

The Jasmine Index

(The Schwartzstadt Heresy Part 3)

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

Version 1.0

by Patrick Williamson

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The spread of the Heresy is set to shatter the unity of Perrenland, so why you are at the annual cheese and wine festival of Cli? Surely this has to be either a cruel joke by the Voormann or a way for your enemies to keep you out of the way whilst they hatch their horrible plots? Or perhaps it is both. Yet on Cli, the heartland of Flan lore and learning in the Quaglands, an opportunity may present itself to discover the answers to certain questions, answers that have eluded you so far. A one-round Perrenland Regional adventure for APLs 4-12.

Resources for this adventure [and the authors of those works] include *Fate of the Lina Gersiten* [James Dempsey], *The Voormanns Daughter series* [Mark Somers].

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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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*, *Monster Manual*, and *Spell Compendium*.

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

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this

adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. All characters from the Perrenland region pay 1 Time Units. Out of region characters pay 2 Time Units.

Information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

For just over a year a schism has been forming within the Old Kerk of Perrenland. The impact of the schism has been heightened by the war with Drelnza and the prolonged effects of the famine.

Many folk have become disillusioned with the revelation that a hidden shrine exists within the Old Kerk – the "Great Lie". For those people, it was bad enough that worship of the Old Kerk involved the worship of Nerull. This revelation has caused the emergence of a faction within the Old Kerk that wants two things: the hidden cult revealed to all and the inclusion of Nerull in the Old Kerk ended. This faction, called the Heretics by the majority of the Old Kerk, seek nothing less than to have Nerull's shrines removed from the Old Kerk's temples and the ancient pact broken. Their catchcry is, "the Great Lie must end and the evil shall be purged".

It must be said that the strength of the Heretics is in part due to a very poor public relations job by the majority of the Old Kerk hierarchy. The Traditionalist faction, as they are called, have allowed the more hot-headed members of the Old Kerk to get out of control. Everyone in both factions is convinced that the "Great Lie" of the hidden shrine must be another dark and evil god, probably Kyuss or Vecna; in fact it is more complicated than that.

The eleventh, hidden, shrine of the Old Kerk is supposed to be that of Kyuss: however, it is actually the cult of Myrhiss, the goddess of beauty. The "Great Lie" is a deception intended to fool the clergy

of the mostly hidden shrine of Nerull, who are convinced that the hidden shrine is dedicated to Kyuss, Nerull's servitor power. The origins of this deception date back to the formation of the Shrine Alliance (now called the Old Kerk) almost 3200 years ago.

When the Old Kerk was being formed, the cult of Myrhiss refused to join if their sworn enemy, the cult of Kyuss, was permitted to join as well. However, the head of the cult of Nerull, Oomkar Hus, demanded that the cult of Kyuss be admitted in exchange for the cult of Nerull giving up the right to create new undead servants. Oomkar Hus had several powerful servants (called the "Horned Ones") who were priests of Kyuss, and did not want to lose any existing servants if he couldn't create any more. Attempts to arbitrate between the cults of Myrhiss and Kyuss led nowhere, and a hard decision was made by the other good-aligned cults: they turned their backs on the cult of Myrhiss in order to keep the cult of Nerull in the Shrine Alliance. The cult of Myrhiss was cut off from the Old Kerk and the cult of Kyuss admitted to the alliance: this appeasement of Oomkar Hus and his "Horned Ones" allowed the pact to be signed and the Shrine Alliance formed.

Over the next two years, the followers of Kyuss (with the support of those of Nerull) targeted the followers of Myrhiss. Oath-bound not to interfere by the terms of the Shrine Alliance, the other good cults of the Old Kerk stood by and watched in sorrow and guilt as the cults of Myrhiss and Kyuss ground each other down until only a handful of followers from each survived in the Quaglands. At this point the followers of Vathris, unable to stand the shame, secretly broke the pact and intervened on the side of Myrhiss to save the few remaining priests.

As a result of the secret intervention, the shrine of Kyuss within the Old Kerk was taken over by the cult of Myrhiss. With the powerful cult of Vathris providing access to several powerful magical items, the followers of Myrhiss created an illusion that they were actually followers of Kyuss, and that all followers of Myrhiss had been killed or driven from the Quaglands.

Since then, the followers of Myrhiss have pretended to be the leaders of the shrine of Kyuss. Several senior members of the cult of Myrhiss used powerful magic items to simulate being undead, making it easier to manipulate and control the handful of actual worshippers of Kyuss in the Quaglands. Oomkar Hus, the other followers of Nerull, and the cult of Kyuss have thus been deceived for a long, long time.

To sum up, for over three thousand years an elaborate and ritualized pantomime has been played out by the secret followers of Myrhiss, who are pretending to be the leaders of the hidden shrine of Kyuss within the Old Kerk. Their current leader, Tabanar (Ur-Flan for "Winter Jasmine"), is the last of the original followers of Myrhiss involved in creating the "Great Lie". She has played the role of the last Horned One of Kyuss in the Quaglands for millennia, attending the annual meeting of the

Horned Ones in Jor Russ as Oomkar Hus' servant, "Wormling".

Tabanar has, over many years, collected numerous relics of both Kyuss and Myrhiss. She has done this to control access to the relics needed to sanctify a new Grand Temple of the Old Kerk, so that nobody can reveal the "Great Lie" by attempting to use a relic to the wrong "hidden" god. These relics are catalogued in a tome she calls *Jasmine's Index*.

The "Great Lie" is maintained by the still active hidden cult of Myrhiss, who call themselves the Jasmine Index. Their primary aim is to maintain the great deception so that the followers of Nerull continue to follow the terms of the Pact of the Shrine Alliance – even though the Pact was broken within 2 years of the Alliance being formed. No one in Perrenland is a stronger supporter of the Pact than the Jasmine Index.

The original allies of the Jasmine Index, the cult of Vathris, all but disappeared when that god was killed and his cult crumbled into obscurity over two thousand years ago. As a result, the secret and the deception have been known and maintained solely by the Jasmine Index. The recent rebirth of Vathris as a vengeful god has reactivated his shrine within the Old Kerk, but their secret role in breaking the Pact is known only to Angvest the Blind, whose insanity prevents him effectively sharing the information with others (note: Angvest doesn't appear in this scenario).

Ironically, the current Old Kerk hierarchy do not know which god owns the hidden shrine. Shortly after the "destruction" of the cult of Myrhiss, the original co-conspirators of Vathris and the Jasmine Index persuaded the guilt-ridden leaders of the other shrines to swear an oath that the identity of the god of the hidden shrine must "forever be lost and remain unmentioned least the Pact be undone". As a result, the current leaders of the Old Kerk don't know the identity of the hidden god, and don't want the matter investigated. To them, keeping the secret is paramount in keeping the Pact. They are unwilling to see the secret revealed, even if the Heretics are justified, because it would lead to the end of the Pact, and thus the end of the limitations on the actions of the cult of Nerull within Perrenland.

Into this confused mess has been plunged Bertgris Udden, HetRechter (chief judge) of Perrenland and HetShoolmann (cardinal) of the shrine of Allitur. Bertgris has long been aware of the hidden shrines' existence through his position as HetShoolmann. More recently, he has been asked as HetRechter to determine if it is legal to exile the Heretics for demanding changes to the Old Kerk.

Bertgris is travelling to the island of Cli as one of the guards protecting Hanne and Karennie Weisspeer, who are in turn carrying the Cli Lyre. The brave and bold adventurers who now grace your game's table are also guarding Hanne and Karennie, and Bertgris will soon call on them for their assistance. As fate would have it, the festival of Cli is about to reveal who – or what – the Jasmine Index truly is to your brave adventurers.

ADVENTURE SUMMARY

The PCs have been chosen to guard Hanne, Karennie and the Cli Lyre as they travel to the Isle of Cli.

The adventure opens with the PCs aboard the ship the Lina Gersiten on their way to the Isle of Cli with Hanne, her entourage, and the other guards – Bertgris Udden and Karla Hussen (**Introduction**). The Voormann, Orgus Bildgear, is also aboard with his entourage is, going to Cli to attend the biennial festival of Cli. Such a tempting target is bound to attract the attentions of someone with ill intentions, and some flying minions of Drelnza attack the ship during the night looking for information and testing the defences surrounding Hanne (**Encounter 1**).

The ship arrives at Cli on the last day of the festival (**Encounter 2**). They are shown to their accommodations, where Hanne asks them to make arrangements to protect her, Karennie and Zella the maid during a visit to the carnival. She is determined to go and see at least three of the main attractions, as soon as she's had a bath.

The PCs get to sample aspects of the festival while escorting Hanne (**Encounter 3**). During the trip, there may be several potential opportunities for a pair of assassins to attack the PCs. Melesh and Molzon, are lurking to exploit any weakness in the PCs plans. They have been hired by Tabanar, the leader of the Jasmine Index, because she has learned through magic that the PCs are destined to discover the secret of the Jasmine Index. The assassins are to kill a PC and take the head to her, so that she can find out if the PCs already know the secret.

One way or another, the PCs find out that a hidden danger lurks within the College library and should go and investigate (**Encounter 4**). The library has a restricted reading section, and getting the key to the room may require crashing an informal party (**Encounter 5**). Even if they have the key, however, getting into the library is one thing, finding what they are looking for is another (**Encounter 6**).

If Melesh and Molzon are still at large, they are lurking in the restricted reading section waiting for their employer (Tabanar) to arrive so that they can either deliver a head to collect the bounty or to ask for more money due to the difficulty of the task.

After the combat the PCs can search through the books and tomes, finding little about the Jasmine Index. They do, however, discover a secret passage down to the elaborate set of catacombs that hold the remains of many generations of Kanzers, each whom have a "head stone" containing a portion of their knowledge.

Beneath the library, they find the halls of the Kanzers and realise that in fact they are all "Talking Heads" (**Encounter 7**). Discussions with one of these heads indirectly lead the PCs to a fight against Tabanar's guardian creatures (**Encounter 8**). One they are defeated, Tabanar admits defeat and admits them to her hidden lair (**Encounter 9**), where the PCs can finally learn the truth from and must make a decision. That decision may have consequences, both in the short term and for the future (**Conclusion**).

PREPARATION FOR PLAY

One aspect of this adventure is to give the PC an opportunity to gain the AR item, Fully Trusted. This involves gaining the full trust of Hanne Weisspeer. This AR item will be important in the concluding adventure of the Schwartzstadt Heresy plot arc. At various points seeming mundane aside encounters can attract points towards gaining this item. DMs need to keep a sheet to one side to record how many points the party get. They need four in total to gain the AR item. An opportunity also exists to gain this item regardless of how many points the PCs have managed to acquire. Do not tell them they are getting points, but the more points they have the friendlier and more open Hanne becomes.

The true Cli Lyre is also present at most times during this adventure. It is within Hanne's *bag of holding*, and at times the players may be changed with looking after it. Use this to heighten the risk of the enemy seeking to steal the bag, although this is not their goal in this adventure. The Lyre should not come out of the bag and no contingency has been made if it does. However it is the true Lyre and if it is taken from the bag it will yawn, and ask if they are at the isle yet, absorb the response, say "**Ah, yes wrong island**" and then go back to sleep.

Members of the Voice (Old Kerk metaorganization): PCs who are members of the Voice meta-org should be wearing their cloak of office. They gain a +4 bonus to interactions with other members of the Voice and the folk of Cli and pay no up-keep costs for the adventure.

Members of the Shool of Vathris (Old Kerk metaorganization): PCs who are members of the Shool (Shrine) of Vathris are highly revered on Cli, for reasons nobody can explain to them. The folk and the members of the College bow and defer to them with reverence. They gain the same benefits as a full member of the Voice on Cli.

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

INTRODUCTION

Give to Players; **Players Handout One**, get one of them to read this out loud to the others then read the following.

The Lina Gersiten was once a wreck locked in an iceberg. Now it is a fully restored and well appointed vessel. You know this because after a half day on board you have a working knowledge of the ship and its passengers.

The Lina Gersiten was placed at the disposal of the HetRechtters Bertgris Udden and Karla Hussen and yourselves. All of you have been tasked with escorting Hanne Weisspeer, her daughter Karennie, her maid Zella and the Cli Lyre to the Isle of Cli. Divination magic has revealed that Hanne and Karennie will be safe at Cli.

After your breakfast (a heroes feast), and before you boarded the ship, Bertgris and Karla both offered to give a platinum ring to one of your group. "If you wear this ring, we can help protect you from harm with a magic spell. You'll have to stay within about 60 feet of us once we cast the spell, or the magic will fail. If there's trouble, we'll guard Hanne's cabin while you go and investigate."

The spell Bertgris and Karla are referring to is *shield other*. In addition, they both cast *status* on the group (including Hanne and Karennie).

Once the PCs decide who gets the rings, read or paraphrase the following:

What was not expected, as you prepared to leave Schwartzbruin, was the late arrival of the Voormann and a small detachment of the Voormannsgardt. This attracted quite a bit of unwanted attention, and some rapid negotiations about who would stay in which cabin. It seems a very pale and drawn looking Bildgear has decided to take a break and go to the famous festival of Cli that occurs on the Isle in a few day's time.

With night descending, Bertgris has entered the galley and is preparing a second heroes feast for your and the ship's captain, while Karla has gone up to the Voormann's cabin to prepare a similar repast for him, his escort, Hanne and Karennie. A somewhat harassed-looking Voormannsgardt approaches you, and introduces himself as Engar Roodgersen. "So, have you worked out what your watch rotation will be? We'll be on guard in the Voormann's cabin – where will you be?" He seems worried and preoccupied.

Give the PCs the map of the Lina Gersiten (DM's Aid 3) so they can work out a system of watches and become familiar with the ship. They can ask questions of Engar, passengers, and the crew.

The following information is for free if the right person is asked the right question:

- The four cabins on the lower deck (locations 10) have been assigned to: Hanne, Karennie, and Zella; Bertgris; Karla; and the PCs.
- There are 3 Voormanngardt protecting the Voormann and a healer from the Old Ker.
- The Voormann is sick and suffers as the land suffers, that is how he is bound to the nation by his position. He needs some rest and relaxation – he is **not** to be disturbed.
- The Voormann's attending healer is Feom. She is a cleric of Pelor and wizard of the Den Zauber.
- The Voormanngardt rotate through four-hour watches: two on, one off during the day, one on, two off during the night.
- The Voormann has taken a cabin in the stern of the ship on the main deck (location 3). This cabin is warded with strong magical defences maintained by his entourage (with the assistance of Bertgris Udden and Karla Hussen).

- Engar permits the PCs to contribute to the outer defences of the cabin and surroundings (but not to enter the cabin) under his close supervision.
- Engar and the other Voormannsgardt discourage any PCs who try to study the wards protecting the Voormann's cabin. If the PCs ignore their request, the cabin has a strong aura of abjuration magic (from a *dimensional lock* spell).
- The crew is Captain Tilmann, First Mate Prost, Bosun Carroll and twenty one sailors: there are three eighth-hour watches per day, and each crew member does two watches in a row. The watch changes with the ringing of the ship's bell.
- The crew is happy for any competent PC (one who has ranks in Profession: Sailor) to help them with their duties. That PC receives a +2 bonus to any skill checks to keep the ship on an even keel during **Encounter 1**.
- The ship's weapon locker has one key, which is held by the Captain. There are enough long spears, battle axes, short swords and heavy crossbows in the locker to arm the crew and then some.
- The ship has no ballista or other large weapons, but is very fast and strong.

This information requires a DC 15 Gather Information check:

- The Voormann's healer, Feom, is also his current mistress.
- Hanne has been vomiting all morning. Her maid Zella says she does not travel well on ships.
- Bertgris and Karla had an argument soon after coming on board and are now not talking to each other – something about making copies of a map being a stupid and unnecessary risk. (Note the PCs cannot find these maps, no matter who they ask or what they do.)

TROUBLESHOOTING

The high-status NPCs (Hanne, Bildgear, Karla and Bertgris) are keeping very low profiles at this point and do not engage the PCs in conversation unless pressed. PCs who seek an audience via polite channels are politely refused. If the PCs do force them into a conversation they are not happy about it and give the PCs a curt reminder of their position and the meaning of protocol. In this situation, have the NPC give any answers they can but do not reveal anything about their opinions or the nature of the plot to the PCs. The PC(s) involved receive the **Undiplomatic** AR item.

DEVELOPMENT

Once the PCs have asked their questions and are generally satisfied with their preparations, move to the second of their watch rotations, position them and the NPCs on the ship (including Bosun Carroll and seven sailors on the main deck, quarterdeck and foscle) and ask them to roll initiative, for the Cult of the Fiend has come to make mischief! Go to **Encounter One**.

1: ATTACK IN THE NIGHT

The following creatures attack the ship as soon as night falls.

CREATURES

APL 4 (EL 6)

Sea Hags (2): hp 19 (each); MM 144.
Quasit: hp 13; MM 46.

APL 6 (EL 8)

Ogre Mage: hp 37; MM 200.
Sea Hags (2): hp 19 (each); MM 144.
Quasit: hp 13; MM 46.

APL 8 (EL 10)

Ogre Mage (3): hp 37 (each); MM 200.
Quasit: hp 13; MM 46.

APL 10 (EL 12)

Ogre Mage (2): hp 37 (each); MM 200.
Vrock (3): hp 115 (each); MM 48.
Quasit: hp 13; MM 46.

APL 12 (EL 14)

Vrock (3): hp 115 (each); MM 48.
Nalfeshnee: hp 175; MM 45.
Quasit: hp 13; MM 46.

Tactics

All the creatures except the quasit are a distraction, intended to lure defenders away from Bertgris' cabin so the quasit can steal the map. For that reason, they attempt to injure any sailors out in the open in the first round with their flashiest attack (*evil eye* and *horrific appearance* for the sea hags, *cone of cold* for the ogre mages, *feeblemind* for the nalfeshnee). The creatures attack in waves, trying to give the quasit enough time to get into Bertgris' cabin through the window, find the map and escape.

During the fight, one PC per round is the target of *greater scrying* spell cast by a follower of Drelnza (DC 22 Will save negates) who is keen to evaluate the effectiveness of Hanne's protectors.

APL 4: The sea hags climb up the side of the ship and attack. They stick it out until they are reduced below 5 hit-points, at which stage they flee and attempt to dive off the ship.

APL 6: The ogre mage flies in while invisible and uses his *cone of cold* on the bosun (and anyone nearby). While everyone is looking up, the hags climb up the side of the ship of attack. The ogre mage turns *invisible* in the second round, and then positions himself to effectively support the hags.

APL 8: The ogre mages approach while *invisible*. The first flies in and uses his *cone of cold* on the bosun (and anyone nearby), while the other two fly in while *invisible* and position themselves to best use their *cones of cold* in the second round. The first ogre mage turns *invisible* in the second round while the others use their *cones of cold*. The ogre mages continue

to use their *invisibility* and other spell-like abilities to best effect before entering melee.

APL 10: The ogre mages approach while *invisible*. The first flies in and uses his *cone of cold* on the bosun (and anyone nearby), while the other two fly in while *invisible* and position themselves to best use their *cones of cold* in the second round. In the second round, the *invisible* ogre mage waits for the first to turn *invisible* before using his *cone of cold* and turning visible, hoping to create an impression that a single ogre mage is teleporting around. The vrocks *teleport* above the ship at the start of the third round and use their *stunning screech* ability. They use their *mirror image* ability in the next round before closing to melee. The ogre mages continue to use their *invisibility* and other spell-like abilities to best effect before entering melee.

APL 12: The Nalfeshnee announces his arrival by flying to within 100ft above the ship and activating his *unholy aura*. He then uses *feeblemind* to try and take out any spellcaster that target him for the next two rounds, flying in or out of range as appropriate. The vrocks *teleport* above the ship at the start of the third round and use their *stunning screech* ability. They use their *mirror image* ability in the next round before closing to melee.

The Quasit: At all APLs, the quasit enters Bertgris' cabin through the window while invisible in the second round. It finds the map in his papers in the seventh round, and activates a word of recall contingency effect in the eighth round. Any PC entering Bertgris's cabin during that time may catch the quasit rifling through his papers: it attempts to flee immediately if spotted, using a *word of recall* to escape. If it is caught it is stubborn, mischievous and misleading – for example, it claims to work for Oomkar Hus.

NPCs: The PCs aren't the only defenders of the ship. All the sailors on the upper deck flee below decks in the first round except for Bosun Carroll, who stays at the ship's wheel. If the Bosun is unconscious or killed, the ship begins to roll in the swell as the wheel spins wildly: it takes a DC 15 Profession (sailor) check to stop the ship pitching wildly. If that occurs, the deck of the ship counts as a difficult surface that requires a DC 15 Balance check to move on.

The PCs begin the combat with the benefits of Bertgris' *heroes feast*, including 13 temporary hit points.

Bertgris and Karla emerge from their rooms in the first round and cast *true seeing*. If the opportunity presents itself in a later round, they cast *shield other* on the PC wearing their ring. Both are willing to cast other PHB cleric spells of 1st to 3rd level on the PCs if asked, but insist on keeping their higher level spells in reserve to guard the Voormann and Hanne if the PCs fail. However, if a PC is reduced to 5 hit points or less, they move within range and spontaneously convert their last 8th level spell into *mass cure serious wounds* for the PCs (they can each do this once).

Hanne remains in her cabin, but sings loudly and *inspires courage* in the first round (+2 morale bonus to attack and weapon damage rolls).

Feom casts *spectral hand* in the first round. She doesn't leave the Voormann's cabin during the fight, but casts either *cure light wounds* (maximum of 4) or *cure serious wounds* (maximum of 2) on any PCs brought within her line of sight during the fight.

Engar is on duty outside the door to the Voormann's cabin. He rescues any PC who has been incapacitated, taking them to Bertgris and Karla before returning to his station, but doesn't directly engage the enemy unless this is necessary to rescue the PC.

Bildgear remains in his cabin, as he is too sick to fight. He and his other guards wake up in the first round, and stay on the defensive until the battle ends. Anyone other than Engar entering the cabin is treated as a threat by the guards, who attack unless their attitude is change from *hostile* to *indifferent* or better.

The assistance of so many NPCs provides a -1 EL adjustment (already taken into account above).

CREATURES

Bertgris Udden: male human (flan) cleric (Allitur) 15; hp 108, 121 with heroes feast; (Sense Motive +25, prepared spells include raise dead (casts for free) x 2, greater dispel magic x 2, restoration x 3).

Karla Hussen: female human (flan) cleric (Allitur) 15; hp 93, 106 with heroes feast; (Intimidate +25, prepared spells include mass bulls strength, remove curse x 2, break enchantment x 2).

Hanne Weisspeer: female human (flan) bard 10/rogue 2.

Zella Weisspeer: female human (female) cleric (Berei) 7 (Heal +15).

Engar Roodgersen and other Voormannsgardt (2): male human (Oeridian) fighter 15; hp 124; DMG 117.

Feom: female human (Oeridian) cleric 3/wizard 3/mystic theurge 4.

If the fight goes for eight rounds, the remaining enemy break off the attack in the ninth round, as if hearing a distant call. They teleport, fly, or swim away as appropriate.

Note that the PCs do not receive the **Undiplomatic** AR penalty if they enter a cabin to check on the safety of a major NPC during the fight.

Treasure: The PCs can gain the following treasure here:

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

APL 6: Loot 15 gp (large chain shirt, large greatsword); Coin 0 gp; Magic 0 gp; Total 15 gp.

APL 8: Loot 45 gp (3 large chain shirts, 3 large greatswords); Coin 0 gp; Magic 0 gp; Total 45 gp.

APL 10: Loot 30 gp (2 large chain shirts, 2 large greatswords); Coin 0 gp; Magic 0 gp; Total 30 gp.

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

DEVELOPMENT

After the PCs have defeated the enemy, Bertgris discovers that his cabin and papers have been rifled through and some of them stolen. He is very upset, lamenting his stupidity for making a copy of the Lyre's map, and says the following to the PCs.

"I'm a fool. I had hoped, once we got to Cli, that I would have time to investigate the Jasmine Index affair. Now, however, the cult of the Fiend has knowledge I had hoped to keep from them. Karla will not forgive me for this – I must report what has happened to the Hetvoorshoolmann, and work out how this may change what happens to Hanne, Karennie, and the Lyre. Please excuse me."

Bertgris waits for the PCs to leave his cabin: if they don't leave straightaway, or try to ask him questions, he asks them more directly to leave. He won't talk further about the matter at this time, and refuses to be drawn into any conversation or to answer any questions.

TROUBLESHOOTING

If the PCs stopped the Quasit escaping with the map, they find a map of Lake Quag with an X marked upon it near the centre of the Lake among Bertgris' papers. When Bertgris arrives, he is very upset that his personal effects have been trashed but relieved that the map is still there. He burns the map straightaway, before saying the following to the PCs.

"I'm a fool. I had hoped, once we got to Cli, that I would have time to investigate the Jasmine Index affair. Now, it seems that the Cult of the Fiend has us marked. Karla will not forgive me for this – I must report what has happened to the Hetvoorshoolmann, and work out how this may change what happens to Hanne, Karennie, and the Lyre. Please excuse me."

Bertgris waits for the PCs to leave his cabin: if they don't leave straightaway, or try to ask him questions, he asks them more directly to leave. He won't talk further about the matter at this time, and refuses to be drawn into any conversation or to answer any questions.

When the PCs leave Bertgris' cabin, proceed to **Encounter 2**.

2: ARRIVAL AT CLI

The next few days of your journey are uneventful. Bertgris and Karla assist in healing the injured and raising the dead. Your journey takes a few days longer than expected because of strong head winds, and you reach Cli in the mid afternoon of the last day of the festival.

As expected, the docks of the township of Cli are quite busy during the festival of Cli. You can see that all sorts of goods are coming and going, as are a host of visitors and Bards of the Voice.

Refer to DM's Aid 4 for general information about the Isle of Cli.

Moving through the town to the fabled College of Cli where you will be staying, you see street hawkers and street musicians aplenty, already well into the swing of the festival. At one point, a group of about twenty priests of the Old Kerk stop while walking past your group and bow very low to Bertgris, who is obviously quite embarrassed.

Soon you arrive at the College and are greeted by the HetKanzer, Sofia Soraver. After some brief introductions she apologises, and explains. "I'm sorry I can't spend more time with you, but the special festival ball is being held tonight at the College and I have a lot of things to oversee. You're all welcome to attend, of course. Tarrant will show you to your guest suite."

Tarrant is a young and attractive student: he shows you to a large suite of rooms set aside for Hanne, Bertgris, Karla and yourselves to share. Bertgris and Karla retire to their rooms for prayer straightaway, but Hanne lingers. "I'd like take Karennie and Zella to see the carnival, after we've bathed and before sunset. Can you please make the necessary arrangements to ensure our safety while we're out?"

Sample response to some expected questions:

Sure, we'll find someone to be your escort. *"Actually, I thought you were our escort. Bertgris and Karla are busy, and you're the rest of our bodyguards. I might be able to look after myself, but there's Karennie to think of as well – her safety is very important!"*

Don't you want to get ready for the ball? *"Oh, yes! That's why I want to be back before it gets dark – so we'll have plenty of time to get changed, and for me to settle Karennie for bed."*

Well, what arrangements did you have in mind? *"I'd like to see a detailed plan of what we'll see – I'm sure there's a complementary map of the carnival attractions on the bulletin board out in the corridor."*

The PCs can get a copy of **Player's Handout 4** from the bulletin board. They can also ask Tarrant to fetch them a copy.

What would you like to attend? *"Oh, I'm not that fussed –something Karennie would like. And keep us away from dangerous places! Karennie's safety is very important."*

When the PCs are finished with questions, Hanne says:

"Oh, I almost forgot. Can one of you accompany me, Karennie and Zella to the bathing rooms? Someone has to look after the Lyre while we're in the water!"

At this stage all the PCs but one should develop the route and protection plan for Hanne's tour of the carnival using **Players' Handout 4**. Inform the players that there is probably only enough time to visit 3 attractions at the carnival before sunset.

The other PC should accompany Hanne to the bathing rooms. While the rest of the PCs are doing their planning, cover the side encounter with the PC at the bathing house.

THE BATHING HOUSE

The doors to the Baths burst open as you approach. Two youths in towels, a man and a woman, dash out and run past you down the corridor, giggling at each other and at you. They disappear around the bend and you hear a door slam. Hanne has a wry smile on her face, and winks at you. "Reminds me of my days here when I was a student." With a nostalgic sigh she indicates that you should check ahead for her.

The bathhouse is not a threat to anyone unless they happen to slip and knock their head. That said, there's no reason to let this PC off the hook.

A large mosaic tiled bathing pool of hot steaming water dominates the bathhouse. Benches line the side of this large room. The full extent of the room is difficult to gauge as the steam obscures your vision past perhaps 20 ft. You can see several people relaxing in a large wooden high-sided tub of bubbling water, murmuring among themselves. The main bathing pool down this end is empty. Hanne and her maid undress Karennie, and then themselves. What are you doing?

If the player asks, mixed communal bathing is perfectly normal in traditional Perrender culture: it is a long-standing Flan tradition that goes back thousands of years.

The PC could go and check out the rest of the bath-house: it is 50ft. by 100ft. in size and vision is obscured past 20ft. Get them to make Spot and Listen checks if they do. There is someone down the far end: they are harmless, but you can present them as a potential threat to heighten the PC's awareness.

The PC could check out the two men and two women in the spa. They are off duty UnterKanzers, and chatting about this and that, and stare with incredulity at the PC if approached. Play them like a group of headmasters (having a naked conference) that are interrupted by a snotty nosed pupil just as one of them is hitting the punch line of a joke he waited for an hour to finally get a chance to tell.

The PC could undress for a bath. When they start undressing, Hanne asks, ***Are you sure you can guard us effectively without your equipment?*** If the PC answers yes, Hanne and Zella don't object unless the PC is male, lecherous or sleazy, and has a natural Charisma of 13 or less (lecherous male PCs with a natural Charisma of 14 or more are tolerated because of their good looks – but they aren't getting lucky with Hanne or Zella). Use your discretion during this scene: Hanne and Zella aren't loose women, but they are quite free thinking, don't mind a glimpse of a fine looking man's body and are used to mixed communal bathing.

If the PC conduct is professional during this side encounter the party as a whole gets one point towards earning Hanne's full trust.

DEVELOPMENT

After a long soak, Hanne et al proceeds back to her rooms to get dressed for the fair and to hear the PCs' plan. Hanne looks for the following in the plan:

- A clear itinerary of what events they are seeing at the carnival.
- A mapped out route.
- A travel (party) order and defensive plan.
- An exit strategy from the fair in an emergency.

If all four of these are present she will be impressed and the PCs gain one point in earning her full trust (even if the party chooses to take her to "Lucky 6"). Once the plan has been presented proceed to **3: Carnival Chaos**.

3: CARNIVAL CHAOS

As you approach the carnival you can see that it is in full swing. Musicians, clowns and jesters walk among the crowd, who are busy looking at the various attractions.

At this stage proceed to the first of the attractions the PCs have planned for Hanne to see.

The carnival is a difficult but not impossible environment for the PCs to effectively protect Hanne and Karennie if they have not planned effectively. Each of the attractions of the carnival are detailed in **DM's Aid 5**, In addition, there are two types of trouble the PCs can encounter at the carnival.

- Trouble for Hanne and Karennie
- Assassins sent to kill the PCs by Tabanar.

The DM is encouraged to have at least one incident or distraction that potentially risks the safety of the PCs' wards. Some examples include:

- A fight between some of the carnival goers (commoners) that threatens to engulf the PCs' current location – PCs should look to get Hanne away from this situation or mediate the dispute themselves.
- A particularly handsome rascal named Brenten Morgenrood catches Hanne's eye, and seeing her interest he takes this as an invitation to join her company. Hanne lets the PCs talk for her and is impressed (gaining a point towards earning her full trust) if the PCs rebuff her admirer in a polite fashion rather than by threatening violence.
- A draft animal shies due to the crowd of gatherers and breaks loose, threatening innocents caught in its path. PCs must be wary of leaving their charge to deal with the situation.
- PCs find themselves victims of a skamteguler, who unleashes a series of insults at some of the PCs – if the PCs takes this in their stride and don't retaliate they earn a point towards earning Hanne's full trust.

If the PCs do not go to one of the three attractions where the assassins attack (see below) and you wish to have the assassins attack at the carnival, you can use your discretion as DM and have the assassins attack while the PCs are mopping up an incident or distraction after the third attraction they visit.

A pair of contracted assassins (Molzon, a Zern, and at APL 6-12, Melesh, a Yugoloth "Corruptor of Fate" and his lover) have been smuggled into Cli to carry out a contract on the PCs. The contract has been put out by Tabanar, who is trying to protect the "Great Lie" and has resorted to this low act in desperation. Tabanar has directed the assassins to capture one PC's head, intending to *speak with dead* and learn if

the PCs already know the secret of the Jasmine Index.

Melesh and Molzon are using their abilities and magic items to disguise themselves and mask their true appearance. They are also wearing two clown outfits, which match those worn by a number of other clowns at the carnival. These clowns look like the following:

Dressed in red and white baggy clown outfits with huge white golly-wog wigs' these jesters move throughout the crowd handing candies to the little children and performing various sleight of hand tricks and tumbling acts.

If the PCs get to see them as they really are (most likely in **Encounter 4**) they see the following.

Melesh: *A corpulent creature with sickly yellow skin wearing black studded leather armed with short sword and shortbow.*

Molzon: *A tall lanky humanoid watches you warily, its body is covered in ropy muscles, and it has short tentacles where hair would be. It carries a short sword.*

Tell any PC within 30 ft. (60 ft. if the PC has scent) of Melesh after she attacks: *The fetid smell of brimstone fills your nostrils.* The smell gets stronger the closer the PC gets to Melesh, but only activates when she first attacks.

Tell any PC who is attacked in melee by Melesh: You can hear the faint sound of rolling dice in your head as it attacks.

Molzon and Melesh attack if any of the following conditions are met:

- The PCs go to attraction 2, Brews and Ales.
- The PCs go to attraction 5, the Archery Competition.
- The PCs go to attraction 8, "Lucky 6".
- You use your discretion as DM and have them attack while the PCs are mopping up an incident or distraction involving Hanne and Karennie.

If the attack happens at an attraction, let the PCs experience the attraction before you spring the attack. Likewise, if you're having them attack after an incident, have that incident happen after the PCs have visited three attractions.

CREATURES

APL 4 (EL 6)

Melesh: male Zern; hp 68; *Appendix 1.* The Zern can also be found in *Monster Manual IV.*

APL 6 (EL 8)

Melesh: female Yugoloth; hp 52; *Appendix 1.*

Molzon: male Zern; hp 68; *Appendix 1.* The Zern can also be found in *Monster Manual IV.*

APL 8 (EL 10)

Melesh: female Yugoloth, Corruptor of Fate, rogue 2; hp 66; *Appendix 1.* This yugoloth can also be found under Corruptor of Fate in *Monster Manual IV.*

Molzon: male Zern, rogue 2; hp 84; *Appendix 1.* The Zern can also be found in *Monster Manual IV.*

APL 10 (EL 12)

Melesh: female Yugoloth, Corruptor of Fate, rogue 4; hp 91; *Appendix 1.* This yugoloth can also be found under Corruptor of Fate in *Monster Manual IV.*

Molzon: male Zern, rogue 4; hp 100; *Appendix 1.* The Zern can also be found in *Monster Manual IV.*

APL 12 (EL 14)

Melesh: female Yugoloth, Corruptor of Fate, rogue 6; hp 107; *Appendix 1.* This yugoloth can also be found under Corruptor of Fate in *Monster Manual IV.*

Molzon: male Zern, rogue 6; hp 116; *Appendix 1.* The Zern can also be found in *Monster Manual IV.*

Tactics

Molzon and Melesh use their abilities and magic items to disguise themselves until they are optimally placed to attack. With the exception of a combat in the "Lucky 6", there are at least three clowns visible to the PCs when they attack – the two of them plus one innocent NPC.

Their contract specifies that they must take the head of the PC they kill and return it to their base of operations in Vroed library. As a consequence, taking a single PC head is their primary goal: note it takes a full round action to perform a coup de grace and decapitate a helpless or dead PC.

Both are professionals, and as such avoid targeting bystanders because "it's bad for business". For this reason, they do not attack Hanne, Karennie, or Zella.

Melesh's gaze attack can affect Molzon, although give Molzon a +2 circumstance bonus to avoid her gaze if they get within 30ft of each other.

If necessary for a plan to work, Molzon removes the clown disguise and take on the form of a human. Molzon can also take on the appearance of a PC to get really close, especially within the "Lucky 6".

Molzon uses his warping energy attack from range to soften up targets first. It emits no noise and is undetectable except for the effects it produces on its target. This could be quite lethal so use it carefully allowing the PCs to make Spot checks against his Perform check to spot "that clown acting funny".

Melesh and Molzon are neither suicidal nor fanatical; regardless of any of their set plans they attempt to escape if one of them drops to below 10 hit points, assisting each other to do so if necessary. They drink their *potions of cure serious wounds* before **Encounter 5**.

If they take down a PC and collect their head they break off the engagement and flee to collect payment of their contract. If a PC's head isn't recovered in this encounter, that PC gains the **Soul Torn** AR item, and cannot be raised from the dead until after their head is recovered.

Attack at "Brews and Ales": Melesh and/or Molzon do not risk a full confrontation at this stage, and attack only if a PC separates themselves from the party by more than 60 ft. They target this PC from range, and try to get the head if they take the PC down. If two other PCs from the party manage to get within 30ft of the PC under attack they will break off and flee.

They do not risk an attack of opportunity to perform a coup de grace here, and instead break off and attempt to escape.

Attack at the "Archery Competition": Melesh and Molzon use the crowd and the fact that the people participating in the competition have bows to launch a surprise ranged attack (from 100ft) and try to split the party. They concentrate fire and aim to take down one PC first: Melesh attacks at range in the surprise round before closing in to melee. If they drop a PC, Molzon deliberately reveals himself as an attacker by using his warping energy attack, then tries to lure as many of the party away from the downed PC by running away: he changes form to gain speed or changes appearance to blend in with the crowd, as appropriate. Meanwhile, Melesh attempt to close with the remaining PCs, looking for an opportunity to take a head to collect on the bounty.

They risk an attack of opportunity to perform a coup de grace here. If the PCs do not take the "chase me" bait, Melesh breaks off and attempts to escape, telepathically informing Molzon that they should flee.

Attack at the "Lucky 6": Going to the "Lucky Six is unwise, it is the most crowded and seedy environment at the carnival and no place to take Hanne and her child. In fact, Hanne refuses to enter, but allows any of the PCs who want to enter to do so. She, Karennie and Zella wait outside for them along with any PCs who decide to stay guard. Individual PCs are then at the mercy of their poor decision.

Given Hanne's negative reaction PCs can abort visiting this attraction and change their plan and visit another instead without penalty. If, however, a PC does decide to enter "Lucky 6" the party loses one "Fully Trusted" point with Hanne.

In the "Lucky 6" PCs should have a difficult time sticking together, and any PC who sits down to play is considered a distracted observer for Spot and Listen checks. There is only one spot available at a

table at any one time, and other patrons push through any formation the PCs have adopted to try and stay together: roll 1d6 x 5 ft. to determine how far apart they have drifted once they start playing at the tables.

Melesh and/or Molzon are lurking looking for the right opportunity to strike. Molzon takes on the appearance of one of the PCs to try and work his way in close to another PC, while Melesh tries to get closer to the target PC in readiness for a sneak attack. Note they are not in their clown outfits in here, but will adopt other guises.

They risk an attack of opportunity to perform a coup de grace here, and do not flee unless the combat goes against them.

Crowd Control In General: For the most part the crowd is being oblivious to what is going on, as it is hectic and noisy. It takes two rounds for folk within 60ft. to begin to react to any outbreak of violence, except that the crowd shies away from Melesh as soon as she attacks and begins smelling of brimstone, creating at least a 10ft. space around her most of the time. At the start of round three the crowd begins to react strongly: they scream, flee, panic or drop prone or unconscious from Melesh's corrupting gaze affect, (assume 1 in 2 members of the crowd are affected by it).

At the start of any attack, every 5ft. square not occupied by either a PC, an enemy, furniture or a wall is occupied by an innocent bystander. At the start of the third round of any obvious combat, remove about half of the innocent bystanders so that every second 5ft. square is occupied. At the start of round four, remove about half of the remaining bystanders; at the start of round five, remove all remaining conscious and standing bystanders, but leave a few unconscious/prone/cowering bystanders on the battle board.

If PCs accidentally kill an innocent bystander they gain the "Kopprijs" item on the AR. The bystanders have 14 hit points, don't die until -10 hit points, and can be stabilized.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 0 gp; Magic 630 gp; *Bag of Holding Type 2* (417 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp); Total 630 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 1902 gp; *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp), *Short sword +2* (693 gp), *Studded leather +2* (348 gp); Total 1902 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 2854 gp; *Buckler +1* (97 gp), *Brooch of Shielding* (125 gp) *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp), *Ring of protection +2* (667 gp), *Short sword +2* (693 gp), *Studded leather +2* (348 gp); Total 2854 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 5921 gp; *Buckler +1* (2 @ 97 gp each), *Brooch of Shielding* (125 gp), *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp), *Ring of*

protection +2 (667 gp), Short sword +2 (693 gp), Short sword of wounding +2 (2667 gp), Slippers of Spider Climbing (400 gp) Studded leather +2 (348 gp); Total 5921 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 6833 gp; Buckler +1 (2 @ 97 gp each), Composite shortbow +2 (+3 Str) (711 gp), Hat of Disguise (150 gp), Ring of minor spell storing (1500 gp), Ring of protection +2 (667 gp), Short sword +2 (693 gp), Short sword of wounding +2 (2667 gp) Studded leather +2 (348 gp); Total 6833 gp.

DEVELOPMENT

If the PCs weren't attacked, they visit three attractions with Hanne, Karennie and Zella, who want to return to their rooms when the sun sets. Give the PCs one "Fully Trusted" point with Hanne, and proceed to **Encounter 4**.

If the PCs were attacked and they killed or captured Molzon and/or Melesh, they find a key on the body. Otherwise, the PCs find a key that seems to have been dropped by one of the assassins (this is a genuine mistake – a twist of fate). This key is a large silvered key of masterwork quality in the shape of a star. A DC 20 Knowledge (local) or Bardic Knowledge check allows the PC to recognise the key as one of the seven keys to Vroed Library (one for each of the six Kanzers of the Library, plus one for the HetKanzers): members of the Voice receive a +5 circumstance bonus to the check.

Hanne automatically succeeds as the required skill check if shown the key, and recommends that the PCs investigate on the quiet. She knows all the information about the key available to the college staff in **Encounter 4**.

If the PCs manage to capture either Melesh or Molzon and successfully change their attitude from hostile to friendly, they freely and somewhat gloatingly admit to being contracted killers, guilty of numerous murders, who were hired by an unknown third party to collect the head of any one of the PCs. If asked about the key, they claim they got it from one of their numerous contacts because *it's always useful to have access to places to hide*.

If their attitude is helpful, they add that the third party's agent was going to meet them in the restricted reading section of the famed college library at an hour after sunset tonight, and admit that they were sent the key by the third party who hired them.

If either Melesh or Molzon are still alive at the end of **Encounter 3**, they attack the PCs in **Encounter 6**.

After the attack, Hanne wants to return to their rooms immediately. Proceed to **Encounter 4**.

TROUBLESHOOTING

PCs who have a well developed plan and exit strategy may avoid the worst of this encounter if they are particularly clever, even if they have made a bad decision as to what locations to visit. That is fine: Melesh and Molzon learn from this, and have a better idea of what PCs can do what. They plan a more careful attack in **Encounter 3**.

4: INVESTIGATIONS

The excitement of the afternoon has left Hanne feeling exhausted: she has retired for a rest before the commencement of the ball two hours after sunset. It is now dark, and Bertgris has emerged from his prayers. "Well, it's about time for you to be getting ready for the ball, don't you think? Only two hours to go!"

Sample responses to some expected questions:

We found this key. Any idea what's up? *"Isn't that a key to Vroed Library? I thought only the HetKanzers and the senior librarians had a copy of that key. Where did you get it?"*

Some assassins tried to kill us, and one of them had/dropped it. *"They were after Hanne, then?"*

Didn't seem to be – they left her alone and went after us. *"That's perplexing – I guess there must be something else going on."*

They killed [PC] – can you bring him back to life? *"I'm sorry, but without the head, I can't bring him back to life until tomorrow. I can cast raise dead, but that won't work without the head – I'll prepare resurrection when I pray tomorrow morning."*

Any idea why they're using the library? *"No idea – I was going to go there myself tomorrow, and start doing my research into the Jasmine Index."*

Can you keep an eye on Hanne for the next couple of hours while we do some investigating? *"Of course – it was good of you to guard her while Karla and I prayed. We'll stand watch for the rest of the evening, if needed. But don't go breaking the law! I am a HetRechter, after all."*

INVESTIGATING THE KEY

There are many way for the PCs to investigate the key. Below are some of the common ones. Improvise if they come up with something different or original. Bertgris and Karla will keep a watchful eye on Hanne and the others for the next few hours, allowing all of the (living) PCs to participate in the investigation.

Ask a member of the College staff:

- They know instantly that it is one of the keys for the Vroed Library.
- The key are only issued to the Kanzers of the Library.
- There are five Kanzers plus the UnterKanzers of the Library and the HetKanzers of the College (seven keys in total).
- Two of the library Kanzers are with the Auszug troops blockading Kir-Russ – they last sent word of their activities a month ago.

- None of the library Kanzers has reported missing their key.
- Each Kanzer, UnterKanzer or the HetKanzer still at the College can display their own key if asked, but this would require changing their attitude from *indifferent* to *helpful* or a brilliant sneak and peek plan.
- PCs showing College staff the key will be asked to explain where they got the key from, and must change the NPC's attitude from *indifferent* to *friendly* to avoid being forced to either hand the key back or risk the NPC telling someone more senior in authority what is going on.
- No one can find out who owns this key.

Ask Karla:

- Karla doesn't know what the key is, and recommends they ask Hanne, as she is a member of the Voice and a Kanzer of the College.

Research the key at the Vroed library:

- When the PC arrive at the library they find it is closed for the ball, a brief note proclaiming such.
- Below the note is an elaborate star shaped key hole.
- They can determine that only seven such keys are in existence.

Gather Information at the college or town about the key:

- DC 10: ***Why not check around the college? Somebody probably knows something.***
- DC 20: ***The Vroed library may be the best place to for the origins of such an unusual key.***

Use divination magic, such as *divination* or *legend lore*:

- This is a key to the Vroed library.

VROED LIBRARY FACTS

Below are some common and not so common facts and gossip about the Vroed Library.

Information for free if the right person is asked the right question, or if a PC succeeds at a DC 10 Bardic Knowledge or Knowledge (local – Iuz's Border States) check:

- The Vroed library at Cli is one of the most renowned centers of knowledge and learning in this part of the Flanaess.
- The Vroed library is connected to the College via two covered walkways, both proving entrance to the large public reading room.
- The Vroed library will be closed tonight – the only night that it is ever closed – as all the Kanzers will be at the ball.

Information for free if the right person is asked the right question, or if a PC succeeds at a DC 15 Bardic

Knowledge or Knowledge (local – Iuz's Border States) check:

- The Vroed library has a restricted reading room that only the UnterKanzer of the library has a key for.
- The UnterKanzer of the Vroed library is known to drink heavily at college functions, his name is Garal Yrgen.

Information for free if the right person is asked the right question, or if a PC succeeds at a DC 15 Bardic Knowledge or Knowledge (local – Iuz's Border States) check:

- The Vroed library's restricted reading room is magically protected and alarmed.
- Garal Yrgen generally starts drinking well before college functions begin with pre-dinner drinks in his rooms.

Information for free if the right person is asked the right question, or if a PC succeeds at a DC 20 Bardic Knowledge or Knowledge (history) check:

- The Vroed library was rebuilt atop the remains of the original library that was destroyed by storm around 360 CY.

DEVELOPMENT

The PCs have both a location to investigate and a key to the public reading room. They do not yet have a way to gain easy access to the restricted reading room, and may not even possess the knowledge that the restricted reading room exists.

If the PCs go to the Vroed Library, proceed to **Encounter 6**. If the PCs decide to try and get the key to the restricted reading room off UnterKanzer Garal Yrgen, proceed to **Encounter 5**.

5: PARTY IN GARAL'S ROOM

Garal Yrgen is in his extensive private rooms hosting a loud and boisterous pre-ball party for a number of college staff and some out of town friends. Both he and his guests seem quite intoxicated. He looks blearily in your direction and asks, "Hey, do I know youse guys? Hey, I know youse guys! Youse my friends! Come on in, the keg's over by the hat stand."

Everyone here is thoroughly plastered. PCs that present themselves well and behave in a fashionable manner will have no trouble bluffing their way into the party and into Garal's presence. The party goers are interested in any talk about art, music, history, politics, and so on: half are strongly self opinionated and the other half listen to the first half with open rapture for their demonstrations of knowledgeable verbosity.

Garal has the key in his left coat pocket. Any well conceived plan to get the key off him (sleight of hand, a pretty girl, a *prestidigitation* spell, bluffing him into taking off his coat because it's so hot in here) should be allowed to succeed. Depending on your time constraints play this out as you see fit, but don't allow it to descend into conflict, magical beguilement or injury.

CREATURES

Garal Yrgen, UnterKanzer of the Library of Cli (intoxicated): male human (flan) bard 9 (Listen +4, Sense Motive +4, Spot +4, all include -5 circumstance penalty for being drunk).

Intoxicated Party Goers (20): male and female human/half-elf/halfling/gnome bards (Listen +7 or less, Sense Motive +7 or less, Spot +7 or less, all include -5 circumstance penalty for being drunk).

DEVELOPMENT

Once the PCs have obtained the key to the restricted reading room, proceed to **Encounter 6**.

6: VROED LIBRARY

It is surprisingly easy to gain entrance into the Vroed Library: everyone is far too busy getting ready for the ball to notice you.

Once inside the library you can see that it is a large building. A cursory search reveals several reading and working rooms, as well as a locked door with a sign above it that reads, "RESTRICTED READING".

The common reading rooms have nothing about the Jasmine Index. However, PCs looking for information about the island in the middle of the lake can find a host of myths surrounding this research topic and can gain the following information with a DC 15 Knowledge (history) or Bardic Knowledge check.

- The legend of an island in the centre of the lake predates the formation of the Old Kerk
- The island was associated with fertility and renewal but was in the very oldest of days the place where the dead were interned to keep them from harm.
- Something happened in the past that hid the island from the folk and from further knowledge.
- Journeys to the centre of the lake are avoided as it is a perilous place that few ships return from.
- All septes of the Meerijder clan called this island the "Hollow Place".
- The Kershane Elves knew of the island and would at times venture to it on the Crimson Ship.

If they haven't already done so, PCs can attempt skill checks to know about the restricted reading room (see **Encounter 4** for details). It is not too late for them to attempt to get the key from Garal Yrgen (see **Encounter 5**).

There are no magical auras on the door, but a DC 28 Search check discovers traces of diamond dust on the door frame. (the material components of two *glyphs of warding* that have been disabled by Tabanar to allow Melesh and Molzon to gain entry for their rendezvous with her.

The door is locked and requires a DC 25 Open Lock check to unlock without Garal's key. Once the PCs open the door, draw up the battle board using the map for **Encounter 6** in *DM's Aid 6*, then read:

This 35 x 40ft. room is very well appointed, with a vaulted ceiling some 20ft. above your heads. Towards the back of the room is a 10 foot Long reading table with four chairs. Lining the walls and on free standing shelves are a large number of books, tomes, scrolls, maps, stone artifacts, pieces of pottery and other items, all stacked in two layers.

CREATURES

If Melesh and/or Molzon are still alive and at liberty, they are here waiting for Tabanar. They attempt to hide as soon as they hear the PCs at the door, and attack the PCs as soon as they are discovered. They are effectively trapped and thus are far more aggressive than before, doing everything they can to get through the door and escape. Use a modified version of the tactics presented for them in **Encounter 3**.

If they have attacked the PCs before, they have a better idea of who can do what. They target the PC who caused them the most trouble in the first attack.

DEVELOPMENT

After dealing with Melesh and/or Molzon, if they are present, the PCs can search the room for clues.

They can gain the following information about the Jasmine Index with a DC 25 Knowledge (history) or Bardic Knowledge check.

- According to the card catalogue, there is a book called *The Jasmine Index* in the restricted reading room. It is in an old book with a swirl of jasmine vine and flowers on the binding.
- PCs that pull this book out open the secret door to the vaults below.

They can gain the following information about the island in the middle of the lake with a DC 30 Knowledge (history) or Bardic Knowledge check.

- The island became shrouded in mist, fog and mystery at about the same time as the creation of the Shrine Alliance (Old Kerk), 3200 years ago.

I.

If the PCs search for secret doors and succeed on a DC 25 Search check, they find a secret door located on the back wall of the restricted reading room. Pulling out a book called “*Ur-Flan Mosaic’s of the Ner Graf era*” opens this door, it has a swirl of jasmine vine and flowers on the binding.

The book contains hand drawn pictures of various ancient Ur-Flan mosaics that depict death, sacrifice blended with harvest and plenty.

If the assassins took a PC’s head, the other PCs can recover it and take it back to Bertgris so he can cast *raise dead* on the PC.

When the PCs go through the secret door, proceed to **Encounter 7**.

TROUBLESHOOTING

If the PCs are clueless (and Melesh and Molzon have been taken care of), the secret door opens with a click. It is time for the assassins to descend and meet their employer, Tabanar.

7: HEAD COUNT

The catacombs below the library are quite well kept and made of well crafted stone.

Get the party to sort out their party order. PCs can use magic, skills, and so on to move forward carefully.

As you progress further in to the complex you begin to notice a number of empty wall niches, one about every five feet, they are about 2 x 2ft. As you approach the first cross-passage, a voice suddenly calls out in broad highland Stamtal. “So, what do we have here then?”

A DC 20 Spot check reveals that the niches on the far side of the cross-passage are not empty, and instead each contains a preserved mummified head. There are several hundred of them within the next few hundred feet of catacombs. One of these heads has called out: if the PCs spot the head it can be clearly seen to speak when it says: “What are you doing here?”

If the PCs don’t spot the head it says, *Are you deaf or something?* and the PCs spot it automatically at this point.

This area is the tomb site of a host of past Kanzers of the college. There are several hundred magically preserved mummified heads (kondkaynen) down here: some are happy to talk, others are not. The PCs will not really get a chance to talk to any of them other than the first one as, he triggers **Encounter 8** as soon as they try to proceed past him.

The heads of the Kanzers in general only remember their most famous deed, which in most cases is the composition of a song, poem or saga. They are quite literally a storehouse of oral tradition for the Voice.

The head that challenged the PCs is a little different from the other heads as he is also keyed to warn Tabanar if someone is approaching and to activate the Gloom unless ordered otherwise. He also has the capacity to remember more than the others.

Whatever the PCs say to him, he responds, *“You should not be here, you know, what are you looking for?”*

To which all the heads in the area reply,

“Don’t talk to them, you Hooglander fool! you will join the gloom with them.”

Sample responses to some expected questions:

Note that this head knows a few things, but only the queries listed below draw insightful responses. Other queries simply draw a response like “*I see*”, “*I can’t remember*” or “*I don’t understand*”.

We are looking for the Jasmine Index. *“Then you should leave immediately before the Gloom*

arrives." *All the other heads cry in unison, "That's done it!"*

What is the Gloom? *"The Gloom is woe and despair combined, and if you have any sense about you then flee, flee now."*

Who are you? *"I, like all of the heads here, am one of the past Kanzers of the college of Cli. We keep a vigil here and share our knowledge with the present HetKanzers, whom I note you are not."*

"I am Jrigon Hus, I was HetKanzers of the College in the decade after the Rain of Colorless Fire, I am the author of the Ballad of the Exiles, and I am the watcher of the passage. It is my job to warn intruders away and to give warning to Wormling, I am also the trigger that summons the Gloom... I am sorry, you seem like nice honest folk to me, you still have a chance if you flee now."

DC 15 Knowledge (local – Iuz's Border States) or Bardic Knowledge to know that the Ballad of the Exiles is a very famous song written about 1200 years ago about the arrival of the first Oeridians east of the Yatils. It mentions the granting of land to them by the Quaglands Hierophant to found Exag.

What is the Ballad of the Exiles? *"It is my major and most famous piece, it tells of the arrival of the Morgans and the founding of Exag. I would sing it for you, but alas there is not enough time and the Gloom will shortly be here."*

Who/what is wyrmling? *"Not W.Y.R.M.L.I.N.G./ W.O.R.M.L.I.N.G, and you need not worry as you will never get to meet her as the gloom is coming."*

Who is Wormling? *"You need not worry as you will never get to meet her as the gloom is coming."*

What is the Jasmine Index? *"Why it is the greatest act that has ever been played out upon the stage of the College."*

Act, Play? *"Yes, it is the "Great Lie", also known as Safia's dance, a beautiful piece of music and dance accompanied with the Lyre."*

Lyre? You mean the Cli Lyre? *"Yes of course the Cli Lyre! There are many, but Safia was given a true Lyre. Once it belonged to me, but as with all such instruments it passed on. Safia willingly suffered the long embrace for the great lie." The other heads speak in unison, with real fear in their voices: "You are going to lose you head for that, Jrigon."*

Long Embrace? *"Unlife – anathema to her but it was necessary for the survival of the Index."*

DEVELOPMENT

Once the list of questions has been exhausted, it is obvious that the PCs don't know what else to ask, or the PCs attempt to move down one of the three corridors:

The head's mouth suddenly forms a silent O, and it says in a coarse whisper; "the gloom has come." At this point all of the heads begin singing a lament, a common one in Perrenland – one sung at the funerals of fallen heroes.

Go to Encounter 8.

8: GLOOM

Some of the PCs may have taken the time to prepare for the arrival of the Gloom. If so let them set up the battle matt using the map in DM's Aid 6, allow them to make their dispositions, and give them one round for buffing for each question they successfully got the head to answer in Encounter 7. Then roll initiative. Then read the following.

DM's note: There is one Gloom Golem at APLs 4 and 6 so modify the following text as required.

A portal to some twisted wasteland opens up before you, and through the portal strides two horrific looking creatures. These misshapen ogre-like brutes have taut flesh with a claylike texture. Howls of pain issue from a gaping orifice where their faces should be. Tormented visages press out from beneath their membranous skin, as though other creatures trapped inside them were clamoring for release. As they arrive, the heads of the Catacombs begin to scream in torment, and the portal behind them closes.

CREATURES

Gloom Golems are evil extraplanar constructs that drain Charisma from their victims until they fall into a coma, at which point they coup de grace them and remove from them their lives. The Gloom Golems in this encounter have been gated from the depths of Hades to protect Tabanar. They remain for 17 rounds before disappearing. At APLs 6-12, the Gloom Golem(s) have a +2 profane bonus to attack, damage and saving throws, and this enhancement has been included in their stat blocks. This enhancement provides a +1 EL adjustment (already taken into account).

A *silence* spell has no effect on the creature's howls or its *crushing despair* ability.

APL 4 (EL 6)

Gloom Golem: hp 74; *Appendix 1*. The Gloom appears in *Monster Manual III*.

APL 6 (EL 8)

Gloom Golem, Enhanced: hp 74; *Appendix 1*. The Gloom appears in *Monster Manual III*.

APL 8 (EL 10)

Gloom Golems, Enhanced (2): hp 74 (each); *Appendix 1*. The Gloom appears in *Monster Manual III*.

APL 10 (EL 12)

Gloom Golems, Advanced and Enhanced (2): hp 88 (each); *Appendix 1*. The Gloom appears in *Monster Manual III*.

APL 12 (EL 14)

Gloom Golems, Advanced and Enhanced (2): hp 102 (each); *Appendix 1*. The Gloom appears in *Monster Manual III*.

Tactics

Position the creatures next to each other in the most tactically advantageous position to attack the PCs, as the head has determined where the *gated* creature(s) should arrive. Note that spells like *banishment* and *dismissal* have no effect on these creatures because of their immunity to magic (both spells allow spell resistance).

The creature(s) concentrate on one PC at a time, stopping to make a full round coup de grace if the PC drops from Charisma drain before moving onto the next one.

Treasure: The creatures have no treasure: their spiked chains return to Hades with their corpses after 17 rounds have elapsed.

TROUBLESHOOTING

If all of the PCs are killed, Bertgris Udden comes searching for them the next day, rescues their bodies, and raises them from the dead. He also talks with Tabanar and learns the secret of the "Great Lie": proceed to the **Conclusion**.

DEVELOPMENT

Once the Golem(s) are defeated, Tabanar decides to admit defeat, and opens the secret door to her room. Go to **Encounter 9**.

9: THE GREAT LIE REVEALED

With the defeat of the creatures, a hidden door opens, revealing a large, well lit room. The heads have all fallen silent, and a soft feminine voice from inside the room says, "So you have defeated everything I have put in your path. <Sigh> I have nothing left to stop you now except my words, so you had better come in so that I can try and convince you instead." You hear someone begin to play a lyre.

When the PCs enter:

It is a plush and ornate room, set up like the living room of a very rich noble. Reclining on a divan is a beautiful looking woman in her mid thirties, dressed in white flowing robes and plucking at a Lyre. The room smells of jasmine blossom.

CREATURES

This is Tabanar, also known as "the Wormling". She is the leader of the Jasmine Index, and has lived for over 3000 years by using an artifact that protects her from the effects of aging, keeping her forever young. Tabanar's divination magic warned her a few days ago that the PCs would find out about the secret of the Jasmine Index, and in a moment of weakness she ordered their assassination. Tabanar feels guilty about that evil act, and the PCs' success in reaching her room has convinced her that it their destiny to know about the Jasmine Index. She speaks the truth throughout her meeting with the PCs, doesn't provoke conflict, and tries to talk the PCs down if attacked.

Tabanar, the Wormling: female human (flan) cleric 12 (Myrthiss); hp 62; AL NG.

Note that the PCs receive no XP for fighting or defeating Tabanar, as she is a good-aligned person who doesn't initiate combat.

Sample responses to some expected questions:

Who are you? What are you? Are you the Wormling?
"My true name is Tabanar Vos, which in Ur-Flan is the name for the winter Jasmine that flowers near my old home in the mountains near Kortheim in Quagslfudt. So some call me Jasmine as well, although to the Nergraf Oomkar Hus I am "The Wormling" and he considers me to be one of his senior servants."

Why did you send assassins to kill us? *"I am sorry for doing that – I feared you would ruin all I had strived for these long years. A few days ago, a divination warned me that, "The guards of the Voormann's daughter will learn the secret of the Great Lie." I hired the assassins to bring me one of your heads, so that I could question you and find out if you already knew the secret. I see now that it was your destiny to learn the "Great Lie", and I am sorry for what I did to you."*

What do you mean, “senior servant of Oomkar Hus”? What is the “Great Lie” that’s the secret of the Jasmine Index? *“This is a long and confusing story, but if you are willing to listen I will tell it to you.”*

Give the PCs **Players’ Handout 2: The Story of the Jasmine Index**.

I don’t understand – what does it all mean? *“It means the Pact that binds the followers of Nerull to stay their hand within Perrenland was broken by the followers of Vathris over 3000 years ago, and we followers of Myrhiss have strived to hide this fact ever since for the greater good. That is the “Great Lie.”*

Who else knows the secret? *“The HetKanzer knows, as do other senior members of the Voice. Also, some, but not all, followers of Myrhiss in the Quaglands are members of the Jasmine Index.”*

What are you, some sort of undead? *“No, though I use powerful magics to pretend to be whenever I meet with the followers of Nerull or Kyuss. I have lived a long, long time thanks to the power of an artifact given to me by the followers of Vathris when I was young.”*

The PCs may have more questions: answer them as best you can from the material provided.

Development: Tabanar tries to convince the PCs to keep the secret of the Jasmine Index to themselves. To reveal the secret would undo the pact with Nerull and potentially destroy the nation of Perrenland.

“Let us not pretend that we are friends, as that is a lie. I have been trying to kill you in order to guarantee your silence, and you would be in your rights to be justly angry with me. Yet is it possible that we can be allies? You must understand that if you leave this place and tell of what you know, the Pact will be broken. Oomkar Hus may choose not to act upon this straightaway, but he will be free at any point to conclude the Pact and regroup and grow the power of Nerull within the Quaglands. Also, the few remaining followers of Kyuss will learn that they are not in control of their own cult, and break away from our control. This will release even more evil. Finally, you will reveal that the Voice has harboured the cult of Myrhiss in secret – this could have dire consequences.

I beseech you, therefore, to join us, and become a “Keeper of the Great Lie”. Will you swear to keep our secret?

Give the PCs an opportunity to discuss the situation among themselves, and then see if they swear an oath to keep the secret. Any PC who swears gains the **Keeper of the Secret** AR item.

If all the PCs swear the oath:

Thank you – I am grateful. Can you please bring Bertgris Udden to me so that I can explain to him the truth of these matters?”

If any of the PCs refuse to swear:

“Very well. I do not wish to witness the demise of all we have suffered to maintain. Perhaps this will convince you of my good faith.” Walking over to you, she picks up an ornate glass figurine and places it on the table before you. The figurine is a lifelike rendition of a very old woman, bent double with the burden of her advancing years.

Place a figurine on the table: the first PC who picks it up becomes its owner and will receive the **Tabanar’s Figurine** AR item unless they pass it on to another PC or NPC before the end of this adventure.

“This figurine contains all the years of my life – I cannot age while it is intact. Break it if that is your intention: otherwise, keep it as a sign of my good faith and bring Bertgris Udden to me so that I can explain to him the truth of these matters.”

Proceed to the **Conclusion**.

CONCLUSION

At this point the PCs need to make a decision. They can agree to become a “Keeper of the Great Lie”, leave and spread the truth, or remain silent about what they’ve learned. They can decide to keep, break or return Tabanar’s figurine; they can fetch Bertgris to meet with Tabanar, or fetch another significant NPC (such as Karla, Hanne or the Voormann). Different PCs may decide to do different things. PC conflict is possible, but violence between PCs is not allowed as per the LGCS. Some tables will make collective agreements, other will not. If present, Tabanar promotes her own cause, so have her talk about the destruction of the nation, of playing into Drelza’s hands, and so on.

If Tabanar’s figurine is broken:

As the figurine breaks, Tabanar smiles sadly. She begins to rapidly age, and crumbles to dust: all that remains is a single sprig of jasmine blossom.

If the PCs fetch Bertgris Udden to talk with Tabanar:

For the next hour, Tabanar, Bertgris and you explore the story of the Great Lie. In the end, Bertgris agrees that the maintenance of the Great Lie is of paramount importance to the unity of Perrenland, and swears the oath to Tabanar. Tabanar also says that, “It has come to

my knowledge that you are aware of the Prophecy of Jor Russ. I understand the Diadem of Kir Russ is on the hidden island, and that Hanne already has in her possession what is needed to reveal the Diadem. I suspect neither Hanne nor Drelnza know this – but you must seek the island if you want to save the Voormann and the nation.” On hearing this, Bertgris is determined to get Hanne to the island – “Will you help me in this?”.

If the PCs contact Karla Hussen instead of Bertgris:

Hearing the story, Karla grows incensed. “Let me see this figurine,” she demands.

If the PC show Karla the figurine, she reaches out to take it from their hands. If the PC allows her to do that:

Karla smashes the figurine upon the ground.

Whether or not the PCs give Karla the figurine:

She rounds on you all. “I give you my word that if you reveal this secret to anyone I will personally oversee your execution for high treason. I will now be the Keeper of the Great Lie, and you will serve me in this and keep this silent from all.”

The PCs can of course refuse: if they do, they receive the **Convicted Heretic** AR item.

If the PCs fetch Hanne Weisspeer:

Hanne is pleased that you have shown her so much trust. She in turn fetches Bertgris Udden.

The PCs gain the **Fully Trusted by Hanne** AR item. Continue with the read aloud text above for fetching Bertgris Udden.

If the PCs tell Hanne that she already possesses whatever it is that is needed to find the Diadem of Kir Russ:

Hanne is visibly shaken and begins to cry. She will say nothing more on the matter, and begs that you will remain silent on this matter.

If the PCs swear, they gain the **Fully Trusted by Hanne** AR item.

If the PCs fetch the Voormann, Orgus Bildgear:

Bildgear listens to the story and then summons Bertgris Udden. He is very pleased that you have trusted him.

The PCs gain the **Trust of Bildgear** AR item.

Development: Once all the PCs have decided what they are doing:

As you return to the surface you hear the sounds of the ball. In the distance are many Perrenders, some having a good time for the first time in years. In a way, their fate is now in your hands.

If the PCs have earned at least 4 “Fully Trusted” points, they receive the **Fully Trusted by Hanne** AR item.

If a PC decides to reveal the secret of the “Great Lie” to the general public, at or after the ball:

To many your story sounds fantastic, but to others it is anathema. Within a short period of time, you are accused and convicted of Heresy.

The PC receives the **Convicted Heretic** AR item.

Please fill in the Critical Events Summary and email it to triad69@optusnet.com.au

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 1:

Defeat the attackers.

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

ENCOUNTER 3 OR 6:

Defeat the assassins.

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

ENCOUNTER 8:

Defeat or bypass the Gloom Golem(s).

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

STORY AWARD

Gain Hanne’s full trust.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

STORY AWARD

Become a Keeper of the "Great Lie".

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

TOTAL POSSIBLE EXPERIENCE:

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

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters

total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1

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

APL 6: Loot 15 gp (large chain shirt, large greatsword); Coin 0 gp; Magic 0 gp; Total 15 gp.

APL 8: Loot 45 gp (3 large chain shirts, 3 large greatswords); Coin 0 gp; Magic 0 gp; Total 45 gp.

APL 10: Loot 30 gp (2 large chain shirts, 2 large greatswords); Coin 0 gp; Magic 0 gp; Total 30 gp.

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

ENCOUNTER 3 OR 6

APL 4: Loot 0 gp; Coin 0 gp; Magic 213 gp; *Bag of Holding Type 2* (417 gp) *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp); Total 630 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 1902 gp; *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150), *Potion of Cure Serious Wounds* (63 gp), *Short sword +2* (693 gp), *Studded leather +2* (348 gp); Total 1902 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 2854 gp; *Buckler +1* (97 gp), *Brooch of Shielding* (125 gp) *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp), *Ring of protection +2* (667 gp), *Short sword +2* (693 gp), *Studded leather +2* (348 gp); Total 2854 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 5921 gp; *Buckler +1 x 2* (97 gp), *Brooch of Shielding* (125 gp), *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Potion of Cure Serious Wounds* (63 gp), *Ring of protection +2* (667 gp), *Short sword +2* (693 gp), *Short sword of wounding +2* (2667 gp), *Slippers of Spider Climbing* (400 gp) *Studded leather +2* (348 gp); Total 5921 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 6833 gp; *Buckler +1 x 2* (97 gp), *Composite shortbow +2 (+3 Str)* (711 gp), *Hat of Disguise* (150 gp), *Ring of minor spell storing* (1500 gp), *Ring of protection +2* (667 gp), *Short sword +2* (693 gp), *Short sword of wounding +2* (2667 gp) *Studded leather +2* (348 gp); Total 6833 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 0 gp; Coin 0 gp; Magic 630 gp; Total 630 gp.

APL 6: Loot 15 gp; Coin 0 gp; Magic 1902 gp; Total 1917 gp.

APL 8: Loot 45 gp; Coin 0 gp; Magic 2854 gp; Total 2899 gp.

APL 10: Loot 30 gp; Coin 0 gp; Magic 5921 gp; Total 5951 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 6833 gp; Total 6833 gp.

ADVENTURE RECORD ITEMS

☛ **Undiplomatic:** Your lack of tact and good manners has lost you one permanent influence point with Perrenland meta-orgs.

☛ **Soul Torn:** Your soul was partly disjointed when your head was cut off. This gives you SR 16 against any Conjunction (healing) or Necromancy (death) spell or effect for the next 5 ARs. Also, you have an irrational fear of crowds.

↗ **Kopprijs:** You have killed [] innocent bystander(s), and your reputation has been damaged. You gain one permanent negative influence point with any Perrenland metaorg, which cannot be removed until you have paid the kopprijs of 600 gp per death, as compensation to their families. You must pay at least 300 gp per adventure in kopprijs. If you default on a payment, you are sentenced to exile – this will have an effect in 598 CY.

☛ **Tournament Winner:** You won the Archery/Jousting tournament.

☛ **Full Price:** You sold the following item at full market value:

☛ **Lucky Six:** You have won/lost [gp]. Winnings cannot exceed the gold cap. The maximum that can be won is 2,000 gp.

☛ **Wizened Oak Effect:** This effect lasts for the next 5 ARs.

☛ **Fully Trusted:** You gained the full trust of Hanne Weisspeer.

☛ **Keeper of the Secret:** You have sworn to keep the secret of the Great Lie. This provides access to the Jasmine Index association. If you reveal the Great Lie to the public, cross out this item.

☛ **Tabanar's Figurine:** You own Tabanar's figurine. This is a unique item: only one PC at any table can own it.

☛ **Trust of Bildgear:** You have the Voormann's trust.

↗ **Convicted Heretic:** You have been convicted of supporting the Heresy and sentenced to exile – this will have an effect in 598 CY. Because of the court's ruling, you have access to the Heretic association.

ITEM ACCESS

APLs 4-6:

- *bag of holding, type 2* (Adventure; DMG)
- *hat of disguise* (Adventure; DMG)
- *charm of countersong* (Regional; MIC)
- *everfull mug* (Regional; MIC)
- *everlasting rations* (Regional; MIC)
- *Mac-Fuirmidh cithern* (Regional; MIC)
- *+1 charging lance* (Regional; MIC; 8,310 gp)
- *monocle of perusal* (Regional; MIC)
- *pearl of speech, Aquan* (Regional; MIC)
- *pearl of speech, Sylvan* (Regional; MIC)

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

- *brooch of shielding* (Adventure; DMG)

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

- *+2 wounding short sword* (Adventure; DMG; 32,310 gp)
- *slippers of spider climbing* (Adventure; DMG)

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

- *ring of minor spell storing* (Adventure; DMG)

APPENDIX I: APL 4

2: CARNIVAL CHAOS

MOLZON: ZERN

CR 6

NE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +7

Languages Common, Draconic, Dwarven, Zern

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 68 (8 HD)

Immune, paralysis, poison, stunning

Fort +6, **Ref** +9, **Will** +7; adaptive defenses

Speed 30 ft. (6 squares)

Melee warping energy +12 (4d6+2) or

Melee short sword +11 (1d6+3) or

Ranged warping energy +12 (4d6+2)

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

Base Atk +8; **Grp** +11

Atk Options Point Blank Shot, Precise Shot, malleable form, warping energy

Spell-Like Abilities (CL 8th)

At Will – *reduce person* (DC 15)

1/day – *baleful polymorph* (DC 19), *gaseous form*

Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 17, Con 18, Int 15, Wis 12, Cha 11

SQ shifting guise, transmutation affinity

Feats Point Blank Shot, Precise Shot, Weapon Focus (warping energy)

Skills Craft (flesh sculpting) +13, Escape Artist +10, Heal +1, Intimidate +4, Listen +6, Perform (acting) +7, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *bag of holding (type 2)*, *hat of disguise*, short sword

Adaptive Defenses (Ex) A zern's ever-changing physiology allows it to shrug off effects that attack its endurance or disrupt its bodily functions. It is immune to all spells and effects that require a Fortitude save unless the effect also works on objects or is harmless. A zern can choose to allow an effect that requires a Fortitude save to affect it.

Warping Energy (Su) A zern can produce energy that rends and tears at its opponent's flesh. As a standard action, a zern can use this ability to make a melee or ranged attack that deals 1d6 points of damage per 2HD plus the zern's intelligence modifier. The ranged version of this attack can reach 120 feet and has no range increment.

Malleable Form (Ex) A zern can rapidly alter its metabolism, internal structures, organs and other body systems to cope with a variety of environments and situations. As a swift action, a zern can gain one of the following benefits. Each benefit has an unlimited duration. Generally, a zern remains in one form, and then slips into another one as the situation dictates. When a zern uses a swift action to gain one of these forms, it loses the benefits of the form it previously held.

Adrenal Surge: The zern's upper body muscles bulge and grow with enhanced power. It gains a +2 bonus on attack rolls, including those using its warping energy ability.

Boneless Form: The zern's body seems to melt into a puddle of goo as its bones liquefy. It gains a +8 bonus on Escape Artist checks, which increases to a +16 on check made to squeeze through a tight area.

Impervious Hide: A zern's skin shifts into plates of armor. It gains a +4 bonus to AC and DR5/piercing.

Size Shift: The zern can shift to Large or Small size. A Large zern gains a +2 bonus to strength; and its space and each increase to 10 feet; one that shifts to Small takes a -2 strength penalty. The zern gains the standard size bonuses or penalties on attack, Hide checks, and so forth.

Speed Burst: The zern's legs lengthen and its lower body muscles bulge and grow. Its base speed increases by 30ft.

Shifting Guise (Su) As the *alter self* spell; at will; caster level 8th. A zern can choose to shift into a different monstrous humanoid form or any humanoid form.

Transmutation Affinity (Ex) The save DCs of any transmutation spells or spell-like abilities used by a zern increase by 4.

5: GLOOM

GLOOM GOLEM CR 6

NE Large Construct (evil, extraplanar, golem)

Init +2; **Senses** darkvision 60 ft., low-light vision.

Languages None

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 62 (6 HD)

Immune critical hits, disease, death effects, magic, mind-affecting, necromantic effects, poison, paralysis, sleep effects, stunning.

Fort +0, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +9/+9 (1d8+4 plus 1d6 Cha) or

Melee large spiked chain +9 (2d6 +6 plus 1d6 Cha)

Space 10 ft.; **Reach** 10 ft. (spiked chain 20 ft.)

Base Atk +5; **Grp** +13

Atk Options Crushing despair, touch of woe

Abilities Str 18, Dex 15, Con -, Int -, Wis 11, Cha 18

SQ construct traits, DR 10/good, immunity to magic

Skills Move Silently -8

Possessions large spiked chain

Crushing Despair (Su) Creatures within 30ft of a gloom golem who hear its incessant howl must succeed on a DC18 Will save or take a -2 penalty to attack rolls, saving throws, skill checks, ability checks and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victims despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma based. A creature that saves must repeat the save each round it remains within the area.

Touch of Woe (Ex) A creature wounded by a gloom golem must succeed DC 18 Will save or take 1d6 points of Charisma drain. As a creature loses Charisma it becomes more miserable and withdrawn until, at reaching 0 Charisma, it collapses into a nightmare filled coma. The save DC is Charisma based.

2: CARNIVAL CHAOS**MELESH: CORRUPTOR OF FATE CR 6**

NE Medium Outsider (evil, extraplanar, Yugoloth)
Init +8; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

AC 20, touch 14, flat-footed 16; Dodge (+4 Dex, +6 armor, +1 shield)

hp 52 (7 HD)

Immune acid, energy drain, necromantic effects, negative energy effects, poison

Resist cold 10, fire 10, electricity 10; **SR** 14

Fort +8, **Ref** +9, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +2 *short sword* +13/+8 (1d6+4/19-20 plus bestow curse)

Ranged +2 *composite shortbow* +12/+7 (1d6+5/3)

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

Base Atk +7; **Grp** +9

Atk Options aligned strike (evil), bestow curse

Special Actions corrupting gaze

Combat Gear 20 arrows

Abilities Str 16, Dex 19, Con 17, Int 10, Wis 10, Cha 10

SQ unluck, yugoloth traits

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Balance +6, Disguise +10, Escape +14, Hide +14, Jump +4, Listen +10, Move Silently +14, Sleight of Hand +14, Spot +10, Tumble +14, Use Rope +4 (+6 involving bindings)

Possessions combat gear plus +2 *studded leather armor*, buckler, +2 *short sword*, +2 *composite shortbow*, clowns outfit, *hat of disguise*.

Bestow Curse (Su) As the *bestow curse* spell; at will, Will DC16; caster level 7th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is Constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

MOLZON: ZERN**CR 6**

NE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +7

Languages Common, Draconic, Dwarven, Zern

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 68 (8 HD)

Immune, paralysis, poison, stunning

Fort +6, **Ref** +9, **Will** +7; adaptive defenses

Speed 30 ft. (6 squares)

Melee warping energy +12 (4d6+2) or

Melee short sword +11 (1d6+3) or

Ranged warping energy +12 (4d6+2)

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

Base Atk +8; **Grp** +11

Atk Options Point Blank Shot, Precise Shot, malleable form, warping energy

Spell-Like Abilities (CL 8th)

At Will – *reduce person* (DC 15)

1/day – *baleful polymorph* (DC 19), *gaseous form*

Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 17, Con 18, Int 15, Wis 12, Cha 11

SQ shifting guise, transmutation affinity

Feats Point Blank Shot, Precise Shot, Weapon Focus (warping energy)

Skills Craft (flesh sculpting) +13, Escape Artist +10, Heal +1, Intimidate +4, Listen +6, Perform (acting) +7, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *bag of holding* (type 2), short sword

Adaptive Defenses (Ex) A zern's ever-changing physiology allows it to shrug off effects that attack its endurance or disrupt its bodily functions. It is immune to all spells and effects that require a Fortitude save unless the effect also works on objects or is harmless. A zern can choose to allow an effect that requires a Fortitude save to affect it.

Warping Energy (Su) A zern can produce energy that rends and tears at its opponent's flesh. As a standard action, a zern can use this ability to make a melee or ranged attack that deals 1d6 points of damage per 2HD plus the zern's intelligence modifier. The ranged version of this attack can reach 120 feet and has no range increment.

Malleable Form (Ex) A zern can rapidly alter its metabolism, internal structures, organs and other body systems to cope with a variety of environments and situations. As a swift action, a zern can gain one of the following benefits. Each benefit has an unlimited duration. Generally, a zern remains in one form, and then slips into another one as the situation dictates. When a zern uses a swift action to gain one of these forms, it loses the benefits of the form it previously held.

Adrenal Surge: The zern's upper body muscles bulge and grow with enhanced power. It gains a +2

bonus on attack rolls, including those using its warping energy ability.

Boneless Form: The zern's body seems to melt into a puddle of goo as its bones liquefy. It gains a +8 bonus on Escape Artist checks, which increases to a +16 on check made to squeeze through a tight area.

Impervious Hide: A zern's skin shifts into plates of armor. It gains a +4 bonus to AC and DR5/piercing.

Size Shift: The zern can shift to Large or Small size. A Large zern gains a +2 bonus to strength; and its space and each increase to 10 feet; one that shifts to Small takes a -2 strength penalty. The zern gains the standard size bonuses or penalties on attack, Hide checks, and so forth.

Speed Burst: The zern's legs lengthen and its lower body muscles bulge and grow. Its base speed increases by 30ft.

Shifting Guise (Su) As the *alter self* spell; at will; caster level 8th. A zern can choose to shift into a different monstrous humanoid form or any humanoid form.

Transmutation Affinity (Ex) The save DCs of any transmutation spells or spell-like abilities used by a zern increase by 4.

5: GLOOM

GLOOM GOLEM (ENHANCED) CR 8

NE Large Construct (evil, extraplanar, golem)

Init +2; **Senses** darkvision 60 ft., low-light vision.

Languages None

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 74 (8 HD)

Immune critical hits, disease, death effects, magic, mind-affecting, necromantic effects, poison, paralysis, sleep effects, stunning.

Fort +2, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +12/+12 (1d8+6 plus 1d6 Cha) or

Melee large spiked chain +12/+7 (2d6 +8 plus 1d6 Cha)

Space 10 ft.; **Reach** 10 ft. (spiked chain 20 ft.)

Base Atk +6; **Grp** +14

Atk Options Crushing despair, touch of woe

Abilities Str 18, Dex 15, Con -, Int -, Wis 11, Cha 18

SQ construct traits, DR 10/good, immunity to magic.

Skills Move Silently -8

Possessions large spiked chain

Crushing Despair (Su) Creatures within 30ft of a gloom golem who hear its incessant howl must succeed on a DC18 Will save or take a -2 penalty to attack rolls, saving throws, skill checks, ability checks and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victims despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma based. A creature that saves must repeat the save each round it remains within the area.

Touch of Woe (Ex) A creature wounded by a gloom golem must succeed DC 18 Will save or take 1d6 points of Charisma drain. As a creature loses Charisma it becomes more miserable and withdrawn until, at reaching 0 Charisma, it collapses into a nightmare filled coma. The save DC is Charisma based.

2: CARNIVAL CHAOS**MELESH: CORRUPTOR OF FATE CR 8**

NE Medium Outsider, Rogue 2 (evil, extraplanar, Yugoloth)

Init +9; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

AC 25, touch 15, flat-footed 18; Dodge (+5 Dex, +6 armor, +2 shield, +2 protection)

hp 66 (9 HD)

Immune acid, energy drain, necromantic effects, negative energy effects, poison

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

Fort +8, **Ref** +13, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +2 *short sword* +15/+10 (1d6+5/19-20 plus bestow curse)

Ranged +2 *composite shortbow* +14/+9 (1d6+5/3)

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

Base Atk +7; **Grp** +11

Atk Options aligned strike (evil), bestow curse, sneak attack (1d6)

Special Actions corrupting gaze

Combat Gear 20 arrows

Abilities Str 16, Dex 20, Con 17, Int 10, Wis 10, Cha 10

SQ evasion, trapfinding, unluck, yugoloth traits

Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Skills Balance +7, Disguise +12, Escape Artist +15, Hide +17, Jump +5, Listen +13, Move Silently +17, Sleight of Hand +17, Spot +13, Tumble +17, Use Rope +4 (+6 involving bindings)

Possessions combat gear plus +2 *studded leather armor*, +1 *buckler*, +2 *short sword*, +2 *composite shortbow*, clown's outfit, *hat of disguise*, *ring of protection* +2.

Bestow Curse (Su) As the *bestow curse* spell; at will, Will DC16; caster level 7th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 14 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

MOLZON: ZERN**CR 8**

NE Medium monstrous humanoid, rogue 2

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +7

Languages Common, Draconic, Dwarven, Zern

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 84 (10 HD)

Immune, paralysis, poison, stunning

Fort +6, **Ref** +12, **Will** +7; adaptive defenses

Speed 30 ft. (6 squares)

Melee warping energy +14 (5d6+3) or

Melee short sword +12 (1d6+3) or

Ranged warping energy +14 (5d6+3)

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

Base Atk +9; **Grp** +12

Atk Options Point Blank Shot, Precise Shot, Weapon Focus (warping energy), malleable form, sneak attack (1d6), warping energy

Spell-Like Abilities (CL 8th)

At Will – *reduce person* (DC 17)

1/day – *baleful polymorph* (DC 21), *gaseous form*

Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 17, Con 18, Int 16, Wis 12, Cha 11

SQ evasion, trapfinding, shifting guise, transmutation affinity

Feats Point Blank Shot, Precise Shot, Weapon Focus (warping energy)

Skills Craft (flesh sculpting) +13, Escape Artist +10, Heal +1, Hide +14, Intimidate +4, Listen +6, Move Silently +14, Perform (acting) +10, Spot +4, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *bag of holding* (type 2), short sword

Adaptive Defenses (Ex) A zern's ever-changing physiology allows it to shrug off effects that attack its endurance or disrupt its bodily functions. It is immune to all spells and effects that require a Fortitude save unless the effect also works on objects or is harmless. A zern can choose to allow an effect that requires a Fortitude save to affect it.

Warping Energy (Su) A zern can produce energy that rends and tears at its opponent's flesh. As a standard action, a zern can use this ability to make a melee or ranged attack that deals 1d6 points of damage per 2HD plus the zern's intelligence modifier. The ranged version of this attack can reach 120 feet and has no range increment.

Malleable Form (Ex) A zern can rapidly alter its metabolism, internal structures, organs and other body systems to cope with a variety of environments and situations. As a swift action, a zern can gain one of the following benefits. Each benefit has an unlimited duration. Generally, a zern remains in one form, and then slips into another one as the situation dictates. When a zern uses a swift action to gain one of these forms, it loses the benefits of the form it previously held.

Adrenal Surge: The zern's upper body muscles bulge and grow with enhanced power. It gains a +2 bonus on attack rolls, including those using its warping energy ability.

Boneless Form: The zern's body seems to melt into a puddle of goo as its bones liquefy. It gains a +8 bonus on Escape Artist checks, which increases to a +16 on check made to squeeze through a tight area.

Impervious Hide: A zern's skin shifts into plates of armor. It gains a +4 bonus to AC and DR5/piercing.

Size Shift: The zern can shift to Large or Small size. A Large zern gains a +2 bonus to strength; and its space and reach increase to 10 feet; one that shifts to Small takes a -2 strength penalty. The zern gains the standard size bonuses or penalties on attack, Hide checks, and so forth.

Speed Burst: The zern's legs lengthen and its lower body muscles bulge and grow. Its base speed increases by 30ft.

Shifting Guise (Su) As the *alter self* spell; at will; caster level 8th. A zern can choose to shift into a different monstrous humanoid form or any humanoid form.

Transmutation Affinity (Ex) The save DCs of any transmutation spells or spell-like abilities used by a zern increase by 4.

5: GLOOM

GLOOM GOLEM (2) (ENHANCED) CR 8

NE Large Construct (evil, extraplanar, golem)

Init +2; **Senses** darkvision 60 ft., low-light vision.

Languages None

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 74 (8 HD)

Immune critical hits, disease, death effects, magic, mind-affecting, necromantic effects, poison, paralysis, sleep effects, stunning.

Fort +2, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +12/+12 (1d8+6 plus 1d6 Cha) or 1

Melee large spiked chain +12/+7 (2d6 +8 plus 1d6 Cha)

Space 10 ft.; **Reach** 10 ft. (spiked chain 20 ft.)

Base Atk +6; **Grp** +14

Atk Options Crushing despair, touch of woe

Abilities Str 18, Dex 15, Con -, Int -, Wis 11, Cha 18

SQ construct traits, DR 10/good, immunity to magic.

Feats None

Skills Move Silently -8

Possessions large spiked chain

Crushing Despair (Su) Creatures within 30ft of a gloom golem who hear its incessant howl must succeed on a DC18 Will save or take a -2 penalty to attack rolls, saving throws, skill checks, ability checks and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victims despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma based. A creature that saves must repeat the save each round it remains within the area.

Touch of Woe (Ex) A creature wounded by a gloom golem must succeed DC 18 Will save or take 1d6 points of Charisma drain. As a creature loses Charisma it becomes more miserable and withdrawn until, at reaching 0 Charisma, it collapses into a nightmare filled coma. The save DC is Charisma based.

2: CARNIVAL CHAOS

MELESH: CORRUPTOR OF FATE CR 10

NE Medium Outsider, Rogue 4 (evil, extraplanar, Yugoloth)

Init +9; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

AC 25, touch 17, flat-footed 20; Dodge, Uncanny Dodge

(+5 Dex, +6 armor, +2 shield)

hp 91 (11 HD)

Immune acid, energy drain, necromantic effects, negative energy effects, poison

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

Fort +9, **Ref** +14, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +2 *wounding short sword* +15/+10 (1d6+5/19-20 plus bestow curse plus wounding)

Ranged +2 *composite shortbow* +16/+11 (1d6+5/4)

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

Base Atk +10; **Grp** +13

Atk Options aligned strike (evil), bestow curse, sneak attack (2d6)

Special Actions corrupting gaze

Combat Gear 20 arrows

Abilities Str 16, Dex 20, Con 18, Int 10, Wis 10, Cha 10

SQ evasion, trapfinding, trap sense +1, uncanny dodge, unluck, yugoloth traits

Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Skills Balance +7, Disguise +15, Escape Artist +20, Hide +20, Jump +5, Listen +15, Move Silently +20, Sleight of Hand +17, Spot +15, Tumble +19, Use Rope +4 (+6 involving bindings)

Possessions combat gear plus +2 *studded leather armor*, +1 *buckler*, +2 *short sword*, +2 *wounding short sword*, +2 *composite shortbow*, clowns outfit, *hat of disguise*, *ring of protection* +2.

Bestow Curse (Su) As the *bestow curse* spell; at will, Will DC16; caster level 7th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on an DC 15 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

MOLZON: ZERN CR 10

NE Medium monstrous humanoid, rogue 4

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +7

Languages Common, Draconic, Dwarven, Zern

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 100 (12 HD)

Immune, paralysis, poison, stunning

Fort +7, **Ref** +13, **Will** +8; adaptive defenses

Speed 30 ft. (6 squares)

Melee warping energy +16 (5d6+3) or

Melee short sword +14 (1d6+3) or

Ranged warping energy +16 (5d6+3)

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

Base Atk +9; **Grp** +12

Atk Options Point Blank Shot, Precise Shot, Weapon Focus (warping energy), malleable form, sneak attack (2d6), warping energy

Spell-Like Abilities (CL 8th)

At Will – *reduce person* (DC 19)

1/day – *baleful polymorph* (DC 23), *gaseous form*

Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 17, Con 18, Int 16, Wis 12, Cha 11

SQ evasion, trapfinding, trap sense +1, shifting guise, transmutation affinity, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (warping energy)

Skills Craft (flesh sculpting) +13, Escape Artist +10, Heal +1, Hide +10, Intimidate +4, Listen +6, Move Silently +7, Perform (acting) +14, Spot +7, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *bag of holding* (type 2), short sword, *brooch of shielding*, *slippers of spider climbing*

Adaptive Defenses (Ex) A zern's ever-changing physiology allows it to shrug off effects that attack its endurance or disrupt its bodily functions. It is immune to all spells and effects that require a Fortitude save unless the effect also works on objects or is harmless. A zern can choose to allow an effect that requires a Fortitude save to affect it.

Warping Energy (Su) A zern can produce energy that rends and tears at its opponent's flesh. As a standard action, a zern can use this ability to make a melee or ranged attack that deals 1d6 points of damage per 2HD plus the zern's intelligence modifier. The ranged version of this attack can reach 120 feet and has no range increment.

Malleable Form (Ex) A zern can rapidly alter its metabolism, internal structures, organs and other body systems to cope with a variety of environments and situations. As a swift action, a zern can gain one of the following benefits. Each benefit has an unlimited duration. Generally, a zern remains in one form, and then slips into another one as the situation dictates. When a zern uses a

swift action to gain one of these forms, it loses the benefits of the form it previously held.

Adrenal Surge: The zern's upper body muscles bulge and grow with enhanced power. It gains a +2 bonus on attack rolls, including those using its warping energy ability.

Boneless Form: The zern's body seems to melt into a puddle of goo as its bones liquefy. It gains a +8 bonus on Escape Artist checks, which increases to a +16 on check made to squeeze through a tight area.

Impervious Hide: A zern's skin shifts into plates of armor. It gains a +4 bonus to AC and DR5/piercing.

Size Shift: The zern can shift to Large or Small size. A Large zern gains a +2 bonus to strength; and its space and each increase to 10 feet; one that shifts to Small takes a -2 strength penalty. The zern gains the standard size bonuses or penalties on attack, Hide checks, and so forth.

Speed Burst: The zern's legs lengthen and its lower body muscles bulge and grow. Its base speed increases by 30ft.

Shifting Guise (Su) As the *alter self* spell; at will; caster level 8th. A zern can choose to shift into a different monstrous humanoid form or any humanoid form.

Transmutation Affinity (Ex) The save DCs of any transmutation spells or spell-like abilities used by a zern increase by 4.

5: GLOOM

GLOOM GOLEM (2) (ADVANCED AND ENHANCED) CR 10

NE Large Construct (evil, extraplanar, golem)

Init +2; **Senses** darkvision 60 ft., low-light vision.

Languages None

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 88 (10 HD)

Immune critical hits, disease, death effects, magic, mind-affecting, necromantic effects, poison, paralysis, sleep effects, stunning.

Fort +3, **Ref** +5, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +14/+14 (1d8+7 plus 1d6 Cha) or

Melee large spiked chain +14/+9 (2d6 +9 plus 1d6 Cha)

Space 10 ft.; **Reach** 10 ft. (spiked chain 20 ft.)

Base Atk +7; **Grp** +16

Atk Options Crushing despair, touch of woe.

Combat Gear large spiked chain

Abilities Str 20, Dex 15, Con 1-, Int 1-, Wis 11, Cha 20

SQ construct traits, DR 10/good, immunity to magic.

Skills Move Silently -8

Possessions large spiked chain

Crushing Despair (Su) Creatures within 30ft of a gloom golem who hear its incessant howl must succeed on a DC20 Will save or take a -2 penalty to attack rolls, saving throws, skill checks, ability checks and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victims despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma based. A creature that saves must repeat the save each round it remains within the area.

Touch of Woe (Ex) A creature wounded by a gloom golem must succeed DC 20 Will save or take 1d6 points of Charisma drain. As a creature loses Charisma it becomes more miserable and withdrawn until, at reaching 0 Charisma, it collapses into a nightmare filled coma. The save DC is Charisma based.

2: CARNIVAL CHAOS

MELESH: CORRUPTOR OF FATE **CR 12**
 NE Medium Outsider, Rogue 6 (evil, extraplanar, Yugoloth)
Init +9; **Senses** darkvision 60 ft.; Listen +17, Spot +17
Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

AC 25, touch 17, flat-footed 20; Dodge, Uncanny Dodge
 (+5 Dex, +6 armor, +2 shield)
hp 107 (13 HD)
Immune acid, energy drain, necromantic effects, negative energy effects, poison
Resist cold 10, fire 10, electricity 10; **SR** 20
Fort +10, **Ref** +15, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft.
Melee +2 short sword (wounding) +16/+11 (1d6+5/19-20 plus bestow curse, plus wounding)
Ranged +2 composite shortbow +17/+12 (1d6+5/4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14
Atk Options aligned strike (evil), bestow curse, sneak attack (3d6)
Special Actions corrupting gaze
Combat Gear 20 arrows, *ring of minor spell storing* (*magic missile 4d4+4, cure light wounds 1d8+5 and shield*)

Abilities Str 16, Dex 20, Con 18, Int 10, Wis 10, Cha 10
SQ evasion, trapfinding, trap sense +2, uncanny dodge, unluck, yugoloth traits
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse
Skills Balance +9, Disguise +17, Escape Artist +22, Hide +22, Jump +7, Listen +17, Move Silently +22, Sleight of Hand +17, Spot +17, Tumble +19, Use Rope +4 (+6 involving bindings)
Possessions combat gear plus +2 *studded leather armor*, +1 *buckler*, +2 *short sword*, +2 *wounding short sword*, +2 *composite shortbow*, clowns outfit, *hat of disguise*, *ring of protection* +2

Bestow Curse (Su) As the *bestow curse* spell; at will, Will DC16; caster level 7th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 16 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

MOLZON: ZERN **CR 12**

NE Medium monstrous humanoid, rogue 6
Init +7; **Senses** darkvision 60 ft.; Listen +6, Spot +17
Languages Common, Draconic, Dwarven, Zern

AC 19, touch 13, flat-footed 16
 (+3 Dex, +6 natural)
hp 116 (14 HD)
Immune, paralysis, poison, stunning
Fort +8, **Ref** +14, **Will** +9; adaptive defenses

Speed 30 ft. (6 squares)
Melee warping energy +14 (5d6+3) or
Melee short sword +12 (1d6+3) or
Ranged warping energy +14 (5d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +12
Atk Options Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (warping energy), malleable form, sneak attack (3d6), warping energy
Spell-Like Abilities (CL 8th)
 At Will – *reduce person* (DC 19)
 1/day – *baleful polymorph* (DC 23), *gaseous form*

Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 17, Con 18, Int 16, Wis 12, Cha 11

SQ evasion, trapfinding, trap sense +2, shifting guise, transmutation affinity, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (warping energy)

Skills Craft (flesh sculpting) +13, Escape Artist +10, Heal +1, Hide +16, Intimidate +4, Listen +6, Move Silently +16, Perform (acting) +17 Spot +10, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *bag of holding* (type 2), short sword, *brooch of shielding*, *slippers of spider climbing*.

Adaptive Defenses (Ex) A zern's ever-changing physiology allows it to shrug off effects that attack its endurance or disrupt its bodily functions. It is immune to all spells and effects that require a Fortitude save unless the effect also works on objects or is harmless. A zern can choose to allow an effect that requires a Fortitude save to affect it..

Warping Energy (Su) A zern can produce energy that rends and tears at its opponent's flesh. As a standard action, a zern can use this ability to make a melee or ranged attack that deals 1d6 points of damage per 2HD plus the zern's intelligence modifier. The ranged version of this attack can reach 120 feet and has no range increment.

Malleable Form (Ex) A zern can rapidly alter its metabolism, internal structures, organs and other body systems to cope with a variety of environments and situations. As a swift action, a zern can gain one of the following benefits. Each benefit has an unlimited duration. Generally, a zern remains in one form, and then slips into another one as the situation dictates. When a zern uses a

swift action to gain one of these forms, it loses the benefits of the form it previously held.

Adrenal Surge: The zern's upper body muscles bulge and grow with enhanced power. It gains a +2 bonus on attack rolls, including those using its warping energy ability.

Boneless Form: The zern's body seems to melt into a puddle of goo as its bones liquefy. It gains a +8 bonus on Escape Artist checks, which increases to a +16 on check made to squeeze through a tight area.

Impervious Hide: A zern's skin shifts into plates of armor. It gains a +4 bonus to AC and DR5/piercing.

Size Shift: The zern can shift to Large or Small size. A Large zern gains a +2 bonus to strength; and its space and each increase to 10 feet; one that shifts to Small takes a -2 strength penalty. The zern gains the standard size bonuses or penalties on attack, Hide checks, and so forth.

Speed Burst: The zern's legs lengthen and its lower body muscles bulge and grow. Its base speed increases by 30ft.

Shifting Guise (Su) As the *alter self* spell; at will; caster level 8th. A zern can choose to shift into a different monstrous humanoid form or any humanoid form.

Transmutation Affinity (Ex) The save DCs of any transmutation spells or spell-like abilities used by a zern increase by 4.

5: GLOOM

GLOOM GOLEM (2) (ADVANCED AND ENHANCED) CR 12

NE Large Construct (evil, extraplanar, golem)

Init +2; **Senses** Darkvision 60 ft., low-light vision.

Languages None

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 102 (12 HD)

Immune critical hits, disease, death effects, magic, mind-affecting, necromantic effects, poison, paralysis, sleep effects, stunning.

Fort +4, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +15/+15 (1d8+8 plus 1d6 Cha) or

Melee large spiked chain +15/+10 (2d6 +11 plus 1d6 Cha)

Space 10 ft.; **Reach** 10 ft. (spiked chain 20 ft.)

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

Atk Options Crushing despair, touch of woe.

Abilities Str 22, Dex 15, Con 1-, Int 1-, Wis 11, Cha 22

SQ construct traits, DR 10/good, immunity to magic.

Skills Move Silently -8

Possessions large spiked chain

Crushing Despair (Su) Creatures within 30ft of a gloom golem who hear its incessant howl must succeed on a DC22 Will save or take a -2 penalty to attack rolls, saving throws, skill checks, ability checks and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victims despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma based. A creature that saves must repeat the save each round it remains within the area.

Touch of Woe (Ex) A creature wounded by a gloom golem must succeed DC 22 Will save or take 1d6 points of Charisma drain. As a creature loses Charisma it becomes more miserable and withdrawn until, at reaching 0 Charisma, it collapses into a nightmare filled coma. The save DC is Charisma based.

APPENDIX 2: NEW RULES ITEMS

Source: *Magic Item Compendium* p117-118.

MAGIC ITEMS

CHARGING (WEAPON PROPERTY)

The image of a heavily armored, mounted knight, leveling a ribbon-covered lance for a charge, adorns this weapon.

Benefit: When you are mounted and wielding a weapon that has this property, you deal an extra 2d6 points of damage on a successful charge attack.

Source: *Magic Item Compendium* p31.

CHARM OF COUNTERSONG

This small silver charm depicts lines of parallel musical notes.

Benefit: This small charm, usually pinned to the front of your shirt of tunic, allows you to use countersong to interrupt a sonic attack. Once per day, you can activate your countersong bardic music ability as an immediate action.

Source: *Magic Item Compendium* 85.

EVERFULL MUG

This common-looking brown clay mug has persistent stains just under the rim.

Benefit: Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).

Source: *Magic Item Compendium* p160.

EVERLASTING RATIONS

This nondescript, small leather pouch has a light blue silk drawstring.

Benefit: This pouch contains enough trail rations to feed a medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Source: *Magic Item Compendium* p160.

MAC-FUIRMIDH CITHERN

This pear-shaped cithern is crafted of rosewood and decorated with mother of pearl inlays in an abstract, scalloped pattern.

Benefit: This master work cithern grants you a +2 circumstances bonus on Perform checks (string instruments) checks. If you have at least 4 ranks in Perform (string instrument) you can also command it to produce one of the three spell effects (*cure light wounds*, *mage armor*, and *sleep*), each once per day.

Source: *Magic Item Compendium* p163.

MONOCLE OF PERUSAL

This lens is made of smoothly polished crystal and set within an ebony band. It is attached to a black leather cord tied into a loop to secure it to the wearer's clothing when not in use.

Benefit: This lens provides you with a +5 competence bonus on Appraise checks. This is a continuous effect and requires no activation.

Furthermore, it allows you to use *identify* three times per day.

PEARL OF SPEECH

This large blue pearl is shot through with crisscrossed brown, green and gold veins.

Benefit: These items were originally created by the drow and used to command their slaves without stooping to learn their foul languages. The secret of creating *pearls of speech* long ago became known to bards and others who rely on languages. When you place a *pearl of speech* on your tongue (a standard action), it is absorbed into your mouth until you speak the proper command word to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language, such as Dwarven or Draconic. Each pearl is created for a specific language, and you can have only one *pearl of speech* active at a time.

In addition while the pearl is active, it can be activated to produce a *command* effect once per day (Will DC 11 negates).

Source: *Magic Item Compendium* p118.

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

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

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

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

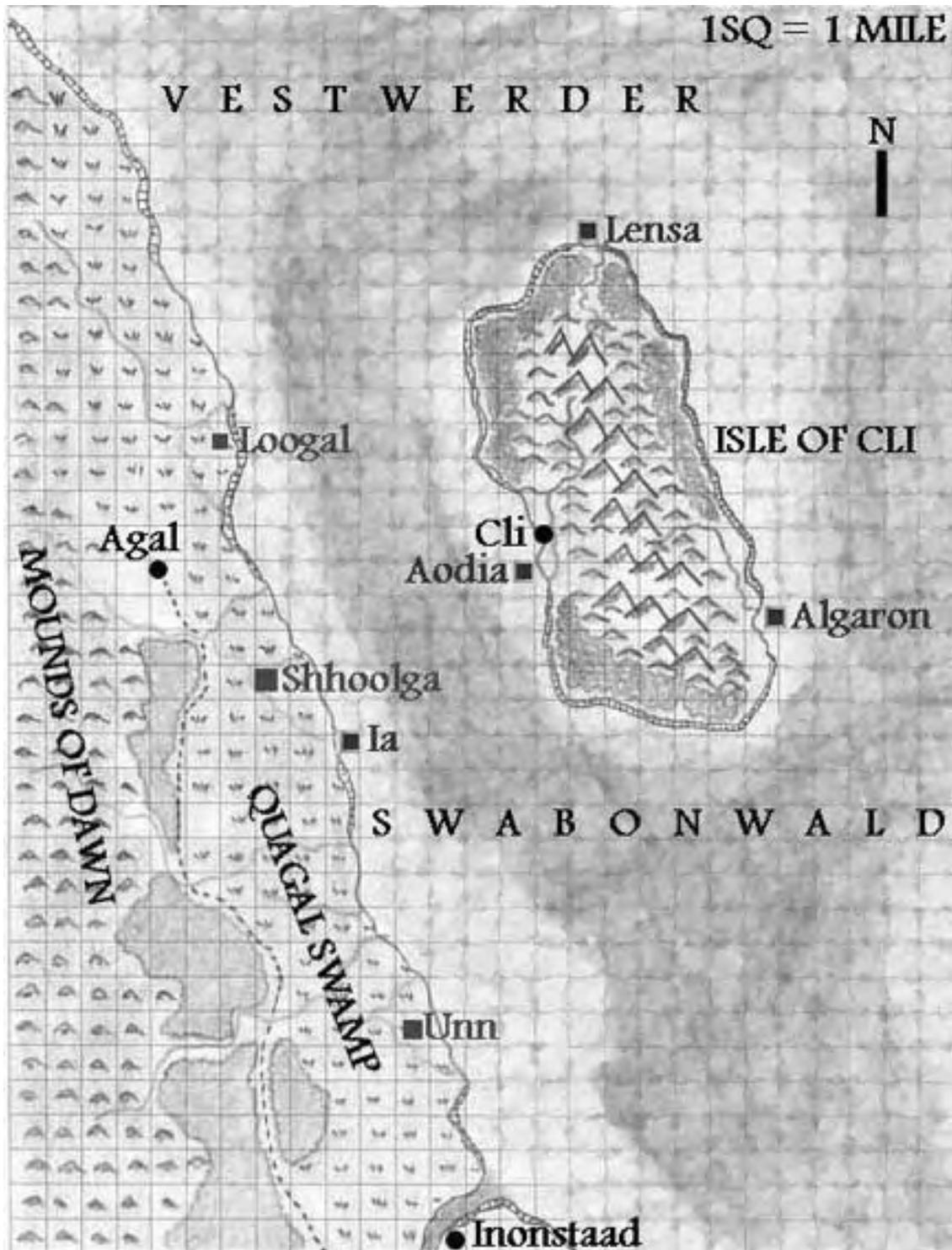
Unless this is an Introductory scenario, the price of all food items has doubled (200% normal cost) and the price of any other mundane item from the Player's Handbook has increased by half again (150% normal cost). Costs are not increased during Introductory scenarios or during character creation.

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

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

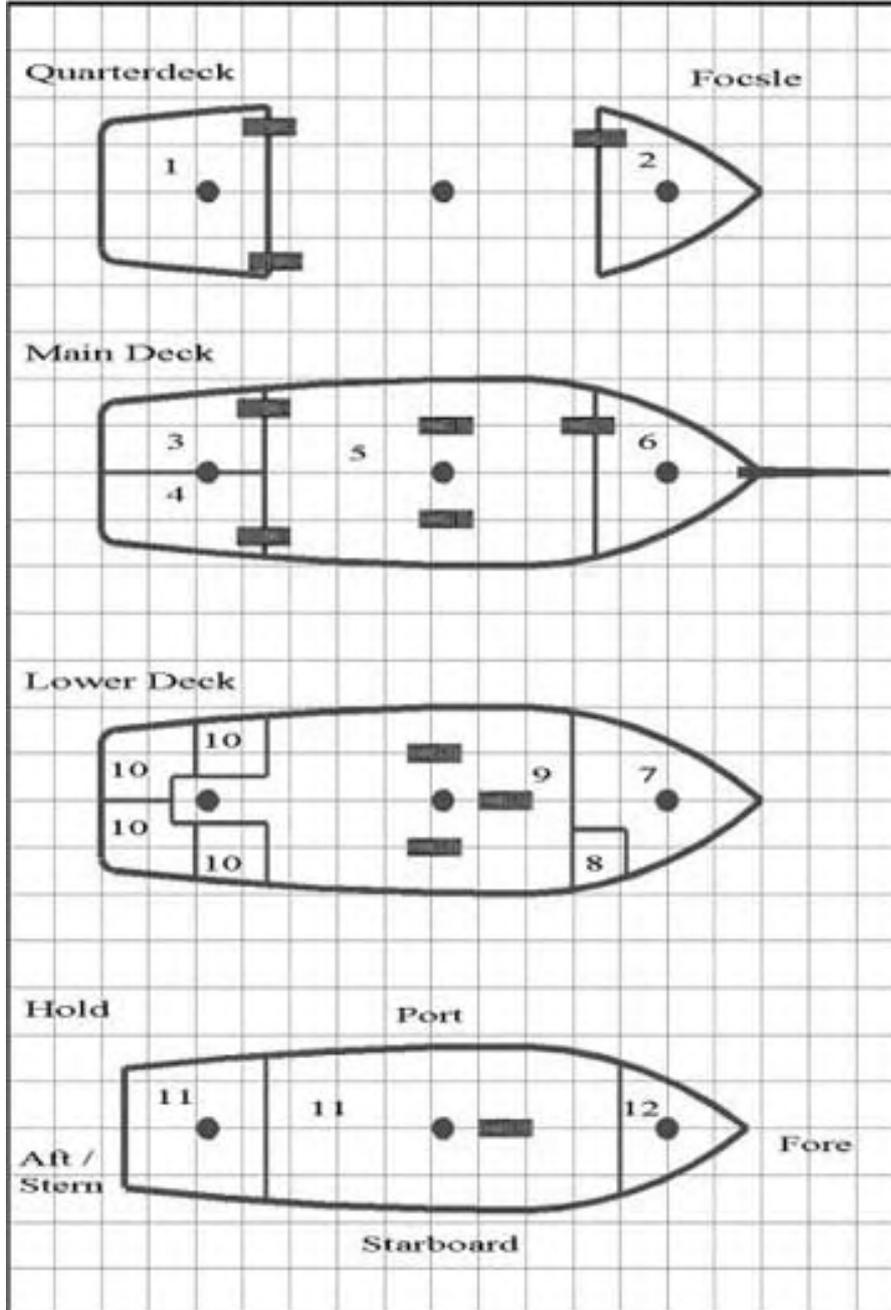
PCs who pay for upkeep can declare at the start of the game that they have donated their upkeep to the needy. The PC is treated as if they have the next worst category of upkeep (none instead of standard, standard instead of rich, rich instead of luxury) except that they do not receive any in-game penalty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

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



DM's Aid 3: MAP OF THE LINA GERSITEN

The Lina Gersiten



Legend

- 1. Quarterdeck
- 2. Focsle Deck
- 3. Bildgear's cabin
- 4. Officers Cabin
- 5. Main Deck
- 6. Focsle
- 7. Galley
- 8. Chain Locker
- 9. Lower Deck
- 10. Hanne, Karla, Bertgris and the PC's cabins.
- 11. Hold
- 12. Sail Locker

1 sq = 5ft
 ½ squares are treated as normal squares.

All stairways are actually 5ft wide.

Map by James Dempsey

DM'S AID 4: THE ISLE OF CLI

The Isle of Cli is on the northwestern edge of Lake Quag, just north of the canton of Hugelrote. The island is mostly given over to an old seed area tended by the Grove, but the Voice also has its premier college, the College of Cli, located in the township of Cli on the western side of the island.

Cli (Small Town): Non-conventional; AL NG; 800 gp limit; Population 950 – Human 87% (Fo), Lizardfolk 5%, Elf 3%, Gnome 2%, Dwarf 1%, Other 2%)

Governance: Town council answerable to the Kanzers (governors) of the College of Cli.

The town has one main road leading from the docks, up-hill through the town and to the main college buildings. The next largest road leads out of town and up to the grove on the hill. A number of small side streets come off these roads.

A 5-foot high wooden palisade and a roughly 3-foot deep dry ditch surround the town. New work is being done to replace strategic parts of the palisade with a higher stone wall. The barrier exists both to ward off particularly brave nomad raiders, but also to define the boundary with the rest of the island, which is an old seed area.

College of Cli: The College of Cli surrounds a hill top in the northeast of town. Its three main buildings are joined by a variety of well-tended gardens. The Hall of The Voice is the oldest and most imposing of the buildings, three stories high and ringed with two rows of decorative busts. Cadeau House is the elegant two-storey stone and wood residence for staff, students and visiting Voice members. The Vroed Library is the third of the College buildings, with its dramatic flying buttresses and stained glass windows. The library has only very recently been completed.

The College of Cli is presided over by the Board of Kanzers. The Kanzer of the college, who is normally also the HetKanzer of The Voice, heads this. The current incumbent is Hetkanzer Sofia Soraver. A variable number of Unterkanzers also serve on the board. Currently there are five Unterkanzers, but at times there have been up to 8. These are the holders of important posts within the college. There are currently 127 other staff and 450 students in the college, along with 250 visiting members of The Voice and other arms of the Old Kerk.

DM'S AID 5: CARNIVAL CHAOS

If the attraction is a place of attack, let the PC experience the attraction before you spring the attack. PCs can at any stage implement their exit strategy without penalty.

Attraction 1: Produce Competition (no attack)

At this attraction the players get to see all of the various products grown and produced by the farmers of Cli. The best wines and cheese compete for converted prizes as do the best pedigree of cattle, pigs, goats and sheep. This is a very rural attraction but Karennie has a great time in playing with some of the baby animals with some other toddlers. Going here is a good move and gains the PCs one bonus "Fully Trusted" point with Hanne.

One farmer with a magical bent is selling several examples of an item he makes for the Auszug. PCs who enquire gain access to *Everlasting Rations* on the AR. PCs may purchase this item immediately for 350gp.

Attraction 2: Brews and Ales (possible attack) See **DM's Aid 6** for detailed map.

This large pavilion contains a simple set of tables down the back where patrons are cuing to purchase a tankard of their favorite local ale and a platter of local cheeses. This place is quite busy and several patrons have imbibed more alcohol than they should and are now becoming boisterous but in a good humored way. A member of the brewing and fermentation guild is selling *Everfull Mug's* to those who can afford such an item. PCs who enquire gain access to *Everfull Mug* on the AR. PCs may purchase this item immediately for 200gp.

Attraction 3: Puppet Show (no attack)

This small open pavilion displays a series of puppet shows. Karennie is completely enraptured and has a great time, pleasing Hanne. Going here is a good move and gains the PCs one bonus "Fully trusted" point with Hanne. After the show Hanne takes Karennie to see the puppet Kanzer, whom she knows. Learning that the PCs are tasked with protecting Hanne, she is quite pleased to sell them one of her magical items: a *Charm of Countersong*. The PCs gain access to a *Charm of Countersong* on the AR. PCs may purchase this item immediately for 400gp.

Attraction 4: "The Harp" (no attack)

The harp is a café where up and coming bards go to expose their material to the public. It is a favourite spot of Hanne's on Cli and she has a great time meeting some old friends and listening to some new music. Going here is a good move and gains the PCs one bonus "Fully trusted" point with Hanne. While here, Hanne introduces the PCs to a master musical instrument maker from the college. Given their connections, he is happy to sell them one of his magical instruments, a *Mac-Fuirmidh Cithern*. The PCs gain access to a *Mac-Fuirmidh Cithern* on the AR. PCs may purchase this item immediately for 2100gp.

Attraction 5: Archery Competition (possible attack) See **DM's Aid 6** for detailed map.

The Archery completion is set up between high rows of hay bales and is a quite prestigious event with a hefty purse. It costs 100gp to enter this competition. The master of competition is looking for participants and the PCs may join the competition if they like. The competition is quite simple: three lots of three contestants line up and shoot three times at large bull's-eye targets set 60 ft. away. The winner from each group of three is then pitched against the winners from the other two groups for another round of three arrows each.

The winner of each round is determined by who gets the most points from their three arrows. A tie results in a shoot-off of three more arrows. Only arrows in the circles are counted.

Outer circle (1 point): AC 20

Inner circle (2 points) AC 25

Bulls-eye (4 points) AC 30

NPC Archery Contestants: Ranged +14.

The Prize: The prize in this competition is a purse of 900gp, which includes the winner's 100 gp stake. This adds to the winning PC's gold for the adventure, but cannot exceed the gold cap. If a PC wins, they gain the **Tournament Winner** AR item.

Attraction 6: Merchant Stalls (no attack)

This attraction is a variety of merchant stalls. Players can find all sorts of interesting items here. A few in particular are magical and can be purchased.

- At one stall is a glass-blower who has a *Monocle of Perusal* for sale for 6500 gp. The PCs gain access to this item on the AR: PCs may purchase this item immediately.
- At another stall is a Nixie Kanzer from the local Nixie kingdom who is selling *Pearl's of Speech* for 600gp each, he has two types for sale - *Aquan* and *Sylvan*. The PCs gain access to these items on the AR: PCs may purchase these items immediately.
- The PCs may sell any one magical item for its full cost value at the market: if they do, list the item on the AR.

Attraction 7A: The Joust (no attack)

This is a favored event and most folk turn out to see this. It costs 200gp to enter this competition: the competitors must be Medium size, have the Mounted Combat feat and be proficient with the lance. There are 8 contestants in the event and it is a sudden elimination event, with the winner going on to joust another winner in the semi-final, and the final. Each joust involves two tilts with lance over a 100ft pass. The winner is the one who inflicts the most non-lethal damage with their lance and who can still continue (that is, has not been knocked unconscious), anyone who inflicts lethal damage is disqualified. The tilts are resolved simultaneously. No healing is allowed during the competition.

NPC Jousting Contestants: Fighter 8, hit points 61, Melee +12 lance, MW lance 1d8+4 (x3 when charging), Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Ride +14.

The Prize: The prize in this competition is a purse of 1800gp, which includes the winner's 200 gp stake. This adds to the winning PC's gold for the adventure, but cannot exceed the gold cap. If a PC wins, they gain the **Tournament Winner** AR item.

Attraction 7B: Horse Market (no attack)

The participants of the joust have their horses stabled here, and an informal horse market is also happening. Hanne is fond of horses and takes the time to study the animals, comparing them to the famous Weisspeer mounts of her native Canton, Krestible. PCs who move around the stables talking to the stable hands and breeders can learn that one of the blacksmiths sells enchanted lances. PCs who speak to the blacksmith gain access to a +1 lance with the *charging* weapon property on the AR: they may purchase this weapon immediately for 8310gp.

Attraction 8: "Lucky 6" (possible attack) See **DM's Aid 6** for detailed map.

The "Lucky 6" is a gambling establishment and this is the first time it has been at the carnival of Cli. Rumours suggest it has a connection with a scoundrel know as Norgolt from Schwartzenbruin, but no one is sure. What is apparent is that it is extremely popular. The mix of scantily clad serving staff, cheap liqueur and games of chance has attracted a lot of attention, even from those that are just curious. Most of the gambling tables are full and drinkers and spectator make this place a very push and shove affair. Four beefy looking bouncers patrol the interior and two sharp-eyed coolers and six scrutinizers are watching over the gambling tables. It looks like players are playing against the house not each other. There is only one game being played.

"Lucky Six": Players can place a bet of a minimum value of 1gp to a maximum value of 500gp. They then roll a dice to try and obtain the number six. If they roll a 6 then their money is tripled, (for example, 100gp becomes 300gp). If they roll a 2 or a 4 they get to roll again, if they roll a 1, 3 or 5 they lose. Each PC can only wager a maximum of 1000gp across all their bets within this establishment (the house cannot cover bets above this amount), as long as they have the gold available. Note the amount they have won or lost on the AR in the section provided, their winnings cannot exceed 2000gp. This adds to the winning PC's gold for the adventure, but cannot exceed the gold cap.

Attraction 9: Withered Oak (no attack)

This is an old withered oak, said to give one who is prepared to plant a kiss upon it a blessing or a curse: no one can determine who is going to get what. Any PC who decides to kiss the oak must roll a d20 to determine what effect occurs to them: a PC can only ever be affected once, and all effects last for this and the next 2 adventures played.

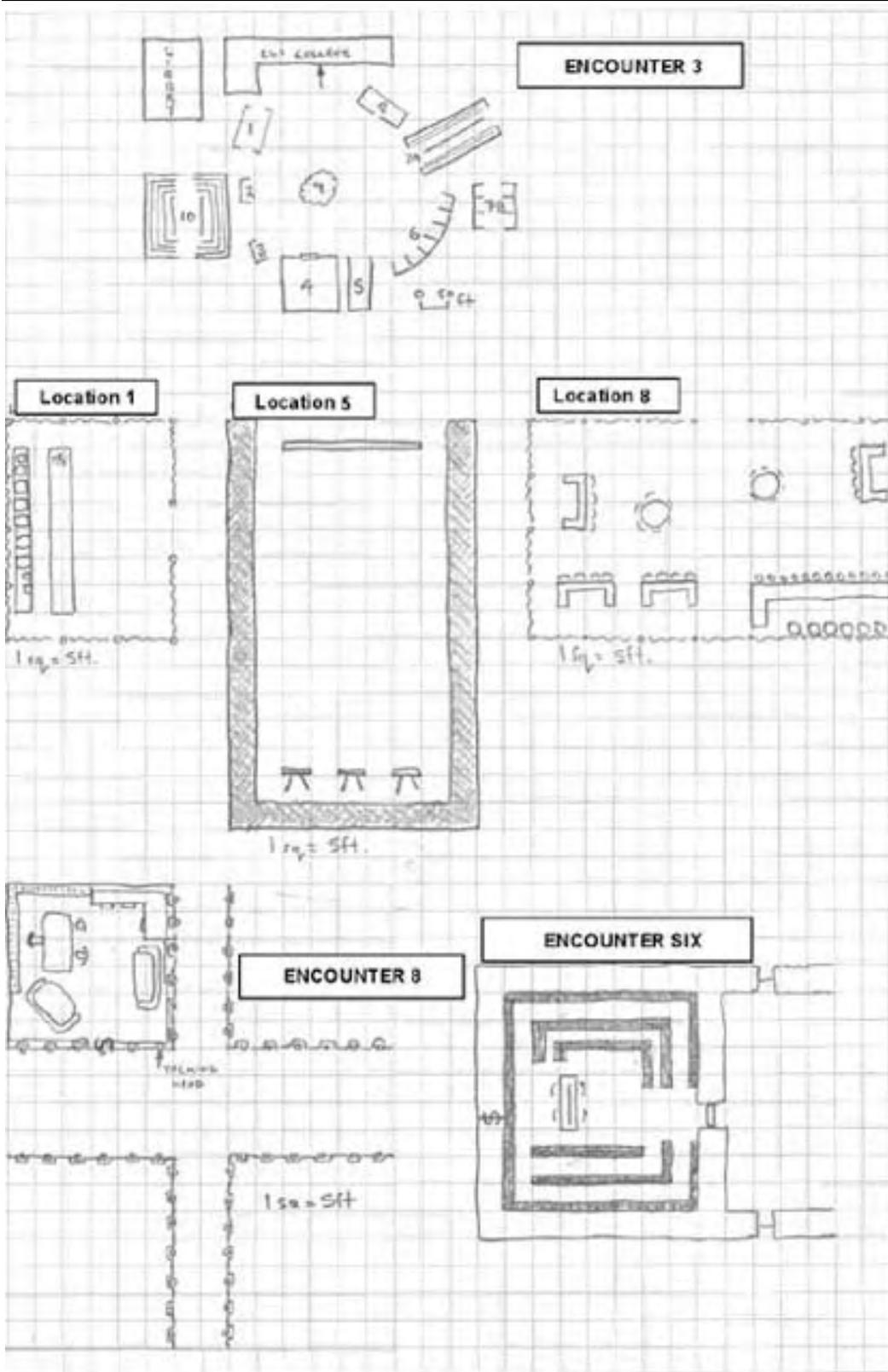
- 1: You have lost one of your languages. If you only knew Common, you are reduced to babbling.
- 2: You know a non restricted language.
- 3: Your skin color has changed to a somber shade of green (+5 to Hide checks in woodlands).
- 4: Your skin has hardened like bark (+2 natural armor bonus).
- 5: You have become highly conductive (-2 all saves against electrical damage)
- 6: You have become highly insulated (+2 all saves against electrical damage)
- 7: You move faster (+5 ft. speed).
- 8: You move slower (-5 ft. speed).
- 9: You have lost your sense of smell.

- 10: You have the scent ability (range 10 ft., +10 ft. if you already have scent).
- 11: You lose your voice and cannot speak, but somehow you can still cast spells with somatic components.
- 12: You lose your hearing, but gain telepathy (range 60 ft).
- 13: Your body odour is very strong, you gain a -5 to interaction skill rolls if the subject is within 10ft. of you.
- 14: Your body odour is strangely alluring to half orc's and goblinoids, you gain a +5 bonus to interaction skill check with these subjects if they are within 10ft. of you.
- 15: You find it hard to focus (-2 to Concentration checks, -1 to Will saves).
- 16: You find it easy to focus (+2 to Concentration checks, +1 to Will saves).
- 17: You feel unlucky (-1 to all saves).
- 18: You feel lucky (+1 to all saves).
- 19: Critical threats delivered against you gain a +4 bonus to convert.
- 20: Critical threats delivered against you take a -4 penalty to convert.

Attraction 10: Kanzer's Stage (no attack)

This is a good choice of venues to take Hanne to. She is very happy with the various performances, recital and plays that occur at this venue. You gain 2 "Fully trusted" points with Hanne for this selection.

DM'S AID SIX: ENCOUNTER MAPS



PLAYERS' HANDOUT 1: BACKGROUND TO THE HERESY

Most sitting here should already be familiar with the schism that has occurred within the Old Kerk over the revelation that a hidden shrine exists within the Old Kerk – this is called the “Great Lie”. This has led to the formation of a faction within the Old Kerk, led by the shrines of Mayaheine and Vathris, who are demanding that the “Great Lie” be revealed and that the pact with Nerull be broken. This faction has been labeled as Heretics by the majority of the Old Kerk, and subsequently been outlawed using ancient laws that exile anyone promoting heresy within the Old Kerk from the Quaglands.

As a result, the Heretics have been driven to secrecy and an inquisition set up to root them out. Some more fanatical followers of the Old Kerk have banded together, labeled themselves Traditionalists, and begun to sort out the “true” believers from the “false”. This Heretic versus Traditionalist conflict has exacerbated existing tensions within the Quaglands caused by the famine and the war, and the nation of Perrenland is beginning to fall apart.

Ironically the ancient laws evoked by the Old Kerk fly in the face of the “modern” quasi-secular *kopprijs* laws of Allitur that the Old Kerk has maintained through the *Rechters* for an age. As a result, the head *Rechters* of Perrenland, led by the *Hetshoolmann* (cardinal) of Allitur Bertgris Udden, are in the difficult position of being forced by the *kopprijs* laws to do the very thing the Heretics are being exiled for: determining the nature of the hidden shrine. They are doing this so that they can quantify in *kopprijs* law if the exiling of a Heretic from the Quaglands is legal, or if all that is permitted under *kopprijs* law is to excommunicate the Heretic from the Old Kerk.

The result of this is twofold. Many Heretics have been tried by the *Hetvoormann* Council of the Old Kerk in Ulmt and found guilty. Despite the *Hetvoormann* Council's clear orders, they have not yet been exiled. Instead, they have been directed to prepare to leave Perrenland while the *rechters*, led by Bertris Udden, play the dangerous game of trying to avoid the ratification of traditionalist sentiment into law, thus setting a dangerous precedent.

To assist him in the investigation, Bertgris has recruited those he can trust to try and determine the nature of the hidden shrine. This has had the unexpected consequence of drawing out three other factions intent upon holding power over the secret of the hidden shrine. One of these factions seems to represent the hidden shrine itself; another is a group known as the Jasmine Index, who seem to be working things for their own purposes; and the third is Drelnza, striving to foster a full blown rift within the Old Kerk so that she can exploit the disunity that would bring. In Traft this policy has worked extremely well for her. In the middle of all this are the Heretics and Traditionalists, being used by all three factions to try and gain some advantage.

The wild card in the whole affair is the recent discovery of a sentient *Cli Lyre*, a potent and powerful instrument of the bards long thought lost. This Lyre has revealed a prophecy linked to a map of an island in the centre of Lake Quag. The Lyre has also directed events so that it has been delivered to none other than Hanne Weisspeer daughter of the former *Voormann* Karenin. It would seem that some, if not all factions are now after the Lyre, Hanne Weisspeer, and/or her child Karennie – all in pursuit of something known as the *Diadem of Kir Russ*.

You have been charged in making sure that Hanne, her baby and the Lyre remain under the protection of Bertgris Udden and Karla Hussen. To this end, you have once again been dispatched to guard them from harm. They are going to *Cli*, where divinations have revealed that Hanne and Karennie will be safe for a while. Thus, it is to *Cli* that you are bound.

PLAYERS' HANDOUT 2: STORY OF THE JASMINE INDEX

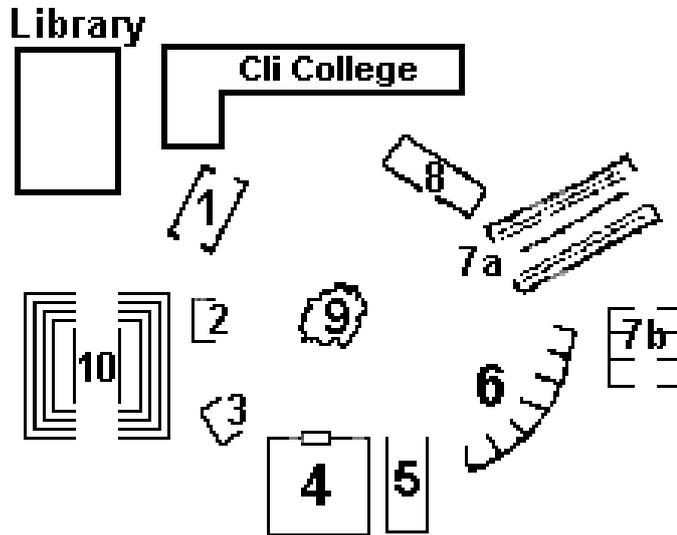
This story is told to you by Tabanar, the keeper of The Great Lie:

The "Great Lie" is in fact exactly that, a great lie, one that has been in place not to fool all the clergy of the Old Kerk, just one faction, the hidden clergy of Nerull headed by Oomkar Hus. For the hidden shrine of the Old Kerk is actually that of Myrhiss, the goddess of beauty, but the clergy of Nerull are convinced that it is in fact Kyuss, Nerull's servitor power.

- When the pact was made by the Old Kerk with the cult of Nerull, its leader, Oomkar Hus, demanded that Kyuss also be admitted to the Old Kerk.
- The cult of Myrhiss was offered a place, but refused to join the Shrine Alliance (as they were at war with Kyuss).
- The other cults made a decision, and buckled under the influence of Oomkar Hus. As a result, the cult of Myrhiss was shunned and left alone.
- Over the next two years the cults of Myrhiss and Kyuss killed each other off, but Kyuss's cult was winning.
- The powerful, but now oath bound cult of Vathris, was in anguish with itself. Why? Because Myrhiss was Vathris's sister!
- At a point of crisis and, in secret, the cult of Vathris broke their oath (along with the terms of the shrine alliance) and conspired with the cult of Myrhiss to engineer the apparent demise of the cult of Myrhiss in the Quaglands.
- In reality, the leaders of cult of Kyuss were destroyed in an event called the Night of Long Knives; and the cult of Myrhiss (using its skills of performance) took their places at the head of the hidden shrines of Kyuss within the Old Kerk. These nine great temple priests have (for a long, long time) remained hidden. They have quietly collected all the relic's of Kyuss they could find within the Quaglands and given them to Tabanar.
- Tabanar has catalogued these relic's in a book called *Jasmines Index*. She has destroyed or hidden these relics to prevent the sanctification of any more shrines to Kyuss.
- Thus - there are only nine Grand temples of the Old Kerk.
- This act, or great lie, the *Jasmine Index* have maintained ever since, with Tabanar pretending to be a "Horned One" - the now dead Lich and high priest of Kyuss, Wormling.
- If these facts are ever revealed, then Oomkar Hus would be within his rights to begin spawning undead once again within the Quaglands, as he would no longer be bound by the pact.
- The Old Kerk would be torn asunder – and Perrenland would become a battleground for the endless wars between the Horned Ones and the Forces of Iuz.

PLAYERS' HANDOUT 3: THE FESTIVAL OF CLI

The poster on the wall reads as follows, including a handwritten note at the bottom of the poster.



Attraction 1: Produce Competition – the biggest vegetables, the gentlest animals!

Attraction 2: Brews and Ales – only the best drinks and cheeses!

Attraction 3: Puppet Show – for the little ones!

Attraction 4: “The Harp” – the best café in Cli!

Attraction 5: Archery Competition – can you hit the bull’s-eye? 100 GP to enter.

Attraction 6: Merchant Stalls – everything you could possibly want!

Attraction 7A: The Joust – have you the skill to unseat the best? 200 GP to enter.

Attraction 7B: Horse Market – see the mightiest steeds in the land!

Attraction 8: “Lucky 6” – roll those dice, and see if you’re the lucky one! Only for big spenders.

Attraction 9: Withered Oak – dare you kiss the tree, and will you get a blessing or a curse?

Attraction 10: Kanzer’s Stage – performances at all times throughout the festival!

Last day today - don't forget the ball is TONIGHT!

PER7-05 *THE JASMINE INDEX* – CRITICAL EVENTS SUMMARY

If you DM this scenario in 2007, please answer these questions and send the results to triad69@optusnet.com.au. All results received by 30 November 2007 count towards the Perrenland critical events summary.

Did any of the PC become “Keepers of the Great Lie”?	YES	NO	(Number)
Did any of the PCs become “Heretics”	YES	NO	(Number)
Did any PC break Tabanar’s figurine?	YES	NO	
Did any PC return the figurine to Tabanar?	YES	NO	
Did any PC give the figurine to another NPC? Whom?	YES	NO	()
Did the PCs fetch Hanne?	YES	NO	
Did the PCs fetch Karla?	YES	NO	
Did the PCs fetch the Voormann?	YES	NO	

If the PCs did something different or unexpected, please explain what they did in the email. In cases where PC names should be noted, can you also send their player name, RPGA number and their personal email address (if they are willing to give that information to you).