, who seem quite cautious of your arrival – even though they recognise the emissary. When you disembark, the emissary says: “We must move fairly swiftly through the city. You will see many starving, wretched people. I warn you: do not be distracted, for there is little that you can do for them that we have not tried already. Soon, you too will learn to hang your head in despair and turn the other way ...”

As the party walk along the Quagsijdt (*pron. Quag-side*) docks and into Quagsijdt Quarter, they are greeted with a terrible cacophony of human suffering and misery. Along the way, the PCs meet two persons whom they have most probably met before.

The first desperate person they meet is **Durka Bingle**. Durka is Lord Boone's deputy sheriff. However, Durka is now destitute because Lord Boone could no longer afford his services. Durka was sacked from his job over six months ago. He had a wife and five children to support. Three of his children are now dead (from disease and starvation); and his wife, Emrah, is near to death. He now spends his days begging in Quagsijdt, hoping that one of the few ships that come to Traft might spare him a measly gold piece (or provide the means to some fresh water and food).

Give PCs a Spot check DC 15 to recognise Durka Bingle as they pass by him. Give them +4 to this check if the PCs have met Durka in previous adventures. If they spot him and he knows them, he will call out for them to help him (by name). Otherwise, he will just be “another poor beggar” who won't be revealed until PCs decide to engage with him. Those PCs who individually give Durka some money (or some food or water) gain +1 to their save versus the “blue blight” later on. This bonus stacks with the *blessing of Pelor* mentioned in the Introduction. Under no circumstances should the PCs try to “rescue” Durka from his situation. If the PCs do try to make a fuss, then the emissary says:

“Please, kindly adventurers. You are drawing public attention to this man's shame. You are making things worse for him, not better. Please, your help in a small way is appreciated, but there are larger issues for you to address on this day ...”

The second desperate person met by the PCs is young **Frederika von Roodgardt**. She is holding a little baby in

her arms and rocking it and singing softly to it. Frederika is a well-known aristocrat, and was last seen pregnant in the adventure *Dark Days In Deed*. Now she is destitute – along with her entire family. Only her father, Flick, is making a little money. He is fighting with the 1st Auszug on the front line. But he has not been heard from in four months. Now, Frederika and her family must beg in Quagsijdt. Frederika hopes that holding her baby will bring her sympathy. Her baby is called Stephanie. But if PCs look closely at little Stephanie, they will see that Stephanie has been dead for several days. A Heal check DC 10 confirms this. Frederika does not yet know her little baby is dead – only that she has not eaten in several days ... possibly weeks ...

Give PCs a Spot check DC 15 to recognise Frederika as they pass by her. Give them +4 to this check if the PCs have met Frederika in previous adventures. If they spot her and she knows them, she will call out for them to help her (by name). Otherwise, she will just be “another poor beggar” who won’t be revealed until PCs decide to engage with her. Those PCs who individually give Frederika some money (or some food or water) gain +1 to their save versus the “blue blight” later on. This bonus stacks with the *blessing of Pelor* mentioned in the Introduction, as well as the bonus given if they already helped Durka Bingle. Under no circumstances should the PCs try to “rescue” Frederika from his situation. If the PCs do try to make a fuss, then the emissary says:

“Please, kindly adventurers. You are drawing public attention to this woman’s shame. You are making things worse for her, not better. Please, your help in a small way is appreciated, but there are larger issues for you to address on this day ...”

The third desperate person met by the PCs is an old woman. She appears to be blind, and has most of her teeth rotting in her mouth. She is ghastly thin, and is filthy dirty. As the PCs pass, the old woman says:

“Wise adventurers! Kind adventurers! Please spare some of your gold for a woman who bore five warriors to fight on the front line! If each of you could spare me what you believe their loss is worth, you will have my eternal thanks ...”

Some players may immediately reason: “How could this blind woman know we are adventurers?” A DC 15 Sense Motive check will ascertain that something is not quite right with this old woman. The DM should make this roll secretly. If a paladin PC puts up his/her *detect evil* aura, then the old crone will radiate *faint* evil ...

The emissary interjects ...

“Come! Come! Do not tarry. Lady Aaronfaar awaits us. This old woman is only one of dozens who will perish tonight in this wretched city. We must focus on the hundred, nay thousands, whom we can save!”

If the PCs try to question the old woman, then she simply repeats what she said above (though not robotically – she is not an automaton – she is possessed by the Spirit of Drelnza). Every PC needs to give her *at least* 1gp x APL for her to be satisfied. She will *not* coax the PCs, nor give them hints as to how much they should give her. After they have all given, or not given, read either of the following sections.

The Old Woman Speaks To Those Who Gave

The old woman’s countenance changes slightly. She does not any longer appear as frail as she did before. In fact, she now has all her teeth, and her eyes are looking directly at you. She sits bolt upright, as if possessed by a dominating force, and speaks. Thick, green bile and mucus dribbles with words from the old crone’s cracked, diseased mouth ...

“Your pity and kindness sickens me but has, this day, saved you from the blight. I am Drelnza! My mother Iggwilv’s daughter! Perrenland is her gift to me, and I will have its citizens as my slaves! Those who bear the mark of my blight shall be called to serve me while ever “the gloom hangs low”, and men consider doing unspeakable things in order to ensure their own, selfish survival. I am the Symbol of Entropy. Soon, even YOU will put aside your noble natures and be prepared to do anything to survive! Ha ha ha ha ha!!!”

The Old Woman Speaks To Those Who Did Not Give (Including The Emissary)

Read the following if no PC gave any (or enough) money:

The old woman’s countenance changes slightly. She does not any longer appear as frail as she did before. In fact, she now has all her teeth, and her eyes are looking directly at you. She sits bolt upright, as if possessed by a dominating force, and speaks. Thick, green bile and mucus dribbles with words from the old crone’s cracked, diseased mouth ...

“I am Drelnza! Fear me! I am my mother Iggwilv’s daughter! Perrenland is her gift to me, and I will have its citizens as my slaves! Those who bear the mark of my blight shall be called to serve me while-ever “the gloom hangs low”, and men consider doing unspeakable things in order to ensure their own, selfish survival. I am the Queen of Entropy. Soon, even YOU will put aside your noble natures and be prepared to do anything ... to survive!”

Read the following if some PCs gave and some did not (after the address to those who gave). Also, read this after the section directly above. The old woman now speaks directly to those who did not give – even if that person is simply the emissary:

“Your lack of pity and kindness bolsters me and my cause. You will be soldiers in my future army. You will be marked, and will come when I call ...”

Those PCs who did not give any (or enough) money to the old woman must now make a DC 25 Will Save to resist being cursed by Drelnza and receiving the mark of the Blue Blight. Drelnza must also overcome any PC's *spell resistance* by rolling 1d20+18. The following other parameters apply:

- Add +4 to the saving throw if the affected PC received the temporary *blessing of Pelor* during the Introduction.
- Add +1 to the saving throw if the affected PC gave money, food, or water to Durka Bingle.
- Add +1 to the saving throw if the affected PC gave money, food, or water to Frederika von Roodgardt.

The Emissary automatically fails his save and receives the blight. He's a right a***hole.

Effects Of The Blue Blight

Drelnza casts *bestow curse* on the affected PCs. The blue blight immediately causes a large, blue, glowing pustule to coagulate on the right side of the victim's face. This pustule immediately drops the victim's Charisma ability score by -6. This drop in Charisma affects everything about a PC which can be affected by a drop in Charisma (including spellcasting ability). The effect is immediate.

Negating The Effects Of The Blue Blight

Drelnza's curse is cast at 18th Level. Therefore, the PCs can only break the curse by casting one of the following spells (at 18th Level) upon the afflicted PC: *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. There is no NPC currently in Perrenland who can do this for the PCs (if they want to continue on this mission). Of course, some players may simply walk away from the adventure at this point (to go look for a cure). Give them their AR and let them choose their cure as stated on the AR.

The only other way to get rid of the curse is to negate the effects of Hell's Gloom (as hinted at by Drelnza). Give PCs a DC 10 INT check to remember this (if they forget). One of the objectives of this adventure will be to dedicate a Shrine To Joramy at Mount Hellspaar (and stop Hell's Gloom once and for all). So, all hope is not lost.

After Drelnza Speaks

After Drelnza speaks (and/or curses), she visibly leaves the body of the old woman, and the old woman goes back to being her poor old self. The emissary starts to scream and panic (as he realises he now has “the blight”). He begs the PCs for them to “get it off him!” but most parties won't be able to help. After they calm him down, the emissary with continue leading the PCs to the council chambers.

The Traft City Council

Read or paraphrase the following as the characters reach Traftstaat (and the Traft Council Chambers).

As you continue on towards Traftstaat, and the Council Chambers, you cannot help but look up on the hill where most of the Traftian aristocrats have (or had) their once luxurious estates. Even from a distance you can see that these beautiful edifices have been left to rot and ruin. Vines grow on the outside of most buildings, and weeds have replaced flowers in the gardens. Hotels and Inns where you once might have stayed in high or luxurious conditions are now dens of iniquity – fit only for rats and humans of a similar nature..

At this point, ask if any of the characters paid High or Luxury Upkeep at the start of this adventure. Those who did, do not gain the benefits of High or Luxury Upkeep in this adventure – as there is none to be had (or paid for). On the AR, they can only pay for Standard Upkeep, regardless.

The Traftstaat city square is practically deserted. In the stocks is a scrawny, desiccated figure with a sign hanging around his neck. The sign reads: “Cruststehler” – crust-stealer. He is dead. The emissary begs you not to linger, and he ushers you directly into the council chambers. Most of this building is empty, except for hundreds of large cockroaches which scurry with a crack and a pop under your feet and across all the floors and walls. Eventually you arrive at a small meeting room. Most of the wooden chairs have long since been chopped for firewood, and everybody in here is standing. At first, they all look like refugees, or worse – undead ... but then you focus and realise that it is Lady Cesarea Aaronfaar and what must be left of the Traft City Council. There is also a fitter looking older man dressed in foreign robes standing near Lady Aaronfaar.

At this point, Lady Aaronfaar will gently introduce herself to those who may have not met her before. If the

characters have played *Dark Days In Deed*, or any Traft Interactive, then they will know her and she will recognise them. She will also introduce Pater Lindstrom, a high priest of Joramy who is visiting from The Principality of Geoff.

The Crisis

Lady Aaronfaar thanks the characters for answering her call for help. She explains the following:

- Hell's Gloom has hit Traft Canton very hard. Food is scarce (if practically non-existent). Magic cannot feed 15,000 people; or cure the 200 people daily who are coming down with diseases associated with filth and famine.
- Traft City has been effectively cut off from many of the outlying towns and villages in the canton. Rumour has it that the Dark Wave are using the famine to set up extortion rackets (in return for food). They appear to have seen the famine coming and were able to spirit away some livestock and some feed. They are using the livestock to make small, but nutritious sausages called "Kukelwurst". In return for such nourishment, villagers are parting with their most precious heirlooms. As yet, no word has come on where the Dark Wave have this livestock hidden. Their thieves and bandits prey in great numbers on the outlying roads of the canton. Nobody is travelling anymore. Nobody has the energy or the willpower to do anything anymore.
- Of most concern is the lack of contact with the Peacekeepers of the Pass. The Peacekeepers are a group of crack troops who pledge to guard the Northern Clatspurs Pass. They are the last bastion between Traft Canton and the march of The Hollows. They also guard the beautiful alpine town of Liesenbrau. The Council has not heard from Liesenbrau in over a year, and it has been more than six months since they last heard from Auchgrosse Krantz, or any of the brave Peacekeepers. It can be concluded that the town has been destroyed, and the Peacekeepers have been annihilated by an encroaching drow army.
- To be certain, our dearest, bravest, Suzianna von Kuursen (Auchgrosse in the 1st Auszug) led a team of jaegers into the Clatspurs exactly one month ago. We sent with her as much magic as we could muster, and she was in contact with us right up until ... until she reached the top of the Clatspur Pass. The last we heard was a terrible battle. Tortuous screams. Suzianna crying for help, yet fighting on bravely ... until ... nothing. She never returned. Not one of

them. I am sorry to announce that your dear, brave friend ... our friend ... is dead.

- Now the snows have thawed. Now it is time to retrieve the bodies of our glorious fallen. It is time to send a reconnaissance team to size up exactly how many we are dealing with, and when the march of the Hollows might come upon us. If we can, it is time to liberate Liesenbrau, and rescue or recover as many of those poor people whom we can.

The Quest

- The characters are to travel to the Northern Clatspurs – right into the heart of The Gloom.
- They are to recover the bodies of fallen comrades – most particularly those of Auchgrosse Krantz of the Peacekeepers, and dear Suzianna von Kuursen.
- They are to discover any clues about what might have happened to them – most particularly, signs which might give away troop numbers or plans of attack on Traft Canton coming from the direction of The Hollows of Mordaine.
- They are to push on to the township of Liesenbrau. They are to rescue any survivors and bring them back to Traft. They are to give proper burials to any perished townsfolk whose remains can be found. They are to fly the flag of Perrenland, once again, atop the mast of the town hall – as a signal that Perrenders will NOT be conquered, nor ever give up on our fallen people!
- Finally – kill any daam drow bastard or aberration they find and blow them back to the blasted black pit they call The Hollows!

Characters may interact with Lady Aaronfaar as much as they like. The DM should make this section more of a conversation (as opposed to a diatribe). If the characters agree to the quest, then Pater Lindstrom now steps forward and speaks:

- He says that he has travelled far – from the Principality of Geoff. He is a High Priest of Joramy – god of fire. Many months ago, he had a revelation, sent direct to him from Joramy herself! Joramy is angry because the drow and the aberrations were awakened from their slumber due to the destruction of the totem. Joramy saw this coming for many centuries. The early smoke from Hellspar's mouth was a warning. But still the righteous clans persisted. Rather than sue for peace, and promise never to use the artifact for evil, they could not trust themselves and saw the only way forward was to destroy (as is the wont of all humanity).

- Joramy is angry because now the ancient enemy has awakened. Now the ancient enemy burrows beneath the mountains, and makes unnatural caverns and caves. These aberrations and drow do not respect the earth (as do the dwarves). But Joramy has been angry with humanity, so humanity has needed to suffer for her crimes at least for a while. Such is The Gloom. And if some humans die, then they die. Such is the balance. In the end, they will see their foolishness, and Joramy's fire will have cleansed their souls and purified their resolve.
- Three months ago, Joramy sent him a vision. In that vision, he saw a glorious shrine built by humanity at the very base of Mount Hellspaar! And Joramy was pleased. Joramy said: "Let them suffer no more." And it was clear what we should do. We should go to Mount Hellspaar and build that shrine! Then dedicate it in the name of Joramy!

If there are any clerics, druids, or paladins who worship Joramy at the table, then Pater Lindstrom asks them if they will make a brief detour to Mount Hellspaar on their way BACK from Liesenbrau – in order to build the Shrine to Joramy and then dedicate it. If there are no worshippers, then Pater Lindstrom asks the party to let him accompany them, then protect him while he builds and dedicates the shrine himself. He will wait for them at the Hellspaar intersection until they return from Liesenbrau. Under no circumstances will he travel all the way to Liesenbrau with the party. If nobody agrees to dedicate the shrine, then note that this table does *not* play the final encounter of this adventure.

Rewards

There are no direct monetary rewards for these quests. The Traft City Council is destitute. That much is painfully clear. Pater Lindstrom says that helping him will bring the characters spiritual rewards. Having said this, Lady Aaronfaar says that the characters are welcome to keep and loot they take from any Dark Wave bandits, drow, or aberrations they might meet.

Why Can't We Just Teleport?

This is a reconnaissance and recovery mission. The characters need to retrace the footsteps of the Peacekeepers and Suzzianna's jaegers. Teleporting is inaccurate, and vital clues might be missed. Besides, if there are beholders about, they will almost certainly sense the energy surge of a powerful spell such as *teleport*.

Can We Take Horses?

No. The trail up to the Clatspur Pass is too dangerous – even for Weisspeer Ponies.

When Do We Leave?

Tomorrow morning. This gives spellcasters time to learn appropriate spells. PCs with Craft – Potion or Scribe Scroll feats have time to make 1d4 items before leaving (paying the usual costs, etc). As Traft City is very poor at present, there are no items available to buy whatsoever. Nothing. Nor are there any "services" available.

Where Do We Meet?

Characters are to meet at dawn tomorrow in the Traftstaat Main Square. Final orders will be given at that time.

What About The Blue Blight?

Lady Aaronfaar explains that the Blue Blight has inflicted about one third of the population of Traft City. It appears to be a curse associated with Iggywilv's daughter, Drelnza – and linked to Hell's Gloom. There appears to be no certain cure (or certainly none which Lady Aaronfaar has been able to ascertain). Those who have contracted the blight are being shunned. It seems that they were mostly not very nice folk to be around in the first place.

What If Players Ask About The Hollows?

It is possible that players who are new to Perrenland, or to Living Greyhawk, may not know about the Hollows of Mordaine. If they ask, Lady Aaronfaar will tell them a bit about what has happened in the past few years, and what has already been discovered about this place. The DM should use the **Judge Aid** in the **Appendix** entitled *General Background To The Hollows of Mordaine and Hell's Gloom* to answer any character questions (without giving away *too* much).

Encounter Two: An Entropic Journey

If you are playing in the ReefCon Special Interactive for 2006, then **Encounter Two** plays entirely differently (in a *Director's Cut* version). Go to that adventure text *now*, and ignore what is written here entirely. When you have finished the Special Interactive quests, return to this adventure and continue on to **Encounter Three**.

For everybody else, the DM should read or paraphrase the following:

The next morning, Lady Aaronfaar bids that you gather in Traftstaat Square, and you do so. Three scouts had been sent the day before to determine

which of three routes to the Clatspurs might be the safest.

Only one scout returned.

It is clear that the only route to take is via Niederschlauss, then across Lake Quag Estuary on The Punt. Lake Quag Estuary is filled with numerous terrible water beasts. Yet still this route seems the safest.

As you depart Traft City, you see that many townsfolk have gathered for the first time. They are gaunt. Sick. Dying. You are their last, best hope. From the tower atop his office, Lord Boone gazes – and nods in your direction, recognising that whilst he would like to do more; there is more than enough for him to do here.

Travelling south past North Wood, you get the feeling that there is not much left that is living in the forest. It has all been taken for food. Probably the elves. The druids, most of them evil, were driven out last year. Nobody, not even bandits, greet you on the road. During the few daylight hours, not even the sunflowers open to let in what little light there is.

In Niederschlauss, the Village of Estuare is in shambles. The town guard are gone. Children lie starving in the street – some hanging like shrivelled meat from their mother's dirty, dried-up dugs. They don't look at you as you pass. A few try to move ... but quickly fall. They would rather spend their last living moments hunting for scraps at ground level.

At The Punt, the helmsman does not bother taking your coin. Nothing buys anything anymore, anyway. There are three others waiting to cross Lake Quag Estuary as well. They are all hooded in shrouds, their faces unseen. Perhaps you will get a chance to interact with them in a while. For now, they do not appear to be interested in you, or in anything other than getting across to the other side – alive.

As the Punt pulls away from the shore, the dark and the gloom soon engulf the boat, and you are faced with the terrible feeling that something bad could happen at any moment.

If the DM is playing this adventure at a Convention, then he/she should skip directly to the "Arrival At Shore" Read-Aloud-Text at the end of this encounter, as this will save a good 20-30 minutes of game time.

Otherwise, at this point, the DM should draw or place down a map of The Punt (**DM's Map #2**) on the battlemat. Ask players to place their miniatures wherever they like. The DM should also place down the NPCs

according to the directions on **DM's Map #2: The Punt** (found in the **Appendix**). Also, ask the characters if they are casting any spells, or activating any items in particular. Of course, this is not a combat encounter, but it keeps them on their toes.

When the punt is about halfway across Lake Quag Estuary, let the PCs know that they have the opportunity to speak with any of the three people who boarded The Punt with them. They may also speak with the helmsman if they wish.

The Merchant Manager

At the midway point, this NPC discards his shroud and sits back on the deck. One hand fans his grotesque fat face, whilst his other hand clutches a stuffed backpack close to his bloated belly. If asked, he says his name is Genuard de Blaine of Genuard Fine Foods, newly formed in Niederschlauss. He is on a journey to Almech, Oosterschlaus, Clatspurgen and Schwartzenuin. If pressed, he *whispers* to the inquiring PC that he has sausages. Lovely sausages. To sell, that is. Gonna make a fortune! They're called Kukelwurst. They don't make 'em round here. They're brought in. But Niederschlauss is the distribution point. Thank old Stogie Beckham for that! He's got a nose for makin' money, even from folks that's got none. It's exploit or die, you know. And who wants to die, eh?

A DC 12 Knowledge – Local (Iuz Metaregion) has the PC remember that Stogie Beckham is an old coote from Niederschlauss who works for the Dark Wave crime syndicate. Of course, Genuard de Blaine has never heard of the Dark Wave (DC 15 Bluff). If anyone asks to see or taste one of his sausages, he will ask for 5 gold pieces. The sausages only usually sell for 2 gp – but he is a shrewd businessman and he thinks the PCs are too eager. Any PCs paying for, and tasting, a sausage will think it tastes pretty good (for a cold sausage). A DC 10 Heal check will determine that the sausage is real meat (and is quite harmless – and probably quite nutritious). If asked, Genuard de Blaine does not know where the sausages are made. But he thinks it's "somewhere, over the mountains" (and points towards the Clatspurs).

The Brickmaker

This NPC simply refers to himself as "The Brickmaker". He is a slight gentleman with shifty eyes, a hunched back, and a lisp. He is sitting against the bow of the Punt, counting a sackful of gold pieces. He grins slyly at any PC who approaches him. But he tells them not to get too close. That would be rude. The brickmaker says he has just come from the village of Kreistrich. He laughs. He

made a *lot* of money. Makin' bricks so that the crazy old sorcerer there can have plenty of ovens. What for? For burning people at just the right temperature so that their flesh an' guts turn to ash – but their little white bones are left behind to use for spell components! Now there's a smart old bastard. He hoards food. Gives the food to the people who win the lottery. Those who don't win the lottery don't need food ... anymore. Everybody goes in the lottery. Unless you *really* want to die ...

The brickmaker? Hey, he just builds ovens. He doesn't condone what's goin' on. Thinks it's disgusting. He just does the job. Then goes back to Ket. With the money he made from this job he can feed his family of six for a year. He can't get this sort of work in Ket. Pity. But Perrenland, Hey, this place is ripe for new opportunities! Talk about work choices!

The Chief Accountant

This NPC simply refers to himself as “the chief accountant”. He appears nervous. He doesn't seem to want to say much about himself except that he has come from the village of Luftvillag (to the north-east). In the village, he was the chief accountant to a land owner who was using villagers as slaves to work his fields. It turned out that the owner was a thrall to a greater demon, who in turn was supplying the vegetables grown in the fields to the Dark Wave crime syndicate. How did the food grow in The Gloom? He doesn't know, except that the demon was from the Motley Wood, and brought with him the magic of the wicked Wild Elves who live in that vicinity. It is said that the Motley Wood has never been affected by The Gloom. But nobody has been foolish enough to go inside and put that theory to the test. When the chief accountant found out he was being tricked into working for the Dark Wave, he escaped. He is sure someone is following him ...

The Helmsman

The Helmsman just wishes to be known as “helmsman”. He is a solemn man with skin stretched and aged sooner than his years. He looks like he's seen a lot of sorrow in his time. And this is borne out if a PC takes the time to be friendly to him. It turns out that the helmsman used to be a High Cleric of Pelor – back in Traft City. When the Gloom set in, and disease struck the city, the helmsman just could not do enough ... to save ... people. He weeps. He holds his head in his hands. The agony! He was deserted by his god! The Gloom has taken away the sun, and has given him no reason to keep his faith. People are dying everywhere – long before they need to. Pelor has forsaken Perrenland. The Old Kerk is just a building. An

institution. The gods have deserted us! And do not think that a little benevolence here or there helps. Nerull is laughing. Soon, he will have the Old Kerk all to himself. And that is what he has waited for a millennium. For now, being a helmsman on the punt gives him access to some food. But the job is not enough to survive much longer.

Arrival At Shore

After the PCs have had enough conversation, read or paraphrase the following:

At the end of the day you disembark the Punt and take lodging at the Punt Tavern for the night. During the night, you think you hear a muffled scream, but then you drift back to sleep. In the morning, you see only two of the shrouded travellers leave and make their way south. The accountant is nowhere to be seen. Neither is the helmsman of the Punt ...

You'd like to investigate further, but you have another mission to think of, and complete.

Go to **Encounter Three**.

Encounter Three: Dark Secrets

When the characters are ready to head up into the Northern Clatspur Ranges, read or paraphrase the following:

The new day is just as gloomy and depressing as the day before. Even more so, because today you will trek into the Northern Clatspurs – and come very close to the source of Hell's Gloom: Mount Hellspaar itself.

As you climb the winding path, you realise how dangerous such a climb would be at any other time of the year. Above you, huge glacial peaks rise up majestically – the highest of which are still completely snow-covered and foreboding. About half-way up, the track narrows so that you can only walk in a single file... below you, the sheer drop from the edge of the path goes straight downwards: approximately 750 feet. If you were attacked at this point, somebody would die for sure...

Eventually, at 1,500 feet, you reach the top of the mountain pass. The temperature here is around –6 degrees Celsius (quite warm actually). In the distance looms Mount Hellspaar! Off to the left of the trail you see the place where the Peacekeepers of the Pass once made their encampment. From where you stand on the path, it appears ruined and deserted. But you can never be too certain ...

Straight ahead, the rocky, narrow path leads directly to Liesenbrau. It appears you have a choice: continue on and get to Liesenbrau before midday; or stop and investigate the peacekeeper's old encampment. What will you do?

If the characters investigate the Peacekeeper Camp, go to **Encounter 3A**. If the characters continue straight on to Liesenbrau, go to **Encounter 3B**. No character can play both of these encounters. The *whole party* must play *either 3A or 3B*. If the party splits, then the group who goes to the Peacekeeper Camps finds nothing of interest – except that the camp is deserted (do not play this out); whilst the other group encounter Uberfahnlein Kohl in **Encounter 3B**. But because one group had to wait for the other, the party gets to Liesenbrau *after* midday.

Encounter 3A: The Peacekeeper Camp

There is no map of the Peacekeeper Camp provided in this adventure due to the fact that no actual “encounter” takes place here. The DM is free, however, to draw a “campsite” on the battlemat, and draw down a rectangular building about 20 squares long and 10 squares wide. There is a double door in the middle which forms an entrance to the barracks. Inside the barracks are the following rooms with relative sizes indicated:

- Entry Hall/Guard Post (Small)
- Mess Hall (Large)
- Kitchen/Cold Storage (Medium)
- Sleeping Quarters (for 30 men/women) (Large)
- Auchgrosse's Quarters (Medium)
- Uberfahnlein's Quarters (Small)
- Armoury (Medium)

Upon arrival in the camp, the characters will immediately notice that it appears thoroughly deserted (of human life signs, anyway). By drawing down a bit of a battlemat, the DM can make the players nervous of a possible attack, as well as serving as a guide for where they are searching.

A DC 12 Search check of the outside camp finds nothing, although a DC 15 Survival + Track Feat check reveals many older foot imprints (6 months or more in age); and also one *very recent* (i.e. 30 minutes) single set of footprints (heading out and down the trail towards Liesenbrau). If the characters immediately turn around and chase after the footprints at this point, then play **Encounter 3B**. If not, continue.

Characters attempting to get inside the Peacekeeper Barracks will find that the double doors are locked. A DC 10 INT check reveals that the large padlock on the doors is fairly new (within the last 6 months).

Padlock: Hardness: 15; 30hp; DC 20 Open Lock.

After getting inside, a DC 12 Search check reveals that there is nothing much of interest in the Entry Hall. A DC 12 Survival + Track Feat check reveals a single set of footprints heading for the Mess Hall and the Kitchen/Cold Storage Area. If the characters follow these, they discover a Cold Storage area where several salted sides of beef hang on a few hooks. It seems that there were once many more, but supplies appear to be low right now. A DC 10 INT check has the characters realise that this beef must be either the very last stocks of such protein in Perrenland, or the Peacekeepers have some livestock nearby which nobody knows about.

DM's Note: This is beef which the Peacekeepers have saved for themselves (so they don't have to personally eat the cloned flesh). It is exactly this beef which Uberfahnlein Kohl came to get only 30 minutes ago.

A Search of the Auchgrosse's Quarters reveals that it has long since been deserted, but there are several pages torn hastily from a diary scattered around the room:

- **DC 10:** The characters discover **Player's Handout Two**.
- **DC 25:** The characters discover **Player's Handout Two + Three**.
- **DC 20:** The characters discover **Player's Handout Two + Three + Four**.
- **DC 25:** The characters discover **Player's Handout Two to Five**.

A DC 25 Search of the Uberfahnlein's Quarters reveals a torn out diary entry which is **Player Handout Six**.

The armoury is empty. It seems that whatever was once in here was taken with the Peacekeepers when they moved to Liesenbrau.

After The PCs Leave The Peacekeeper Camp

The PCs should proceed on to Liesenbrau. If Pater Lindstrom is travelling with them, inform the party that he requests to wait at the Hellspaar intersection until they return from Liesenbrau. Under no circumstances will he proceed any further.

Encounter 3B Uberfahnlein Kohl

When the characters pass by the Peacekeeper Camp and go about three miles down the path towards Liesenbrau, read or paraphrase the following:

The winding trail now spirals through the sooty gloom which is thick all around you in the Northern Clatspurs. It is little wonder that nothing can grow up here anymore, let alone anything live! After about three miles, the path opens up into a small, sheltered rest area. Out through the gloom ahead, you spy a man in the uniform of the 1st Auszug. He is sitting by the road on a rock, gnawing on some meat he is carving up with a large knife. He is eating quickly, and purposefully. He is so intense that he has yet to notice you.

When the characters first spot him, Uberfahnlein Kohl is 40 feet from them. Let each character react to the man. As soon as any character moves within 10 feet of him, or makes his/her presence known, he looks up and says:

"Please! Tonderflosch! Tonderflosch!" Don't hurt me!"

If any character is a member of the Auszug or Old Kerk, then they automatically know that "Tonderflosch" is a secret password used to identify real Perrenders from counterfeit ones. Those who aren't members get a DC 20 INT check; or a DC 15 Bardic Knowledge check to recognise the password (or realise that he is using one).

Kohl is a loyal follower of Auchgrosse Krantz. Kohl and the other Peacekeepers follow Krantz like he is their "saviour". They don't know about the cloning. They think that Krantz has imported lots of mountain livestock and is breeding them underground.

Krantz refuses to eat the cloned food (as if!). Krantz sends Kohl back to the old Peacekeeper Camp on regular occasions to raid the stored supplies of lamb and beef. Kohl always sneaks a bit more for himself and sits and has a nibble on the way back to town. This is what he is doing when the characters meet him.

What follows are some typical answers to some questions the characters might ask Uberfahnlein Kohl. Kohl is very friendly towards the PCs. He has been told to welcome any outsiders who come to town, as they can be used as special fodder for the clone farm (as is happening to Suzzianna von Oostmeeren).

- **Who are you?** "My name is Kohl. My full title is Uberfahnlein Kohl of the Peacekeepers of the Pass."
- **Why aren't you guarding the Pass?** "The famine forced us to move into the town of Liesenbrau. We've been much happier there."

- **Why are you happy? Is there no famine in Liesenbrau?** "No. My Auchgrosse, Auchgrosse Krantz, has seen to it that the people of Liesenbrau are fed with meat from the underground farm. Being underground, the animals are not affected by The Gloom."
- **Underground farm? Huh?** "Yes. Auchgrosse Krantz was able to import some mountain livestock which breeds and lives very happily underground. He is very protective of his underground complex, but we don't blame him. With it he has been able to feed the entire community of Liesenbrau."
- **If you have meat, then why are you raiding supplies from your old camp?** "The underground meat is only fit to be made into sausages. The Peacekeepers get tired of always eating bloomin' sausages. Every now and then, the Auchgrosse sends me back to raid some of our old supplies we had stored."
- **What are the sausages called?** "They are called Kuklewurst Sausages. We also have just designed a better tasting sausage called "Kuklerwurst".
- **What are the sausages made of?** "Auchgrosse Krantz was able to secure some livestock. I don't know where he got it from, but it keeps up alive!" A DC 15 Sense Motive reveals that he is telling the truth (as far as he knows it).
- **Have you been trading your sausages to the Dark Wave?** "I believe that Auchgrosse Krantz has been able to develop a small trading deal with an outside organisation which brings us fresh fruit and vegetables in return for Kuklewurst sausages."
- **Why haven't we heard more about this enterprise? Why are you keeping it so quiet?** "The enterprise is only fairly new. If word got out that the people up here had food and were healthy, then every Perrender and his dog would be up here getting a piece of it!"
- **Have you seen Suzianna von Oostmeeren or her Jaeger Patrol?** "I think so. A patrol came through Liesenbrau about a month ago. They were looking for some drow. Auchgrosse Krantz said he knew where their camp was and he helped the lady find the trail which led up into the mountain." **Note:** This is *not* what *really* happened, but Kohl *believes* this is what happened. In truth, Auchgrosse Krantz took the patrol up into the mountain. He had the patrol killed by drow, and Suzianna was captured and is currently being cloned to make Kuklerwurst!

- **Has the patrol or the lady returned?** “No. I think they may have been captured by the drow!”
- **Why didn't you go after her? Or help her?** “We are defenders. Peacekeepers. We would have no chance against the drow army. And besides, we will not leave the people of Liesenbrau undefended. To go after the drow would place the town in jeopardy.”
- **Why haven't the drow ever attacked Liesenbrau?** “I don't know. I guess we are unimportant to them.”
- **How many drow are surrounding Liesenbrau in the mountains?** “I've heard there are thousands. We sometimes hear them practicing their battle drills and marching. We are not afraid. If they come, will defend ourselves and die as Perrenders to the last man and woman!”
- **Why haven't you contacted anyone in over a year?** “Auchgrosse Krantz is very angry with the Voormann, Orgus Bildgear. I think he knows something about the Voormann, and he is worried that he might be arrested if he should leave this area.”
- **Will you take us to meet Auchgrosse Krantz?** “Of course! Follow me!”
- **How do you think Krantz will react when he see us?** “I think he will be concerned that you might leave and tell everybody about our little paradise we have here. He will probably try to make some deal with you so that you won't spoil things for everybody. I mean, the people of Liesenbrau are the last of the pure Perrenland humans should everyone else die of the famine, or from incursions from Iuz or the drow! Somebody pure has to repopulate our nation! I mean, look at us! Dwarves! Elves! Gnomes! Druids intermarrying! Centaurs! Sheesh. If Great Perren himself were alive today, he would put a stop to all this racial impurity quick smart!”

What Happens If The PCs Attack Kohl?

Some PCs might attack Kohl and think that he deserves to die. At no stage will Kohl attack a PC first, not in any way. If a PC tries to attack Kohl, then Kohl will defend himself. His stats are listed in the Appendix of the adventure in Encounter 6. If Kohl is wounded (incl. grappled) or killed, then Krantz will find out what happened before the PCs arrive in Liesenbrau because the drow wizard's familiar has been following Kohl and keeping an eye on him from a distance. The familiar goes back and tells the wizard. The wizard tells Krantz. When the PCs reach Liesenbrau, they are attacked in the Main Square by **Krantz and three times as many**

Peacekeepers as is listed in the APL in Encounter 6. Really, attacking a Peacekeeper without provocation is an evil act, and most Perrenders would know this.

What Happens If The PCs Intimidate Kohl?

This, again, is showing disrespect. Kohl has not in any way acted (knowingly) in a criminal way. He has just followed orders. If he is intimidated, he will immediately take his leave of the party and return to Liesenbrau. He will report the party (unfavourably) to Krantz, and Krantz will be decidedly unfriendly to the PCs when he first greets them in the next encounter. The DM will need to adjust the encounter text to suit such a situation.

After The Conversation With Kohl

The PCs should proceed on to Liesenbrau. If Pater Lindstrom is travelling with them, inform the party that he requests to wait at the Hellspaar intersection until they return from Liesenbrau. Under no circumstances will he proceed any further.

Encounter Four: Liesenbrau Main Square

Whether or not the PCs are with Kohl when they arrive in Liesenbrau, read or paraphrase the following. The DM is free to adjust this text as he/she needs (depending on how foolish the PCs were in Encounter Three).

The trek through the Gloom towards Liesenbrau is particularly hard-going. You can never see more than twenty feet in front of you, and the air is difficult to breathe. Usually, as the snow melts, you would see new shoots of life in these ranges – but now you see nothing but barren rock and black, dead soil. The tall trees which populated a few alpine slopes have long since died and shed their starved trunks to rot in the desolate earth.

You pass the trail which you know leads to The Hollows of Mordaine. Even though you won't be going there today, you are on your guard for drow or aberration ambushes. But none ever occur. Which is strange ...

You pass the trail which leads off to Mount Hellspaar – the cause of all the Gloom. You will need to go here after this mission. You make a note of where to turn off on your return journey.

About another hour on, and you crest a rise to see the little alpine village of Liesenbrau. It sits in a valley between two large mountains, Brar Tok Mar and Pagaan de Mook. As you look over the village

from above, you notice that the Gloom does not seem to settle so menacingly here, and life appears to be going on as normal.

As you descend, you notice that an attractive alpine chalet overlooks a beautiful little “Swiss-style” village. There are two other buildings of note, which lead off the Main Square. The rest of the buildings appear to be residential in nature, or cater to small craft work or professional businesses. Most of the buildings are painted in black and white (with a predominance of stripes). You also notice that there are no animals of any kind around here. Not even any wildlife. Or birds. Or ... anything ... except ... humans.

The DM should pause here. Paranoid non-human PCs might want to put up a disguise. It makes no difference, but it's good to keep players a bit paranoid.

As the PCs enter the main square, Uberfahnlein Kohl will excuse himself and say that he will go and let Auchgrosse Krantz know that some visitors have arrived. He will leave the party in the Main Square and walk up towards the large chalet. Even if the PCs don't want him to go, he does so anyway. PCs who try to physically stop him will incur Kohl's wrath. He will defend himself, and the PCs will be immediately attacked by Krantz and his Peacekeepers (as per the *What Happens if the PCs Attack Kohl* section in Encounter Three).

Around The Village Square

There are three people nearby in the village square (whom the PCs can interact with whilst they wait for Auchgrosse Kurtz). If any PCs approaches them, the DM should build typical responses by that person based on the NPC's personality profile below. At *no* stage will any commoner NPC give away the village's secret!

Jenki Sachs

Jenki is a street-sweeper. He is middle aged and is very happy in his job. He is quite portly, and has a broad smile if he is made to feel happy (e.g. Told a joke or jest with). He is suspicious of the new visitors, but a Diplomacy check of DC 15+ will cause him to open up and be quite friendly. He will tell the PCs that Liesenbrau went through a tough time, at first, but that since Auchgrosse Krantz became Mayor, and the sausage factory started up, the villagers have had plenty of food and are living quite well. The sausage factory is out the back of the General Store (to the left of the Main Square). The store is owned and run by Frederick Greaves. The factory is off-limits to anyone except those who work there. The workers do 12 hour shifts (from 8am to 8pm). A DC 20 Gather Information check has Jenki remember a young woman

of the Auszug who came through about a month ago with a patrol. She was very nice and very kind. She stayed one night at the Snowflake Inn, but Jenki doesn't remember seeing her after that ...

Shilda Vanheim

Shilda Vanheim is sitting on her rocking chair on her porch outside her house (which overlooks the Main Square). She is knitting a large woollen rug. She is an old lady who is suspicious of the new visitors, but a Diplomacy check of DC 15+ will cause her to open up and be quite friendly. She will tell the PCs that the woollen rug is using up the last of the wool from the last sheep (which died over 8 months ago). She wants it to be the finest she's ever knitted, as it may be the last in a long while. A DC 20 Gather Information check has Shilda remember an Auszug patrol coming through Liesenbrau about a month ago. She remembers the mayor, Auchgrosse Krantz, taking the patrol on a tour of the sausage factory on the morning after they arrived. If asked if she saw them leave she replies indignantly, “Of course! Why wouldn't they? What stupidity are you suggesting?”

Julius Minchill

Julius runs a little stall just off to the side of the Main Square (near the Snowflake Inn). It is an unusual stall, because it has a series of animal heads mounted on plaques (like hunting trophies). One is a cow's head, another is a pig's head, and the last is a chicken's head. Another plaque is vacant – but a DC 12 Spot check reveals some blood on it (so it must have once had something mounted there). Julius is a young man who is suspicious of the new visitors, but a Diplomacy check of DC 15+ will cause him to open up and be quite friendly. He explains that these animal heads belong to the last domestic animals slaughtered for food in Liesenbrau. The last cow was slaughtered 6 months ago. The last pig was eaten 9 months ago, and the last chicken, 7 months ago. A DC 20 Gather Information check reveals that the vacant plaque once housed the head of a drow who was caught spying on the village about 10 months ago. When Auchgrosse Krantz took over as Mayor, Julius was asked to remove the head from display and bury it out in the woods. Julius does not remember an Auszug patrols here at *anytime*.

What If The PCs Ask: “So, What Are You Eating NOW?” or “So, What Are The Sausages Made Of?”

The villagers just say that the sausages are made from new livestock which the mayor, Auchgrosse Krantz, was able to acquire. He keeps everything fairly quiet – and secret – because he doesn't want everyone coming here and stealing his recipe.

The Mayor Arrives

At an appropriate point, Auchgrosse Krantz arrives and greets the PCs. He is a balding, portly, well dressed, affable man with a broad grin and a happy outlook (think “Big Kev” of “I’m excited!” fame). Of course, if the party have mistreated Kohl, then things will be different. The DM will need to adjust the adventure accordingly. Krantz arrives with his retinue (as found in Encounter 6).

When Krantz first meets each PC, he shakes his/her hand. The DM should physically do this to each player (and pat each player of the back). Krantz seems to be *very* pleased to see them! As he shakes each person’s hand, the ring on this right index finger pricks and draws a tiny amount of blood from the back of each PC’s hand. This is so slight, that a PC would need to first specifically state that they are looking at their hand to then receive a DC 30 Spot check to reveal what has transpired (ie. They see a tiny pinprick of blood on their hand).

Also, a DC 30 Listen check reveals that there was something which “whirred” in Krantz’s hand each time he shook with someone. This was the ring mechanically shifting slots around to receive a new compartment of blood. The blood is then used to *clone* the visitors at a later date (without their permission). If pressed on this ring (or the blood prick), Krantz will laugh out loud and apologise for a bit of sharp metal on his ring. Under *no circumstances* will he remove it to have it examined. As it is *mechanical* in nature, it does *not* radiate magic.

Auchgrosse Krantz will try to *ask* more questions of the PCs (about the state of Perrenland, etc) than he gives *them* a chance to ask him. He is the consummate politician. He ducks, weaves, spins every answer to sound like an answer (without actually answering anything). At the first opportunity, he says that it is silly talking out in the village square, and invites all the PCs for dinner at his chalet that evening (at 6pm). The PCs might refuse, but that’s OK. They will, somehow, meet with Krantz and his retinue *before* they leave the village (and fight them anyway). The DM should be ready to adjust many things like this, and be careful not to lead the PCs where they don’t want to go.

If the PCs ask about “sausages” or “Suzzianna” or Jaeger parties, then Auchgrosse Krantz nods and recognises that their queries are legitimate. He just (affably) says that he will “explain everything” at dinner. Krantz offers free accommodation at the “Snowflake Inn”. He requires that the PCs dress formally for dinner. He will provide “formal wear” if the PCs don’t have any.

There is now an opportunity for the PCs to go to two places of notable interest: The “Snowflake Inn” and the

“General Store”. If the PCs go to the “Snowflake Inn”, then go to **Encounter 5A**. If the PCs go to the General Store, go to **Encounter 5B**. Players should have time to visit both places if they so desire.

Encounter Five: Investigation of Liesenbrau Village

Encounter 5A – The Snowflake Inn

The Snowflake Inn is an opportunity to ask some more questions about the town, and the possible whereabouts of Suzzianna von Oostmeeren. Nobody will admit to knowing who Suzzianna is, but a DC 20 Sense Motive check will discern that many of them are lying. A DC 15 Spot check will reveal that the barmaid, **Shandy**, is wearing a betrothal ring (usually reserved for Traftian aristocracy only). PCs who played *PER4-02 Mind Games* will recognise this ring as the famous one given by Suzzianna to her husband-to-be Broger von Kuursen. Shandy is the daughter of **Freadrick Greeves**, the proprietor of the General Store (Encounter 5B).

The PCs will need to either Intimidate (DC 15) or be Diplomatic (DC 20) in order to get her to reveal that the ring was given to her by her father. How the locals act towards the PCs will depend on the method by which the PCs procure this information. If any PCs intimidates, then the townsfolk will heckle and jeer the PC/s out of the tavern. They will set a watch on the PCs at all times. If the PCs are diplomatic, then the townsfolk will leave the PCs alone ... for now.

PCs who are jeered out of the tavern have to camp in the woods overnight and gain the penalties for “living off the wild” described on page 3 of this adventure.

PCs who behave themselves are each given a nice room with a comfortable bed. There is a place to change. PCs are reminded that no animals or animal companions (incl. obvious familiars) are allowed in any residence or business in Liesenbrau. That has always been a strict tradition (and includes dead animals – which is why Julius Minchill is peddling his wares outside in Encounter Four).

Encounter 5B – The General Store

The General Store sells basic items from the *Player’s Handbook*, as well as a nice selection of Kukelwurst (standard) and Kuklerwurst (prime) sausages on display in a nice cabinet. This is a chance for PCs to discover that this place is a front for the Liesenbrau Sausage Factory (if they didn’t know it already). The factory operates out the back of the store, but beneath it are the dungeons where

the *clone pods* are kept (along with Suzzianna von Oostmeeren – still alive!). These dungeons are, however, guarded by a nasty aberration who acts as a mediary between Auchgrosse Krantz and The Hollows allies. The *clone* spell itself (and the laboratory) is overseen by **Commander Nugata**, a drow wizard of the highest order. Upon hearing of the arrival of the PCs, he has fled the town to warn The Hollows, and left the aberration on guard. The PCs will be long gone before any drow contingent arrives.

In the General Store, the PCs meet with **Frederick Greaves**. Greaves was once the town's most notable criminal. Now he owns the General Store. He is a rogue of comparable skill (Rog14), so he is very good at Bluffing the PCs (+18 vs. Sense Motive) into believing that he's never heard of Suzzianna von Oostmeeren and completely denies where he got the ring from. He is not, however, a fighter. If the game is up, he will protest, but not physically stop the PCs finding the secret door (DC 12 Search check) out back in the sausage factory (see below). Greaves will die (if tortured or intimidated) before he gives away the ruse surrounding the true nature of the sausages, or where Suzzianna or the secret door is. He only lets the PCs pass in the hope that they are eaten by the aberration guardian in the dungeons below. As soon as the PCs go, Greaves will go and tell Krantz. If Greaves cannot tell Krantz (and Krantz is still alive), then Krantz will find Greaves and wait to attack the PCs in the Main Square as they exit later on.

The secret door in the sausage factory leads down to the dungeons. Some parties might come back at night and break in to see what's going on. Other parties might just barge right in and liberate Suzzianna there and then. If they wait until after dark, they will probably go to dinner with Krantz. Go to **Encounter 6**. If they barge right on in, go to **Encounter 7**.

The Sausage Factory

This is an elongated room with three long benches. In the centre of each bench are meat grinders, used for making sausages. If the PCs come here during the day (e.g. Between 8am and 8pm) then this place is crowded with over 100 workers – all churning out sausages. The secret door leading to the dungeons below is under the centre table. But PCs would need to force 30 workers to move from their post in order to search for and locate the secret door (DC 12 Search check). The PCs will be first, kindly, asked to leave by the workers. If they start intimidating them or forcing people to move, then the PCs must make either a DC 20 Intimidate, or a DC 20 Diplomacy check, or the workers surround and grapple the PCs and throw them out on the street. An alarm will sound, Kurtz will arrive, and Greaves (or another worker)

will explain that the PCs were forcing the workers to do things against their will (as well as sticking their noses into things which don't concern them). Kurtz will then have no choice but to attack the PCs with his retinue (as per Encounter Six).

The best time for the PCs to sneak in here is after dinner (i.e. After 8pm).

Encounter Six: Dinner of Death

Around 6pm, the PCs are ready to get dressed and go to dinner with the mayor, Auchgrosse Krantz. When they arrive at the door of the chalet, they will be greeted by Uberfahnlein Keppler. The Uberfahnlein tells the PCs that no animals (or familiars) are allowed inside the chalet. Neither are:

- Weapons (unless elaborately peace-knotted)
- Clerical Focus Items
- Spell Component Pouches
- Wands
- Rods
- Staves

The PCs will note that the Uberfahnlein (and later Krantz) is unarmed. The PCs items are stored in a secure (locked) cupboard just inside the front door of the chalet (**Lock:** Hardness 15; 30hp; DC 20 Open Lock). Uberfahnlein Keppler is the keeper of the key.

Of course, the PCs might want to smuggle things inside, but they will each be frisked before they enter. The following items will be found on these combined Search checks made by the Uberfahnlein:

- Tiny Item (DC 30 Search, -2 per item on person).
- Small Item (DC 25 Search, -2 per item on person)
- Medium Item (DC 20 Search, -2 per item on person)
- Large Item (DC 15 Search, -2 per item on person).

The Search check bonus will differ from APL to APL. Check Keppler's Search stats in Encounter Six in the Appendix. The penalties stack for *each* item. PCs with ranks in Sleight of Hand get to add their ranks on to the Search difficulty (which Keppler must overcome).

If an illegal item is found on a PC, then that PC is not invited to dinner. If all PCs are caught out, then they must devise another brilliant plan to find Suzzianna (probably by waiting until 8pm then going into the sausage factory). Krantz will not trust them, and will

engage them in melee in the main square as they exit later on.

Überfahnlein Keppler will usher the PCs into a large, elaborate chalet dining room. Auchgrosse Krantz is sitting at the end of the table nearest the door (see DM's Map #3). Krantz rises and greets his guests heartily. The DM should play this fellow as jovial and welcoming (unless the PCs have done something very annoying or nasty). **He portrays himself as the epitome of an Auszug Auchgrosse under a prestigious Special Command (Speziallerie) answering only to the Traftian Hintervoorman himself.** He cannot (and will not) be ordered around by aristocrats or other Auszugen (even those who are High Echelon officers). Krantz ushers the PCs to sit down the other end of the large table, whilst Krantz and Keppler sit at the other (see DM's Map #3).

Krantz serves up the main meal ("fattened goat in a sauté sauce"), along with some excellent RoodShalm wine. Krantz will talk with the PCs calmly at first and answer their questions carefully; then more revelatory as the meal progresses. He will *slowly* unveil his diabolism and megalomania as the conversation continues. He particularly sees himself as a "self-made philosopher", and will not hesitate to lecture the PCs on how they might live "happier lives" right here in Liesenbrau. Of course, that would mean *never leaving*. Krantz will slowly unveil exactly what he has been doing here in Liesenbrau. This dinner should act as a *slow unveil*.

Krantz thinks of himself as a "philosopher king" who has weighed the morals and ethics of the situation, and has decided to act *logically* in order to save the lives of the people of Liesenbrau. He genuinely believes that his most hated enemy, the new Voormann Orgus Bildgear, will be forced to pin a medal on his chest when The Gloom subsides (after which Krantz has arranged to have his arch-enemy duly assassinated).

We cannot possibly consider every question the PCs might ask (nor every answer Krantz might give), but here are some things Krantz is likely to say over the course of the meal. The DM is free to throw in titbits from **Players Handouts 2-6** if the PCs do not have that information already. That information has *not* been repeated here. The following rants range from *non-revelatory* to *extremely revelatory*:

- "...these good people, of Liesenbrau ... I found them starving, leaderless. What would you have me do? Stand by and watch them die? My Peacekeepers and I have been charged with upholding human life and original, pure existence. I could not avert my eyes from that solemn promise ..."

- "When The Gloom first descended upon everything, and people stopped using the Pass as a means to cross into Highfolk, the Peacekeepers felt – nay, knew – that the cur who calls himself the new Voormann had forgotten us. But we could not abandon the Clatspurs. It was our duty to guard it. So we just moved our camp down the road to Liesenbrau, and here we stayed."
- "Are you happy, [insert PC's name]? Have you not ever thought about putting aside your life of danger and living somewhere like this?"
- [To a human, Perrender PC]: "Have you not noticed how strong and pure the people of this village are? I could easily find you a [husband/wife]. You would produce strong, beautiful children. I could even arrange multiple partners if that were your wish ..."
- "Outside of this mountain, the world has succumbed to The Gloom. It is like the people of Perrenland have *invited* the Gloom to punish them for some unspoken crime! The people of the Ferronwald lost their way because they stopped believing in who they are ... and who they *were*! They are a warrior people! A Flan people! A people destined for glory by Perren! Now they squabble like geese and make deals with gods of death! What have we come to? Are you not ashamed?"
- "The great Perren came to me in a vision, you know. He spoke to me. He told me to be strong. He told me that Orgus Bildgear was an impostor. As a fellow Roodberg, I feel ashamed to call him my leader. The vision of Perren told me that Perrenland had grown slovenly and fat. He told me that soon he would return to judge the living and the dead – and that anyone not prepared for his return would perish in a cacophony of pain!"
- "The drow? The drow are starving along with the rest of Perrenland. Their venture last year to try and capture Traft City was a complete failure. They know that while ever the Gloom is in effect they aren't going anywhere. In fact, over a thousand of them had already perished in The Hollows before we started making the Kukelwurst ..."
- "Six months ago, Commander Nugata of the drow army came to see me at the Peacekeeper Camp. At first, I was wary. I do not trust drow as much as anyone. However, Nugata seemed an honourable creature. He told me how he could help me ... help the people of Liesenbrau .. and how we could help eachother. Nugata was in possession of rare components from The Hollows which could help

him mass produce the spell we know commonly as *cloning*. He told me that the drow were starving, and that the only way they could survive was if they had a steady supply of *white meat*. As their own flesh is dark, Commander Nugata suggested a deal where he set up a laboratory and dungeon here in Liesenbrau. I would become Mayor. Do a lot of hand-shaking. Get a lot of blood samples. Those blood samples would be delivered to Nugata. Nugata would then use those samples to produce *clone* copies of townsfolk. The clones would be fattened and grown faster using certain herbs which were only in the possession of the drow. The flesh would then be carved up, made into Kukelwurst sausages in the factory above, and then fed to the population of Liesenbrau and The Hollows. Everybody wins. Everybody survives! Brilliant, isn't it?"

- "But what is meat without vegetables? It was not long before we had established a connection with the Dark Wave in Niederschlauss. Stogie Beckman sold his soul to a demon in the Motley Wood (which for some reason was never affected by the Gloom). The demon set up a vegetable patch in Luftvillag, and gave Stogie vegetables in return for child slaves from Niederschlauss. Stogie passed the vegetables on to us in return for Kukelwurst. Stogie and the Dark Wave then sold the Kukelwurst sausages to starving Traftians for everything they had. You've got to hand it to the Dark Wave – they are outstanding businessmen."
- "Madam von Oostmeeren? That b**ch just wanted too much. Typical Oostmeer. Poked her nose in. Saw the secret door on the factory floor. I couldn't just let her walk out of here, could I? So we arranged to take her and her patrol up into the mountain ... to a "drow encampment". There, quite sadly, she and her Jaeger Patrol fell victim to one hundred drow and their unlikely aberration allies. Poor Madam von Oostmeeren. But she had a purpose after all ..."
- "Commander Nugata conducted some experiments on Madam von Oostmeeren and discovered that her white meat was decidedly tastier than the meat of the common folk here in Liesenbrau. Out of her, Commander Nugata developed "Kuklerwurst" – a far tastier version of our local product!"

At this point, Krantz snaps his fingers. An attentive servant brings a large silver platter covered with a lid, and places it on the table in front of you.

"Soon," Krantz gloats, "Suzzianna Sausage will be on every dinner table in Perrenland. But we, of course, have no need of this ... offal ..."

Krantz clicks his fingers and the attendant lifts the lid of the platter to reveal the decapitated head of dear Suzzianna von Oostmeeren – her eyes gouged out, her hair shaved, and her mouth forced open by an apple which has been stuffed between her cracked, dead teeth. It appears that the meal you just ate was not sautéed goat ... but Suzzianna von Oostmeeren, herself!

"Of course," Krantz declares, 'Now that you know everything, you do not think I would let you just walk out of here alive ...?'"

Krantz signals his Uberfahnleins! In An instant they have drawn swords which were hidden in scabbards fastened under the tabletop! They stand and appear ready to put an end to your meddling investigation!

Roll for initiative.

APL 4 (EL 4)

Auchgrosse Krantz: hp 27. See statistics in Appendix I.

Uberfahnleins (2): hp 10. See statistics in Appendix I.

APL 6 (EL 6)

Auchgrosse Krantz: hp 44. See statistics in Appendix I.

Uberfahnlein Kohl: hp 27. See statistics in Appendix I.

Uberfahnlein Keppler: hp 10. See statistics in Appendix I.

APL 8 (EL 8)

Auchgrosse Krantz: hp 57. See statistics in Appendix I.

Uberfahnlein Kohl: hp 44. See statistics in Appendix I.

Uberfahnlein Keppler: hp 27. See statistics in Appendix I.

APL 10 (EL 10)

Auchgrosse Krantz: hp 71. See statistics in Appendix I.

Uberfahnlein Kohl: hp 57. See statistics in Appendix I.

Uberfahnlein Keppler: hp 44. See statistics in Appendix I.

APL 12 (EL 12)

Auchgrosse Krantz: hp 89. See statistics in Appendix I.

Überfahnlein Kohl: hp 71. See statistics in Appendix I.

Überfahnlein Keppler: hp 57. See statistics in Appendix I.

Tactics: Auchgrosse Krantz and Überfahnlein Keppler will focus on attacking spellcasters, whilst manoeuvring to guard the doorway of the dining room in case any PC tries to get to their weapons stashed in the cupboard. Of course, nothing stops PCs barging and grappling Krantz or Keppler to get past him (remember he has the key to the cupboard); or PCs not allowed inside from spying through the window as the dinner progresses, and going and unlocking the weapons cabinet and readying their comrade's gear. There are all kinds of possibilities in this encounter, and PCs don't even have to sit and listen to Krantz's ramblings. At any point, if the PCs get very angry and abuse Krantz (or try to attack him), he will either speed up the delivery of the "head", or just draw swords, call the PCs "meddling fools!" and attack them.

At the end of Round 1, Überfahnlein Kohl (from Encounter Three) will arrive to dinner late. He will enter via the outside door. When he sees melee, he will immediately draw his sword to protect his Auchgrosse – but then relate to the PCs that he spots the head of Suzzianna on the table and appears to hesitate ...

It takes an attack action for any PC to try and convince Kohl that Krantz is an evil maniac, and that he should either lay down his weapon, or help fight Krantz. A DC 20 Diplomacy check gets Kohl to lay down his weapon; a DC 25 Diplomacy check gets Kohl thinking that Krantz has finally lost his mind and needs stopping. In this case, Kohl will attack Krantz, but will only seek to do *non-lethal* damage in every case. If no PC is able to convince Kohl, he gingerly fights the PCs in defense of his Auchgrosse.

During the fight, after Kohl enters in Round 2, Krantz will dramatically jump up on the dining table, kicking off Suzzianna's head, so that he can gain a +2 to hit advantage over any PC still at ground level. He will sneer, curse, and spit on PCs in contempt of them as he fights.

The party may aim to subdue these people and bring them back for trial. However, their death is also acceptable. High Echelon Auszug officers may also try to order Keppler or Kohl to cease fighting them. This takes a DC 20 Diplomacy check and uses up an attack action.

DM's Note: Remember that at the start of this melee, many spellcasters won't have their focus items or spell

components. Be sure to check if these spells need these items as part of any spell tried by the PCs. It takes 1 full round for a PC to undo an "elaborate peace-knot" on a weapon.

DM's Further Note: Please do not forget that Krantz has had a heightened and extended version of *spell resistance* cast on him. This spell can be found on page 282 of the *Player's Handbook*. The strength varies by APL, and it was cast on him from a scroll by a priestly offsider of the drow Commander Nugata before Krantz entered for the dinner. After this, Nugata and his offsider flee Liesenbrau and do not appear in this adventure.

Treasure: APL 4: L: 0 gp; C: 0 gp; M: 0 APL 6: L: 0 gp; C: 0 gp; M: *Amulet of Natural Armour +2* (666 gp).

APL 8: L: 0 gp; C: 0 gp; M: *+1 Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour +2* (666 gp).

APL 10: L: 0 gp; C: 0 gp; M: *+1 Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour +2* (666 gp).

APL 12: L: 0 gp; C: 0 gp; M: *+1 Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour +2* (666 gp).

Development: Hopefully, at some point, the PCs will kill Krantz. Both Überfahnleins will fight to the death as well. As the final blow strikes home on Krantz, read or paraphrase the following:

As the final blow hits home, Krantz slumps to the bloodied floor of his beautiful chalet. Red spume froths from his dying lips. He whispers a few last words ...

"She ... is ... not ... dead ..."

And then he dies.

If Krantz dies and the PCs have already rescued Suzzianna, then Krantz obviously does *not* say these last words.

Now it is clear that the PCs must go to the factory, find the secret door, and go down into the dungeons with the *clone pods* in order to rescue dear Suzzianna. Go to **Encounter Seven**.

Encounter Seven: The Clone Pod Dungeons

This is a fairly straightforward rescue of Suzzianna von Oostmeeren. When the PCs find the secret door in the

Sausage Factory (described in Encounter Five), they will see a set of stairs winding downwards.

The DM should refer to **DM's Map #4** at this point in time.

At the bottom of the stairs the PCs discover a large open area dungeon with many cells. Each of the cells are locked and inside each cell (they can see through a small window) is a glistening clone pod growing on a table. The clone pod is strapped down. Some pods are only newly formed. Others appear half-grown, whilst others appear fully formed and sentient! If the PCs look through at least four cell doors they will eventually discover a naked, sentient (though mentally naïve) version of Auchgrosse Krantz himself (along with Kohl and Keppler!). What the PCs do with these poor creatures is a major philosophical dilemma for the PCs. None of these clones can fight or do anything much for the time being.

DM's Option: If you are at a table of mature players, you might like to use an option which worked well during one of the playtests. In this playtest, the DM had the PCs hear "chopping sounds" as they came down the stairs towards the dungeon (DC 15 Listen check). When they entered the room they discovered the (already) cloned corpse of one of the PCs being chopped up by a gore-splattered butcher! Hung on hooks – around the large chamber – were the rest of the cloned PCs nicely positioned and ready for mincing! The butcher is just a Level 1 Expert (see p.109 *Dungeon Master's Guide*) with a dagger he uses for chopping (AC 10, hp 6). He will quickly surrender if the PCs threaten him. This scene was, apparently, much enjoyed by the players during the playtest. One enterprising PC took his own head and asked to have it shrunk and preserved in the true Perrenland fashion! If a PC does this (or asks about it), then they can pay 1000gp and have their head preserved and hung on their belt (taking up that slot). This item gives the PC the equivalent of a permanent counterspell to the *dominate* effect/spell and can be found on the AR.

Rescuing Suzzianna

Finally, asleep on a bed of fur in the farthest cell, the PCs discover (the real) Suzzianna von Oostmeeren. There are also several "newly formed" clones of her in adjacent cells. The cell door is locked with a padlock (Hardness 15; 30hp; DC 20 Open Lock). She can easily be awakened and is very relieved to see her rescuers. She asks what has happened to her beloved Jaeger Patrol, as well as Auchgrosse Krantz and the other Peacekeepers. She also says:

"I saw that General Store owner come and warn the drow Commander Nugata about something earlier

on. He escaped through a secret passageway over there ..." She points to the north-west corner. "But, be on your guard! He left behind his aberration ally ... he's in here ... somewhere ..."

At this point, a secret door near the dungeon entrance lurches open to reveal the aberration ally, most intent on stopping the PCs from taking Commander Nugata's prize possession! Roll for initiative!

APL 4 (EL 7)

Chuul (1): hp 93. See *Monster Manual* p.35.

APL 6 (EL 9)

Delver (1): hp 145. See *Monster Manual* p.39.

APL 8 (EL 11)

Ettercap, Advanced (1): hp 82. See Appendix I for statistics.

APL 10 (EL 13)

Rot Reaver, Advanced Necrothane (1): hp 180. See Appendix I for statistics, or p. 143 of *Monster Manual III*.

APL 12 (EL 15)

Shrieking Terror, Ten-Headed Advanced (1): hp 195. See Appendix I for statistics, or p. 155 of *Monster Manual III*.

Treasure: The aberration was hiding in Commander Nugata's secret chamber. The PCs are now free to search this chamber. At higher APLs, Nugata is more experienced, and so he has hidden his treasures better (than at lower APLs). This accounts for the variation in Search DC per APL. So, finding Nugata's treasure is a:

- DC 12 Search check (APL 4).
- DC 16 Search check (APL 6)
- DC 20 Search check (APL 8)
- DC 24 Search check (APL 10)
- DC 28 Search check (APL 12)

Treasure: APL 4: L: 0 gp; C: 0 gp; M: *Pearl of Power 2nd Level* (333 gp); *Potion – cure light wounds x5* (21 gp); *Potion – cure moderate wounds x3* (75 gp).

APL 6: L: 0 gp; C: 0 gp; M: *Dusty Rose Ioun Stone* (416 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Pearl of Power 3rd Level* (750 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Belt of Endurance* (833 gp AaEG).

APL 12: L: 0 gp; C: 0 gp; M: *Boots of Speed* (1000 gp).

Development: After the battle, the PCs are able to either escape up through the village, or out via the secret door used by Commander Nugata. Either way, if the party have not yet fought Krantz and his Peacekeepers, they will be waiting for the party to do battle with them either in the Main Square or in the Wilderness Clearing (where the secret passage ends). If the PCs escape via the village, Suzzianna suggests that they don't stay around. The people of Liesenbrau will be very upset once they find out that the PCs have ruined their food supply and their major source of income! And we know what "angry villagers" are capable of. Suzzianna will suggest that the party find a secure clearing on the road out of town. There they can rest for the night (before going on the final leg of their journey to Mount Hellspaar in the morning). If they have forgotten about their agreement with Pater Lindstrom, he will remind the party as they pass back along the trail and through the Hellspaar intersection (where he is patiently waiting).

Of course, some parties might just want to push straight on to Mount Hellspaar in the dark. If they've got suitable lumination or a ways of doing this without placing themselves in jeopardy, then let them. If they don't, remind them that going to an active volcano in the dead of night is usually fairly dangerous.

Some parties may not have agreed to help Pater Lindstrom, or have changed their mind about helping him. In this case, go straight to the **Conclusion** of this adventure and adjust the box text accordingly.

Encounter Eight: Return To Mount Hellspaar

Most adventuring parties will arrive at Mount Hellspaar in the morning. The journey there is uneventful, though as bleak as any trek through the gloom-shrouded Clatspur Ranges. As the PCs approach, read or paraphrase the following:

As you get closer to Mount Hellspaar, and the source of Hell's Gloom, you have only one thing on your minds. You must find the ancient, now desecrated, shrine of Joramy at the base of the volcano, then ensure that the ceremony to rededicate the shrine goes off without a hitch. What you do know, is that the ceremony must be performed by two people, one of whom must be a dedicated worshipper of the fire goddess, Joramy. Once the ceremony begins, it cannot be interrupted. The ceremony takes approximately one hour to perform.

If Pater Lindstrom has travelled with the party:

You must now choose one other party member to assist him. It needs to be someone with a strong constitution (and Suzzianna is still too weak from her ordeal in the clone pod dungeons).

If Pater Lindstrom is *not* with the party:

You must choose which Joramy worshipper will conduct the ceremony. In this instance, Suzzianna is feeling well enough to assist (so the rest of you can stay on guard).

The party must now make preparations for the ceremony. Soon, they will arrive at the shrine. Once they have decided who will do what, continue:

After much searching, your party eventually discovers the ancient shrine of Joramy. It is a natural rock cauldron which hovers above a fiery fissure which is clearly an offshoot of this very active volcano. Even in this fiery domain, there is still much snow. It is almost as if winter is perpetually trapped here in some strange dichotomy of the elements.

The DM should refer to **DM's Map #6**, as well as set out a battlemat. The two people conducting the ceremony must stand in the spots marked X on the map. The rest of the party may stand wherever they like. When the ceremony is ready to begin, read or paraphrase:

The ceremony to appease the goddess, Joramy begins. A tense knot of anxiety grows steadily in your guts. If this ceremony is successful, it will dissipate Hell's Gloom and allow Perrenland to begin the road to recovery. If it fails, then Joramy may cover the Ferronwald in steaming sheets of lava – destroying everything everyone has ever known – forever. And there are other forces which would like to interfere with this ceremony as well – to ensure that it is never completed!

Ask the PCs if they are certain that that is exactly where they are standing. Ask them if they each wish to ready anything or cast any spells. This build up (and chance to prepare) is in lieu of being one party member down during the ceremony. Then, continue –

At first the ceremony is low key. Some deep, guttural earthy chants barely uttered above a whisper. Then, the chanting grows louder, stronger, and more significant. The chanters raise their arms over Joramy's Cauldron. Flames begin to lick the feet of the chanters, though it does not appear to burn; then the flames grow higher – then crackle as if the fire itself is also chanting along with the chanters! At this point, it is time for the prayer of appeasement.

If Pater Lindstrom is with the party, he delivers the prayer below:

"Oh, Joramy! Mistress of fire! Mother of heat and flame we beseech you! We dedicate this Shrine to you! We have been fools! We have taken you for granted for so long. You have shown us your mighty power. You have humbled our wretched nation. You have brought us low to sup upon the feet of one who is greater than us all. Now, we the chanters will say your name one thousand times without pause ...Joramy, Joramy, Joramy, Joramy ..."

If Pater Lindstrom is *not* with the party, and actual party members who are Joramy worshippers are conducting the ceremony, read the following:

It is now time for you, the worshippers, to deliver the prayer of dedication. You know that at the end of your prayer, you both must say the name of Joramy one thousand times without interruption – else the ceremony with fail and you will incur Joramy's wrath!

As soon as the name of Joramy starts being spoken in both instances above, continue reading or paraphrasing:

As soon as Joramy's name starts being chanted, a terrible roar echoes through the cauldron's clearing! Then, out of nowhere, a terrible creature enters the scene! [Insert creature description from below] It is on a mission. It must stop the ceremony at all costs. You will fail.

The fate of Perrenland hangs in the balance!

Roll for initiative. Please note that the creatures in this encounter are of a CR which equals EL -1 due to the fact that the party will be one member down.

APL 4 (EL 7)

Wyvern (1): hp 59. See *Monster Manual*/p.259. Read the following description:

It is a two-legged lizard, bigger than an ogre. It has a long tail tipped with a thick knot of cartilage from which a stinger protrudes much like that of a scorpion. It has leathery bat wings and huge jaws filled with long, sharp teeth. You also observe that one of its claws has been ripped untimely from one of its feet.

APL 6 (EL 9)

Stone Giant (1): hp 119. See *Monster Manual*/p.124. Read the following description:

It is a stone-skinned giant with shaggy white hair all over its body, and piercing cold, blue eyes! It roars with anger as it swings a greatclub, then smiles

fiendishly – showing that one large tooth has been ripped untimely from its terrible mouth!

APL 8 (EL 11)

Medusa, Advanced (1): hp 97. See *Monster Manual* p.157. Read the following description:

It is a creature in the form of a woman with a hideous face – her head is crowned in a mass of writhing, hissing snakes! Her skin is scaly and her eyes are glowing a deep, infernal red. You also observe that the snakes are recently grown and, that this is a relatively "new" head of snake-hair ...

APL 10 (EL 13)

Basilisk, Abyssal Greater (1): hp 189. See *Monster Manual*/p.24. Read the following description:

It is a thick-bodied reptile with eight legs. Rows of bony spines jut from its back. You observe that it would normally have two eyes, but one of its eyes has been ripped untimely from the socket. The remaining eye, however, glows with an eerie, pale incandescence.

APL 12 (EL 15)

Demon, Nalfeshnee (1): hp 175. See *Monster Manual*/p.45. Read the following description:

It is a fiendish giant with tusks, shaggy white hair all over its body, and piercing cold, blue eyes! It roars with anger as it bares its huge claws, then smiles fiendishly – showing that one large tooth has been ripped untimely from its terrible mouth!

Tactics: The creature will be hell-bent on interrupting the ceremony. But it is also cowardly, so will not draw attacks of opportunity on itself in order to get past interposing PCs. It decides to take them out first, then deal with the chanters. If it does reach the chanters, the chanters can do nothing to defend themselves. They are also flat-footed. If even one chanter falls to -1 or lower, the ceremony fails (read Ceremony Fails section below). If the ceremony succeeds, read the Ceremony Succeeds section below.

The Ceremony Succeeds

Read or paraphrase the following:

As the terrible creature breathes its final breath, so too do the chanters finish saying Joramy's name one last time. Upon doing this, a great ball of fire shoots outwards from the centre of the cauldron. It flies high up into the sky. It loops, it burns! Then, you see the face on the goddess herself within the fiery

comet. She is beautiful. She is stern. But then you see a little smile cross her face. She is pleased. She knows what you have risked. She knows the journey you have been on to get to this point. She absolves you. Then the face fades, and the fiery comet shoots up again, then grows to the size of a small city! For a moment, you think it is going to come crashing down upon you all. But it doesn't. It floats gently downwards – a plummet straight into the mouth of the open volcano! There is a huge rumble. Then quiet. Then nothing.

No smoke. No fire. No lava.

No gloom.

It is still mid morning but, for the first time in many years, you see ...

The sun!

And something else. In the place where the cauldron was, you now see a flat platform upon which rests a beautiful shrine. In the centre of the Shrine is a small chest painted in red ochre. It is open. Joramy thanks you for your dedication.

Also, any hero who contracted the Blue Blight back in Traft City, now realise that the effect is gone! Joramy has blessed you and lifted the curse!

Treasure: APL 4: L: 0 gp; C: 303 gp; M: *Scroll – close wounds* (12 gp, Spell Compendium, p.48); *Scroll – sign* (2gp, Spell Compendium, p.189).

APL 6: L: 0 gp; C: 0 gp; M: *Scroll – knight's move* (31 gp, Spell Compendium, p.129)

APL 8: L: 0 gp; C: 0 gp; M: *Scroll – assay spell resistance* (58 gp, Spell Compendium, p.17).

APL 10: L: 0 gp; C: 0 gp; M: *Scroll – weapon of impact CL9* (189 gp, Spell Compendium, p.237).

APL 12: L: 0 gp; C: 0 gp; M: *Scroll – fierce pride of the beastlands* (250 gp, Spell Compendium, p.91).

After the PCs have taken the treasure, proceed directly to the conclusion.

The Ceremony Fails

Read or paraphrase the following:

As soon as one chanter fails to chant, it is clear the ceremony has failed. A great ball of blue fire shoots from the cauldron. It circles upwards, then shoots swiftly down inside the mouth of Mount Hellspaar. There is great rumbling. It appears that Joramy is unhappy. Perrenland will suffer. You have failed. You

have brought doom upon your homeland. There is nothing more that you can do here, except to gather yourselves up and return to Traft City.

Proceed directly to the Conclusion.

Conclusion

When the PCs return to Traft City, read the appropriate conclusion to them:

Save Suzzianna/Ceremony Succeeds

Upon your return to Traft City there is a massive outpouring of spontaneous jubilation. It appears that word of your success has preceded you, and when you reach the steps of the Council Chambers, you are greeted by none other than the Voormann himself, the Right Honourable Orgus Bildgear. He greets you warmly, then drones on a bit about savages, and his new plans to annexe parts of the Wolf and Tiger Nomads ... but that is all for another day. Today he presents each of you with a shiny medallion. It is the Perrenland Medal of Valour and he tells you plainly that such a medallion has not been given since the days of Great Perren himself. He tells you that at last there is hope. At last we are not a nation mocked. We have overcome Hell's Gloom and Death's Fury. The sun now shines.

All that is left is one last fight. One last battle that will bring absolution to the land – and possibly an ounce of atonement as well.

If you are running this game between July 30th and October 4th, 2006, then you should now ascertain if there are any players at your table who come from a region which will become Ratik as of October 5th, 2006. If you *do* have a player in this category, then the game is not quite over. Read the following passage. If you *do not* have a Ratik player, then thank the players and call the game to a close.

Word of Perrenland's martial achievements have reached the farthest corners of the Flanaess, it seems. An emissary called Hayv the Tactful steps forward next to Orgus Bildgear. He has come from the distant Archbarony of Ratik, a now independent colony of the former Great Kingdom. This small but wealthy realm has its own problems and no lack of encircling enemies, but it does not quite enjoy the extent of military prowess exhibited by Perrenland.

Such is the regard for the mercenaries of the Pax, some of the Archbarony's wealthier aristocrats have sent their emissary to petition for the Pax to deploy

troops to the far north-east. Word amongst the upper ranks seems to indicate the senior members of the Pax consider this an ideal opportunity to further blood those newer but no longer green members of the ranks. It could be an opportunity for ambitious officers with a hankering for travel and a chance to prove themselves in distant climes. And, of course, it might just be a place where risk-taking adventurers can seek fame and fortune.

"So," Hayv the Tactful says, "Is there any among you who will join me in a new adventure in a far off land? If so, step forward, we leave on the morn."

Once PCs have decided, Hayv The Tactful bows and the adventure is concluded.

The End

Save Suzzianna/Ceremony Fails

As you return to Traft City and arrive, dejected, at the great Council Chambers, Cesarea Aaronfaar is standing there. She smiles warmly, and comes down and takes each of your hands. She says:

"Do not be so hard on yourselves. You have saved our dear Suzzianna and for that we are grateful. Let us hope that in time to come this famine will end. Perhaps there are forces greater than we know who are at work on this whilst we speak. For now, come and sit at the table of the Council and celebrate the liberation of Liesenbrau. We shall ensure that they have as much proper food as we can spare. We shall not desert them. Come. Tell us what you discovered. Afterwards, Lord Boone will talk about his time in the Khartoumian Spheros. That will give you an opportunity to sleep."

And with that, she grins and leads you inside. You can already smell the Kukelwurst cooking ...

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"So," Hayv the Tactful says, "Is there any among you who will join me in a new adventure in a far off land? If so, step forward, we leave on the morn."

Once PCs have decided, Hayv The Tactful bows and the adventure is concluded.

The End

Variations On The Above Themes

Some parties might not save Suzzianna, but succeed in the ceremony. In this case, play a conclusion which has Bildgear present (giving the Medal of Valour), but with Cesarea Aaronfaar present and grieving the loss of Suzzianna. This means mostly playing the first conclusion (with a few small changes).

Some parties might not save Suzzianna, nor succeed in the ceremony. Poor buggers. Give them a lollypop, pat 'em on the back and play a sombre conclusion that resembles something more like the second one above.

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 Six

Kill or capture Auchgrosse Krantz and his Uberfahnleins

APL4 120 xp

APL6 180 xp

APL8 240 xp

APL10 300 xp

APL12 360 xp

Encounter Seven

Defeat the aberration in the clone-pod dungeon

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Eight

Defeat the creature trying to interrupt the ceremony

APL4 210 xp

APL6 180 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Discretionary roleplaying award

APL4 110 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

APL10 1,350 xp

APL12 1,575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyse 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, Jewellery, and other valuables; M = Magic Items.

Encounter Six: Dinner of Death

APL 4: L: 0 gp; C: 0 gp; M: 0

APL 6: L: 0 gp; C: 0 gp; M: *Amulet of Natural Armour* +2 (666 gp).

APL 8: L: 0 gp; C: 0 gp; M: +1 *Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour* +2 (666 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 *Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour* +2 (666 gp).

APL 12: L: 0 gp; C: 0 gp; M: *+1 Sword, bastard-shocking burst* (1527 gp); *Amulet of Natural Armour +2* (666 gp).

Encounter Seven: Clone Pod Dungeons

APL 4: L: 0 gp; C: 0 gp; M: *Pearl of Power 2nd Level* (333 gp); *Potion – cure light wounds x5* (21 gp); *Potion – cure moderate wounds x3* (75 gp).

APL 6: L: 0 gp; C: 0 gp; M: *Dusty Rose Ioun Stone* (416 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Pearl of Power 3rd Level* (750 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Belt of Endurance* (833 gp AaEG).

APL 12: L: 0 gp; C: 0 gp; M: *Boots of Speed* (1000 gp).

Encounter Eight: Return to Mount Hellsbaar

APL 4: L: 0 gp; C: 303 gp; M: *Scroll – close wounds* (12 gp, Spell Compendium, p.48); *Scroll – sign* (2gp, Spell Compendium, p.189).

APL 6: L: 0 gp; C: 0 gp; M: *Scroll – knight's move* (31 gp, Spell Compendium, p.129)

APL 8: L: 0 gp; C: 0 gp; M: *Scroll – assay spell resistance* (58 gp, Spell Compendium, p.17).

APL 10: L: 0 gp; C: 0 gp; M: *Scroll – weapon of impact CL9* (189 gp, Spell Compendium, p.237).

APL 12: L: 0 gp; C: 0 gp; M: *Scroll – fierce pride of the beastlands* (250 gp, Spell Compendium, p.91).

Total Possible Treasure

APL 4: L: 0 gp; C: 207 gp; M: 443 gp - Total: 650 gp

APL 6: L: 0 gp; C: 0 gp; M: 1,113 gp - Total: 1,113 gp

APL 8: L: 0 gp; C: 0 gp; M: 3,001 gp - Total: 3,001 gp

APL 10: L: 0 gp; C: 0 gp; M: 3,215 gp - Total: 3,215 gp

APL 12: L: 0 gp; C: 0 gp; M: 3,443 gp - Total: 3,443 gp

Special

The Blue Blight: Only PCs who did not succeed in the Joramy Ceremony continue to be afflicted by the Blue Blight beyond this adventure. Drelnza casts *bestow curse* on the affected PC. The blue blight immediately causes a large, blue, glowing pustule to coagulate on the right side of the victim's face. This pustule immediately drops the victim's Charisma ability score by -6. This drop in Charisma affects everything about a PC that can be affected by a drop in Charisma (including spellcasting ability). The effect is immediate. Drelnza's curse is cast at

18th Level. Therefore, the PCs can only break the curse by casting (or having an NPC cast) one of the following spells (at 18th level) upon the afflicted PC: *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

The Perrenland Medal of Valour: This medal is given by the Voormann to all those PCs who saved Suzzianna von Oostmeeren *and* succeeded in the ceremony to stop Hell's Gloom. The medal has the face of Great Perren on one side, and the Perrenland Coat of Arms on the other. The medal takes up an *amulet slot*. When worn, the adventurer feels braver (and more alert) than normal and allows the PC to re-roll *one* initiative roll per Perrenland regional adventure. The second roll must be chosen. This initiative re-roll expires one year from the date earned. Those who wear the medallion are called "Perren's Elite" and it is said that he watches them from the afterlife.

Blessing of Pelor: Any PC who spent a total of 100gp x APL on foodstuffs, sanitary items, or donations during this adventure gains the Blessing of Pelor. Once per Perrenland regional adventure, as a swift action, the PC can call on Pelor to grant him/her an extra 2 hit points per level in temporary hit points. The extra points last for 12 hours or until used. This ability expires one year from the date earned.

Items for the Adventure Record

Item Access

APL 4:

- Pearl of Power 2nd Level (Regional, DMG)
- Scroll of *close wounds* (Adventure, Spell Compendium)
- Scroll of *sign* (Adventure, Spell Compendium).

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

- Amulet of Natural Armour +2 (Regional, DMG).
- Dusty Rose Ioun Stone (Adventure, DMG)
- Scroll of *knight's move* (Adventure, Spell Compendium)

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

- *+1 Sword, bastard- shocking burst* (Adventure, DMG)
- Pearl of Power 3rd Level (Regional, DMG)

- Scroll of *assay spell resistance* (Adventure, Spell Compendium)

APL 10 (all of APL 4-8 plus the following):

- Belt of Endurance (Adventure, Arms & Equipment Guide)
- *Scroll of weapon of impact* (Adventure, Spell Compendium)

APL 12 (all of APL 4-10 plus the following):

- Boots of Speed (Adventure, DMG).
- Scroll of *fierce pride of the beastlands* (Adventure, Spell Compendium).

Appendix One – APL 4

Encounter Six

Auchgrosse Krantz: Ftr3; Medium Humanoid; HD 3d10+3; hp 27; Init +7; Spd 30; AC:16 (flatfooted:13 touch:13); Base Atk/Grp: +6/+9; Atk +7 melee (1d10+6, Masterwork Bastard Sword); Full Atk +7 melee (1d10+3, Masterwork Bastard Sword); Space/Reach: 5ft./5 ft.; SQ: SR 21; AL LE; SV Fort +4, Ref +6, Will +5; Str 17, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Intimidate +8, Search +2, Sense Motive +6, Survival +6; Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Dagger, Masterwork (302 gp). Armour: Studded leather (25 gp).

Überfahnleins (2): Ftr1; Medium Humanoid; HD 1d10; hp 10; Init +1; Spd 30; AC:14 (flatfooted:13 touch:11); Base Atk/Grp: +4/+7; Atk +4 melee (1d10+5, Masterwork Bastard Sword); Full Atk +4 melee (1d10+5, Masterwork Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL N; SV Fort +2, Ref +1, Will +2; Str 16, Dex 13, Con 11, Int 16, Wis 15, Cha 15.

Skills and Feats: Balance +2, Diplomacy +4, Search +4, Hide +2, Move Silently +2, Sense Motive +4; Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, bastard.

Possessions: Weapons: Sword, bastard (35 gp); Dagger (2 gp). Armour: Studded leather (25 gp).

Note: All the fighters in this encounter use their bastard swords with both hands (hence the extra damage added into the stat blocks).

Appendix One – APL 6

Encounter Six

Auchgrosse Krantz: Ftr5; Medium Humanoid; HD 5d10+5; hp 44; Init +7; Spd 30; AC:18 (flatfooted:15 touch:13); Base Atk/Grp: +9/+13; Atk +10 melee (1d10+7, +1 Bastard Sword); Full Atk +10 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ: SR 23; AL LE; SV Fort +5, Ref +6, Will +5; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Escape Artist +6, Intimidate +8, Search +2, Sense Motive +6, Survival +6. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (2,335 gp). Armour: Studded leather (25 gp). Magic: Wondrous: Amulet of Natural Armour +2 (8,000 gp).

Überfahnlein Kohl: Ftr3; Medium Humanoid; HD 3d10+3; hp 27; Init +7; Spd 30; AC:16 (flatfooted:13 touch:13); Base Atk/Grp: +6/+9; Atk +7 melee (1d10+7, Masterwork Bastard Sword); Full Atk +7 melee (1d10+7, Masterwork Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +4, Ref +6, Will +5; Str 17, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Intimidate +8, Search +6, Sense Motive +6, Survival +2; Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Dagger, Masterwork (302 gp). Armour: Studded leather (25 gp).

Überfahnlein Keppler: Ftr1; Medium Humanoid; HD 1d10; hp 10; Init +1; Spd 30; AC:14 (flatfooted:13 touch:11); Base Atk/Grp: +4/+7; Atk +4 melee (1d10+5, Masterwork Bastard Sword); Full Atk +4 melee (1d10+5, Masterwork Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL N; SV Fort +2, Ref +1, Will +2; Str 16, Dex 13, Con 11, Int 16, Wis 15, Cha 15.

Skills and Feats: Balance +2, Diplomacy +4, Search +4, Hide +2, Move Silently +2, Sense Motive +4;

Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, bastard.

Possessions: Weapons: Sword, bastard (35 gp); Dagger (2 gp). Armour: Studded leather (25 gp).

Note: All the fighters in this encounter use their bastard swords with both hands (hence the extra damage added into the stat blocks).

Appendix One – APL 8

Encounter Six

Auchgrosse Krantz: Ftr7; Medium Humanoid; HD 7d10+7; hp 57; Init +7; Spd 30; AC:18 (flatfooted:15 touch:13); Base Atk/Grp: +11/+15; Atk +12 melee (1d10+7+1d6, +1 Bastard Sword plus shock); Full Atk +12/+7 melee (1d10+7+1d6, +1 Bastard Sword plus shock); Space/Reach: 5ft./5 ft.; SQ: SR 25; AL LE; SV Fort +8, Ref +7, Will +6; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +7, Concentration +2, Escape Artist +6, Intimidate +8, Search +2, Sense Motive +6, Survival +6. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard: Shocking Burst (18,335 gp). Armour: Studded leather (25 gp). Magic: Wondrous: Amulet of Natural Armour +2 (8,000 gp).

Uberfahnlein Kohl: Ftr5; Medium Humanoid; HD 5d10+5; hp 44; Init +7; Spd 30; AC:16 (flatfooted:14 touch:13); Base Atk/Grp: +9/+13; Atk +10 melee (1d10+7, +1 Bastard Sword); Full Atk +10 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +5, Ref +6, Will +5; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Escape Artist +6, Intimidate +8, Search +6, Sense Motive +6, Survival +2. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (2,335 gp). Armour: Studded leather (25 gp).

Uberfahnlein Keppler: Ftr3; Medium Humanoid; HD 3d10+3; hp 27; Init +7; Spd 30; AC:16 (flatfooted:13 touch:13); Base Atk/Grp: +6/+9; Atk +7 melee (1d10+5, Masterwork Bastard Sword); Full Atk +7 melee (1d10+3, Masterwork Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +4, Ref +6, Will +5; Str 17, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Intimidate +8, Search +6, Sense Motive +6, Survival +2; Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon Proficiency: Sword, bastard, Improved Initiative, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Dagger, Masterwork (302 gp). Armour: Studded leather (25 gp).

Note: All the fighters in this encounter use their bastard swords with both hands (hence the extra damage added into the stat blocks).

Encounter Seven

Ettercap, Advanced: CR 11; Large Aberration; HD 11d8+33 (Aberration); hp 82; Init +2; Spd 30, Climb 30; AC 14 (flatfooted:12 touch:11); Base Atk/Grp: +13/+21; Atk +13 (2d6+6,Bite); Full Atk +13/+11 (2d6+6,Bite; 1d4+3, 2 Claws); SA: Web (Ex) , Poison (Ex); SQ: Low-light Vision (Ex), Darkvision (Ex): 60 ft.; AL NE; SV Fort +8, Ref +5, Will +9; Str 22, Dex 15, Con 17, Int 6, Wis 15, Cha 8.

Skills and Feats: Climb +14, Craft (Trapmaking) +4, Hide +4, Listen +4, Spot +8. Great Fortitude, Multiattack.

Special Attacks: Web (Ex): An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium-size (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Encounter Eight

Medusa, Advanced (Medusa6/Mnk3): CR 10; Medium Monstrous Humanoid; HD 6d8+12 (Monstrous Humanoid) + 3d8+6(Monk); hp 62; Init +6; Spd 40; AC 18 (flatfooted:16, touch:15); Base Atk/Grp: +6/+9; Atk +11 (1d4+4, Snakes); Full Atk +11 (1d4+4, Snakes), +12/+7 (1d6+3, Unarmed strike); SA: Petrifying Gaze(Su), Poison (Ex); SQ: Darkvision (Ex): 60 ft.; AL LE; SV Fort +9, Ref +10, Will +11; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Jump +9, Listen +4, Move Silently +14, Sense Motive +6, Spot +10, Tumble +14. Great Fortitude, Improved Critical: Unarmed strike, Improved Initiative, Improved Unarmed Strike, Multiattack, Simple Weapon Proficiency, Stunning Fist (DC 14), Weapon Focus: Unarmed strike.

Special Attacks: Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Appendix One – APL 10

Encounter Six

Auchgrosse Krantz: Ftr9; Medium Humanoid; HD 9d10+9; hp 71; Init +7; Spd 30; AC:18 (flatfooted:15

touch:13); Base Atk/Grp: +13/+17; Atk +14 melee (1d10+7+1d6, +1 Bastard Sword plus shock); Full Atk +14/+9 melee (1d10+7+1d6, +1 Bastard Sword plus shock); Space/Reach: 5ft./5 ft.; SQ: SR 27; AL LE; SV Fort +9, Ref +8, Will +7; Str 18, Dex 17, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +8, Bluff +6, Concentration +2, Escape Artist +7, Intimidate +8, Search +2, Sense Motive +6, Survival +6. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Critical: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard: Shocking Burst (18,335 gp). Armour: Studded leather (25 gp). Magic: Wondrous: Amulet of Natural Armour +2 (8,000 gp).

Überfahnlein Kohl: Ftr7; Medium Humanoid; HD 7d10+7; hp 57; Init +7; Spd 30; AC:16 (flatfooted:14 touch:13); Base Atk/Grp: +11/+15; Atk +12 melee (1d10+7, +1 Bastard Sword); Full Atk +12/+7 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +8, Ref +7, Will +6; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +7, Concentration +2, Escape Artist +6, Intimidate +8, Search +6, Sense Motive +6, Survival +2. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (1,335 gp). Armour: Studded leather (25 gp).

Überfahnlein Keppler: Ftr5; Medium Humanoid; HD 5d10+5; hp 44; Init +7; Spd 30; AC:16 (flatfooted:14 touch:13); Base Atk/Grp: +9/+13; Atk +10 melee (1d10+7, +1 Bastard Sword); Full Atk +10 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +5, Ref +6, Will +5; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +4, Escape Artist +6, Intimidate +8, Search +6, Sense Motive +6, Survival +2. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dodge, Exotic Weapon

Proficiency: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (2,335 gp). Armour: Studded leather (25 gp).

Note: All the fighters in this encounter use their bastard swords with both hands (hence the extra damage added into the stat blocks).

Encounter Seven

Rot Reaver Necrothane, Advanced: CR 13; Medium Aberration; HD 20d8+80 (Aberration) + 1d10+4 (Fighter); hp180; Init +10; Spd Climb 15, 25; AC 27 (flatfooted:26, touch:11); Base Atk/Grp: +16/+19; Atk +18 (1d6+4,+1 Handaxe); Full Atk +18/+18 (1d6+4,+1 Handaxe; 1d6+2,+1 Handaxe); SA: Cleaver Mastery (Ex) , Improved Initiative; Rebuke Undead (Su) , Wound Rot (Su) ; SQ: Animate Dead (Su), Darkvision (Ex): 60 ft., Drain Unlife (Su), Immunity: Energy Drain (Ex); AL NE; SV Fort +12, Ref +8, Will +14; Str 17, Dex 15, Con 19, Int 12, Wis 14, Cha 18.

Skills and Feats: Climb +6, Listen +25, Sense Motive +25, Spot +25. Combat Expertise, Extra Turning, Great Fortitude, Improved Initiative, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus: Handaxe.

Possessions: Weapons: +1 Handaxe (2,306 gp); +1 Handaxe (2,306 gp). Armour: +1 Full plate (2,650 gp).

Special Attacks: Cleaver Mastery (Ex): A necrothane's cleavers are identical in appearance to +1 handaxes—except that in a necrothane's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A necrothane can rebuke undead as an evil cleric of 20th level. The creature can control any undead of 10 Hit Dice or less when it successfully affects the undead with its rebuke ability, and it can command up to 20 Hit Dice worth of undead at any time.

Wound Rot (Su): Any time a necrothane damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +18). If the touch attack succeeds, the target takes 1 point of Constitution damage and becomes vulnerable to the necrothane's animate dead ability.

Creatures immune to ability damage are immune to this special attack.

Special Qualities: Animate Dead (Su): As a standard action, a necrothane can animate any dead creature within 60 feet that was affected by its wound rot ability within the last 24 hours. Creatures animated by a necrothane rise as zombies.

A necrothane can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the necrothane, and they do not count against the total number of Hit Dice of undead that a necrothane can control using its rebuke undead ability.

Drain Unlife (Su): Any time a necrothane damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Energy Drain Immunity (Su): Necrothanes are immune to energy drain attacks.

Skills: A necrothane has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Appendix One – APL 12

Encounter Six

Auchgrosse Krantz: Ftr11; Medium Humanoid; HD 11d10+11; hp 89; Init +7; Spd 30; AC:18 (flatfooted:15 touch:13); Base Atk/Grp: +15/+19; Atk +17 melee (1d10+8+1d6, +2 Bastard Sword plus shock); Full Atk +17/+10/+5 melee (1d10+8+1d6, +2 Bastard Sword plus shock); Space/Reach: 5ft./5 ft.; SQ: SR 29; AL LE; SV Fort +10, Ref +8, Will +7; Str 18, Dex 17, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +9, Bluff +6, Concentration +2, Diplomacy +5, Escape Artist +9, Intimidate +8, Search +2, Sense Motive +6, Survival +6. Armour Proficiency: heavy, Armour Proficiency: light, Armour

Proficiency: medium, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Critical: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Mobility, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +2 Sword, bastard: Shock (18,335 gp). Armour: Studded leather (25 gp). Magic: Wondrous: Amulet of Natural Armour +2 (8,000 gp).

Überfahnlein Kohl: Ftr9; Medium Humanoid; HD 9d10+9; hp 71; Init +7; Spd 30; AC:16 (flatfooted:14 touch:13); Base Atk/Grp: +13/+17; Atk +14 melee (1d10+7, +1 Bastard Sword); Full Atk +14/+9 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +9, Ref +8, Will +7; Str 18, Dex 17, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +8, Bluff +6, Concentration +2, Escape Artist +7, Intimidate +8, Search +6, Sense Motive +6, Survival +2. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Critical: Sword, bastard, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (1,335 gp). Armour: Studded leather (25 gp).

Überfahnlein Keppler: Ftr7; Medium Humanoid; HD 7d10+7; hp 57; Init +7; Spd 30; AC:16 (flatfooted:14 touch:13); Base Atk/Grp: +11/+15; Atk +12 melee (1d10+7, +1 Bastard Sword); Full Atk +12/+7 melee (1d10+7, +1 Bastard Sword); Space/Reach: 5ft./5 ft.; SQ AL LE; SV Fort +8, Ref +7, Will +6; Str 18, Dex 16, Con 13, Int 12, Wis 18, Cha 19.

Skills and Feats: Balance +7, Concentration +2, Escape Artist +6, Intimidate +8, Search +6, Sense Motive +6, Survival +2. Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Sword, bastard, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Possessions: Weapons: Dagger, Masterwork (302 gp); +1 Sword, bastard (1,335 gp). Armour: Studded leather (25 gp).

Encounter Seven

Shrieking Terror, Ten-Headed, Advanced: CR 15; Large Aberration (Extraplanar); HD 23d8+92 (Aberration); hp 195; Init +7; Spd Fly, Good 40; AC 24 (flatfooted:21, touch:12); Base Atk/Grp: +21/+26; Atk +22 (2d6+5, Bite); Full Atk +22 (2d6+5, 10 Bites); SA: Kiss (Su), Poison (Ex), Pounce (Ex), Shriek (Ex); SQ: Darkvision (Ex): 60 ft., Fast Healing (Ex): 10; AL NE; SV Fort +12, Ref +11, Will +15; Str 21, Dex 16, Con 19, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +5, Move Silently +5, Spot +19. Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack: Bite, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus: Bite.

Special Attacks: Kiss (Su): Each head of a shrieking terror can kiss a paralysed target with a successful melee touch attack (attack bonus + 15). An affected opponent must succeed on a DC 28 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes 1 point of Intelligence drain and 1 point of Charisma drain per hour (to a minimum score of 3 in each ability).

The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires a remove disease spell or similar effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 24 or be unable to heal the shrieking terror's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based.

Pounce (Ex): If a shrieking terror moves or charges a foe in a round, it can still make a full attack with all its heads at no penalty.

Shriek (Su): As a full-round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors and vargouilles) that hears this shriek

and can clearly see the creature must succeed on a DC 34 Fortitude save or be paralysed with fear for 2d4 rounds or until the monster attacks the target, moves out of range, or blocks the target's line of sight to it. A paralysed creature is susceptible to the shrieking terror's kiss (see above). A creature that successfully saves cannot be affected again by the same terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus for each of its heads. (If a shrieking terror gains or loses heads, the save DC changes accordingly.)

Special Qualities: Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. (This bonus is negated if the creature is reduced to one head.)

Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar

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

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

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

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

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

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

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

Divination spells within Perrenland

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

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

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

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

Judge Aid Two: General Background To The Hollows & Hell's Gloom

Note: Much of this information has already been revealed through PER2-04, PER3-03, PER4-06, and PER5-07.

The Hollows of Mordaine are a series of strange, geological anomalies. They are located in the High Peaks of the snow-covered Northern Clatspurs. The original occupants of The Hollows were the "Mordaine" clan of drow. They lived there for many eons, and had no designs to be anywhere else. In fact, they did not know "anywhere else" existed. Two thousand years ago, a dwarven conclave accidentally mined too deep, and too far. They intersected with the halls of the Mordaine drow, and a battle which lasted over a century began. It was at this point that the Mordaine drow realised that they were not alone in the world.

After more than a century of warfare with the dwarves, the drow saw that they were losing. The drow looked for allies, but found none. The Land outside was inhabited by barbaric savages and most of them worshipped dark gods which even the drow dare not meddle with. Even so, the drow believed that someone might come to their aid, if only they could be contacted ...

And so it came to pass that a great drow sorcerer, known as Orlac Sturgenblood, created the now-famous artefact called The Sturgenblood Totem. The totem had many parts, and multiple uses. Primarily, the artefact sent out a "Call For Help" – a missive that promised great rewards and power for those who might come to the aid of the Mordaine drow in their hour of need. The totem also promised that those who helped the drow would be given the totem and, with it, they could rule over all others (except the Mordaine drow, of course).

Many voices answered the call, but the drow accepted only one ... that of the ancient Ur-Flan mages – those who ruled much of Oerth at that time and yearned for more. For, you see, until this time the Ur-Flan had no way to gain power over the great drow nation of Erelhei-Cinlu. The totem only protected the Mordaine drow ... but not those elsewhere. The totem was a rare artefact, indeed, and would ensure the Ur-Flan empire extended below the surface of the oerth, as well as above it!

The totem, for decades, was used by the last ancestors of the Ur-Flannae to keep rule over The Land and prevent the clans from becoming owners of The Land in their own right. How they did this has been mostly lost to antiquity, but we do know that due to their waning influence, the Ur-Flan never had the chance to use the Totem on the drow of Erelhei-Cinlu. All we know is that a final Battle For The Rights Of Clans took place high in the Clatspurs at The Hollows of Mordaine. The last of the Ur-Flan were entombed forever, and the Sturgenblood Totem was dismantled – its parts thrown into different places around Perrenland so that it would never be reassembled.

Once again, the Mordaine drow went on with their own business. They left the outside world alone, and hoped they would ultimately be destroyed by their own greed and petty pride.

But the drow did not realise that, across the gulf of space, their original "Call For Help" at last reached the ears of a race of beholders (and other aberration-kin). These beholders saw "the call" as an invitation to invade a new world, and add it to their already burgeoning empire. And so they took their largest (and best) spelljamming ship, and sailed it into Greyspace. When the ship ran into an asteroid field, and was badly damaged, the thousand or so aberrations on board were forced to flee by way of "lifeboats". Only the Auchgrosse and a hundred or so others stayed on board to "go down with the ship". The "lifeboats" crash-landed all over The Flanaess. One even crash-landed in the Yatil Mountains (PER5-06). The Auchgrosse, however, was able to steer the hapless main vessel towards its original destination. His intent was that if he could not conquer the drow nation, he would now destroy it!

After the crash, the Hollows of Mordaine were *not* destroyed, but once again erupted into warfare. Drow fought aberration; aberration fought drow. And the two sides cornered off into their own areas and dug tunnels and chambers in which to fight ... over and over. Only Orlac Sturgenblood knew what had to be done. One night, he went to the Spire Of Thrax – the place where he created the totem. Here, on the high pillar, he cast his last great spell. The spell killed him, but the effect was instant. All the drow and all the aberrations were put to sleep! Instantly! The only way that they could be awakened was if the Sturgenblood

Totem was ever put back together, then actually destroyed in the Spire Of Thrax itself.

And that was, surely, impossible!

In 592 CY, the totem itself was unearthed and the hunt for its various parts began anew (PER2-04, PER3-03). A race was on to see which clan might (once again) rule over others! But a group of adventurers had other ideas. They planned to take the totem back to the Hollows of Mordaine. There, in the Spire of Thrax, the totem was destroyed once and for all (PER4-06). Now, no clan would have sole power over Perrenland.

However, in doing this, the adventurers discovered that they paid a price. They had once again awoken the sleeping enemies of the drow and the aberrations! The force of the totem being destroyed caused Mount Hellspaar to erupt. This led to Hell's Gloom (PER5-02) and famine all over Perrenland. It allowed the Famine Queen to return (PER4-07).

But the drow had learned from their time in stasis. They learned that they were foolish to try to stay alone in the world while-ever humans were there to meddle in their affairs. And so, they concluded, the humans (and their cities and towns) must be destroyed. To do this, they would need allies – and who better than the aberrations? They too were despised by the humans! And the enemy of my enemy is my friend ...

And so, in the Winter of 594 CY, the drow joined forces with the aberrations. The beholders helped the drow tunnel under the Clatspurs and deep into Traft Canton (2005 ReefCon Interactive). Other aberrations took control of key sites within the Clatspurs and the Canton. The drow used the tunnels to infiltrate Traftian communities. They used allies of the Dark Wave to sow seeds of discontent. The drow knew that to invade en masse would mean certain defeat. But by invading via stealth, cunning, and deceit, they had a chance.

By the summer of 596, the drow and the aberrations have nearly achieved their goal. Apart from a brief setback in Traft City (PER5-07), the rest of Traft Canton seems ready to crumble. Famine has made friends of fiends. Evil hides in shadows. People are now doing anything to survive.

Entropy is king.

Ancient Tharizdun is sleeping ... but he now has one eye open ...

Note to DMs From The Author: This adventure explores the themes of entropy, loyalty, civilization/civility, honour, and pride. It is *very*

loosely based on Joseph Conrad's novella *Heart Of Darkness* – though someone would have to be a literary genius to make the tenuous links. Moreover, I just like the *themes* expressed in that novel, and have attempted to explore them further through this adventure. – *Bruce Paris*

Judge Aid #3 – New Monsters

Rot Reaper – Necrothane

From *Monster Manual III*

Medium Aberration

Hit Dice: 20d8+80 (170 hp)

Initiative: +6

Speed: 20 ft. in full plate (4 squares), climb 15 ft. in full plate; base speed 30 ft., base climb 20 ft.

Armour Class: 28 (+1 Dex, +7 natural, +9 +1 full plate, +1 Two-Weapon Defence feat), touch 11, flat-footed 27
Base Attack/Grapple: +15/+18

Attack: +1 cleaver +20 melee (1d6+4/x4)

Full Attack: +1 cleaver +18/+13/+8 melee (1d6+4/x4)
and +1 cleaver +18 melee (1d6+2/x4)

Face/Reach: 5 ft./5 ft.

Special Attacks: Cleaver mastery, rebuke undead
11/day (+4, 2d6+24, 20th), wound rot

Special Qualities: Animate dead, darkvision 60 ft.,
drain unlife, immunity to energy drain

Saves: Fort +12, Ref+8, Will +14

Abilities: Str 17, Dex 15, Con 19, Int 12, Wis 14, Cha 18

Skills: Climb +6, Diplomacy +6, Listen +25, Sense
Motive +25, Spot +25

Feats: Combat Expertise, Extra Turning, Great
Fortitude, Improved Initiative, Two-Weapon Defence,
Two-Weapon Fighting, Weapon Focus (handaxe)

Environment: Any

Organization: Solitary or entourage (1 plus 1d4
troglodyte zombies)

Challenge Rating: 12

Treasure: Standard plus +1 full plate and two +1
cleavers

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment:

At first glance, this creature looks like an ape in jet-black armor. Twin tongues, dripping with disgusting ichor, snake from its helmeted head and loop around its armored arms.

Necrothanes are the vicious, malevolent champions of the rot reaver species. Physically, a necrothane resembles its rot reaver brethren, but its apelike form is encased in a magical suit of jet-black full plate armour. With its powerful combat options and its ability to create numberless hordes of undead, a necrothane is a danger capable of wiping out entire communities of living creatures. Because it is smart enough to realize that its depredations are likely to draw the attention of powerful adventurers, a necrothane usually prepares several escape routes and seeks out magic items that allow it to make a speedy exit should the need arise.

Rarely, a necrothane enters into a unholy pact with a necromancer or a cabal of evil priests. These spellcasters provide the necrothane with magical equipment and living victims, and the necrothane in turn gives these spellcasters an easy way to raise and maintain an army of zombie minions.

Combat

A necrothane approaches combat much as an ordinary rot reaver does, but its ability to command greater numbers of undead allows them to employ more sophisticated tactics. Typically, a necrothane remains hidden in some secret location, commanding its undead minions to bring it living creatures to animate and consume.

Cleaver Mastery (Ex): A necrothane's cleavers are identical in appearance to +1 *handaxes*—except that in a necrothane's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A necrothane can rebuke undead as an evil cleric of 20th level. The creature can control any undead of 10 Hit Dice or less when it successfully affects the undead with its rebuke ability, and it can command up to 20 Hit Dice worth of undead at any one time.

Wound Rot (Su): Any time a necrothane damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +18). If the touch attack succeeds, the target takes 1 point of Constitution damage and becomes vulnerable to the necrothane's animate dead ability.

Creatures immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a necrothane can animate any dead creature within 60 feet that was affected by its wound rot ability within the last 24 hours. Creatures animated by a necrothane rise as zombies. A necrothane can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the necrothane, and they do not count against the total number of Hit Dice of undead that a necrothane can control using its rebuke undead ability.

Drain Unlife (Su): Any time a necrothane damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Energy Drain Immunity (Su): Necrothanes are immune to energy drain attacks.

Skills: A necrothane has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Shrieking Terror

From Monster Manual III

Large Aberration

Hit Dice: 20d8+80(170hp)

Initiative: +7

Speed: Fly 40ft (good)

Armour Class: 24 (-1 size, +3 Dex, +12 natural), touch 12, flat-footed 21

Base Attack/Grapple: +15/+24

Attack: 10 bites +20 melee (2d6+5 plus poison)

Full Attack: 10 bites +20 melee (2d6+5 plus poison)

Space/Reach: 10ft/5ft

Special Attacks: Kiss, poison, pounce, shriek

Special Qualities: Darkvision 60 ft, fast healing 10

Saves: Fort +12, Ref+11, Will +15

Abilities: Str 21, Dex 16, Con 19, Int 5, Wis 12, Cha 8

Skills: Hide +2, Listen +5, Move Silently +5, Spot +19

Feats: Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)

Environment: Tarterian Depths of Carceri

Organisation: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral evil

Advancement: 21-30 HD (large)

This creature looks like a nightmarish flying starfish radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame

Shrieking terrors originated as magically mutated vargouilles crossbred with hydras. These horrors possess the worst aspects of each parent creature, making them a hearty, multiheaded terror equipped with the vargouille's special attacks. Created for war and destruction, these monsters vigorously attack most creatures not native to Carceri. They have been known to act as advance troops for demodands in some of the many conflicts on Carceri.

Some vargouilles view these twisted creatures as repugnant abominations and attack them unmercifully if given a chance. Others revere them, almost to the point of worship.

Each of a shrieking terror's heads is slightly larger than a human head, about 18 inches across. The monster's features hint at a reptilian heritage. The central wings span nearly 8 feet. A shrieking terror weighs about 200 pounds. Shrieking terrors speak Infernal.

COMBAT

A shrieking terror generally begins combat by using its shriek ability. It then selects a paralysed foe as its first victim, and one or two heads kiss while the other three or four either attack any active foes that come near, or use their shriek ability defensively.

A shrieking terror can be killed by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed, either at the body or at a head, before making the attack roll.) An opponent can strike at a shrieking terror's heads from any position in which he could strike at the shrieking terror's body, because the monster's heads writhe and whip about during combat. An opponent can ready an action to attempt to sunder a shrieking terror's head when the creature bites at him.

Each of a shrieking terror's heads has hit points equal to the creature's full normal hit point total divided by 10. For example, if a shrieking terror has 97 hit points, 9 or more points of damage severs a head ($97 \div 10 = 9.7$, rounded down to 9). Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than ten heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a fireball spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A shrieking terror's body can be slain just like any other creature's, but shrieking terrors possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a shrieking terror's body, not to its heads. Targeted magical effects cannot sever a shrieking

terror's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Kiss (Su): Each head of a shrieking terror can kiss a paralysed target with a successful melee touch attack (attack bonus +15). An affected opponent must succeed on a DC 23 Fortitude save or begin a terrible transformation that turns the creature into a *vargouille* within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes 1 point of Intelligence drain and 1 point of Charisma drain per hour (to a minimum score of 3 in each ability).

The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a *vargouille*. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires a *remove disease* spell or similar effect. The save DC is Constitution-based and includes a +4 racial bonus.

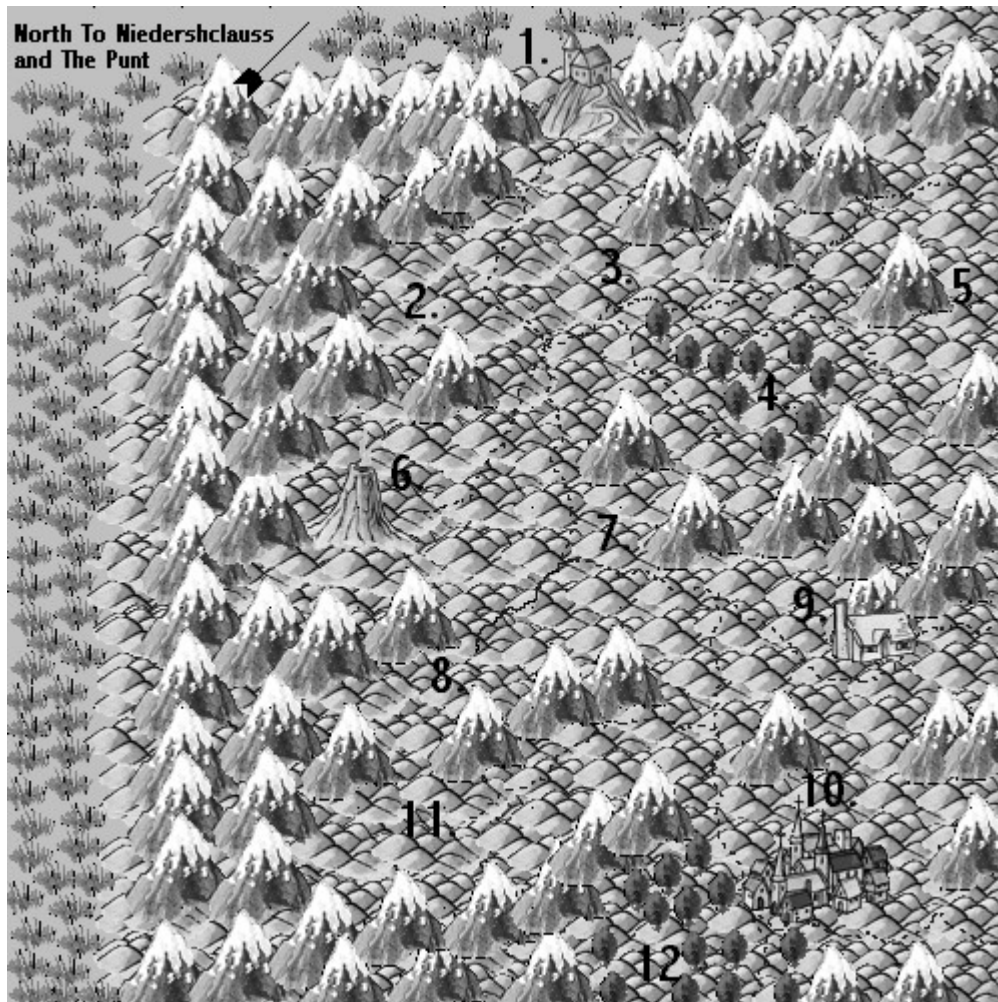
Poison (Ex): Injury, Fortitude DC 19 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based.

Pounce (Ex): If a shrieking terror moves or charges a foe in a round, it can still make a full attack with all its heads at no penalty.

Shriek (Su): As a full-round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors and *vargouilles*) that hears this shriek and can clearly see the creature must succeed on a DC 24 Fortitude save or be paralysed with fear for 2d4 rounds or until the monster attacks the target, moves out of range, or blocks the target's line of sight to it. A paralysed creature is susceptible to the shrieking terror's kiss (see above). A creature that successfully saves cannot be affected again by the same terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus for each of its heads. (If a shrieking terror gains or loses heads, the save DC changes accordingly.)

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. (This bonus *is* negated if the creature is reduced to one head.)

DM's Map #1 : The Northern Clatspurs



Map Key

1. Peacekeeper Pass/Peacekeeper Camp. This pass sits nicely at the 2,000 foot mark after a steep climb from the savannah below.

2. Abandoned Human Mines. These were the original mines owned and run by the invading Roodberg clans around 2,000 years ago. Why they were abandoned has been lost to antiquity, and the Peacekeepers advise adventurers not to go there for safety (e.g. construction) reasons.

3. Abandoned Dwarven Mine/Stronghold. These mines were abandoned by the Gunderson dwarves over 1,000 years ago. Legend has it that something so evil dwells here that even the dwarves were too timid to stay around.

4. The High Woods, Evil Druid's Grove, and the Gnoll Encampment. This large alpine woodland is both beautiful and deadly in parts. The western half of the wood is home to some high elves; whilst the eastern half is dominated by an evil annis who calls herself "Mathildaa". She has convinced some weak minded evil druids that she is a "wood nymph" (yeh, right...) and they have taken to her and worship her as their leader. Even the Peacekeepers are afraid of these people, and they are extremely hard to find given their natural talents. It should also be noted that, recently, a savage gnoll encampment opened up on the southern edge of this wood. Peacekeepers say that the gnolls who reside and hunt

here are larger and more vicious than regular gnolls. Some packs have been seen hunting as far south as Liesenbrau, and is rumoured that their favourite meal is “roasted small child”.

5. The High Peaks. At 10,000 feet, these mountains are some of the highest in the Clatspur Ranges. It is said that the yeti still lives up here, and plots revenge on those who pulled his tooth out over 1,700 years ago. Anybody not born in an alpine region makes all rolls/checks at -4 in this region due to the extremely high altitudes.

6. Mount Hellspaar Volcano. This erupting volcano is the cause of Hell's Gloom.

7. Tinkerholm. Situated at 5,000 feet above Lake Quag, Tinkerholm is a gnomish settlement of some 2,300 gnomes. Most of them work the Gnomish Ore Mines (see #8), and ply their trade (mostly children's toys) with Liesenbrau, Niederschlauss, and Traft City.

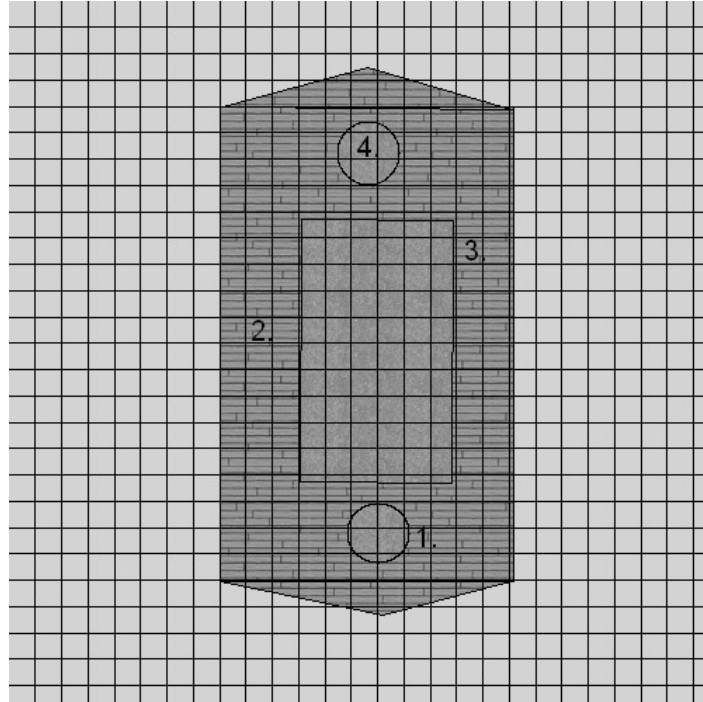
8. Gnomish Ore Mines. A bustling, hustling network of mines all run by gnomes who live in Tinkerholm.

9. Fort Eleanfrau. This is the (former) training ground and winter quarters for the Peacekeepers Of The Pass.

10. The Village Of Liesenbrau. This village sits at nearly 8,000 feet above Lake Quag. The people are a jovial, hard-working lot. They love song, beer, and sex. They also don't mind doing all three of these in one of the many taverns in town. The Liesenbrau folk are renowned mountain climbers, and the mountaineers know The High Peaks and The High Pass (the slippery, almost impassable “track” over the range and into the Vesve Forest on the other side).

11. Clan Foehammer (Dwarven Stronghold). This is where the dwarves from the stronghold at #3 (above) came when they abandoned the old mines.

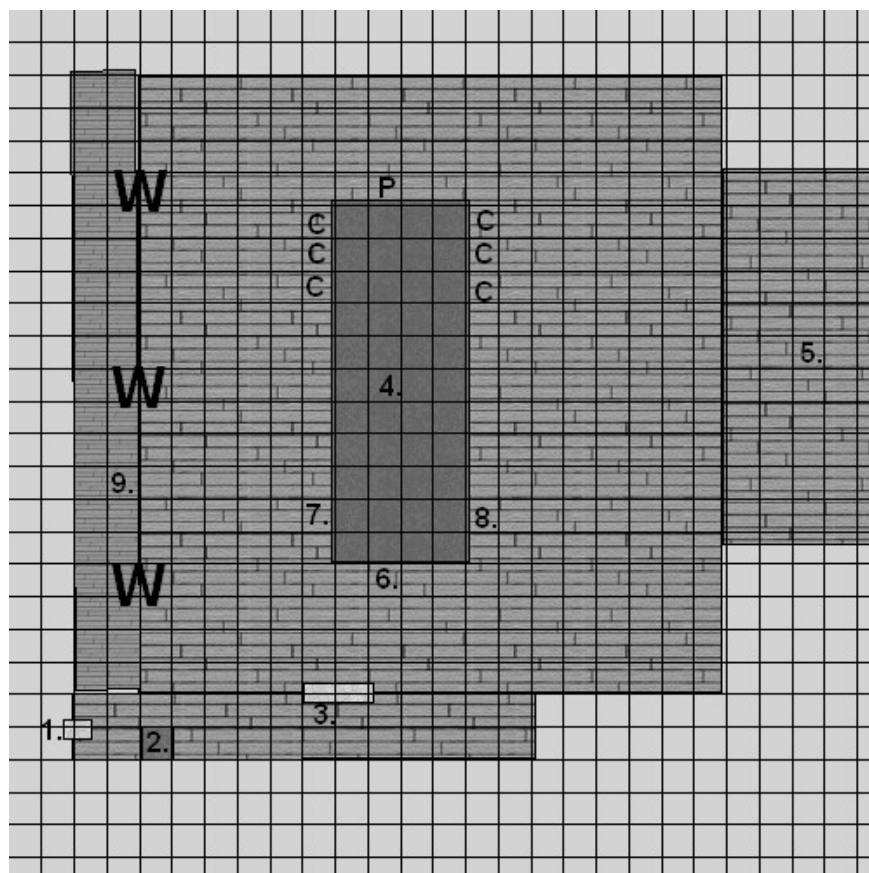
DM's Map #2: The Punt



MAP KEY:

1. The Merchant Manager
2. The Brickmaker
3. The Chief Accountant
4. The Helmsman

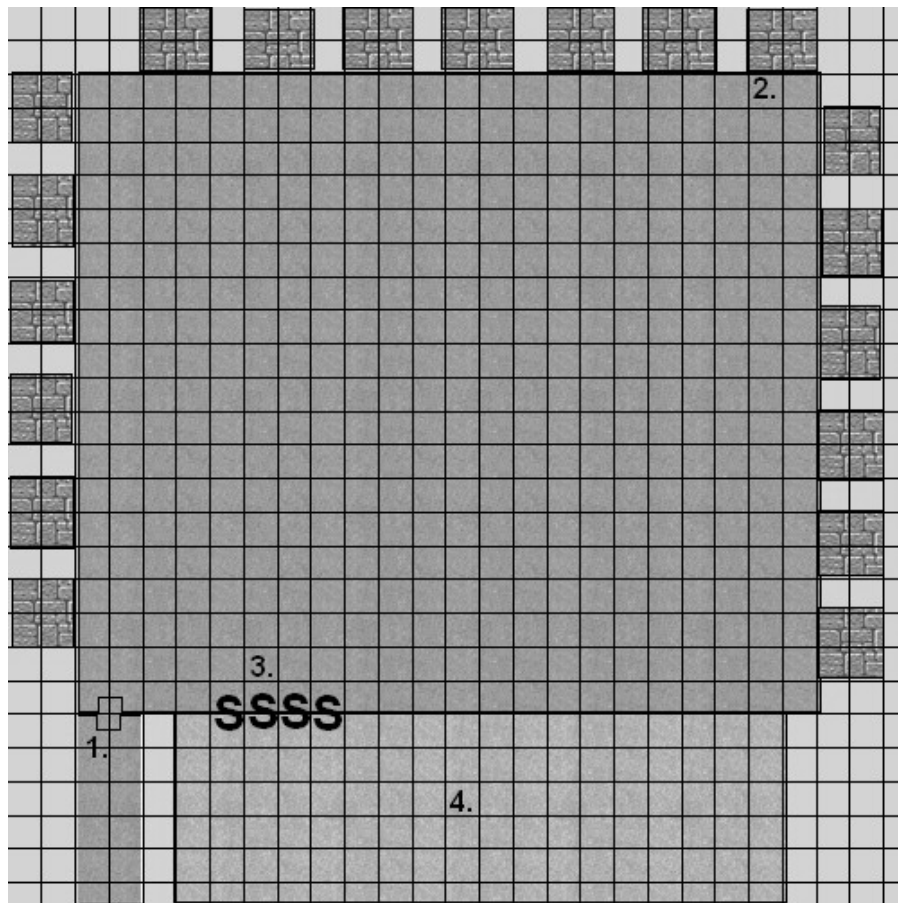
DM's Map #3: Krantz's Chalet and Dinner Table



MAP KEY:

1. Entrance to Chalet.
 2. Cupboard where PC items are stored.
 3. Double doors into dining area.
 4. Huge Oaken Dining Table
 5. Kitchen.
 6. This is where Auchgrosse Krantz sits during dinner.
 7. This is where Uberfahnlein Keppler sits during dinner.
 8. This is where Uberfahnlein Kohl stands when he arrives on the scene (or close to it).
 9. This is a balcony outside the chalet. Any PC evicted, or electing not to go inside, can sneak up on here and see (and hear) the proceedings inside through the window.
- W. This is a large floor to ceiling chalet window.
- C. This is where Krantz sits the PCs for dinner.
- P. This is where Krantz sits Pater Lindstrom (if he is with the party).

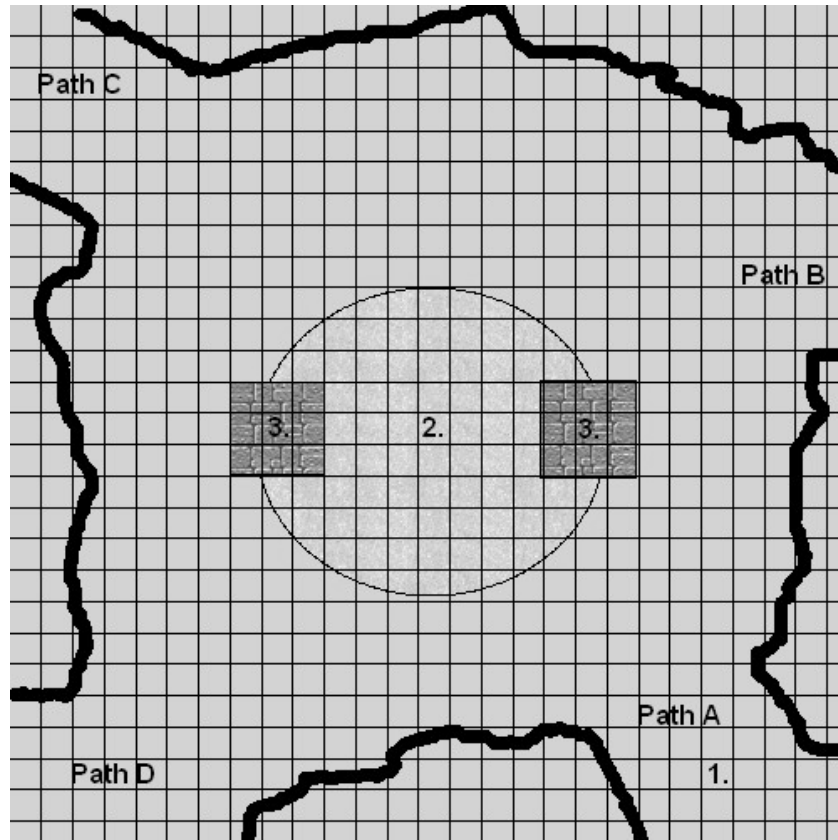
DM's Map #4 – Dungeon Beneath The Sausage Factory



MAP KEY

1. Stairs down to an unlocked door which serves as the entrance to the dungeon.
2. These are cells where clone pods are grown. This cell is the exact location of Suzzianna von Oostmeeren.
3. This is a huge secret door which melds into this wall and hides Commander Nugata's laboratory. The secret door can be found on a DC 30 Search check. It operates by pressing down on a small floor pressure plate (on either side of the doors).
4. Commander Nugata's Laboratory.

DM's Map #5 – The Cauldron of Joramy



MAP KEY

1. This is the direction which the PCs come from to get to the cauldron (shrine).
2. This is the fiery cauldron of lava over which the chanters need to pray.
3. These platforms are 5ft off the ground, but overhand the cauldron. Each chanter must stand on these platforms to perform to rededication ceremony.

Path A – D: This is the random direction which the creature comes from when it arrives to disrupt the ceremony. The DM should roll 1d4. 1 = Path A; 2 = Path B; 3 = Path C; 4 = Path D

NOTE: The paths in to the cauldron are steep and winding. The huge mountain crevasses hid the approach of any creature until it is nearly upon the PCs (i.e. Within 40 feet of the clearing). This includes any flying familiars seeing such an arrival.

Player Handout #1

My dear adventurers,

It is with a solemn heart that I once again beg of you to come to our aid. The past year has been most difficult for Traft City and her surrounding canton. Since we learnt of the march of the drow from The Hollows, and the threat they posed to us, we have taken extreme measures. The city has been under martial law, including curfew and lockdown, for over ten months. Very few have been allowed inside the city walls, and few have left - save for those in caskets reserved for the dead!

We have lost much contact with Niederschlauss, and Aerden, and other outlying towns and villages. We have lost our crops, our animals, and our dignity.

Famine is our only friend, and the cityfolk - both commoner and aristocrat alike - have begun to exhibit strange blue scars upon their faces. These scars appear to have no other effect than to cause revulsion in the eyes of others, but the city is divided. And there is something else.

Suzzianna von Oostmeeren, our most beloved aristocrat - is missing. In fact, we have much reason to believe that she is dead.

We are in need of your help. Please come to Traft City and help us find and return the body of our dear departed Suzzianna. She was brave to the end.

We also wish you to find out what happened to her - as well as what happened to the brave Peacekeepers of the Clatspur Pass, who have also disappeared.

We are certain that it has much to do with the march of The Hollows.

But we have no one left with strength and hope in this bleak city.

You are the last of those whom we trust and hold close as dear.

Please come! My emissary will escort you. But be warned. Buy your goods and equipment before you leave Schwartzenbruin. There is nothing but rotting waste left in Traft City.

Yours,

Lady Cesarea Aaronfaar

Player Handout #2

A torn out entry from a self-styled autobiography begun by Auchgrosse Krantz. Found at the deserted Peacekeeper Barracks:

... the fact that so few of us were still loyal to the Great Karenin was a lamentable situation. Only the Peacekeepers knew of Bildgears' treachery, and they were ostracised by the political system so the truth of their voices could be silenced. We all knew that Orgus Bildgear - our illustrious new "Voormann" - never once had his lame foot caught in a bear trap! He speared the foot himself in order to invoke sympathy for a failed skirmish in the Sepia Uplands! I took my case to the former Voormann, Great Karenin. But poor deluded Karenin failed to take action against Bildgear! Even then, Roodberg power was feared. Karenin did, however, consent to give me a powerful new position: Guardian of the Clatspur Pass, as payment for my silence ...

Player Handout #3

A torn out entry from a self-styled autobiography begun by Auchgrosse Krantz. Found at the deserted Peacekeeper Barracks:

... And so, in 584 CY, I hand-picked the best men and women from the 1st Auszug, and took them and built this Peacekeeper Camp - right smack at the top of the Clatspur Pass - between Traft City and the little alpine town of Liesenbrau. Here we have lived, fought, protected, and died. Our heroics became the stuff of legend. Every Perrenese child wanted to be a Peacekeeper. Even members of the 1st Auszug hoped that one day they would leave the ranks behind, to come and join the greatest of the greatest ...

[text illegible]

... But then Mount Hellspaar exploded, everything changed overnight. Suddenly, there were more pressing ventures for us than protecting The Pass. The soot and dust from Mount Hellspaar made travel into the Northern Clatspurs nigh impossible. Food became scarce. The good people of the nearby town of Liesenbrau began to starve. I, personally, sent a messenger to the new Voormann, Orgus Bildgear - begging for supplies. But there was no reply. The messenger never returned. I firmly suspect that Bildgear was, only now, taking his revenge for my insult years before.

No supplies ever arrived ...

Player Handout #4

A torn out entry from a self-styled autobiography begun by Auchgrosse Krantz. Found at the deserted Peacekeeper Barracks:

... One day, not less than twelve months ago, the Peacekeeper Camp received a cloaked visitor. The visitor was standing before me and speaking before I could even call my security. The visitor told me that he was aware that the people of beautiful Liesenbrau were starving. He also told me that his own “associates” were also starving. At this point, we both saw in each other a mutual necessity. I made a contract with him so that all parties stranded in the Clatspurs could survive. The contract involved me taking charge of the town of Liesenbrau (under the premise of “homeland security”). Then, the visitor and his “associates” would ensure that I had the equipment necessary to begin the secret sausage factory which would feed all of Liesenbrau - and Perrenland - and the “associates” - and make us all very wealthy in the process. The visitor also agreed to let me sell the sausages on the black market in the Traftian village of Niederschlauss (so long as I never revealed where they came from). I couldn’t believe it! Everything I’d ever wanted - or dreamed of - was now in my grasp! Not only would I become Mayor of beautiful Liesenbrau, but I would single-handedly be responsible for helping my fellow Traftians stay alive during the famine! I would become a name. I would be reserved a place next to the gods themselves! ...

Player Handout #5

A torn out entry from a self-styled autobiography begun by Auchgrosse Krantz. Found at the deserted Peacekeeper Barracks:

The visitor also promised one other thing in return for my help: a contingency of his associates would infiltrate Schwartzenbruin and murder the traitor, Orgus Bildgear! That time has not yet come, but it will be soon!

Player Handout #6

A torn out diary entry by Überfahnlein Kohl. Found at the deserted Peacekeeper Barracks:

[insert date]

This is all very exciting and completely unexpected. A few months ago, the people of Liesenbrau were starving - and now they eat like kings. Auchgrosse Krantz is truly a hero and a great man of Perrenland.

But I must stop sneaking back here to the camp to get what is left of the original food we had stored. Auchgrosse Krantz will not eat the Kukelwurst. He says that he cannot eat that which should rightfully go into the mouths of starving Perrenders. One day I am sure the creatures of the Clatspurs will get me! At least I don't have to worry about the drow.

Yesterday, Auchgrosse Krantz said that it was time to contact an emissary from the Dark Wave and begin negotiations to supply Kukelwurst to the Village of Niederschlauss. There is now enough production save lives in two places at once. What a noble cause we are herein engaged. And what with the latest arrival, my Auchgrosse has been able to start production on an even more nutritious sausage - a new delicacy we call "Kuklerwurst".

After the war, I am sure they will erect a statue of dear Auchgrosse Krantz in the main square of Schwarzenbruin. Hopefully, as his trusted Überfahnlein, I will be also honoured in stone by his side.