

PER5-01

I Dream of Janni

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

Version 1.0

by **Mark Somers**

Reviewed by Chris Tulach

In the town of Rikkendál it's a time of celebration. A wedding is about to be held and all is well. Or is it? Where is the groom's best man? Or should that be best ogre? Little Janni is usually such a punctual fellow. What could be holding him up? And why is that travelling merchant so keen to sell those funny looking pots? This single session regional scenario for APLs 2-12 rediscovers the early days of Perrenland's adventures by continuing plots elements started in *Pig Tales* and *Pots of Knowledge*.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This scenario follows on from two of the earliest Perrenland adventures, *Pig Tales* and *Pots of Knowledge*.

In the adventure *Pig Tales*, PCs were involved in murder mystery and theft, where the Zussrig family of Oskindál were killed for the Spear of Allitur. In doing so they proved the innocence of a ward of the Zussrigs, a young ogre called Little Janni, whom the family had raised from infancy. Janni has subsequently come of age and found his place in the world – he has become a paladin of Allitur.

In *Pots of Knowledge* events revolved around the rescue of a pair of brothers involved in the Kóndkanyagn, the hunt for the fabled Kóndkannen, the pots of knowledge. In performing the rescue, PCs involved learned a little about the pots and even acquired possibly authentic pots of their own.

Four years have passed since the events that happened and new events are taking place. Fraedrig Zussrig, the surviving member of the Zussrig clan (he had been serving with the Auszug at the time) has been living alone in Oskindál, but has now found himself a bride. The wedding is to take place in the nearby town of Rikkendál and the festivities are due to take place. However, one important guest is missing – Little Janni is overdue and Fraedrig refuses to be wed until he is in attendance. Then one of the village girls has a dream that Janni is in trouble...

Unbeknownst to all, Janni has indeed been caught up in his own troubles. Asked for help to find some missing prospectors he has stumbled on a hidden abandoned shrine. There he found the missing folk had discovered some Kóndkannen and had unwisely opened some of the pots – releasing some very naughty spiritual beings. Having dealt with the prospectors, the spirits then became involved in a tussle for Janni's soul. This is not a good thing for a young paladin out and about on his own...

Adventure Summary

Introduction: The PCs find themselves in Rikkendál, either by coincidence or as invited guests, in time for the celebrations for the marriage of Fraedrig Zussrig and Márta Haelyagr. Anxiety begins to build over the increasing lateness of the overdue arrival of Little Janni. Then a local girl, Girti Lufflieg, known as something of a visionary, has a dream of Janni in some peril.

Encounter One, The *Brockenberghuis*: The PCs, being canny adventurous sorts, are asked to help locate Janni as soon as possible. His last known location, stated by one of the guests, was in the *Brockenberghuis*, a camp hut a day

north on the Vestertrek. Assuming the PCs go to the *Brockenberghuis*, they will find a brawl in progress. Once it is calmed down the PCs can talk with one of the participants, a dwarf who sent some prospectors into the mountains. The now missing prospectors were last seen perhaps two weeks beforehand heading up the Tórnróm, a whitewater river than rushes from the Yatils. Little Janni had heard about this and had agreed to look into the disappearance.

Encounter Two, The Angry River: Travelling through rough terrain, the PCs have to deal with the vagaries of the climate and the mountain as they follow the rapids into the peaks. As well as tracking Little Janni, they may choose to brave a waterfall and a treacherous waterhole where, in addition to finding the body of one of the prospectors, they can find a clue to what is going on in the form of an opened pot (a real one).

Encounter Three, The River Forks: At this point the river forks, as two smaller streams merge. Here the characters meet with a garrulous spirit that has possessed an ancient carved rock. In its own cryptic way the spirit can give the PCs clues (it has only recently been freed from a pot).

Encounter Four, The North Fork: Should the PCs choose to go north they will eventually come across a rickety rope bridge across a chasm just waiting to collapse under them. In fact, it's the opposite canyon edge that is due to collapse...

Encounter Five, The Possessed Prospector: Further up the north path, on a tight ledge, is one of the missing prospectors. Her wits are more than a little addled, as she has been 'possessed' by a freed spirit, which is whispering questions to her (in Ur-Flan) in her mind. The woman is on the verge of suicide and she could well try to take one of them with her.

Encounter Six, The South Fork: Following this path leads to a sheer waterfall and something of a climb. The climb isn't too strenuous, but it will be made more interesting by the presence of a possessed and chatty woodpecker.

Encounter Seven, The Lost Shrine: Here the PCs find Little Janni, lying in torment as one or more spirits try to possess him. With the arrival of the PCs, however, Janni becomes less desirable and the spirit(s) may find some new targets. When all is said and done the PCs find a minor treasure trove, including some genuine pots with genuine spirits inside of them. They'll also find a relic

which, when deciphered and used properly, will allow PCs to release trapped souls from the pots.

Conclusion: The heroes assist Janni and any prospectors they may have rescued, and make their way back to Rikkendál, where a bang up meal and a riotous wedding party awaits them.

Divination Magic

IMPORTANT DMs NOTE: At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series, started in 594CY, has introduced the following effects into Perrenland regional scenarios. The various divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Full details of this effect are provided in *Appendix Six*.

The Environment

Though the season may not officially be Winter, the cold has not loosened its grasp on the Yatils. Most of the time the temperature will be sub-zero (°C, that is). This should be noted and taken into account. Full details of environmental effects are provided in the first part of *Encounter Two*.

Introduction

A Winter Wedding

A new year begins with the Needfest celebration, a year that promises to be a dark one. In the east the Old One's forces test the armies of the nation in lands darkened by the ash from Mount Hellspaar. To the west the return of Iggwilv bodes ill indeed. Yes, 595 promises to be a dark year indeed.

Yet not all is gloom. People still find ways to celebrate, and in the mountain town of Rikkendál that is exactly what folk are doing. A wedding is to take place, between Fraedrig Zussrig of nearby Oskindál, and Márta Haelyagr, a lass of the town. This happy event is enough for the locals to forget their woes for a time at least and dwell on more pleasant matters.

The wedding seems to have become quite the event. Visitors have come to town, swelling the numbers well beyond the usual two hundred or so souls usually found in Rikkendál. As if possessed of some uncanny sixth sense that allows them to find opportunities, merchants too have come along,

despite the snow and ice on the roads. Here a fellow is selling silks from beyond the Yatils, there a man from Schwartzbruin has a small supply of schokolade, no less. There's even a scruffy kóndkanyágr hawking old pottery to those showing interest.

The townsfolk seem determined to show that they can be welcoming and hospitable in the worst of times. The ale and mead are flowing and the mood is defiantly cheerful. Soon enough the wedding will take place and then the partying will begin in earnest.

The first thing is to determine why the characters are in Rikkendál in the first place. Any PCs who have previously played the 591CY scenario, *Pig Tales*, will have been invited by an NPC from that scenario called Fraedrig Zussrig. Auszug members may well be in the region to determine the defensive capabilities of the region in this time of war, whilst Old Kerk members may be out to boost morale in these desperate times. Of course they may just be passing through at the right time, as adventurers do.

Rikkendál is normally a quiet community of 200, where the major activities are hunting and goat herding. In addition there is a local species of truffle which is much in demand. At this stage, however, numbers have swelled, with many visitors staying at the Strangled Goose Inn, which is packed to the rafters. The hospitable locals are also billeting others in their homes. The atmosphere is happy, almost defiantly so, as if the locals refuse to let the current troubles of the nation ruin their celebration.

Give the PCs time to have a look around, meet NPCs, and mingle. The town is considered Weisspeer clan and Krestible canton territory (should PCs have benefits such as Influence in such areas). Because of its proximity to Krestible City and the large number of merchants visiting, Rikkendál is considered a small city for the purposes of buying equipment, should any PCs wish to do so.

DM's Note: Amongst the vendors is a scruffy looking half-orc fellow called Bartó Reusje, who claims to be a kóndkanyagr, or pot hunter. He is selling various pottery items, which he claims are pots. Anyone who has played *Pots of Knowledge* or *Wild Goose Chase* may recognise that some of the pots do indeed seem to be genuine. Otherwise a Knowledge (History or Local Knowledge), Profession (Pot Hunter), or Bardic Knowledge test (DC 15) will identify some of the pots as being legitimate ancient pottery.

PCs may purchase pots from Bartó. They are able to buy the following:

- Small pot (as if gained in *Pots of Knowledge*). Market price of 100gp; selling at 120gp.

- Barely legible pot (as if gained in *Wild Goose Chase*). Market price of 300gp; selling at 360gp.
- Faded pot (as if gained in *Wild Goose Chase*). Market price of 600gp; selling at 720gp.
- Barely faded pot (as if gained in *Wild Goose Chase*). Market price of 800gp; selling at 960gp.
- Pristine pot (as if gained in *Wild Goose Chase*). Market price of 1,500gp; selling at 1,800gp.

Don't overplay Bartó's pot selling. This is a chance for players who came late to the campaign to pick up a pot and not be left out. Mention the stall casually and if the PC's take the hint then play it up. Bartó should come across as a bit crude, a bit scruffy, and very dodgy.

Kicking Things Off

Once the PCs have had a chance to shop around a bit and do a bit of partying and mingling it is time to get into the heart of the game. Attentive PCs (those who make a Spot DC 10 test followed by a Sense Motive 10 test) will notice that the locals are seeming a little restive and the groom is a bit edgy. Should they enquire, a successful Gather Information DC 10 test will let them discover that the groom's best man, Little Janni, has not arrived.

PCs who have not played *Pig Tales* may be unfamiliar with Little Janni. Asking around will reveal that Janni is an ogre who was raised from infancy by the Zussrig family and is a foster brother to Fraedrig. Almost four years previously he left in the company of an elven paladin called Anastrianna Moonwhisper and has since found his own calling as a paladin of Allitur. He is a serious and dutiful young ogre who is never late unless there is some trouble.

If Fraedrig is approached directly he will note that Janni was last known to be in Exag and was returning via the Vestertrek. He is now several days late, even accounting for bad conditions on the trail. Since Fraedrig refuses to be married without Little Janni's presence, this is a serious concern indeed.

Should the PCs offer to go looking for Janni, Fraedrig will thank them earnestly and suggest they wait another day. (This gives time for the dream – see below – to happen.)

Gírti's Dream

During the first night following the PCs learning of Janni's lateness – and assuming they have remained in Rikkendál – then they will overhear a disturbance in the town.

Despite the enforced wait, the mood in Rikkendál remains happy and friendly. For some the night is a late one. For others it brings no sleep, since the ale still flows. For others, though, the night brings something else. Even those amongst you who are asleep are jolted to alertness by the scream of a girl in terror...

It's rather expected that the PCs will investigate. They won't be alone. The screams are found to have come from a smaller household, that of the Lufflieg family. There lives Aghilt Lufflieg, a young widow, and her nine-year-old daughter, Gírti. It is Gírti who has been screaming, having had a nightmare. Also in the house are a handful of friends, who are in a brief state of fright from the girl's cries.

The PCs can try to learn more immediately, necessitating a Diplomacy DC 15 to get into the house to talk to Gírti, and then a Diplomacy DC 12 to calm the child down.

Otherwise the PCs may wait until the next day and either talk to the girl or find out the information second hand through gossip.

Regardless, here is what can be learned:

- Gírti has had a very troubling nightmare.
- It was one of 'those' dreams.
- The girl occasionally has 'those' dreams – ones that have been found to be prophetic.
- Full details of the dream are given. Give the players *Player Handout One*.

In all other respects Aghilt and Gírti are normal. There is nothing neither sinister nor evil about the small family. Nor are there any signs of outside influence.

Interpreting The Dream

Characters may make a Knowledge (Religion) test to determine facts from the dream:

DC 10: Two hands clasped is the symbol of Allitur.

DC 15: Associated with Allitur is Keph, a magnificent steed.

By now the characters should know that Little Janni is a paladin of Allitur. He is also an ogre. If they don't already know this someone will certainly mention it.

It doesn't take a genius to work out that the dream indicates Little Janni is in deep trouble.

DM's Note: The PCs may wonder how Gírti can have dreams when the divination interdict is in place. Her bedroom is considered a sanctified place for the purposes of her 'divining'.

What If The PCs Don't Take The Bait?

If the PCs prove to be heartless or apathetic then it may be that an appeal needs to be made to their mercenary sides. The town will offer each PC a reward of 50gp per APL to find and rescue Little Janni. If that doesn't work, well, they're hardly heroes, are they? The scenario ends for them at that point.

Encounter One

The Brockenberghuis

It is quite obvious that the folk of Rikkendál have a high regard for Little Janni. That he happens to be an ogre says much for his character. Only those with the hardest or greediest of hearts could refuse to help find him. So the responsibility of rescuing the young paladin from whatever trouble he has found himself in has fallen to you... as ever.

The Vestertrek winds its way up and down the eastern face of the Yatil Mountains. Slippery ice patches and snow drifts make the travel slow, and there are few others on the roads. Winter is not the time for travel in Perrenland, and with news of the return of the Witch Queen somewhere within the mountains it could be even more perilous than ever.

Yet after a day of travel you find yourselves unmolested apart from the rigours of the elements, and the first travellers' inn, the Brockenberghuis, comes into view. Cheery light from a warm fire spills through the windows and you can hear the sounds of revelry echoing around the valley in which it lies.

Then, as you hitch your mounts and approach closer, the door bursts open and a howling figure somersaults outside to land in a pile of snow at your feet. It seems from the roars now more clearly audible that it is not revelry that awaits you, but a brawl...

Actually, the PCs have wandered into what is not so much a brawl as a bit of boisterous shenanigans that have gotten a little out of hand. The fight is near to breaking up anyway, since the participants (about half a dozen at this stage) are getting a bit exhausted. In fact, if the PCs draw attention to themselves then their appearance will act as a catalyst to end the ruckus. If they stand by quietly it will peter out soon enough on its own.

The exception to this is a single dwarven miner who is very, very drunk and mostly oblivious to what's going on around him. His name is Murkir Seamfinder and he will take the fight to the PCs as soon as they arrive.

All APLs (EL 2)

☛ **Murkir Seamfinder:** hp 24; see *Appendix One*.

The drunken dwarf doesn't really present all that much of a threat to the group. However, he is the one who knows more about Little Janni's whereabouts, so the PCs need to treat him carefully. If they deal with him in a fashion that he would deem dishonourable (attack from behind, ganging up on him, or using obvious magic) then further interaction with him incurs a circumstance penalty of -5 for Charisma-based skill checks.

It is possible to talk Murkir down, though some inspired logic will be required to penetrate his befuddled mind. This requires a Bluff or Diplomacy test (DC 12+APL) to settle him down.

Unless some form of magic is used, Murkir will lapse into an alcoholic stupor soon after the fight ends. He won't be able to be woken until late in the next morning if left alone. A Heal (DC 18) test can be used to half this time, resulting in his awakening before daybreak.

DM's Note: It is important that the PCs should not kill Murkir. For a start, it's a brawl with non-lethal weapons. If they start to use lethal damage, strenuously note that they're about to commit murder, a real crime, if they continue. Any paladins present who allow that to happen can be considered to have committed an evil act. The DM should tell the players so beforehand.

Note that only PCs who participate in some way in this encounter do not earn the XP award. Thus the DM should endeavour to stage the situation so all PCs are presented with an opportunity to take part in the events.

Talking To The Patrons

Since the PCs will likely just dismiss Murkir as a crank it's expected that once he's dealt with they'll start asking around the bar about Little Janni. That's fine, though it is only Murkir who really knows the full story. The DM should play up on the fact, using anything done to Murkir as a basis for some humorous play. (Eg. "Oh, the ogre? Ja, I saw him. He was chatty with your pal the dwarf over there. Ja, the one you just punched out...")

The PCs can make Gather Information (DC 14) checks to get the information listed below. If possible, allow different PCs to learn various bits of the knowledge.

- ☛ Little Janni arrived at the *Brockenberghuis* four nights ago.
- ☛ He left very early the next morning.
- ☛ No one is really sure which way he went, but probably not north.
- ☛ His appearance caused a bit of a stir at first, but Édwin the innkeeper knows of him and calmed folk down.

- Once he got settled he seemed a nice young fellow, for an ogre.
- He spent a lot of time talking to Murkir Seamfinder.
- Murkir is the dwarf who was making a fool of himself.
- When he's sober Murkir is one of the finest miners around.
- Murkir has been a bit fidgety these last few days.
- A couple of weeks before the ogre arrived Murkir had been making deals with some itinerant types, probably prospectors.
- The prospectors left about a two weeks ago and haven't been seen since.
- There hasn't been any trouble in the area, so far, though the rumours about a witch in the mountains is troubling.

Talking To Murkir

The one who knows the real information is Murkir. So it's a good idea to make sure the PCs don't inadvertently kill him, however unlikely this may be. He has a very good idea of where Little Janni is.

Ordinarily Murkir is a typical staid dwarf, one with a strong work ethic. He acts as something of an expert in the local parts, visiting the various mines and ensuring folk are doing the right thing. He takes a small percentage of the profits and lives a tidy enough lifestyle from it.

When he gets drunk, which is rarely, he becomes a bit of a wild man and gets into fights, as evidenced. When he wakes up from his bender he will be a little embarrassed and subdued. If the PCs used 'dirty tricks' (attacking from behind, spitting in the face, totally outnumbering him, sneaky magic spells, and so on) in the fight he will also be someone sullen and sharp in his replies.

The PCs can learn the following information from Murkir by carefully handling him with a Gather Information (DC 16) test. Apply a -5 circumstance modifier to Charisma-based skill checks for this test if the PCs dropped him in the fight in a 'bad' way. Apply a +2 circumstance bonus if there are any dwarves in the party. Apply a further +2 circumstance bonus if said dwarves are of the Khund. These modifiers may be cumulative.

- Little Janni arrived here four nights ago.
- He accidentally bumped into Murkir, who spilled his drink.
- By way of apology the ogre bought him another drink, and they got talking.

- Murkir mentioned a problem he had and Little Janni decided to help.
- After hearing Murkir's tale Little Janni left the next morning on a mission to rescue missing prospectors.
- Three weeks ago Murkir was heading back from the Hoogtrappen mine, some dozen miles due west of here.
- As he came down the mountain pass he saw a nearby cliff face had fallen away, revealing what appeared to be the remains of some ancient building.
- When he got back he mentioned it to some prospectors who were staying in the inn.
- There were four prospectors; two Mōrgenrood fellows called Fretz and Schtecker, a Hūssen lass called Vānda, and a Kettite by the name of Tamoud.
- After talking with Murkir throughout the night they decided to explore further.
- It's now been two weeks since the quartet left and Murkir is a bit worried, even a little guilty. On reflection they seemed a little inexperienced.
- He didn't go with Little Janni himself because he has some important obligations to meet in these parts.
- They should have been following the path of the Tórnróm river.
- The Tórnróm river, when it hits the plains, is called the Vesterflow by the Laaglanders.
- The cliff would be about two miles west of the Tórnróm's fork. It's rough going to get there.
- Murkir guesses from what he saw that the revealed building is either of dwarven or perhaps Ur-Flan construction. It was too far away to really tell.
- The location is only about a day's solid walk away.
- Now that Little Janni also hasn't returned Murkir is even more worried.

What If They Ask Murkir To Guide Them?

Murkir will not accompany the PCs. He has activities of his own to attend to, and obligations to meet. This is also why he didn't go with Janni. He will, however, provide the players with a rough map of the area they will be travelling in? Give the players *Player Handout Two*.

Note: It's possible that the PCs can get a version of the map of the area from someone else.

Encounter Two

The Angry River

Leaving the Brockenberghuis behind you start to climb into the mountains, following the banks of the Tórnróm river. Almost immediately the mountain trail becomes steep and the travel is rigorous. The white foaming water of the river roars and grumbles beside you.

Within a handful of hours the trail has switched back and forth and taken you up several hundred feet. Snow lies heavily on the ground and icicles have formed in shadowed areas, looking much like glistening fangs. The ground is slippery under foot and your sense of safety isn't helped by the howling wind that tugs at your hair and clothing. No wonder most mountain people spend Winter indoors.

Thankfully there is but one trail so far, because the wind, snow and ice have made finding tracks nearly impossible. If Little Janni is to be found in these parts, he's going to be cold and miserable, most likely.

Environmental Effects

From this point on, when the PCs are out in the open they must experience the following effects from the terrain and weather. A PC making a Survival or Knowledge (Nature) check (DC 15) is aware of these effects.

- **High Altitude:** As the characters are above 5,000 feet they must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when they descend below 5,000 feet. Any PC who can legitimately claim to be acclimatised to high altitudes (eg. membership cert for a highland clan) is not affected.
- **Snow:** It is snowing, resulting in visibility ranges being halved, and a -4 penalty on Spot and Search checks, and ranged weapon attacks, whilst outside. In any given area there is 1d6 inches of snow on the ground, and each square with snow costs 2 squares of movement.
- **Strong Winds:** There are strong winds that automatically extinguish unprotected flames. There is a -2 penalty to Listen checks. Tiny or smaller creatures are knocked down, as are Medium or smaller airborne creatures.
- **Icy Ground:** In exposed areas where the wind has blown away snow the ground is iced, resulting in the DC of Balance and Tumble checks being increased by 5. A DC 10 Balance

check is required to run or charge across icy ground. In addition, it costs 2 squares of movement to pass through a square of icy ground.

After two or three hours of walking through rugged mountain terrain, the PCs will cross the 5,000 ft. altitude mark. They have a further hour of walking before they come to the first encounter, a waterfall where one of the prospectors is apparently trapped.

The Tórnróm rages down a chasm worn through the ages, roaring and thundering as if in a fury. Ahead you can see a cliff face with ancient steps carved by the side of the waterfall. As you approach you can make out something blurred and hazy behind the froth of the waterfall. It looks as if someone might be hiding behind there.

DM's Note: The DM should refer to *Appendix Three* for a visual guide to the layout of this encounter.

The river thunders down here before rushing down the chasm and back the way the characters have come. The spray from the waterfall creates a mist that limits vision to 20 feet and results in a 10% miss chance for anyone beyond that distance. This also applies a -4 penalty to Spot, Search and Listen checks cumulative with other penalties. Any character will soon be soaked barring magic or special clothing.

The waterfall rushes down the cliff and has created a deep waterhole (Location 4 on the map). At the base of the waterfall the ages of erosion has created a small cave (Location 2) in which is the huddled form of a person. However, the run off down the cliff face has formed into an ice wall (Location 1) due to a recent cold snap. To complicate matters, above the wall more ice has fallen and clings to the cliff (Location 3).

When the PCs get closer they can make two Spot checks. Penalties for the conditions have already been factored into the DCs.

The first Spot check (DC 14) notes the presence of the ice wall and reveals that there is a human form huddled in the cave behind, who seems to be clutching some sort of pot.

The second Spot check (DC 16) means that someone has noticed a glint from in the waterfall and can see that there appears to be some broken pottery and other glinting items at the bottom.

A successful Survival or Knowledge (Nature) test (DC 14) will let folk realise the waterhole will be churning with a strong current, and that ice is likely to be built up all the way up the cliff face behind the waterfall.

The ice wall is nearly a foot thick at the base and a little narrower at the top. It is about 10 ft. tall and 20 ft. wide. Thanks to its thickness and the noise from the waterfall it is all but impossible to communicate through the wall.

No matter what the PCs do outside of the cave, the person inside will not stir. If the PCs have some means of scrying or otherwise seeing through the wall, they can determine (Spot DC 12 followed by Heal DC 14) that the person inside appears to be a male of Baklunish stock and has apparently frozen to death.

DM's Note: If anyone breaks down the ice wall then they weaken the structure holding the ice above, which will then come crashing down in a shower of nasty shards. It is possible to prop up some sort of support using the Disable Device values listed below. Profession (Stonemason) or the like can be used instead of Disable Device for that test.

Ice Wall: 12 in. thickness; 36hp per 10 ft. x 10 ft. section; Break DC 27; characters who break through take 1d6+APL cold damage.

Trap:

APL 2 (EL 3)

↗ **Ice Shards:** CR 1; natural; touch trigger (breaking the ice wall); no reset; +10 ranged (1d4+1, shard); multiple targets (fires 1d4 shards at each target within 5 ft. of the ice wall); Search (DC 14); Disable Device (DC 20).

↗ **Waterhole:** CR 1; natural; constant; +6 Grapple (1d4, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

APL 4 (EL 5)

↗ **Ice Shards:** CR 3; natural; touch trigger (breaking the ice wall); no reset; +12 ranged (1d4+1, shard); multiple targets (fires 1d6 shards at each target within 5 ft. of the ice wall); Search (DC 16); Disable Device (DC 22).

↗ **Waterhole:** CR 3; natural; constant; +10 Grapple (1d6, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

APL 6 (EL 7)

↗ **Ice Shards:** CR 5; natural; touch trigger (breaking the ice wall); no reset; +14 ranged (1d4+1, shard); multiple targets (fires 1d8 shards at each target within 10 ft. of the ice wall); Search (DC 18); Disable Device (DC 24).

↗ **Waterhole:** CR 5; natural; constant; +14 Grapple (1d8, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

APL 8 (EL 9)

↗ **Ice Shards:** CR 7; natural; touch trigger (breaking the ice wall); no reset; +16 ranged (1d8+2, shard); multiple targets (fires 1d8 shards at each target within 10 ft. of the ice wall); Search (DC 20); Disable Device (DC 26).

↗ **Waterhole:** CR 7; natural; constant; +18 Grapple (2d4, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

APL 10 (EL 11)

↗ **Ice Shards:** CR 9; natural; touch trigger (breaking the ice wall); no reset; +18 ranged (1d8+2, shard); multiple targets (fires 2d6 shards at each target within 20 ft. of the ice wall); Search (DC 22); Disable Device (DC 28).

↗ **Waterhole:** CR 9; natural; constant; +22 Grapple (2d6, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

APL 12 (EL 13)

↗ **Ice Shards:** CR 11; natural; touch trigger (breaking the ice wall); no reset; +20 ranged (1d10+2, shard); multiple targets (fires 2d8 shards at each target within 20 ft. of the ice wall); Search (DC 24); Disable Device (DC 30).

↗ **Waterhole:** CR 11; natural; constant; +26 Grapple (2d8, bashing) plus drowning (p. 304, *DMG*); multiple targets (anyone within waterhole); Swim may be used to avoid the grapple.

Inside The Cave

Once the PCs get inside the cave they will find the huddled form of the Kettite prospector Tamoud, who has frozen to death (Heal DC 15 to determine this). He is covered in ice and is staring sightlessly with a look of wonder on his face. Clutched in his arms is a pot, a real *kondkan*, one with very faded designs upon it. However, it is open, its lid nowhere to be found. This renders it mostly valueless, though some may pay money for it.

The PCs are unlikely to determine what happened to Tamoud (no *divination* or *speak with dead* works, remember) but here is a quick summary of what

happened so the DM is aware. Tamoud and his fellows made their way up the river until it forked. They followed the south fork until they came to a cliff face, which they climbed. This took them to what appeared to be an old tomb, in which there were many genuine pots neatly stacked in rows. Fretz, one of the Mörgerood boys, found some kind of arcane device and used it to ‘unlock’ some of the pots. This released a number of spirits that tried to communicate with or possess the prospectors. Tamoud grabbed a pot and ran, the spirit from within slowly driving him mad. He somehow made it to the waterfall and in his insane state decided to hide from the world. He then froze to death whilst he sat rocking and mumbling in mad wonder.

Treasure

At the bottom of the waterhole there are the following items, mixed in amongst broken pottery and mostly worthless pieces of rusted metal and shattered glass.

The pot in Tamoud’s hands is included in the loot value, since it isn’t worth so much any more.

APL 2: coin – 100gp, magic – *quiver of Ehlonna* (150gp)

APL 4: coin – 100gp, magic – *chime of opening* (250gp)

APL 6: coin – 100gp, magic – *chime of opening* (250gp)

APL 8: coin – 100gp, magic – *immovable rod* (417gp)

APL 10: coin – 100gp, magic – *rod of metamagic, silent* (916gp)

APL 12: coin – 150gp, magic – *lesser rod of metamagic, maximise* (1,167gp)

Encounter Three The River Forks

Little is more constant now than the wind, snow and ice. It’s downright freezing outside and there’s no warm fire-lit rooms nearby that you can see. With careful steps you continue to follow the path of the angry Törnström higher into the mountains.

After perhaps another hour or two of rigorous movement you come to a point where the river forks. Split in two by a great wedge of rock and ice, two sources of the river run from the north and south. Only a few hundred yards from the fork, an old stone bridge crosses the southern arm of the river, taking the path within the crotch of the Y. But neither flow appears to be the major tributary, so which to choose?

The stone bridge may cross the south fork, but it is so close to the Y of the fork that it might as well be down the middle, and the path soon turns north after it crosses the river. The bridge is old and its cracks are filled with

ice. Glistening icicles drip from underneath its arch, pointing to a drop of some 50 feet into the white water of the river. Ice has formed on the path across the bridge, and small piles of snow lie in its lee.

The bridge looks just like something that’s waiting to fall to pieces. However, a dwarf or someone with Profession (Stonemason) taking the time to examine it will find that it is much more sturdy than it looks and is in no danger of collapse.

However, the DM should play up on the possible danger and try to instil a sense of paranoia and fear into the players.

The Talking Rock

Lying just beyond the bridge is an old stone carving, perhaps some sort of ancient shrine or wayside marker. It lies where the path turns to follow the north arm of the river. It is about four feet tall and covered with worn swirling designs, and its shape vaguely suggests a squatting humanoid figure.

This rock is currently possessed by a spirit freed from a *kóndkan*. This is an old spirit, not overly powerful, but one from ages past. It speaks three languages, which are Ur-Flan, elven and dwarven. Its use of language is very archaic. (DM hint: use a lot of thees and thous as a hook for that.)

The spirit has lost its real sense of personal identity. It has few memories of who or what it once may have been; it just is what it is now. It is, however, now wanting to communicate with someone and find out more about itself.

When a PC comes within 10 feet of the stone (and if they cross the bridge they have to) it comes to ‘life’. Two spiral patterns in appropriate ‘eye’ locations start to swirl slowly and it speaks in a slow grating voice.

The rock greets the group, initially in Ur-Flan, so they may not know what it is saying. At first it wants to know who they are and what they are doing. It is curious, and there is no malice in it. But it thinks in a cryptic manner, and so if they do start to use elvish or dwarven to speak with it, the conversation will still be stilted and confusing.

What The Rock Knows

The PCs might take the opportunity to question the rock and gain information from it. Listed below are a few questions and answers that might be asked. The DM may have to make up answers to unexpected questions, but remember that it never gives direct answers.

- **Who are you?** I am I, not as I was but as I am. I am not thee, and I am not I. Yet I am I, as thee is thee...
- **What are you?** I am, and I am not.
- **Are you a ghost?** For thee I could be; for another, perhaps not.
- **How long have you been here?** I am here now. I have been here never and always.
- **Are you trapped in that rock?** I am where I am. Here and now. Where I will be in time I will be.
- **Did you come from a pot?** I came from nothing. Before there was nothing there was I. Then I was kept as nothing.
- **Have you seen anyone pass by?** Souls come and souls go. But stay, they do not.
- **What souls do you mean?** The freed ones; old and young, like thee and I, but not like either.
- **Did you see an ogre in the last few days?** One big of heart and great of soul passed as I became I.
- **Where did he go?** Back and forth, here and there. Heavy of foot but gentle of nature.

Tracking Little Janni

The PCs may attempt to track Little Janni. This is an almost impossible prospect, given the conditions, but an attempt is allowed. The DC is 50, regardless of APL.

Should someone amazingly manage to succeed in this, they can see the footprints of a large humanoid going north along the track and also south beside the other river path.

For the DM's knowledge, Little Janni came and crossed the bridge. He followed the trail north until he saw the rope bridge over the chasm in *Encounter Four*. Thinking it too weak to hold him, he back-tracked and went south. But this should not be known to the PCs barring some useful divination magic.

Where To Now?

With a good tracking result the PCs may well head south. It doesn't matter. Each path leads to the destination, though they may not realise it at first.

If they follow the north route, go to *Encounter Four*.

If they follow the south route, go to *Encounter Six*.

Encounter Four The North Fork

Leaving the bridge and its strange guardian behind, you follow the icy trail as it makes its way back to the northern fork of the river. Despite there being a path the way is still strenuous and takes some effort.

After a time you come to yet another fork. This time the path leads either across another stone bridge and back across the river, away from where you were directed. The other path, less defined than the main trail, leads west and up into the mountains.

This lesser trail winds it way back and forth and steadily up. The walking takes more effort than ever. Within an hour you come to a great chasm, a split in the ground that has torn deep and wide. Across this gap is a rather rickety looking rope bridge, with missing slats and ice gripping the ropes. Beyond lies the bulk of a large peak and on its flank you can make out the edge of a fresh scar where rock falls have wounded the mountain. You seem to be heading in the right direction, but is it safe to cross?

Like the stone bridge earlier, this bridge is in much better condition than it actually appears. In a strange way the ice is holding it together. A Use Rope (DC 15) test can determine that the bridge should hold quite well.

The real danger lies in the chasm edge on the other side, where the stone is cracked and crumbling. This is ready to go, and after 1d6 Small or Medium creatures have stepped there it will give way. (A Tiny creature counts for nothing, and a Large counts as 2.)

Each PC who steps into the square at the end of the bridge may make a Spot (DC 16) test to notice a slight unsteadiness. This is enough of a hint to allow the Search listed in the trap description. Note that dwarves are automatically allowed the Search check before they even step off the bridge.

DM's Note: Profession (Stonemason) or the like may be used in place of Disable Device to disarm the trap. If this is attempted from the bridge, though, apply a +5 DC modifier.

Trap:

APL 2 (EL 2)

↗ **Collapsing Edge:** CR 2; natural; touch trigger; no reset; 30 ft. deep (3d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 18); Disable Device (DC 20).

APL 4 (EL 3)

↗ **Collapsing Edge:** CR 3; natural; touch trigger; no reset; 50 ft. deep (5d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 20); Disable Device (DC 22).

APL 6 (EL 4)

↗ **Collapsing Edge:** CR 4; natural; touch trigger; no reset; 70 ft. deep (7d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 22); Disable Device (DC 24).

APL 8 (EL 5)

↗ **Collapsing Edge:** CR 5; natural; touch trigger; no reset; 90 ft. deep (9d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 24); Disable Device (DC 26).

APL 10 (EL 6)

↗ **Collapsing Edge:** CR 6; natural; touch trigger; no reset; 110 ft. deep (11d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 26); Disable Device (DC 28).

APL 12 (EL 7)

↗ **Collapsing Edge:** CR 7; natural; touch trigger; no reset; 130 ft. deep (13d6, fall); multiple targets (anyone in the 5 ft. square where the bridge joins and the two squares either side); Search (DC 28); Disable Device (DC 30).

Things To Be Seen

Once the chasm has been crossed the PCs can follow the trail and soon find themselves on a ridge line affording spectacular views.

When the PCs look to the north read this:

For a brief moment the snow fall seems to pause and the sky clears a little. To the north you can see the rise and fall of the Yatils and many clouded peaks away in the distance. Far beyond, at the horizon, there is a darkened pall, as if the clouds themselves were bleeding. Surely this cannot be a natural thing. It bodes ill, for you have heard tales of the return of Iggwilv. Who knows what knavery is afoot there.

If they look south, and have yet to do *Encounter Six*, then read this:

To the south, not so far away, you can make out the path of the southern fork of the river. There you spy another waterfall, higher and more narrow than that you passed earlier. A glint catches your eyes and as you peer at the base you can make out what looks to be a crumpled form of a fallen body. You can't be certain, but from this distance it might be a human, or perhaps an elf. Certainly it isn't an ogre.

Unless they backtrack a lot, the characters can do nothing about the person at the waterfall for now. If they ask, mention that it appears they can climb up to their destination and then down again the other side.

A smart group might be able to scry or send something to investigate. They will learn there is a corpse there, that of perhaps a miner or some other common sort. If they get a description it will vaguely detail a man who might meet what the PCs have been told is one of the two brothers.

They should proceed from here to *Encounter Five*.

Encounter Five **The Possessed Prospector**

You can't be so very far from your destination now. The recent rock fall has left what would normally be a sheer cliff face scarred and rough, with plenty of foot and hand holds. Flight might well have been an option except that the wind here would no doubt dash you against the cliff if you tried. It might be best instead to rely on hands and feet and accept some hard work.

It is still slow going, for visibility is poor with the snow and wind. It's hard to hear what else is moving about as well. So it's hard to tell if that screaming coming from around the corner of the ledge you are on is just the wind, or something else...

A Listen check (DC 15+APL) can determine that the screaming is coming from a person, a woman in fact.

When the PCs turn the corner they will be at the start of a 5 ft. wide ledge, some 60 ft. long. At its far end it is 15 ft. higher than where the PCs are. (So each 20 ft. sees a 5 ft. rise in elevation.)

In the middle of the ledge is a woman, one who matches the description of Vânda Hüssen if Murkir talked to them. She is windswept and cold, and trembling from more than just the cold. Any PC who sees her can tell, with a Sense Motive (DC 15) test, that her mind is broken and she is on the verge of jumping from the ledge.

APL 2 (EL 1)

☛ **Vânda Hüssen:** hp 12; see *Appendix One*.

APL 4–6 (EL 2)

☛ **Vânda Hüssen:** hp 18; see *Appendix One*.

APL 8–10 (EL 3)

☛ **Vânda Hüssen:** hp 24; see *Appendix One*.

APL 12 (EL 4)

☛ **Vânda Hüssen:** hp 30; see *Appendix One*.

The poor woman is currently fighting off possession by an escaped *kôndkan* soul. This soul is very old indeed, an speaks only an ancient dialect of Ur-Flan. Wondering where it is and what is going on, it has latched onto Vânda and is bombarding her with questions. An insistent soul, it has little patience for her prevarication and has not realised the terror and confusion it has caused her.

Once she spies the PCs, Vânda will attack them – not because she sees them as her enemies but because in her deranged state she views them as a manifestation of what is ailing her. As mad as she is, she thinks if she can drag a PC off the cliff then it will be an end to her misery. She is so determined on this that she doesn't care for her own well-being.

Should anyone fall off the cliff allow them a Reflex save (DC 12+APL) to avoid falling. If that doesn't work, assume that Vânda is killed by any fall and PCs must suffer a fall of APL x 10 ft. resulting in 1d6 per APL falling damage.

DM's Note: The conditions vary due to the APL, resulting in the range of the DC above. At APL 2 it is just a rock surface. At APL 4 it is a cracked and uneven rock surface. At APL 6 there are also a few ice encrusted patches. At APL 8 there are sharp icicles jutting out that make movement tricky. At APL 10 the ledge is completely ice encrusted. Finally, at APL 12 the wind is gusting unevenly.

The Soul

This particular soul is what remains of a long, long dead Ur-Flan warrior, called Shatek Gaiss. Upon his death his soul was ensnared and held in a pot so that he could be returned to serve again at some stage. Many thousands of years have passed since that happened and the world as it is now is unrecognisable to him. Shatek is trying to locate his master, Krâv the Magus, since he assumes that is why he has returned.

Shatek has no real malice in him. He merely wants to know what has happened. To that end, upon the appearance of the PCs he will endeavour to communicate with them rather than Vânda. However, unless the PCs speak Ur-Flan or have access to *comprehend languages* or *tongues* then communicating is going to be a tad difficult.

All APLs

Shatek Gaiss, Saved Soul: hp 32; see *Appendix One*.

If the PCs are able to establish some form of communication with Shatek than it is possible that they can recruit him to assist them. This can be done with a successful opposed Diplomacy or Bluff test (vs. Shatek's Sense Motive check). Shatek is happiest following, and taking orders, and that is the best avenue for the PCs to take.

In addition the PCs may wish to ask Shatek some questions. Possible questions and their answers are listed below:

- ☛ **Who are you?** I am Shatek Gaiss of the Wind Wheel, warrior-servant of Krâv the Magus.
- ☛ **Who is Krâv?** He is the mighty one; the mage priest. All tremble before his greatness and his majesty. His wisdom is unsurpassed... (And so on...)
- ☛ **What is the Wind Wheel?** It is my birthright, the honour of my family. No more can I say, for such mysteries are exclusive.
- ☛ **Why are you here?** Upon my passing my soul was to be kept so that I might serve the Magus once more. Now that time has come and I have been released, but no vessel for my soul has been provided. This I do not understand.
- ☛ **What sort of vessel do you require?** I am not so certain, though I know it requires a secret

ritual. Perhaps a body of a warrior or some prepared construct. The Magus would know.

- **Where is the Magus?** I do not know. I must find him.
- **Why are you attacking the woman?** I attack her not. I seek answers, but she will not give them. It seems she is witless, for she speaks not a sensible tongue.
- **When did you live?** I was born in the thirteenth year of the Twelfth Cycle of Ice, and died, I think, in the second year of the Eighth Cycle of Earth. (A successful Knowledge (History) check (DC 25) will reveal this to be approximately three and a half thousand years beforehand.)
- **How did you die?** Gloriously; in the service of my lord; fighting his foes as they attacked our domain. Their greatest captain was my opponent, a warrior of great honour, and I died by his blade.

Questioning Vânda

It will be some time before she is able to talk in a coherent fashion. Even if her physical and mental health is somehow restored, the shock of the experience will leave her withdrawn and quiet. She knows nothing of Little Janni. If pressed, she knows the same information provided in the background for Tamoud in *Encounter Two*.

Vânda is really in no state to be dragged around by the group. If they are on the way down then they should take her. Otherwise it's probably best to leave her with some warmth and food, and pick her up later.

Encounter Six **The South Fork**

The southern tributary of the Tórnróm runs steep and fast through a deeply worn valley. Over years the water has cut into the hard rock and formed a chasm in which the river roars and grumbles as it runs away from the direction you are travelling. The going is slow now, and occasionally treacherous, as what path there is comes close to the edge where icy patches are thick and slippery.

After an hour or two of hard marching you spy a towering waterfall, higher than the one you passed

before, where the chasm starts at a tight canyon. The rock face is splintered and broken, so that there seems to be natural steps and handholds. Despite the height the climb may not be so hard. Yet the ice, snow and wind certainly promise to make things more difficult.

Proof of how dangerous things can be is revealed when you crest an old frozen pile of rubble at the base of the waterfall. There, lying in a shattered heap, is the body of a roughly dressed man. Ice and snow have formed on his body but he can't have been here more than a week or so. Is this one of the missing prospectors?

The Body

No doubt the first thing the PCs are likely to do is examine the body. It is that of a man in his mid-twenties. His injuries (Heal check DC 15 to check) are consistent with a long fall but do not indicate he bounced or scraped on the way down. Given the nature of the cliff it means he was thrown off or took a running jump (Knowledge (Nature) DC 12 to know this). A Search (DC 15) of the area reveals a large number of pot shards around, as if a pot had been dropped from a great height. Some of them are underneath him, or stuck in him.

The body matches the loose description they were given of the Mórgerrood brothers, but which one is hard to tell. Though the PCs may not be able to know it, this is the body of Fretz.

Should the PCs have some magical means of finding it out, Fretz – who was a rogue/sorcerer – found a magic 'key' within the shrine above and used it to open a few pots before his brother Schtecker took the 'key' from him. This unleashed a number of souls that tried to possess he and the others in his group. Driven insane by the whispering of the souls trying to ensnare him, Fretz grabbed a pot and ran, eventually meeting a nasty end as he ran over the cliff and to his death. The pot he had was shattered and the soul within released.

The Woodpecker

A Spot (DC 15) test will reveal a small bird nearby, a woodpecker, watching the group with interest. It sits atop a shard of rock, at the base of the waterfall, that rises some 30 ft. into the air. Initially the woodpecker merely sits and watches, perhaps in a manner more curious than most of its species (Knowledge (Nature) or Survival DC 15 to tell this). If anyone makes an off the cuff quip (such as "Hello bird, what are you looking at?") it will immediately engage in conversation. Otherwise it will

start to get very chatty when the PCs have spent a bit more time looking around.

The woodpecker is possessed by a freed soul, the one that was in Fretz's pot. The soul is that of an awakened familiar, a raven to be exact. It is a curious thing, but not entirely stable since it wasn't properly released. There isn't too much the soul can *accurately* tell the PCs if they start talking with it, but that doesn't mean it can't make up answers that it thinks will make them keep talking to it...

The Ascent

Getting up the cliff isn't all that easy, but it could be a lot worse. If any falls do occur the unlucky PCs will only fall so far, since the fractured face of the cliff forms small tiers.

However, at the top of one of the tiers the cliff edge and sides are covered with thick compressed snow and ice that is ready to give way. Where this natural trap is positioned is dependent on the APL. As the APL increases the compacted snow and ice is more dense and harder to see, and the section of the cliff it sits above is taller.

If the ice collapses it tumbles down on those below as well, taking loose rocks with it. However, those who may be affected have some warning, and so gain a +2 circumstance bonus to their saves.

DM's Note: The PC whose climbing attempt set off the trap may substitute Climb for their Reflex save if they so wish.

The base DC for a Climb test is 13+APL, as increased APL results in icier and windier conditions.

Of course, to complicate matters the woodpecker will flit from PC to PC, asking inane questions ("Who are you?", "What are you doing?", "What's that thing you're holding onto?" etc.) and generally being annoying in its own garrulous way. This results in a special -2 circumstance penalty for each of the PCs.

A Diplomacy, Bluff or Intimidation check (DC 8+APL) can be used to make the woodpecker leave each climber alone.

APL 2 & 4 (EL 1)

↗ **Collapsing Edge:** CR 1; natural; touch trigger; no reset; 20 ft. deep (2d6, fall); multiple targets (anyone in the 5 ft. square below the cliff edge and all squares within a 10 ft. radius of that); Reflex save (DC 14 for half, DC 18 for none); Search or Survival (DC 18); Disable Device (DC 20).

APL 6 & 8 (EL 2)

↗ **Collapsing Edge:** CR 2; natural; touch trigger; no reset; 40 ft. deep (4d6, fall); multiple targets (anyone in the 5 ft. square below the cliff edge and all squares within a 10 ft. radius of that); Reflex save (DC 18 for half, DC 22 for none); Search or Survival (DC 22); Disable Device (DC 24).

APL 10 & 12 (EL 3)

↗ **Collapsing Edge:** CR 3; natural; touch trigger; no reset; 60 ft. deep (6d6, fall); multiple targets (anyone in the 5 ft. square below the cliff edge and all squares within a 10 ft. radius of that); Reflex save (DC 22 for half, DC 26 for none); Search or Survival (DC 22); Disable Device (DC 26).

Flying PCs

Some PCs may use flight or levitation spells as a means to avoid this encounter. That is a valid option. However, it is still windy – the wind speed increasing with the APL – and there is a chance they could be blown astray.

Each round that a flying or levitating PC is within 5 ft. of the cliff, or when they are landing, they should make a Reflex save (DC 12+APL). Failure means they are blown into the cliff face or the ground and take $APL \div 2d6$ damage.

Encounter Seven The Lost Shrine

With chilled bodies you make your way up to the visible entrance of the shrine. In the dimmer light you can make out that a golden glow seems to emanate from the open entrance. Whatever noises might be made within are drowned out by the shrieking of the wind that continues to drag at your clothes and hair. The icy conditions are leaving you numb and shaking.

Finally you come to the ledge that has formed where the stone has broken away. The view from above is astounding. You can look over the peaks of the southern Yatils as they poke through a low layer of cloud. Through the gaps in those clouds you can see the distant hills and plains of Krestible Canton. Even to make it to this point to see the view is an achievement.

If the characters have not yet done *Encounter Five* then read the following:

To your left, on the north-eastern flank of the mountain, you can see a ledge some several hundred feet below you. Standing on it is a figure that appears to be feminine. It may be your imagination, but you think you can hear a woman's scream echoing from below.

If the characters have not yet done *Encounter Six* then read the following:

To your right, on the southern flank of the mountain, you can see a steep waterfall where the south fork of the river tumbles into the valley below. Those amongst you with the keenest eyes think that there may be a crumpled body lying at the base of that drop.

The Shrine

No doubt the PCs will be expecting this place to be ancient, but it is not the case. This small complex is only a century old – originally created as a repository for religious records for folk sworn to Pelor, its role changed when the depredations of the Witch Queen saw a threat presented to a collection of important *kónkannen*. In order to ensure the souls within could not be claimed by Iggwilv, the pots were secretly moved to this equally secret location, and it was sealed.

On the floors of the shrine are marvellous mosaics depicting sun motifs and scenes bathed in golden light. They are quite beautiful, made from marble tesserae, and exquisitely constructed. Time has barely touched them; only a coating of dust mars their perfection.

A Knowledge (Religion) test (DC 10) will reveal the shrine's link to Pelor.

A Knowledge (History) test (DC 15) will reveal the style of the place is relatively new, and can date it at 100 to 200 years old.

A Profession (Stonemason) test (DC 15) can note that the construction has used some dwarven techniques, but is primarily of human style.

The ceilings in rooms are vaulted and 40 ft. high. The main corridor is arched and 30 ft. high. The side corridors are arched and 15 ft. high. The hall is 60 ft. high and vaulted.

The whole shrine is bathed in golden light from many *continual light* spells.

Note: The DM should refer to *Appendix Four* for a map of the shrine. The shaded areas within the complex are where pots are stacked.

1. Entryway

Perhaps half of what was once an entryway remains. The rest has gone, fallen below when the cliff gave way. From the fine carvings on the walls, there is little doubt that the doorway was impressive when it existed. The carvings that do remain depict humans, probably of Flan blood, in stern poses of watchfulness. Such is the quality of the workmanship that it seems as if living people had been turned to stone to remain here as guards. Cunningly placed continual light spells provide a warm glow, and provide a strangely welcoming aura to the shrine.

Ice and snow now cover the floor of this chamber, making footing treacherous. There are four packs here, stacked in the left corner. These packs contain relatively fresh provisions (only a week or two old) and the usual adventuring gear. Quite obviously they belong to the four prospectors.

Anyone looking for tracks can make out Large footprints heading into the mountain down the main corridor.

Those who succeed in a Listen check (DC 15) can hear a low, deep groaning coming from deeper inside the complex.

When the PCs look down the corridor read the following:

Looking down the corridor you can see that it is full of large pots, of varying sizes and quality. They are neatly stacked, two or three deep on each side of the corridor. Those that can be have been carefully placed on top of those below. There must hundreds, perhaps even thousands of pots here...

2. Foyer

Like the corridors, this octagonal room is arrayed with pots along its walls. From each side passages lead away to side rooms. The main corridor continues on and the deep groaning now can be clearly heard, echoing from beyond.

From the carvings on the walls, characters succeeding in Knowledge (Religion) tests (DC 20) can determine that this chamber was probably originally meant as a cleansing and meditation room. Prior to entering further, visitors would prepare themselves spiritually in this chamber.

Now it holds pots; lots of them. Some of them have been opened, and recently, it seems. One or two even appear to be missing, judging from spots where dust is cleared away.

Propped against the pots in the far right quarter is a large sized backpack, containing the usual adventuring gear, albeit for an ogre-sized person.

3 and 4. Side Chambers

Once this room may have been a private chamber, somewhere to house the attendants of the shrine. Now, like all other places, it contains pots and dust.

Huddled in the closest left corner of room 3 (marked on the map as a circle) and hidden from immediate view is Schtecker, one of the Mörgerood brothers. In order to fight off the mental assault of souls, he has entered a deep trance. A Heal (DC 15) test will reveal this. It will take a while for him to come back to his senses if he is disturbed, and he will be light-headed and hungry, but his main motive will be to determine where his brother Fretz is to be found.

Schtecker has a strange rod clutched in his hands (see below). It is easy enough to take this from him without necessarily disturbing him. He has the rod because he took it from his brother, Fretz, who had used it to free a number of souls. Unfortunately he was too late and all hell broke loose. Making his way to the side chamber, he entered a meditative trance to protect himself.

The Rod: This appears to be about a foot long and three inches thick, and made of polished bronze engraved with old Ur-Flan sigils. At one end (the butt) is a cap of some milky precious stone (moonstone) in which clouds seem to swirl. At the other end (the point) is an heptagonal emerald that comes to a sharp point.

Should anyone try to use the rod, it is considered to be drained at this stage. It can *not* be used.

5. The Hall

This grand hall is lit in bright golden light, and is large and airy. Around its fringes are countless pots, neatly stacked and piled. The ceiling sweeps up to a vaulted line some sixty feet high. This is a grand chamber indeed.

Most compelling, though, is the image of a young ogre, still clad in armour, on his knees as if in prayer. His helmet lies discarded before him and he groans as he presses knuckled fists to his forehead. "No!" he groans in a strangled voice, as his whole body tenses. "Get out!"

It seems that in his torment, whatever that may be, Little Janni is oblivious to your presence.

Janni is currently fighting off the mental assault of one or more freed souls. He has been doing so for a few days, so he's not in the best mental state. At higher APLs he's ready to fly off the handle. Janni's position on the map is marked by the large circle.

When the PCs enter Janni will either remain oblivious to them (APL 2-4) or madly view them as manifestations of his trouble and attack (APL 6-12). Janni may well start throwing pots around, which may be treated as boulders. His tactics are quite blunt, for he isn't in a proper state of mind. A Sense Motive (DC 12) test will reveal this, and should be enough of a hint for PCs to avoid killing him.

The interest of the soul(s) is in finding a body to possess in order to be somewhat restored. The mental faculties of the soul(s) have been affected adversely, and the interest in possessing someone is almost monomaniacal. This is why the soul(s) are still here and not searching elsewhere.

At lower APLs the soul will try to leave once it has successfully possessed someone, using all of its abilities to defend itself.

At higher APLs each soul wants to possess a body and then make sure the other soul cannot also do so. Thus the souls will direct attacks at the PCs first, and then the other soul after that. They make good use of their supernatural abilities, and will boost any 'allies' they suborn.

If Shatek is present he will help by attacking, and will try to grapple souls that have possessed PCs, dragging them away.

APL 2 (EL 3)

☛ Minor Soul: hp 7; see *Appendix One*.

APL 4 (EL 5)

☛ Lesser Soul: hp 21; see *Appendix One*.

APL 6 (EL 7)

☛ Lesser Soul: hp 21; see *Appendix One*.

☛ Little Janni: hp 73; see *Appendix One*.

APL 8 (EL 9)

☛ Major Soul: hp 42; see *Appendix One*.

☛ Little Janni: hp 73; see *Appendix One*.

APL 10 (EL 11)

☛ Major Souls (2): hp 42, 42; see *Appendix One*.

☛ Little Janni: hp 73; see *Appendix One*.

APL 12 (EL 13)

☛ Greater Souls (2): hp 56, 56; see *Appendix One*.

☛ **Little Janni:** hp 73; see *Appendix One*.

Treasure

The characters can claim the key rod, and a number of pots of varying values.

APL 2: coin – 100gp, magic – *kóndkannen key rod* (150gp)

APL 4: coin – 200gp, magic – *kóndkannen key rod* (150gp)

APL 6: coin – 300gp, magic – *kóndkannen key rod* (150gp)

APL 8: coin – 500gp, magic – *kóndkannen key rod* (150gp)

APL 10: coin – 750gp, magic – *kóndkannen key rod* (150gp)

APL 12: coin – 1,000gp, magic – *kóndkannen key rod* (150gp)

Where Now?

Assuming the characters have managed to secure Little Janni he will come to his senses with a bit of help from the PCs. If he attacked them he will be most apologetic, and determined to make amends. He will also want to account for all of the prospectors. If Fretz has not been found then Schtecker will want to account for him as well. Vânda, if with the group, just wants to get away from there.

At that stage the PCs should have definitely found Tamoud and Schtecker. Vânda is to be found in *Encounter Five*, and Fretz in *Encounter Six*. One of these, if not both, should have been found.

From the vantage point of the shrine it is possible to either notice Vânda on the ledge at *Encounter Five*, or to see a broken form at the base of the cliff for *Encounter Six*. This ensures that the PCs get to do all of the encounters in whichever order takes their fancy.

Proceed from here to either of the two encounters if they've yet to be done, or to the *Conclusion* if they have been done.

Conclusion

Once the PCs have dealt with things at the shrine and saved as many prospectors as they care to, there is little to keep them in the mountains. They can gather whatever they will and make their way back to the *Brockenberghuis* and on to Rikkendál.

If Little Janni was killed they have to decide if they will take his body back or not. Carrying the corpse of an

ogre in the conditions they find themselves in could prove problematic.

If Janni survived then read the following:

The weather does not let up as you make your way back down out of the mountains. Little Janni is a hardy soul, and his presence makes the going a little easier. His good nature is obvious and is somewhat infectious too. The surviving prospectors are shocked by their experiences, but pull their own weight and are barely a burden.

You arrive back at the Brockenberghuis chilled and travel-worn, but are soon fed and made comfortable. Murkir thanks you all for what you have done and stands you a few good drinks in gratitude. You have made good names for yourselves in this traveller's inn, certainly.

Bidding Murkir and the prospectors goodbye you make your way with Janni back to Rikkendál, where you are welcomed with much joy and great cheer. The wedding is arranged to take place the next day.

If Janni died and the characters took his body then read the following:

The weather does not let up as you make your way back down out of the mountains. Its bleakness seems somehow appropriate, as if the weather itself is sorrowed by Janni's passing. The surviving prospectors are shocked by their experiences, but pull their own weight and are barely a burden.

You arrive back at the Brockenberghuis chilled and travel-worn, but are soon fed and made comfortable. Murkir thanks you all for what you have done and grieves over Janni's death. You have made good names for yourselves in this traveller's inn, certainly.

Bidding Murkir and the prospectors goodbye you make your way back to Rikkendál, where you are welcomed and thanked for your efforts.

The wedding ceremony is delayed for a few short days, as a priest is sought who can return Janni from the realm of death. Thanks to your conscientious return of Janni's body, this can be done swiftly enough, and soon the big fellow is returned, to the relief of all. It seems he is valued in this community.

If Janni died and the characters left his body then read the following:

The weather does not let up as you make your way back down out of the mountains. Its bleakness seems somehow appropriate, as if the weather itself is

sorrowed by Janni's passing. The surviving prospectors are shocked by their experiences, but pull their own weight and are barely a burden.

You arrive back at the Brockenberghuis chilled and travel-worn, but are soon fed and made comfortable. Murkir thanks you all for what you have done and grieves over Janni's death. He seems disappointed to learn that the big ogre still lies in the mountains.

Bidding Murkir and the prospectors goodbye you make your way back to Rikkendál, where you are welcomed and thanked for your efforts.

The wedding ceremony is delayed for several days, as a party of hardy mountain men are sent out to recover Janni's body. There are some concealed mutterings about why he was left there in the first place, but no one really condemns the choices you made. A priest is eventually sought who can return Janni from the realm of death. After some days the big fellow is returned, to the relief of all – it seems he is valued in this community. The wedding is unfortunately delayed for some time, and a few of the guests are sadly forced to depart before the event takes place.

In all cases read the following:

Come the wedding, Janni dresses in his best finery, sporting a wonderfully ugly grin as he is joined by a well-groomed and ribboned little brown pig. With that strange pair of escorts the happy couple make their vows before the overjoyed community.

The celebration that follows is one to be remembered. For a time the dark thoughts of things foul in Perrenland are expelled from people's minds, for a time in Rikkendál anyway, and laughter and happiness prevail. It reminds you so clearly of the things for which you and others fight.

Treasure

If the PCs managed to rescue Little Janni, or at least put up an obviously heroic attempt to do so and recovered his body, then the clans of the bride and groom (Hüssen and Vuurzward respectively) will reward the PCs with the same amount promised in the *Introduction*.

In addition to the payment, the two clans will provide access to their treasures and artisans, allowing the characters access to various items or weapon/armour upgrades.

DM's Note: If the PCs demanded payment in the *Introduction* then they do not get this reward, which is

equal to what was promised (50gp x APL). They will thus have already been payed.

The Rod

Once the wedding is over and done with the PCs may go where they will. However there is no doubt that they will want to explore matters further in regards the rod. Unless they take extreme measures, word will get out about the rod and folk from the Old Kerk, Den Zauber and the Treasure Hunters Guild will approach them, asking very politely if they would please give the artefact over to the care of the authorities.

If the PCs refuse the matter won't be pushed, but make it clear that people, possibly important ones, are now suspicious of them, and they are being watched. On their own the PCs do not have access to the resources to fully examine the rod and they can not make it work.

If the PCs hand the rod over they will, thanks to their show of good faith, be permitted to assist or be present in its use. Any PC who chooses to be involved in the opening of the pots may subsequently choose to be bonded to a Kóndkan Soul Friend (as detailed in the special Treasure section).

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 One

Taking part in or experiencing the fight:

APL2 60xp; APL4 60xp; APL6 60xp;
APL8 60xp; APL10 60xp; APL12 60xp.

Encounter Two

Braving the traps:

APL2 90xp; APL4 150xp; APL6 210xp;
APL8 270xp; APL10 330xp; APL12 390xp.

Encounter Four

Experiencing the collapsing edge:

APL2 60xp; APL4 90xp; APL6 120xp;
APL8 150xp; APL10 180xp; APL12 210xp.

Encounter Five

Dealing with Vánda:

APL2 30xp; APL4 60xp; APL6 60xp;
APL8 90xp; APL10 90xp; APL12 120xp.

Encounter Six

Experiencing the tough ascent:

APL2 30xp; APL4 30xp; APL6 60xp;
APL8 60xp; APL10 90xp; APL12 90xp.

Encounter Seven

Dealing with Janni and the spirits:

APL2 90xp; APL4 150xp; APL6 210xp;
APL8 270xp; APL10 330xp; APL12 390xp.

Story Award

Rescuing Little Janni:

APL2 50xp; APL4 75xp; APL6 100xp;
APL8 125xp; APL10 150xp; APL12 175xp.

Discretionary roleplaying award

APL2 40xp; APL4 60xp; APL6 80xp;
APL8 100xp; APL10 120xp; APL12 140xp.

Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;
APL8 1,125xp; APL10 1,350xp; APL12 1,575xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

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

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

Introduction or Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 300 gp; M: 0 gp
APL 8: L: 0 gp; C: 400 gp; M: 0 gp
APL 10: L: 0 gp; C: 500 gp; M: 0 gp
APL 12: L: 0 gp; C: 600 gp; M: 0 gp

Encounter Two:

APL 2: L: 0 gp; C: 100 gp; M: 150 gp
APL 4: L: 0 gp; C: 100 gp; M: 250 gp
APL 6: L: 0 gp; C: 100 gp; M: 250 gp
APL 8: L: 0 gp; C: 100 gp; M: 417 gp
APL 10: L: 0 gp; C: 100 gp; M: 916 gp
APL 12: L: 0 gp; C: 100 gp; M: 1,167 gp

Encounter Seven:

APL 2: L: 0 gp; C: 100 gp; M: 150 gp
APL 4: L: 0 gp; C: 200 gp; M: 150 gp
APL 6: L: 0 gp; C: 300 gp; M: 150 gp
APL 8: L: 0 gp; C: 400 gp; M: 150 gp
APL 10: L: 0 gp; C: 750 gp; M: 150 gp
APL 12: L: 0 gp; C: 1,500 gp; M: 150 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 200 gp; M: 300 gp
APL 4: L: 0 gp; C: 500 gp; M: 400 gp
APL 6: L: 0 gp; C: 700 gp; M: 400 gp
APL 8: L: 0 gp; C: 900 gp; M: 567 gp
APL 10: L: 0 gp; C: 1,350 gp; M: 1,066 gp
APL 12: L: 0 gp; C: 2,200 gp; M: 1,317 gp

Special

You have earned the gratitude of the Hüssen and Vuurzwad clans, and they allow you access to clan resources, giving you regional access (at standard prices) to one of these upgrades or items: These can only be bought following a Regional scenario set in Perrenland. Circle your choice from the list available below.

APL 2-4: weapon abilities—*bane (undead)*, *ghost touch* (melee only); armour or shield abilities—*fortification*, *light*.

APL 6-8: As APL 2-4, in addition to: weapon abilities—*holy*; armour or shield abilities—*spell resistance (13)*.

APL 10-12: As APL 2-8, in addition to: weapon abilities—*speed*; armour or shield abilities—*fortification*, *moderate*, *ghost touch*, *spell resistance (15)*.

Kóndkan Soul Friend: You have a mystical pact with a released *kóndkan* soul. From this pact you can claim one bonus associated with one type of pot, as follows: pot from *Pots of Knowledge* (Type A, B or C); from *Wild Goose Chase* (Type B or C only); from *I Dream Of Janni* (Type C only). All benefits are activated with a free action. The benefit is usable for 1 calendar year from being gained. Date gained: _____.

Boosting Spirit: Once per scenario you may raise a single attribute for 1d10 rounds with an enhancement bonus of +4 [A], +2 [B] or +1 [C].

Protecting Spirit: Once per scenario you may increase one save with an enhancement bonus of +4 [A], +2 [B] or +1 [C].

Mentor Spirit: +4 [A], +2 [B] or +1 [C] synergy bonus to one Int, Wis or Cha linked skill. (Skill chosen: _____)

Translating Spirit: You may speak, read and understand Ur-Flan as if via *comprehend languages* always in Perrenland [A], 1d10 minutes [B], 1d10 rounds [C].

Items for the Adventure Record

Item Access

APL 2:

Quiver of Ehlonna (Adventure, DMG)

APLs 4-6: (All of APL 2 plus the following)

Chime of opening (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

Immovable rod (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)

Rod of metamagic, silent (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)

Lesser rod of metamagic, maximise (Adventure, DMG)

Appendix One

Stat Blocks

Encounter One

All APLs

Murkir Seamfinder: Male dwarf Exp 3; CR 2; Medium humanoid (dwarf); HD 3d6+12; hp 24; Init +0; Spd 20 ft.; AC 12 (touch 10, flat-footed 12) [+2 leather]; BA/G +2/+5; Atk +5 melee (1d3+3 non-lethal, unarmed); Full Att +5 melee (1d3+3 non-lethal, unarmed); SA +1 racial bonus on attack rolls against orcs and goblinoids; SQ dwarf traits; AL NG; SV Fort +4, Ref +1, Will +3; Str 17, Dex 11, Con 17, Int 12, Wis 11, Cha 8.

Skills and Feats: Climb +5, Craft (Stonemasonry) +7, Disable Device +3, Escape Artist +2, Knowledge (Architecture and Engineering) +3, Knowledge (Dungeoneering) +5, Profession (Miner) +9, Search +5, Spot +1, Survival +6, Use Rope +4; Skill Focus (Profession (Miner)), Toughness.

Possessions: Leather armor.

Encounter Five

All APLs

Shatek Gaiss: Male human Ftr5; CR 7; Medium undead (incorporeal); HD 5d12; hp 32; Init +5; Spd Fly 30 ft. (perfect); AC 13 (touch 13, flat-footed 12) [+1 Dex, +2 deflection] or 11 (touch 11, flat-footed 12) [+1 Dex]; BA/G +5/+8; Atk +6 melee (incorporeal touch) or +8 melee (1d3+3, ethereal unarmed); Full Att +6 melee (incorporeal touch) or +8 melee (1d3+3, ethereal unarmed); SA corrupting touch, draining touch, partial manifestation; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL LN; SV Fort +4, Ref +2, Will +2; Str 16, Dex 13, Con —, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +1, Hide +5, Knowledge (Dungeoneering) +3, Knowledge (Geography) +3, Knowledge (Nature) +3, Profession (Prospector) +6, Search +5, Spot +3, Survival +5, Use Rope +4; Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (bastard sword).

APL 2

Vânda Hüssen: Female human Exp2; CR 1; Medium humanoid (human); HD 2d6+4; hp 12; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather]; BA/G +1/+3; Atk +3 melee (1d6+2, club); Full Att +3 melee (1d6+2, club); AL LN; SV Fort +2, Ref +1, Will +4; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11.

Skills and Feats: Climb +6, Jump +5, Knowledge (Dungeoneering) +3, Knowledge (Geography) +3, Knowledge (Nature) +3, Profession (Prospector) +6, Search +5, Spot +3, Survival +5, Use Rope +4; Endurance, Track.

Possessions: Leather armor, walking stick (club).

APL 4-6

Vânda Hüssen: Female human Exp3; CR 2; Medium humanoid (human); HD 3d6+6; hp 18; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather]; BA/G +2/+4; Atk +4 melee (1d6+2, club); Full Att +4 melee (1d6+2, club); AL LN; SV Fort +3, Ref +2, Will +4; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11.

Skills and Feats: Climb +7, Jump +6, Knowledge (Dungeoneering) +4, Knowledge (Geography) +3, Knowledge (Nature) +3, Profession (Prospector) +7, Search +6, Spot +4, Survival +5, Use Rope +4; Endurance, Self-sufficient, Track.

Possessions: Leather armor, walking stick (club).

APL 8-10

Vânda Hüssen: Female human Exp4; CR 3; Medium humanoid (human); HD 4d6+8; hp 24; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather]; BA/G +3/+5; Atk +5 melee (1d6+2, club); Full Att +5 melee (1d6+2, club); AL LN; SV Fort +3, Ref +2, Will +5; Str 15, Dex 12, Con 15, Int 11, Wis 12, Cha 11.

Skills and Feats: Balance +4, Climb +7, Jump +6, Knowledge (Dungeoneering) +4, Knowledge (Geography) +3, Knowledge (Nature) +3, Listen +3, Profession (Prospector) +7, Search +6, Spot +4, Survival +5, Use Rope +4; Endurance, Self-sufficient, Track.

Possessions: Leather armor, walking stick (club).

APL 12

Vânda Hüssen: Female human Exp5; CR 4; Medium humanoid (human); HD 5d6+10; hp 30; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather]; BA/G +3/+5; Atk +5 melee (1d6+2, club); Full Att +5 melee (1d6+2, club); AL LN; SV Fort +3, Ref +2, Will +5; Str 15, Dex 12, Con 15, Int 11, Wis 12, Cha 11.

Skills and Feats: Balance +5, Climb +7, Jump +6, Knowledge (Dungeoneering) +4, Knowledge

(Geography) +3, Knowledge (Nature) +3, Listen +4, Profession (Prospector) +8, Search +7, Spot +4, Survival +5, Use Rope +4; Endurance, Self-sufficient, Track.

Possessions: Leather armor, walking stick (club).

Encounter Seven

APL 2

Minor Soul: Female human Sor1; CR 3; Medium undead (incorporeal); HD 1d12; hp 7; Init +2; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +0/+0; Atk +2 melee (incorporeal touch) or +0 melee (1d3, ethereal unarmed); Full Att +2 melee (incorporeal touch) or +0 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL CN; SV Fort +0, Ref +2, Will +5; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +5, Hide +3, Knowledge (arcane) +6, Spellcraft +6, Spot +3; Improved Unarmed Strike, Iron Will, Spell Penetration.

Spells Known (5/4; base DC = 13 + spell level): 0—[*daze, detect magic, light, read magic*]; 1st—[*magic missile, shield*].

APL 4

Lesser Soul: Female human Sor3; CR 5; Medium undead (incorporeal); HD 3d12; hp 21; Init +2; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+1; Atk +3 melee (incorporeal touch) or +1 melee (1d3, ethereal unarmed); Full Att +3 melee (incorporeal touch) or +1 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL CN; SV Fort +1, Ref +3, Will +6; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +7, Hide +3, Knowledge (arcane) +8, Spellcraft +8, Search +3, Spot +4; Improved Unarmed Strike, Iron Will, Scribe Scroll, Spell Penetration.

Spells Known (6/6; base DC = 13 + spell level): 0—[*daze, detect magic, disrupt undead, light, read magic*]; 1st—[*cause fear, magic missile, shield*].

APL 6

Lesser Soul: Female human Sor3; CR 5; Medium undead (incorporeal); HD 3d12; hp 21; Init +2; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+1; Atk +3 melee (incorporeal touch) or +1 melee (1d3, ethereal unarmed); Full Att +3 melee (incorporeal touch) or +1 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL CN; SV Fort +1, Ref +3, Will +6; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +7, Hide +3, Knowledge (arcane) +8, Spellcraft +8, Search +3, Spot +4; Improved Unarmed Strike, Iron Will, Scribe Scroll, Spell Penetration.

Spells Known (6/6; base DC = 13 + spell level): 0—[*daze, detect magic, disrupt undead, light, read magic*]; 1st—[*cause fear, magic missile, shield*].

Little Janni Zussrig: Male ogre Com1/Pal2; CR 5; Large giant (ogre); HD 4d8+1d4+2d10+35; hp 73; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19) [–1 size, +1 Dex, +5 natural, +5 breastplate]; BA/G +5/+16; Atk +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); Full Att +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); SA smite evil 1/day; SQ detect evil, divine grace, lay on hands 2hp/day, darkvision 60 ft., low-light vision; AL LG; SV Fort +13, Ref +3, Will +3; Str 24, Dex 12, Con 20, Int 11, Wis 13, Cha 12.

Skills and Feats: Climb +5, Handle Animal +3, Listen +3, Profession (Farmer) +3, Spot +4; Improved Bull Rush, Improved Overrun, Power Attack.

Possessions: Breastplate, masterwork, large short sword, large silvered dagger, large metal shield, large shortspear.

APL 8

Major Soul: Female human Sor6; CR 8; Medium undead (incorporeal); HD 6d12; hp 42; Init +2; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +3/+3; Atk +5 melee (incorporeal touch) or +3 melee (1d3, ethereal unarmed); Full Att +5 melee (incorporeal touch) or +3 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL CN; SV Fort +2, Ref +4, Will +8; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Concentration +10, Hide +4, Knowledge (arcane) +11, Spellcraft +11, Search +4, Spot +4; Brew Potion, Improved Unarmed Strike, Iron Will, Scribe Scroll, Spell Penetration.

Spells Known (6/6; base DC = 13 + spell level): 0—[*daze, detect magic, disrupt undead, light, read magic*]; 1st—[*cause fear, magic missile, shield*].

Little Janni Zussrig: Male ogre Com1/Pal2; CR 5; Large giant (ogre); HD 4d8+1d4+2d10+35; hp 73; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19) [−1 size, +1 Dex, +5 natural, +5 breastplate]; BA/G +5/+16; Atk +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); Full Att +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); SA smite evil 1/day; SQ detect evil, divine grace, lay on hands 2hp/day, darkvision 60 ft., low-light vision; AL LG; SV Fort +13, Ref +3, Will +3; Str 24, Dex 12, Con 20, Int 11, Wis 13, Cha 12.

Skills and Feats: Climb +5, Handle Animal +3, Listen +3, Profession (Farmer) +3, Spot +4; Improved Bull Rush, Improved Overrun, Power Attack.

Possessions: Breastplate, masterwork, large short sword, large silvered dagger, large metal shield, large shortspear.

APL 10

Major Soul #1: Female human Sor6; CR 8; Medium undead (incorporeal); HD 6d12; hp 42; Init +2; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [+2 Dex, +3 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +3/+3; Atk +5 melee (incorporeal touch) or +3 melee (1d3, ethereal unarmed); Full Att +5 melee (incorporeal touch) or +3 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits; AL CN; SV Fort +2, Ref +4, Will +8; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Concentration +10, Hide +4, Knowledge (arcane) +11, Spellcraft +11, Search +4, Spot +4; Brew Potion, Improved Unarmed Strike, Iron Will, Scribe Scroll, Spell Penetration.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—[*daze, detect magic, disrupt undead, light, ray of frost, read magic, touch of fatigue*]; 1st—[*cause fear, color spray, magic missile, shield*]; 2nd—[*false life, blindness/deafness*]; 3rd—[*vampiric touch*].

Major Soul #2: Male human Rgr6; CR 8; Medium undead (incorporeal); HD 6d12; hp 42; Init +3; Spd Fly 30

ft. (perfect); AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 deflection] or 13 (touch 13, flat-footed 10) [+3 Dex]; BA/G +6/+8; Atk +9 melee (incorporeal touch) or +9 melee (1d3+3, ethereal unarmed); Full Att +9 melee (incorporeal touch) or +9/+4 melee (1d3+3, ethereal unarmed); SA combat style (archery), corrupting touch, draining touch, favored enemy (dwarves, halflings), partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn resistance, undead traits, wild empathy; AL LN; SV Fort +5, Ref +8, Will +4; Str 16, Dex 16, Con —, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +6, Concentration +4, Handle Animal +4, Hide +11, Jump +7, Knowledge (nature) +10, Listen +8, Move Silently +11, Ride +5, Search +7, Spot +8, Survival +11, Swim +6, Use Rope +6; Endurance, Far Shot, Improved Unarmed Strike, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Run, Track.

Spells Prepared (2; base DC = 12 + spell level): 1st—[*charm animal, longstrider*].

Little Janni Zussrig: Male ogre Com1/Pal2; CR 5; Large giant (ogre); HD 4d8+1d4+2d10+35; hp 73; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19) [−1 size, +1 Dex, +5 natural, +5 breastplate]; BA/G +5/+16; Atk +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); Full Att +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); SA smite evil 1/day; SQ detect evil, divine grace, lay on hands 2hp/day, darkvision 60 ft., low-light vision; AL LG; SV Fort +13, Ref +3, Will +3; Str 24, Dex 12, Con 20, Int 11, Wis 13, Cha 12.

Skills and Feats: Climb +5, Handle Animal +3, Listen +3, Profession (Farmer) +3, Spot +4; Improved Bull Rush, Improved Overrun, Power Attack.

Possessions: Breastplate, masterwork, large short sword, large silvered dagger, large metal shield, large shortspear.

APL 12

Greater Soul #1: Female human Sor8; CR 10; Medium undead (incorporeal); HD 8d12; hp 56; Init +2; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 14) [+2 Dex, +4 deflection] or 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +4/+4; Atk +6 melee (incorporeal touch) or +4 melee (1d3, ethereal unarmed); Full Att +6 melee (incorporeal touch) or +4 melee (1d3, ethereal unarmed); SA corrupting gaze, draining touch, partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, +8 turn

resistance, undead traits; AL CN; SV Fort +2, Ref +4, Will +9; Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 18.

Skills and Feats: Bluff +8, Concentration +12, Hide +5, Knowledge (arcane) +13, Spellcraft +13, Search +4, Spot +5; Brew Potion, Improved Unarmed Strike, Iron Will, Scribe Scroll, Spell Penetration.

Spells Known (6/7/7/6/4; base DC = 13 + spell level): 0—[*daze, detect magic, disrupt undead, light, message, ray of frost, read magic, touch of fatigue*]; 1st—[*cause fear, color spray, magic missile, shield*]; 2nd—[*false life, blindness/deafness*]; 3rd—[*vampiric touch*]; 4th—[*bestow curse*].

Greater Soul #2: Male human Rgr8; CR 10; Medium undead (incorporeal); HD 8d12; hp 56; Init +3; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 deflection] or 13 (touch 13, flat-footed 10) [+3 Dex]; BA/G +6/+8; Atk +11 melee (incorporeal touch) or +11 melee (1d3+3, ethereal unarmed); Full Att +11 melee (incorporeal touch) or +11/+6 melee (1d3+3, ethereal unarmed); SA combat style (archery), corrupting touch, draining touch, favored enemy (dwarves, halflings), partial manifestation, possession; SQ boosting touch, darkvision 60 ft., incorporeal traits, psychic link, rejuvenation, swift tracker, +8 turn resistance, undead traits, wild empathy, woodland stride; AL LN; SV Fort +6, Ref +9, Will +4; Str 17, Dex 16, Con —, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +6, Concentration +6, Handle Animal +4, Hide +13, Jump +7, Knowledge (nature) +12, Listen +10, Move Silently +13, Ride +5, Search +9, Spot +10, Survival +13, Swim +6, Use Rope +6; Endurance, Far Shot, Improved Unarmed Strike, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Run, Track.

Spells Prepared (2/1; base DC = 12 + spell level): 1st—[*charm animal, longstrider*]; 2nd—[*cure light wounds*].

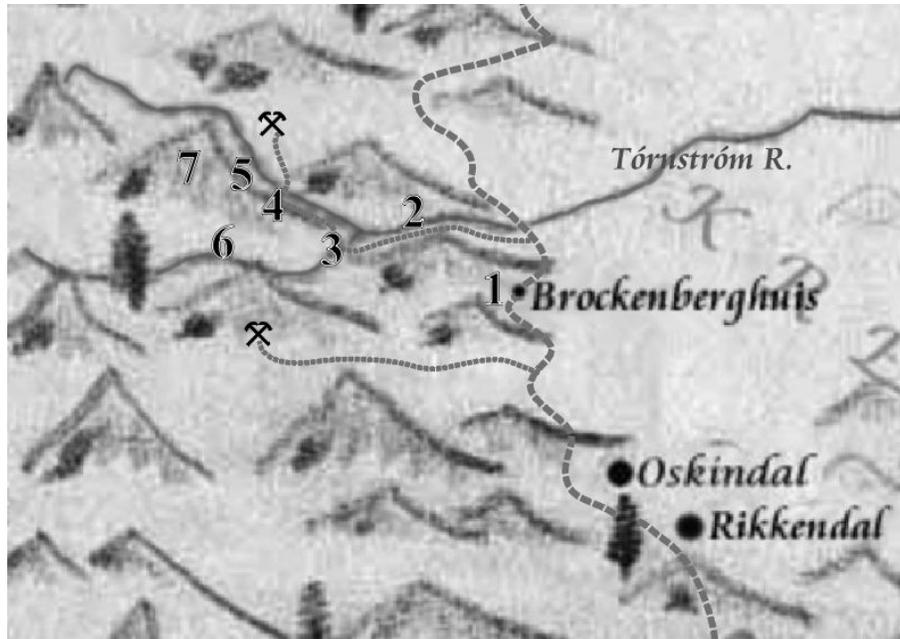
Little Janni Zussrig: Male ogre Com1/Pal2; CR 5; Large giant (ogre); HD 4d8+1d4+2d10+35; hp 73; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19) [−1 size, +1 Dex, +5 natural, +5 breastplate]; BA/G +5/+16; Atk +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); Full Att +12 melee (1d8+7, shortspear) or +12 melee (1d4+7 non-lethal, unarmed) or +6 ranged (1d8+7, shortspear); SA smite evil 1/day; SQ detect evil, divine grace, lay on hands 2hp/day, darkvision 60 ft., low-light vision; AL LG; SV Fort +13, Ref +3, Will +3; Str 24, Dex 12, Con 20, Int 11, Wis 13, Cha 12.

Skills and Feats: Climb +5, Handle Animal +3, Listen +3, Profession (Farmer) +3, Spot +4; Improved Bull Rush, Improved Overrun, Power Attack.

Possessions: Breastplate, masterwork, large short sword, large silvered dagger, large metal shield, large shortspear.

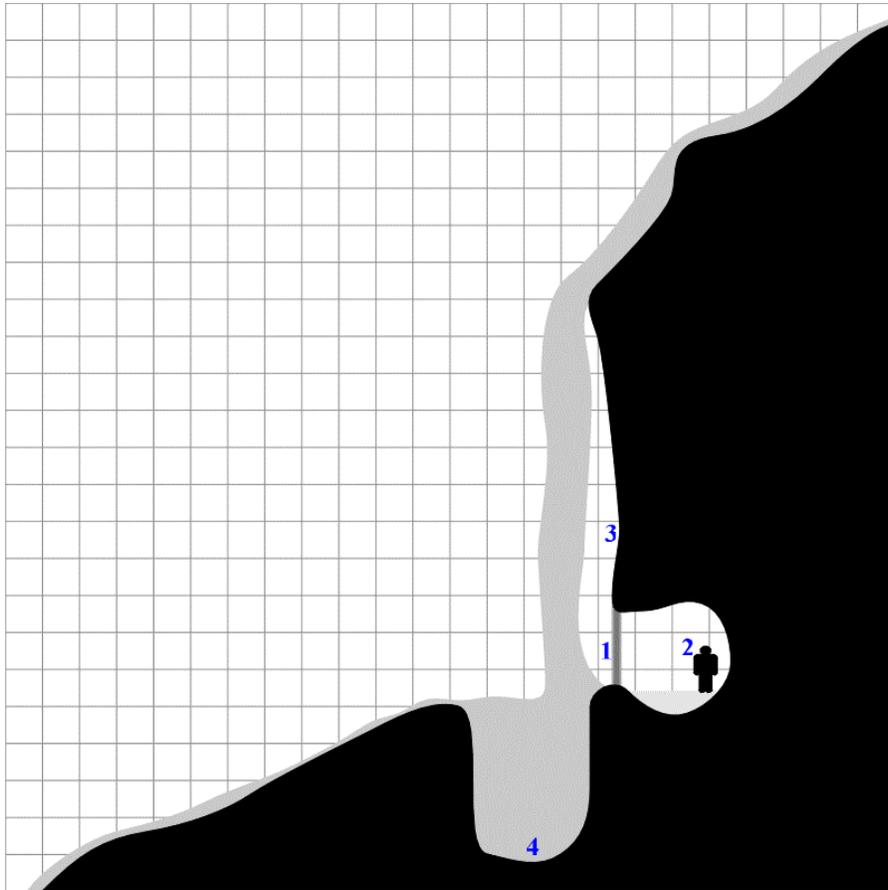
Appendix Two

DM's Aid One: Area Map with Encounter Locations



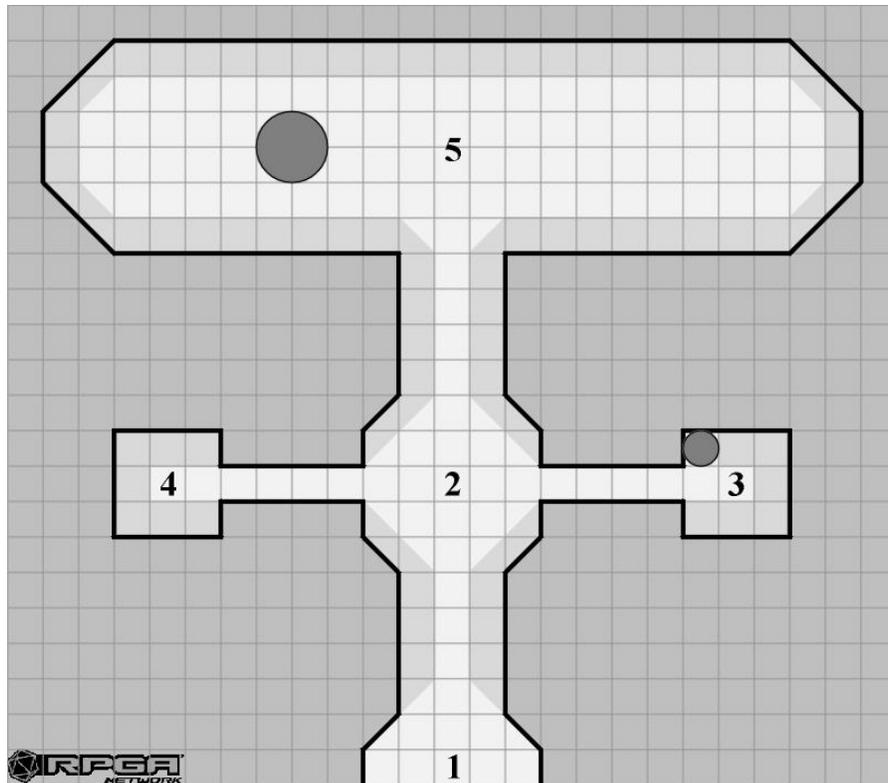
Appendix Three

DM's Aid One: Guide to Encounter Two



Appendix Four

DM's Aid One: Guide to Encounter Seven



Note: Map drawn to fit on a standard RPGA Battlemat

Appendix Five

New Monsters

SAVED SOUL

Saved souls are akin to ghosts, in that they are the spectral remnants of intelligent beings that have not passed beyond. Unlike ghosts, saved souls agreed to be bound in special receptacles so that they might one day return.

A saved soul somewhat resembles its corporeal form in life, albeit in a loosely amorphous form that is ever shifting.

Creating a Saved Soul

“Saved Soul” is an acquired template that can be added to any sentient animal, dragon, giant, humanoid, magical beast or monstrous humanoid. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 8.

A saved soul uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Saved souls have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the saved soul manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +2, whichever is higher.

Attack: A saved soul retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A saved soul retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a saved soul uses the base creature’s damage values. Against nonethereal creatures, the saved soul usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A saved soul retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The saved soul also gains a limited manifestation ability plus one to three other special attacks as described below. The

save DC against a special attack is equal to 10 + 1/2 saved soul’s HD + saved soul’s Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A saved soul can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the saved soul’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A saved soul that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A saved soul that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the saved soul heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Partial Manifestation (Su): Every saved soul has this ability. A saved soul dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a saved soul manifests, it partly enters the Material Plane and becomes partially visible but incorporeal on the Material Plane. A manifested saved soul can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 75% chance to ignore any damage from a corporeal source. A manifested saved soul can pass through solid objects at will, and always moves silently. A manifested saved soul can not make physical attacks; it manifests only so that it may use its supernatural abilities. A manifested saved soul remains predominantly on the Ethereal Plane, where is it not incorporeal. A manifested saved soul can be attacked by opponents on either the Material Plane or the Ethereal Plane. The saved soul’s incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting saved soul is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting saved soul manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested saved soul’s touch spells don’t work on nonethereal targets.

A saved soul has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Possession (Su): Once per round, an ethereal saved soul can merge its body with a creature or object on the Material Plane. This ability is similar to a *magic jar* spell

(caster level 10th or the saved soul's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the saved soul must be manifested and it must try move into the target's space; moving into the target's space to use the possession ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + saved soul's Cha modifier). A creature that successfully saves is immune to that same saved soul's malevolence for 1d6 rounds, and the saved soul cannot enter the target's space. If the save fails, the saved soul vanishes into the target's body.

Special Qualities: A saved soul has all the special qualities of the base creature as well as those described below.

Boosting Touch (Su): A saved soul that hits a living target with its incorporeal touch attack adds 1d4 points to any one ability score it selects, for a number of rounds equal to its HD. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. If this ability is used multiple times, a single attribute can only be boosted by the highest result achieved. This rule applies for attribute boosts from different saved souls.

Psychic Link (Su): A saved soul may, if it wishes, enter into a voluntary pact with a living being. This link allows a limited empathic and telepathic link that transcends the Material and Ethereal Planes. A saved soul so linked with another being may provide and receive special synergy bonuses on key saves, skills or abilities.

Rejuvenation (Su): In most cases, it's difficult to destroy a saved soul through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A saved soul that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + saved soul's HD) against DC 16. As a rule, the only way to get rid of a saved soul for sure is through obscure ritual and the highest level spells, such as *miracle* or *wish*.

Turn Resistance (Ex): A ghost has +8 turn resistance.

Abilities: Same as the base creature, except that the saved soul has no Constitution score, and its Charisma score increases by +4.

Skills: Saved souls have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Saved souls automatically gain the Improved Unarmed Strike feat if they do not already have it.

Environment: Any, often as base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Equipment

When a saved soul forms, it retains only shifting vestiges of its clothing. No other equipment is kept. Saved soul spellcasters do not need remnants of spell books or spell components to cast spells.

Appendix Six

Divination Magic

IMPORTANT DMs NOTE: At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series, started in 594CY, has introduced the following effects into Perrenland regional scenarios. The various divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says, "Your doom is at hand, living one." It then implodes and turns to dust.

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

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

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

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

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

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

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins

casting a spell and you instantly recognise it as a summoning spell. What do you do?

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

APL2: Summon Monster II (Fiendish monstrous spider, Medium).

APL4: Summon Monster IV (Howler).

APL6: Summon Monster VI (Fiendish monstrous spider, Huge).

APL8: Summon Monster VII (Fiendish Girallon).

APL10: Summon Monster VIII (Vrock)

APL12: Summon Monster IX (Hezrou)

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

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

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

Appendix Seven

Pronunciation Guide

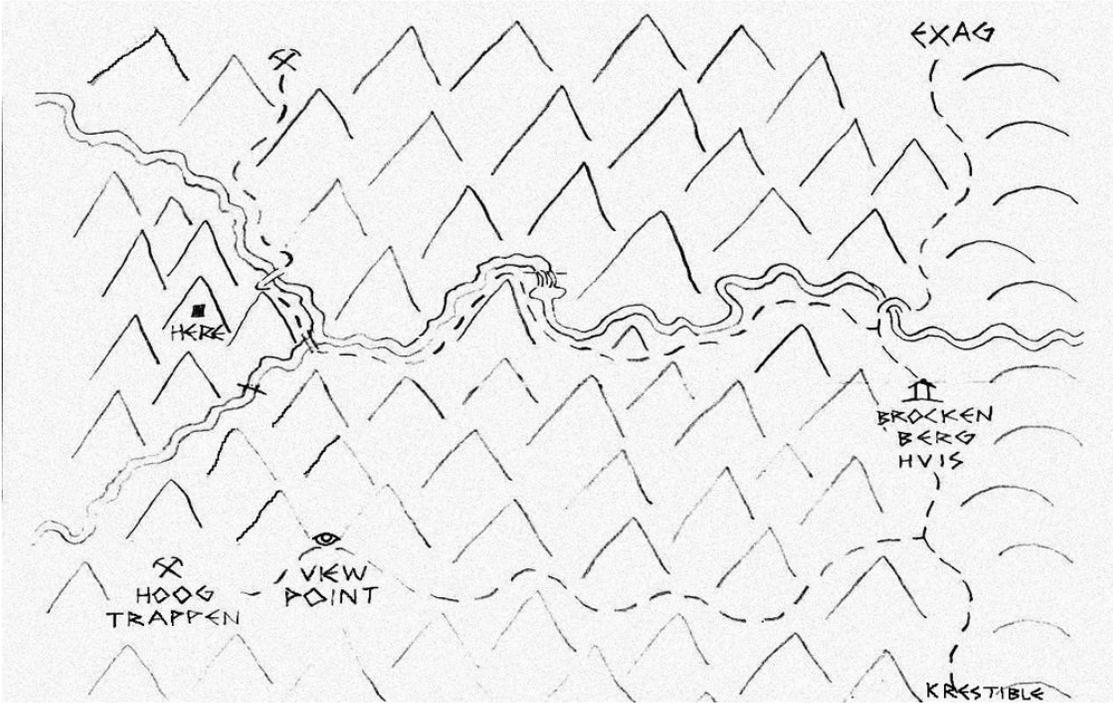
The writers acknowledge that the names in Perrenland scenarios can be tricky to get the tongue around. There fore, here is a pronunciation guide to assist with some of the diverse names and terms used in this scenario.

Auszug: OWS-zoog
Brockenberghuis: BROH-ken-BERG-hoos
Édwin: AYD-win
Fraedrig Zusrig: FRAY-drig ZOOS-rig
Gaiss: rhymes with 'ice'
Haelyagr: HAYL-yah-gur
Hoogtrappen: HOAG-trah-pehn
Hüssen: HOO-suhn
Janni: YAH-nee
Kóndkan: KOHND-kan
Lufflieg: LOOF-leeg
Môrgenrood: MAWR-gehn-ROAD
Oskindál: OS-kin-DAHL
Reusje: ROOS-yuh
Rikkendál: RIH-ken-DAHL
Schtecker: SHTEH-kuhr
Tamoud: ta-MOOD

Player Handout One: The Dream of Gîrti Lufflieg

In her dream Gîrti saw a magnificent stallion galloping along the plains with tall mountains in the background. Then the horse slowed and stopped, looking tired. When the horse completely stopped, two hands came to the forefront of Gîrti's vision and clasped in friendship. Then the hands started to squeeze and twist, and in the background the horse staggered and screamed in pain. As the clasp of the hands moved jerkily to and fro, as if in a furious arm wrestle, the horse showed more distress. Soon enough blood started to run between the fingers of the hands and the horse collapsed shaking on the grass. Then a pained howling could be heard, as if coming from the tormented throat of a very large humanoid.

Player Handout Two: Map of the Brockenberghuis Area



I Dream of Janni

Critical Events Summary

This critical events summary should be filled out after every games table of I Dream of Janni that is played between January 1st 2005 and March 1st 2005. The results should be forwarded to:

Bruce Paris paris@hn.ozemail.com.au

1. Was Little Janni killed? YES NO
2. Did the PCs keep the Kóndkannen Key Rod? YES NO
3. Did any of the PCs bond with a Kóndkan Soul Friend? YES NO

Thank you. We hope you enjoyed DMing this game.

The Perrenland Triad