

PER3-04

Tinderbox

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

Version 1

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The election of the Voormann has come. The city of Schwartzenuin takes a collective breath and awaits the result that will shape the country for the next eight years. But while others wait, can intrepid adventurers rescue Hännè Weisspeer from the clutches of Kârl Hüssen and thwart that villain's dastardly plans? A Single Session Perrenland Regional Scenario for APL 2 to 8.

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, but the actual playing time will be closer to three and a half hours. 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, 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 with different CRs are added separately.

	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

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, two are three 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 is set in the Concatenated Cantons of Perrenland, in and around the capital city of Schwartzenuin. It follows events started in *The Voormann's Daughter*, and continued in *Promises To Keep* and *Wild Goose Chase*. It is preferable, though not necessary, that characters have been involved in the events of the first three scenarios.

Note: This scenario's TU cost can be used towards the annual cost for members of the Old Kerk or the Auszug.

There are certain pieces of common knowledge that are known throughout Perrenland that the DM should ensure are known by the players. It is assumed that the PCs do know this knowledge.

- Perrenland's council of leaders are in the process of electing the next Voormann.
- There are a number of candidates, one of whom is the incumbent, Voormann Karenin Weisspeer.
- A disgraced former candidate, K  r H  ssen – proven guilty of slavery and possibly worse – has been declared an outlaw.
- The Voormann's daughter, H  nn  , has disappeared and is presumed to have been kidnapped by K  r H  ssen.
- Investigations have revealed that H  nn   is being held at Meerwake, an abandoned *plagenhuis* (plague house).

Adventure Summary

This scenario begins and ends in combat, as the characters endeavour first to save a respected patron and then thwart a hated enemy.

Firstly the characters begin at the fringes of Meerwake Stadt, an abandoned Rosrijder settlement lost to the plague years before. There the PCs rescue H  nn   Weisspeer from the clutches of K  r H  ssen's associates. In doing so they learn of a plot to disrupt the election of the Voormann. Returning to Schwartzenuin they may inform the authorities of what they know and then endeavour to locate and stop K  r. This results in a confused fight under the city in lost Ur-Flannae tunnels – a fight involving K  r's minions and opposing servants of Iuz, intent on their own nefarious purposes. Then they come face to face with K  r H  ssen and get to defeat their nemesis, resulting in his death or capture. At the climax of the event comes the terrifying finale – the explosion that rocks the council and does who knows what damage to those above. The scenario finishes on a cliffhanger ending...

Introduction

A plagenhuis, a house of plague – the name sends shivers down the spines of all but the most fearless people For though the sickness of the settlement may be long gone, who knows what restless shades may yet linger.

You have little time for such superstitious pondering. A task has been set and you mean to do it. What better place to use as a secret base of operations than a long abandoned stadt where few dare to approach? You dare though.

Meerwake stadt lies a day and half's journey north of Schwartzenuin, huddled against the western flank of the coastal hills that border Lake Quag. An old Rosrijder settlement, it has been empty for over fifty years, ruined and almost forgotten. A westerly wind howls over the Feronwold and moans as if to grieve for long dead folk who lie here.

Somewhere inside Meerwake is H  nn   Weisspeer, an admirable young woman held against her will. Perhaps too you may find K  r H  ssen, the villain responsible for her kidnapping. Your duty may be to rescue H  nn  , but should K  r come within reach of your weapons then his head may be for the taking. And what an achievement that would be.

The characters find themselves in the hills overlooking Meerwake, a former stadt of the Rosrijder sept of the same name. The Meerwakes succumbed to a plague and their settlement was abandoned. Nobody ever comes to such an ill-omened place. Except villains, of course.

K  r H  ssen, a scoundrel of the highest degree, has been using Meerwake as a base of operations. Investigations led to a crony of K  r's, a one-handed warrior called Mattias Toor. Mattias was already dead, but his shade described where K  r was keeping H  nn   Weisspeer, the kidnapped daughter of the Voormann.

It is assumed that the PCs were involved in the gathering of this information, though it is not necessary. Regardless, their skills and talents are such that they have been asked – by request of the Voormann himself – to investigate and execute the rescue of H  nn  . If possible – and only if H  nn   is assuredly safe – they are also empowered to capture or kill K  r H  ssen and his associates. The greatest preference is that K  r is captured.

Any characters who don't have mounts will have been lent them for the duration of their mission, as well as an extra mount should they rescue H  nn  .

Meerwake stadt is nestled against the base of the coastal hills, within the shelter of a small vale. Those hills stand a few hundred meters tall and loom over the stadt, whilst the rolling plains of the Feronwold spread to the

West. All that remains of Meerwake these days is the overgrown mound of the main stadt, and a few smaller outlying buildings. In the morning the stadt lies in deep shadow, whilst in the late afternoon it is bathed in a golden glow. The wind blows from the east in the late night and morning, then turns in mid afternoon to come from the hills to the west. (This has a bearing on whether dogs will spot the group.)

The scene is now set for the PCs to perform some heroics...

Encounter One

Meerwake stadt lies before you, quiet and lonely. Your keen eyes manage to detect the tendrils of smoke that rise from vents in the main mound of the settlement. Superstitious folk might compare a Rosrijder stadt to a barrow, for the similarities are obvious. Now, assuming that Hännè Weisspeer is indeed to be found within, what to do to ensure she is rescued?

Hännè is certainly held within, guarded by Kârl's cousin Darig and a handful of guards. There is also a trio of guard dogs, small mutts who will bark but not fight.

The first thing a party will need to do is get close enough to the stadt to be of some effect. How easy this is depends upon the time of day and the direction they come from, thanks to the dogs' sense of smell. One dog is always with the guard on duty in location 1, whilst the other two roam around the settlement. In order to approach unnoticed the group must make successful Move Silently rolls with the DC set by the following conditions:

- ☛ From anywhere in the middle of the day: DC 10+APL
- ☛ From the North or South at night: DC 8+APL
- ☛ From the West in the afternoon and early night: DC 14+APL
- ☛ From the East in the afternoon and early night: DC 6+APL
- ☛ From the West in the late night and morning: DC 6+APL
- ☛ From the East in the late night and morning: DC 12+APL

Should anyone fail in the test to sneak up then the dogs will raise the alert and the defenders will be prepared. They may not immediately assume an attack, but they are suspicious enough to fall back to the main stadt and determine what is happening.

Note: Try not to drag this encounter out too long. If the PCs are not sure if people are within the stadt then have a guard walk out to attend to a call of nature.

Meerwake Stadt

The valley in which the stadt lies is about half a mile across (north to south) and three-quarters of a mile long (east to west) with its opening in the west side.

Little is left of the old stadt, and only three of the old buildings still fully stand. Most obvious among these is the main long building, which indeed looks like a burial barrow. Remnants of old ditches, once covered but now open to the elements, run between the remaining buildings. Grass has over-grown everything and the stadt does look – to casual examination at least – abandoned. In the morning and afternoon long shadows lend an eerie air to Meerwake, and the DM should feel free to play up how quiet and spooky the place is.

The main stadt is dug into the ground, for the most part, around 5 to 7 feet deep. The exterior walls are built of stone and mortar, and are only about four feet tall. The roof arches over that, made of turf for the most part. There are arrow slits carved into the walls – one for each ten feet or so. These arrow slits have steps leading up to them on the inside, and have a firing arc of about 45 degrees each side (ie. a total firing arc of 90 degrees). Rosrijder stadts are meant to be easily defended.

Note: When moving through the doorways in the main stadt, heavy leather curtains bar each one. To pass through is considered a partial-move action. To tear down a curtain requires a Strength test (DC 10).

These are the following key locations:

1. **Former stores hut:** This domed mound is used as the western post by whichever guard is on duty. Unless an alarm has been raised there will be one guard and a dog here at all times.
2. **Stores hut:** This is where Kârl Hüssen has previously stored the items needed for his plan. There are signs that dozens of barrels were recently kept here, as well as a pungent oily odour. Any open flames brought into this chamber will glow brighter and let off a thin but acrid smoke.
A successful Search (DC 10+APL) test will reveal that some oil has seeped into the ground. If a flame is touched to the ground a thick smoke will be given off (-1 Con for 1d6 hours, Fort save (DC 12+APL) to negate).

A successful Alchemy test (DC 13+APL) will reveal the oil to be flammable and probably explosive if burned in a confined space.

A successful Wilderness Lore roll (DC 10+APL) by a PC with the Track feat outside of this hut will

reveal that a large wagon recently loaded up here and then left heavily laden, heading South. A particularly good roll (more than 5 over the DC) will reveal that the wagon left some three or four days beforehand.

3. **Former long house:** Few of this building's walls remain standing, and its roof is long gone. It is little more than an eroded ditch in the ground. It does, however, serve as a good place to hide and survey the main stadt. There are arrow slits in the walls still standing, though these walls are only three feet tall. The ditch has filled in a little and is about four feet deep.
4. **Stables:** The western end of the main stadt is dug slightly deeper than the rest, giving it higher ceilings. There are four horses stabled here, one of which is a small Weisspeer war-horse. There is hay in the corner, and provisions by the internal doorway, which like other entrances has a leather curtain in place of a door. The three ordinary horses here belong to the Hüssen clan and were stolen by Kârl's men. The Weisspeer war-horse is Hännè's. Thus none of the horses may be sold as extra treasure.
5. **Living space:** Once this large space would have been partitioned and decorated, a comfortable and welcoming home to several dozen people. Now it is old, cobwebbed and run down. If no alarm has been raised there will be two guards here, one asleep and the other lounging about doing little.
6. **Hännè's quarters:** This was once the chambers of an important member of the stadt, and is now where Hännè is held in relative comfort. She has a clean bed, a desk and several small comforts, though far less than she might enjoy if she were free. If there was ample warning of the PCs' approach, Hännè has been gagged and bound by Darig. Otherwise she is unbound but half-asleep, having been woken from a fitful sleep by the commotion.
7. **Kârl's quarters:** If he were here, this is where Kârl would be. Currently it is in use by Darig, who spends his nights here. During the day he is either found sitting here in solitude, conversing with the off-duty guard, or sitting in Hännè's room and watching her uncomfortably.

A successful Search (DC 12+APL) in this room will reveal a scrap of paper in a brazier near the bedroll.

The Opposition (EL 3)

- ☛ **Darig Hüssen:** hp 10; see Appendix One.
- ☛ **Hüssen Goons (3):** hp 10, 9, 8; see Appendix One.
- ☛ **Guard dogs (3):** hp 6, 5, 4; see Appendix One.

A cousin of Kârl Hüssen, Darig is a dark haired and dusky skinned sinister young man scares most people he encounters. He is a cold-hearted young fellow who has little compassion for anyone and is loyal only to himself and his cousin. There is an air of evil about Darig that makes others think twice about approaching him, let alone crossing him.

Tactics: If the PCs are spotted then the men in the stadt will initially try to locate and observe intruders. If the PCs manage to look like they're just passing by (eg. They act like hunters or the like) and don't approach the stadt then the guards will not immediately attack.

If Darig recognises the PCs from having been played in *Promises To Keep*, however, then he will order an assault with crossbows straight away.

Darig and his cronies will fight to the death. They know that they can expect no mercy if captured, and that they might be interrogated. Their loyalty is such that they will willingly throw themselves to their deaths if all seems lost. This might well be frightening for the PCs to witness, and the DM should make much of their near suicidal attitudes.

If the alarm has been raised then they will draw back to the main stadt, ensuring that Hännè is under their control. They will initially make use of the arrow slits and ditches as much as possible to provide cover (nine-tenths cover) and allow crossbow fire, and also to outflank opponents if possible. Darig has an uncanny sense to know who is the weakest and will attack the PC with the best combination of low AC and hit points. The other warriors will seek the chance to die like true men of arms and will readily give (and accept) one-on-one challenges if things look lost.

The dogs will bark and raise the alarm if alerted but they will not fight unless they are cornered and cannot flee.

Treasure

All APLs—loot (116gp).

Interrogating Darig

Darig is more privy to Kârl's plans than anybody else – thus the reason he is determined to avoid capture. Getting the information out of him is close to impossible. He cannot be intimidated by normal means. Magic, torture, and other intimidation will likewise fail. Only appealing to his ego will have limited success (see below). Characters who succeed in a Sense Motive (DC 12+APL) test will soon realise that Darig, though apparently stable, is quite insane and does not think or react like a normal person. Success at this test also means that the PC must make a Will save (DC 10+APL) or be quite unnerved by Darig (apply a -1 morale penalty to all actions directed against him).

If Darig is stripped down for any reason it soon become horribly apparent that any torture the PCs may be inclined to inflict would pale in comparison to what atrocities he has already suffered. Read the following if this happens (note: please tone this down if there are younger players – just say he’s been badly hurt in the past):

Whilst the externally obvious parts of his body remain untouched, his back, thighs, chest and genitalia have been horribly mutilated by fire, branding irons and other instruments of torture. The burns have been so horrific on his back that the skin has literally melted together in a horrible spiral like pattern. With all he has suffered his response to any intimidation by you is a silent chuckle, horrible in its brutal honesty, revealing that he cannot be scared into talking.

Should Darig be killed and *Speak with Dead* is employed the only response the PC will get from him is a shrill screaming that will require the spellcaster to make a Will save (DC 14+APL) or lose 1 point of Wisdom

Read the following to that PC regardless of the save. (Once again, tone it down for younger players.)

The soul that you have recalled is unlike any you would have expected as your spell goes horribly awry. The soul grabs hold of you instead of returning to the body for a short time. Desperately it is trying clamber out of the hell it has found itself in, and is trying to possess you as an alternative, much like a drowning person who would instead drown their rescuer to save themselves from sheer panic. You feel its intense pain and suffering. A voice reaches into your soul and laughs softly, saying contemptuously, “this place is reserved for my servants who have failed, you yet have service to render in my name. Go forth and render it fool!” You feel a taste of the agony of punishment before the soul of Darig is dragged away in torment. The spell ends abruptly.

Regardless of the outcome of the save the caster will suffer 3d6 points of subduing damage and be stunned for 1d4 rounds. No knowledge check, commune spell or the like will reveal anything more than that they have made contact with a divine being, a “dark god”.

Note: A dark and evil god has indeed ensnared Darig’s soul. This is the reason that he cannot be interrogated, nor is *Speak with Dead* allowed. The identity of this foul divinity will be withheld for now, to maintain the mystery.

Appealing to Darig’s ego.

The only method of information extraction what will have any success with Darig will be either a Bluff check (DC 14+APL) or a well played appeal to the evil cunning of his plan. This will extract the following small rant of self-satisfaction.

“Soon you will lose all your petty protections. Run back to Schwartzbruin and save what you can fools.”

What the warriors know

The three warriors are relatively minor members of the band but are fanatically loyal nonetheless. They can, however, be bluffed or intimidated (DC 12+APL) into what they know, which is the following:

- ☛ Kârl has mentioned tunnels under Schwartzbruin.
- ☛ Kârl picked up the barrels off a Greyhawk trader at several arranged deliveries on the lakeshore over the last month or so.
- ☛ The barrels look like kegs of ale.
- ☛ Kârl has about two dozen henchmen loyal to him in Schwartzbruin.
- ☛ Hännè has been sick, and they suspect that Kârl has been drugging her to keep her quiet.

What Hännè knows

Hännè’s view of things is necessarily quite different to the others. She knows that Kârl is up to something no good, but she doesn’t know what it is. She can provide the following information:

- ☛ Kârl has not molested her. Apart from kidnapping her he has treated her with respect and dignity.
- ☛ At nights she has heard Kârl muttering in his chamber, as if talking with someone. At such times she has felt a shiver down her spine and a tingle of fear. Kârl may not be totally sane, but he is not delusional either, so something is going on – something sinister.
- ☛ When he first kidnapped her, Kârl took her to Exag and, though she was subsequently blindfolded, took her to what she knows was a subterranean chamber. She tried to escape, but was recaptured easily. After that single attempt she fell terribly ill and wished to die. Then she was moved here, but she does not recall that journey well or how many days may have passed. She has only begun to recover in the last couple of days since Kârl has been gone.
- ☛ She thinks Kârl is not entirely in control of his actions and she has seen a haunted look in his eye at times.

Why hasn't Hännè tried to escape?

It's quite apparent that Hännè is probably capable of overcoming Darig and the guards easily enough, should she set her mind to it. So why not? Because she is under the effect of a powerful domination-like spell that cannot be dispelled or broken and will not be revealed at this stage of the Perrenland campaign.

Hännè is bound to stay 'true' to Kârl, tied to him in insidious fashion by the spell. Initially she attempted to break free and suffered the consequences. Now she is resigned to her situation, for the time being at least. So long as only she has been in danger she has been accepting of her fate. This means that she is depressed and lethargic, almost as if her morale has been utterly shattered. Rather normal, really, for someone held captive and in fear for so long.

Note that part of the condition of the spell effect is that Hännè cannot volunteer the knowledge that it has been done to her or such other things as who has done it or how it was done. No form of compulsion, magical or otherwise, is powerful enough to get her to reveal these issues. Thus she will try to deflect questions as to why she remains, and what has been going on. As she is feeling naturally under the weather – thus the need to get her medicines as shown in *Wild Goose Chase* – this should be easy for her to do by playing the sick ingenue. At no point will she implicate Kârl in any plot to destroy the council, she will maintain that she hasn't been privy to any plans.

Despite what she has been through, Hännè's spirit is not entirely broken, and any suggestion of danger to the Council or the common population will raise her ire. She will do what she can to assist the PCs in such a way that she is not directly opposing Kârl. The more she tries to do so, or is forced to do so, the sicker she will become. Such is her loyalty to Perrenland and her sense of duty that if need be she might even push herself to the point of collapse.

How sick is Hännè?

Hännè is tired and faint-headed and looks pale and unwell, but she is functioning well enough. If giving her herbs acquired in *Wild Goose Chase* she will perk up a bit. There is nothing the PCs can do for her – she has no damage, no disease and no stat loss. If PCs wish to diagnose her condition then allow a Heal (DC 15) test and state that Hännè is suffering the effects of severe stress and fatigue.

Encounter Two

It is with some relief that you find yourselves on the outskirts of Weisshaven, the village across the

Undrill from Schwartzenuin. Though safely in your care, Hännè Weisspeer has looked pale and sickly for the two days or so that it has taken to return to the city. She may have waved away your concerns, but she is most obviously unwell. Who knows what she has had to endure in Kârl Hüssen's company.

You make your way to the pier and await the ferry that will carry you across the river to the opposite village, Narbells. This is quickly accomplished. A brisk ride brings you swiftly to the main gate, where you can identify yourselves and the important person whom you escort.

Little do the folk of the city know what other tidings you bring.

Try and arrange things so that the PCs arrive back in Schwartzenuin in the late morning to early afternoon. Use Hännè's sickness to delay or slow the group down if needed.

Basically, Schwartzenuin is split into three districts. On the mainland is the Old City, which is separated from the lake by the Shore district. A short way across the water is the island that houses the New City, which is where the Council halls and the Voormann's residence may be found.

There really are only two choices open to the PCs once they return to Schwartzenuin – they can inform the authorities or they can try to find and stop Kârl themselves. Actually they can do both, as the former option will lead naturally to the latter.

Informing the authorities

There is no way the PCs can simply march up to the Council chambers and demand to be let in. It just won't happen. Luckily Hännè, sick or not, is too well versed in diplomacy to let that happen without comment. She, of course, *can* demand to be let in – but only on her own.

The best bet for the PCs is to go to The Lamp, the tavern used by the Voormann for his private discussions, and let the staff there know that they need to speak to someone. Should the players not immediately think of The Lamp, the DM should feel free to drop a casual hint that this is where meetings have happened before.

The PCs might also ask that a message be passed to Karenin or Hasten – or someone in their entourage. This is an acceptable option, although some arrangement will need to be made for a reply to be returned to them. However this is done, the PCs will eventually be requested to wait at The Lamp for further instructions.

Another possible location is the Weisspeer grafhuis, which can be found on the mainland in the Old City. Currently Hännè's mother, Gréta Vossier-Weisspeer, is in residence there. This short dainty woman is an attractive

and pleasant woman in her late forties. She will immediately take Hännè into her care if the PCs bring her to the grafhuis. The PCs will be welcomed in and feted as heroes by Gréta and the household staff.

Regardless of the means chosen, the PCs will ultimately find themselves meeting with several important people in a private room in The Lamp. The dignitaries present will be:

- Hännè Weisspeer
- Anfréda Bèrn, the head of Den Hoogspeeren (the elite grafsgardt for the Weisspeer clan)
- Hogget Rieffe of the Voormannsgardt
- Dik Fjoerkop, an Auchfahnlein in the 6th Auszugen (and a member of the Null, Perrenland's secret service)

The PCs will be asked to report what they have learned and to make any suggestions that they may have. Here is a chance for the players to ham up the drama of the situation, and if they don't have a sense that serious trouble is upon them then the DM should have Hännè ensure that is the case. A few points must be noted that have a bearing on how this discussion turns out:

- The final vote of the Council is imminent, likely within the next few hours.
- The Council can not be stopped.
- It can, however, be moved, but some evidence of a real threat would be needed.
- Whatever the result is going to be, it is a tense and near-run affair.
- Troops and city guards can be made available to search for Kârl.
- The tunnels under the city are already being explored and people posted at appropriate choke points.

Assuming the characters don't come across as a complete pack of wallies they will be charged with taking part in the hunt for Kârl Hüssen and stopping whatever insidious plan he may have. To assist in that end they will be given tokens (shield clasps with a blue cross over a yellow background with a black bear above) that will identify them as working for the Voormann. Display of these tokens will provide the following stackable bonuses:

- +4 to Charisma-based skill tests when dealing with members of the Auszug or the city watch.
- +2 to Charisma-based skill tests when dealing with members of the public who respect the authorities.
- -2 to Charisma-based skill tests when dealing with people engaged in criminal activities.

Doing it on their own

The players may decide that they don't need the help of the authorities, or that they don't have time to worry about niceties such as reporting in. This is a fair and valid option, if a little gung-ho.

Should they choose this path Hännè will initially stress that they should report their findings to someone. If they have no wish to do so then she is prepared to take that task upon herself and will volunteer. Unless a particularly good counter-argument is given (eg. there could be assassins posted to intercept her near the Council chambers) she can not be dissuaded from doing this. She is so determined that she may have to be physically restrained by PCs hell-bent on keeping the authorities out of things.

Note: If Hännè is held against her will then the party better have a good reason for it in the wash up. Otherwise they will be found guilty of kidnapping. Not only will no rewards be paid, but they will be in serious legal trouble.

If Hännè is allowed to report in then the PCs may be allowed a couple of hours of free time to investigate. After that time they will have been described to the soldiers and watchmen around Schwardenbruin and accorded assistance whether they ask for it or not.

Should the PCs choose this path they may proceed to the next encounter, having earned no special bonuses or penalties to any social skill tests they may have to make.

Treasure: The Weisspeer clan has a standing reward for the rescue of Hännè Weisspeer. Thus the PCs are due 150gp each for their part in her recovery.

Encounter Three

Somewhere in this large bustling city is a villain engaged in devious and dangerous plans. Though not entirely sure of his intentions, you know Kârl is up to no good and needs to be stopped. If only you knew where he was and what he was up to. Now it's time to see just good you are at hunting...

The players can now hit the town, looking for clues to Kârl's whereabouts. This is a rather free flowing affair, and the DM is encouraged to improvise. The important thing is to maintain the sense of urgency – noting that Kârl's plan could go into effect at any time. Let the PCs overhear conversations from ordinary folk saying that the Council should be out with a decision “any time now”. Have people speculating, perhaps betting about the outcome in taverns and so on. The general consensus is that the result is going to be a toss up between Karenin Weisspeer and Ordus Bildger.

Important: If the party starts to waffle and becomes lazy with their time, increase the pressure as the end of the day approaches. Have guards running to false alarms and the like. If still nothing has happened by the *fourth hour of darkness* Kârl's plan goes into effect and the Council meeting is blown up from below. At this stage proceed to the conclusion – the PCs have failed because of their hesitation.

Specific avenues of investigation are listed for this encounter, most of which will shorten the investigation time. In addition to those choices the characters may ask around in general, using any number of social skills. Listed below is the information (some of which is not true, of course) that can be gained, and the associated DCs for social skill tests to gain than information:

- ☛ There are those that think that Kârl Hüssen has been set up because the established order doesn't want a young Voormann. [Rumour] (DC 8+APL)
- ☛ The rumour is that Hännè Weisspeer is a witch, and has been using Kârl Hüssen for her own evil purposes. [Rumour] (DC 10+APL)
- ☛ It's been said that Kârl Hüssen is going to poison everyone in Schwarzenbruin. [Rumour] (DC 10+APL)
- ☛ Some say that strangers have been noted asking questions about the city's water supplies. [True] (DC 12+APL)
- ☛ If anyone would know about tunnels and the like, it'd be the Ratters. [True] (DC 12+APL)
- ☛ Apparently the Auszug keep *detailed* maps of *all* the tunnels under the city. [False] (DC 10+APL)
- ☛ Visiting diviners have suddenly left Schwarzenbruin for no obvious reason. [True] (DC 12+APL)
- ☛ If anyone would know what's going on it'd be the street urchins, because no one pays them a second glance. [True] (DC 10+APL)
- ☛ The city watch have been very nosy in the last week or so. [True] (DC 10+APL)
- ☛ There will probably be news as to who is the next Voormann by the end of the night. [True] (DC 12+APL)
- ☛ Lots of people have been carting kegs and barrels around. Election time makes people thirsty. [True] (DC 8+APL)
- ☛ A bunch of rough sorts were seen loading barrels into the long warehouse on the south end of the docks in the New City. [True] (DC 22+APL)

Searching the known tunnels

The upper tunnels, those that are relatively well known, are a red herring for the purposes of this adventure.

Contained within these tunnels are routes used by servants, family crypts, and other interesting locales. It is important to note that this is not one great interconnected network, but rather a selection of different caverns and tunnels.

No encounters are detailed for the upper tunnels but the DM is encouraged to play up on the inherent spookiness of underground locations and have the PCs jumping at shadows (so to speak). There are a number of guards posted at key spots who will be suspicious of interlopers and will challenge the PCs. There may be furtive sorts totally unrelated to Kârl's plot skulking in the darkness as well.

In short, the exploration of the tunnels at this stage is a futile waste of time, though the players may not know that. Don't let the action get bogged down here. Get them in and out quickly, and have the PCs understand that they can't seem to find any clues down below.

The Auszug and City Watch

The Schwarzenbruin *Stadwake* (City Watch) and the Auszug are the one and the same thing – for the army provides the guards, who are rotated on and off duty. Some of the old hands are permanently assigned to watch duties, as their knowledge and experience of the city is valued.

The *Stadwake* are tense and nearly exhausted – the election has caused some trouble amongst hotheads in the city and the guards have been kept busy. Although peace has been maintained, the guards are still somewhat stressed and will be happy when the election is done. Then they might be able to relax.

Getting the guards to talk to the PCs requires a Diplomacy (DC 10+APL) test – remember to apply modifiers if the PCs are displaying the city tokens. Success can reveal the following:

- ☛ Of course the tunnels under the New City have been searched and are guarded. The *Stadwake* are not fools.
- ☛ Kârl Hüssen is being watched for, as are other suspected troublemakers. No doubt the villain has disguised himself though.
- ☛ The man to talk to about tunnels is a NCO called Pen Gersiten, who can often be found at Den Toren.

Den Toren and Pen Gersiten

It is possible that the PCs have already experienced Den Toren, a back-street tavern frequented by mercenaries and other such folk. The tavern's name comes from the tower shield above the door, and it is a place friendly to military folk and clan-less patrons. A talking point is the row of eleven skulls above the bar, testament to the lethal

skills of the barman, Pieter. His half-orc bouncers, Garret and Muis, are big burly lads well able to handle trouble as well.

If the PCs were involved in the events of *Wild Goose Chase* then they will have a history with the folk of Den Toren. The DM should ask the players what happened here previously, as it is possible that they may have harassed the barmaid, Kárla, and thus be less than welcome. Likewise, they may be welcomed by the staff if they were friendly during their previous visit.

Pen Gersiten can be found at the bar, a short broad-shouldered fellow with close cropped blonde hair and a lantern jaw. Ordinarily a man of steady temper, Pen is not a happy man at all when the PCs meet him. A Vestmeer and proud of it, he fully embraces the feud between the East and West Meerijders. Thus the recent and surprising news that his kid sister is marrying an Oostmeer and is pregnant with her beau's child has not cheered Pen up. In fact, he is livid, and in a very angry mood, helped along by some strong ales.

Anyone who is obviously of the Oostmeer clan will earn scowls and snide remarks from Pen. Their presence will earn a -2 penalty to Charisma-based skill tests for dealing with Pen.

On the other hand, anyone who can pass themselves off as disliking the Oostmeers (Bluff DC 12 or obvious Vestmeer membership will do the trick) can ingratiate themselves with Pen, earning a +2 bonus to Charisma-based skill tests.

Getting information out of Pen requires a base Diplomacy or Bluff skill test (DC 13+APL), with any modifiers as described above. If successful he can impart the following knowledge.

- Most people only know about the upper tunnels under the New City. There are rumours that there are lower tunnels.
- The people who would know the most about the tunnels are the Ratters.
- The Ratters can be found at the Nest, a tavern near the Necropolis.
- The Ratters take their orders from their matriarch, Tantie Jéssa.

If anyone starts a fight with Pen, assume that he is a Fighter of one level higher than the APL, with stats as given in the DMG. However, the DM should do everything possible to avoid violence. The staff and patrons of Den Toren – all capable and dangerous at times – may also intercede.

The Ratters

There are people who know the tunnels under Schwartzenuin better than anybody, the ratters. These folk, often sneered at or ridiculed by the other residents of the city, are well aware of the fact that there are older tunnels under those more commonly known. If anyone could claim to control these tunnels – though no one truly does – it is the Ratters. Despite their name, these folk hunt more than just rats, and keep the city's underground clean of other subterranean threats. They rather enjoy their superiority down below and are loath to give away any secrets that may lessen their advantage.

However, the Ratters are patriots of sorts and have no wish to see the Council harmed or such trouble occur. Thus they are willing to help, to a degree.

The Ratters may be found at The Nest, a run-down tavern outside the walls of the Necropolis, on the southern end of the New City. It is packed with adults, children and various animals – terriers, ferrets, hounds and crows to name but a few. The place is noisy, lively, and more than a little smelly. Well-dressed PCs are going to look distinctly out of place (apply a -2 penalty to Charisma-based skill tests here) as the Ratters are a motley group dressed in patchwork clothing.

The PCs can't just breeze in and expect to be well received. They must be polite and show due respect, for they are meeting with the Ratters on their home turf. A Diplomacy (DC 10+APL) or Bluff (DC 12+APL) test is needed to appease the Ratters, though the DM may wish to apply modifiers based upon how the players roleplay the encounter.

If successful, the characters will be introduced to the Ratters' matriarch, Tantie Jéssa. This venerable human woman is bent and wrinkled with age, as are the two old terriers that sit loyally at her feet, but her eyes are bright and reveal that she has a mind like a steel trap.

Tantie Jéssa will be quite snide with any attractive women in the group and will flirt outrageously with big butch guys. If the PCs want any useful information they had better play along.

To get Tantie Jéssa to talk the PCs must succeed with a Diplomacy (DC 10+APL) test. Only one PC may make this roll, though others may assist. If the primary diplomat is a big butch guy, lower the DC by 4, and raise it by 4 if the main PC is an attractive female. If the PCs succeed, Tantie Jéssa will reveal the following:

- There are tunnels, burrowed by the "Old People", under the New City.
- These tunnels are very, very old and few people know about them. They have never been completely explored.

- Some of these tunnels may even lead out under the lake.
- None of the tunnels known and used by the Ratters is being used by anyone else.
- There is a tunnel that the Ratters don't use – it starts at the bottom of the long warehouse on the Docks in the New City.
- Strange goings-on have been reported near that warehouse recently. (This is not embellished upon.)

None of the other Ratters will reveal this information to the PCs. They will talk about other things but such sensitive information is the province of Tantie Jéssa.

The City's Children

Characters who played and were successful in the scenario *Mordenkainen's House of Chocolate* may well have earned the favour of the children of Schwardzenbruin. As silly as this may sound, this favour could come in quite handy, for the children are one group that Kárl will have completely disregarded.

Should the characters take the time to visit their original contacts on the mainland side of the city in the Shore district they will be in luck. The leader of the children who gather near Den Aldboot tavern is Ánnigje Goedmeeroóver, a bossy little pigtailed blonde whose father is in the Zee-Auszug. Ánnigje has spent the day sailing with some friends in the channel between the mainland and the island. She has spotted something unusual, a fact that would never occur to her as strange unless asked if she has seen anyone lugging barrels around.

Ánnigje has seen a group of men loading what looked like ale kegs into the long warehouse at the south end of the docks, on the western side of the New City.

Where to next?

Once the characters have, hopefully, learned about the dockside entrance they may proceed to the next encounter.

Encounter Four

Few folk are working in the docks, as most await the election result. There are those, however, who are determined to work nonetheless – determined souls for whom a mere election does not provide an excuse to slack off. There are the usual layabouts to be found as well who have nowhere better to be. It is one of these crusty old coves – a one-legged former sailor – who points you in the right direction.

"Ja, maat!" he exclaims, "I know the long warehouse. That one there, it is." He points a gnarled finger in the direction of a long building sitting on a

low bluff above the docks. "There must be some party planned, I'd think," he continues, "with all those kegs being loaded in for the last couple of weeks. Ja, just down there at the loading dock, I've seen them." He points down to the docks, where you can see a sturdy loading dock. Double doors lead into a small building lying directly below the long warehouse. One of the doors appears to be ajar...

The small building is just a records office and temporary storage point for goods that are taken off boats at the dock and moved into storage in the long warehouse.

There is nobody at the doors and the entry room is empty. A corridor leads into the hill, ending at location #1.

The tunnels are dark and unlit, with no sources of light. Thus the PCs will be operating in total darkness unless they have light sources or darkvision.

The key locations are listed below. Refer to the map in Appendix Five.

1. This subterranean storage room is reached by a long corridor that runs from the loading platform at the docks. The corridor ends in double doors – currently open – that stand before a loading bay.

Two sets of stairs flank the loading bay, both of which lead down to the bottom of the storage room some 15 feet below. These stairs also lead up to the warehouse level above. There is a sturdy winch with a rope for lowering things into the storage room.

The room itself is cool and dry and large (30ft by 100ft) and full of crates and – more importantly – kegs and barrels.

A Search (DC 13+APL) will reveal the bodies of two stevedores and a young girl hidden in a crate in the top right corner of the room. A Heal (DC 12) test will reveal that they were all knifed in the back.

2. In the bottom left corner of the room there is a secret door, previously unknown to almost everyone. Anyone who succeeds at a Search (DC 10+APL) will be able to find this door, because they will notice blood smears – hastily wiped up – leading to the door, which is slightly ajar.
3. This vaguely octagonal chamber is obviously of ancient construction. Though the walls are still smooth and unbroken, they were obviously painted at some stage in the past and the painting has faded considerably. The motifs on the walls show tall humanoid people engaged in what appears to be ritual activities. The decorations are obviously of Ur-Flannae design. A character with the Track feat may, with a Wilderness Lore (DC 15) check, note that the dust on the sides of the chamber and the cleaner path down the middle indicates that this room has

been left unused for centuries (if not longer) but has seen some recent but regular passage in the past month or two.

Apart from this information, the most obvious things of note are the bodies of two strong men in chain shirts. A Heal (DC 15) check reveals that some form of magical energy killed them. A subsequent Knowledge (Arcane) test (DC 12) will identify the likely cause as a *magic missile* spell.

4. This short chamber, some 15 feet in width, slopes sharply downwards to a thin opening that leads to a narrow rough tunnel. Around the opening are runic carvings, written in an obscure Ur-Flan script. If someone has the means to read them (Decipher Script (DC 30) or *comprehend languages*) then they will be revealed to read "Only the initiated possessed of grace shall pass unhindered." There is lingering magic in the carvings, enough to force a Will save (DC 12) from those who pass through. Failure results in a foreboding feeling that has no game effect other than giving the character the willies for a brief moment. A *detect magic* spell can reveal that this was once a form of *glyph of warding*.
5. Once an entry chamber, this small rough cavern – its walls carved with runes and pictographs – is obviously the scene of a recent fight. Slumped against the north-east wall is the body of an Auszug trooper, clearly killed by a cleaving blow that split his helmet and his skull. Any PC in the Auszug or who succeeds at a Knowledge (Military) test (DC 12) will recognise that he is of the First Auszugen, a division usually stationed in Traft (ie. *not* Schwarzenbruin). Lying before the tunnel in the bottom east of the chamber are two more men in chain, their corpses charred by some form of fiery assault. A large bloodstain leads out of the room along the passage.
6. This long dark passage slopes gently downwards. There are roughly carved stairs, their edges smoothed by centuries of passage, every twenty or thirty feet or so. The bloodstains from the entry chamber lead to another corpse of a man in chain armour, several crossbow bolts sticking out of him. Using the Track feat with a Wilderness Lore (DC 15) test will reveal that this man made a defensive retreat until he fell (on the point where the 6 is written on the map). A Heal (DC 12) check can show he bled to death.

When the PCs reach the body they may make a Listen (DC 12) test to hear the sounds of combat ahead. Anyone who rolls 20 or better for this test can determine that the combat is occurring within two or three hundred feet.

7. A side tunnel, its entrance surrounded by more carvings of tall humanoids performing rituals, leads steeply downwards. Anyone examining the carvings who succeeds at a Knowledge (Religion) test (DC 15) can tell that the rituals displayed deal with death and burial. Once again, steps have been carved into the floor, but this narrow passage is extremely steep. There are no signs that anyone has passed this way in recent times – the dust and cobwebs attest to that.
8. There is a grim little dance of death taking place in this largish chamber. Kârl Hüssen's remaining henchmen are defending against an attack by Iuzian agents disguised as Auszug troopers. Full details of the battle and the tactics of the combatants are described later. If the characters approach this scene carefully they will have one round of surprise (against everyone except Einrik the assassin) to act as they wish. A brief description of the people involved is as follows:

Five tough looking men in chain shirts armed with battle-axes are forming a defensive position in front of the exit in the north east of the room. They are using natural columns of rock as cover. Three more comrades lie dead near them and there are broken crossbows lying discarded at their feet.

Three men and two or three women (depending upon APL) dressed in Auszug uniforms – once again from the First Auszugen in Traft (again, *not* Schwarzenbruin) – are trying to push forward to defeat the men in chain. One of the women has dark curly hair and seems to be carrying wand (this is Margetta) – she is at the rear of the group, using her comrades as cover. The others are armed with short swords and crossbows. Another two men and a woman lie dead from this group. One of the dead men appears to have been a spellcaster, and died with a crossbow bolt in his gut.

A red-haired woman (this is Regina) with yellow eyes and sharp red fingernails (Spot (DC 15) to notice this) is using the cover of the west wall to sneak around towards the Hüssens. To even notice her at all at the start of the fight requires a Spot (DC 28+APL) test. Regina is at point (a) at the start of the encounter.

At APL 4 and higher, a black-clad man (Einrik the assassin) is lurking in the shadows high up near point (b) – he has cast spider climb to get there. It requires a Spot (DC 30) to notice him.

9. This is the chamber where the kegs have been stashed by Kârl. Note that this is not one straight tunnel, but a series of tunnels – obviously quite extensive – winding under the city. Luckily, however, they are so little used that it is obvious which paths have been taken recently. The tunnel

leading to this chamber climbs upwards such that it is only thirty feet or less below the level of the ground above. Anyone with means of determining direction will realise that this chamber lies near the council district.

Getting to this chamber, and dealing with the explosives within, is detailed in Encounter Six.

10. At the bottom of the steep tunnel (#7) – some 150 feet below the entrance – is a network of carved tunnels, obviously hewn from the rock some time ago. These are ancient crypts, and there are thousands upon thousands of skeletal remains crammed into niches carved along the length of these tunnels. The PCs may search for treasure and loot as much as they like, but there is nothing to be found. The people in these parts did not believe in burial goods.
11. A further hundred feet lower than the crypts lies a large ritual chamber. Its ceiling lies some 150 feet above the floor, making it an impressive sight indeed. The slightest whisper echoes for minutes, giving this chamber a spooky air. The walls are completely covered in carvings now recognised as the Ur-Flannae style. In the back wall directly opposite the entry is a prominent carving of an eagle-headed man with his arms outstretched. This carving is some hundred feet tall! There is no portion of wall here bigger than a foot squared that does not have some form of carving. The room itself radiates immensely strong transmutation magic.

This chamber is incredibly holy, so much so that any weapons brought into this chamber will be rendered Holy for the remainder of the adventure and for the duration of the next scenario each PC plays. In addition, any armour will be empowered with a *protection from evil* spell for the same duration. This effects even magical arms and armour.

The Battle

As soon as battle is joined, the DM should keep track of how many rounds of combat take place. This is vital, as it determines how much time the PCs have if they try to locate and disarm Kârl's bomb.

Note that the battle is rated easier than normal because the two parties will fight each other as readily as they will attack the PCs. The DM should take care to ensure that some fighting does occur between the two groups – for though the Iuzians may hang back (see below) the Hüssens will take the opportunity to attack them as well. Thus the EL's for this encounter have been halved.

In fact, should the PCs hang back and wait to see what happens, allow opposed Spot and Move

Silently/Hide checks. Should the PCs not be noticed then the Iuzians will defeat the Hüssens henchmen in 5 rounds for the loss of one of the Infiltrators (#4). However, Einrik – if present – will still be lurking about undamaged.

APL 2 (EL 3)

The Hüssens

➤ **Hüssens Henchmen (5):** hp 14, 13, 12, 12, 11; see Appendix One.

The Iuzians

➤ **Regina Roodhârt:** hp 8; see Appendix One.

➤ **Iuzian Infiltrators (5):** hp 6, 6, 5, 5, 4; see Appendix One.

APL 4 (EL 5)

The Hüssens

➤ **Hüssens Henchmen (5):** hp 20, 19, 18, 18, 17; see Appendix One.

➤ **Einrik Krijgboot:** hp 32; see Appendix One.

The Iuzians

➤ **Regina Roodhârt:** hp 22; see Appendix One.

➤ **Margetta:** hp 9; see Appendix One.

➤ **Iuzian Infiltrators (4):** hp 16, 15, 15, 14; see Appendix One.

APL 6 (EL 7)

The Hüssens

➤ **Hüssens Henchmen (5):** hp 32, 31, 30, 30, 29; see Appendix One.

➤ **Einrik Krijgboot:** hp 32, see Appendix One.

The Iuzians

➤ **Regina Roodhârt:** hp 30; see Appendix One.

➤ **Margetta:** hp 15; see Appendix One.

➤ **Iuzian Infiltrators (4):** hp 26, 25, 25, 24; see Appendix One.

APL 8 (EL 9)

The Hüssens

➤ **Hüssens Henchmen (5):** hp 44, 43, 42, 42, 41; see Appendix One.

➤ **Einrik Krijgboot:** hp 32, see Appendix One.

The Iuzians

➤ **Regina Roodhârt:** hp 38; see Appendix One.

➤ **Margetta:** hp 21; see Appendix One.

➤ **Iuzian Infiltrators (4):** hp 26, 25, 25, 24; see Appendix One.

The Hüssens' Tactics: The Hüssens warriors know they have no friends in the tunnels. They also know they can expect little mercy, but they are fanatically loyal to Kârl. Thus they will fight to the death – attacking the Iuzians

as well as the PCs – to give him time to set his plot in motion. Any still alive at that time will try to escape with their life intact – but they know that surrender is no option.

If present, Einrik will do all he can to kill the PCs when they arrive, as he will recognise any who have played in previous scenarios. He will use hit and run tactics and will avoid face-to-face combat at all costs. He will pick off spell-casters and those with ranged combat first, reserving his poisoned bolt for them. Note that he will consider Regina and Margetta such a threat that he will attack them with as much malice as he does the PCs. At APL 8, Einrik starts the combat having just quaffed a *potion of blink* that lasts for 5 rounds. If given the chance he will then quaff his last remaining *potion of blink*.

The Iuzians' Tactics: The Iuzians are dressed like city guards, and they will use this ruse to their advantage. They will attempt to call the PCs to aid them and hold back, allowing the party to take the brunt of the damage. That done they will endeavour to dispose of the characters by a surprise attack. Should the characters display a willingness to proceed further the Iuzians will allow them to do so and depart.

If the characters discover their real nature then they will fight to the death, knowing that neither their opponents nor their master will be kind to them if they are captured.

Regina will try to conceal her presence as long as possible, making good use of her hiding ability and her *darkness* spell. She has a *potion of cure light wounds* in a vial on a thong around her neck, ready to be quaffed. If her life is endangered she will do all she can to flee, abandoning her companions to their fates as necessary. She uses her enchanted boots to best serve speedy entry and exit into combat.

If present, Margetta is very blunt in her tactics – pick a dangerous looking person and kill them with continual attacks. She uses her companions as a shield and avoids hand-to-hand combat like the plague. She will caste invisibility and haste if she knows them to give herself the best tactical advantage.

Note that if any of the PCs have the Ire of Iuz certificate from previous scenarios then the Iuzians will not allow the PCs to depart.

Treasure: Note that the spellbooks for the magical characters are not listed as available treasure because they are tucked safely away in whichever dark holes the baddies crawled out of that morning.

APL 2–loot (107gp), +2 cursed rapier (friendslayer)-(ogp), (potion of see invisibility-(15gp), *potion of cure light wounds*-(7gp).

APL 4–loot (167gp), +2 cursed rapier (friendslayer)-(ogp), Wand of *Magic Missile* (1st-level caster)-(113gp),

potion of see invisibility-(15gp), *potion of cure light wounds*-(7gp).

APL 6–loot (167gp), +2 cursed rapier (friendslayer)-(ogp), Wand of *Magic Missile* (3rd-level caster)-(338gp), *potion of see invisibility*-(15gp), *potion of cure light wounds*-(7gp).

APL 8–loot (167gp), +2 cursed rapier (friendslayer)-(ogp), Wand of *Magic Missile* (5th-level caster)-(563gp), *potion of blink*-(112gp), *potion of see invisibility*-(15gp), *potion of cure light wounds*-(7gp).

Note: When any bodies are being looted, the DM should be careful to ask who is searching which body. The first person to pick up the cursed rapier *after Regina is dead* is stuck with it.

Interrogating prisoners

The Hüssens

Einrik will not talk at all. If captured he will use a special mind trick and will himself to death rather than betray a confidence. He may try to stall the PCs until the bomb explodes. After that the point is moot.

The warriors know the following information, which can be learned with a successful Intimidate (DC 16+APL) test.

- ☛ “You’re all going to die! Soon!”
- ☛ “There’s a huge explosion going to happen down that tunnel <nods in direction of #9> and there’s nothing you can do about it!”
- ☛ “Maybe if you hurry you can stop it, but I don’t think so. <laugh>”

The Iuzians

Whatever nefarious deed the Iuzians are up to, the PCs aren’t about to find out. With a successful Intimidate (DC 14+APL) test, any living Iuzian will get to say “The Voorm...” before dramatically boiling away into a puddle of liquefied flesh and bone, screaming horribly as this happens.

Encounter Five

With little ceremony, an armoured figure leaps into the fray, swinging a gleaming sword with deadly intensity. At long last you face your despised enemy – Kârl Hüssen has arrived.

Finally Kârl Hüssen makes an appearance, arriving from location #9 and giving the characters an opportunity to deal with their enemy. Kârl will enter the fray after 10 rounds of combat have taken place. If the fight has ended before then he will arrive at the very end of the combat.

It is important that Kârl's arrival is swift and the PCs should not see him coming until he has arrived.

The DM should continue to keep track of how many rounds of combat have passed since the PCs first entered the battle at location #8.

APL 2 (EL 4)

🔪 **Kârl Hüssen:** hp 26; see Appendix Two.

APL 4 (EL 6)

🔪 **Kârl Hüssen:** hp 38; see Appendix Two.

APL 6 (EL 8)

🔪 **Kârl Hüssen:** hp 50; see Appendix Two.

APL 8 (EL 10)

🔪 **Kârl Hüssen:** hp 62; see Appendix Two.

Tactics: Kârl in angered by the appearance of the PCs and seriously wishes to hurt them. His tactics are quite simple – a blitz attack. He knows he can expect little quarter from the PCs, so his best defence is to hurt them badly and quickly. If he's going to die, he's going to die fighting – and he wants to take the PCs with him. Given his druthers, he will engage in combat with the toughest fighter in the party first.

Kârl has an initiative of 20 at APL 2 and 24 at higher APLs.

Note: Before arriving Kârl had drunk some potions of *haste* and a potion of *darkvision* to allow quicker passage through the tunnels. The haste – giving him an extra partial action and a further +4 dodge bonus to AC – will last for a number of rounds equal to the APL. The DM should also remember that Kârl's longsword is *keen*.

What if Kârl is captured?

Well done to the PCs! However, he will not truthfully answer any of their questions. There is no way the PCs can make Kârl talk – he has supernatural help in this. He will, however, talk to the PCs if he is conscious – trying to delay them should they attempt to locate and disarm his bomb. He will be glib and infuriating, using sarcastic comments to annoy his captors.

Encounter Six

At this stage the PCs have two choices – either to try to locate and disarm the bomb, or to run back and evacuate the Council. It is possible to split the party and attempt both.

Trying to disarm the bomb

The explosion will occur 30 rounds after the PCs entered the combat at location #8. This means that if they waited until the end of the fight there is a fair chance that they won't have time to reach the bomb before it explodes.

Should any of the PCs start down the tunnel at the commencement of the fight they will have to deal with attacks from the Hüssen defenders as well as encountering Kârl before his scheduled arrival. The tunnel is five to seven feet wide, should several people go and end up fighting Kârl. Getting past him would be quite difficult.

The distance from location #8 to the bomb at #9 is approximately 1,500 feet. Due to the slope of the incline as well as the roughness of the tunnel, characters may only move at twice their base rate.

Within the last 200 feet, characters must deal with noxious fumes that are poisonous. Due to their exertions getting here, the characters must make a Fort save (DC 10+APL) to hold their breath. This test should be repeated each round and the DC is increased by +1 per round. Any character unable to hold their breath in a particular round must either lose a temporary point of Con, or breath and resist the effects of the fumes.

🔪 **Poisonous Fumes:** 1 Con/1 Con, Fort save (DC 12+APL) to negate.

A character forced to breath can attempt again to hold their breath, but the DC still rises as if they had held their breath that round.

Within the last 100 feet, the fumes are so thick that vision is reduced to no better than three-quarters, no matter what the light source.

The Bomb

The bomb consists of approximately 50 kegs that have been piled up over a period of a month or more. There are a number of fuses equal to the APL that have been lit. It takes a standard action to snuff each fuse – no Disable Device roll is necessary. This allows a PC to search for a fuse and disable it, one per round. So long as there is one fuse still active after the 30 rounds have expired, then the explosion will occur.

As stated, the bomb will explode 30 rounds after the start of the battle. This is a massive explosion. When it does, anyone in the chamber or within 50ft of it will take the full damage.

Anyone within 100ft takes half damage, and anyone within 500ft takes quarter damage.

Anyone at all in the tunnels – regardless of distance – must make a Fort save (DC 14+APL) or be stunned for APL rounds due to the concussion of the blast.

🚩 **Keg Bomb:** APLx2d6 damage; Fort save (DC 16+APL) for half damage.

Trying to warn the Council

The distance between location #8 and the Council chambers is approximately 2,500 feet.

Due to cobblestones and tight corners, any PC running may move at only three times their base rate (not taking armour or the Run feat into account).

Characters may run a number of rounds equal to their Constitution score. Each round thereafter they must make a Constitution check (DC 10) to keep running. This DC increases by 1 each round thereafter. A character that fails must stop and rest for 1 minute (10 rounds) before running again. These rules can be found on page 127 of the PHB.

Should a character run out of puff it will take them 1d4 rounds to find a city guard or soldier to deputise to carry the message. This guard will cover the remaining distance at a rate of 90 feet per round.

Whether a character reaches the Council quarters or deputises a guard, the authorities must be convinced of the level of threat. To do this requires a Diplomacy or Bluff test (DC 15+APL). Minimal success will see the evacuation ordered and completed within 10 rounds. For each point the test exceeded the DC, reduced the time by 1 round – to a minimum of 5 rounds.

Should the explosion occur, everyone within the Council meeting (and those at the gate) will take the full damage as listed above.

What if the Council was moved earlier?

Kârl has ways and means of getting information. Assume that he was somehow mystically aware – through divination – that the meeting would be moved, and he has set his trap up under the new location. Should this happen then the DM may like to drop hints that there may be a spy in the Council. How else could Kârl know?

Conclusion

What happens next is very much dependent upon whether the characters were able to stop the bomb and/or evacuate the council. It is unlikely that they will, because the odds are very much stacked against them. Regardless, Schwartzenbruin is soon abuzz with news of what has taken place. People are uncertain of what the future holds and many are panicked. Wild rumours are flying about, some accurate and others totally ridiculous. A hornet's nest has been stirred in Perrenland and things aren't about to die down in a hurry.

Here are the possible outcomes, most of which – to be honest – are much the same:

The bomb exploded under the Council

The scene is that of devastation and chaos. Confusion reigns as people run around trying to make sense of what happened. Bodies lie scattered amongst rubble and injured and dazed folk stagger aimlessly. People quickly arrive to help and the air rings with the cries of the wounded and the shouts of those trying to help.

Certain facts will come to light in the aftermath:

- ☛ Karenin Weisspeer was re-elected Voormann by the Council.
- ☛ Orgus Bildger was nominated as Untervoormann.
- ☛ Karenin Weisspeer has disappeared!
- ☛ Hasten Weisspeer is dead. Worse, somehow his soul has been stolen.
- ☛ Gutherie Roodberg is dead. His soul has also been stolen.

Any PCs killed by the explosion will be hailed as heroes for trying nonetheless and will be raised from the dead for free.

The bomb exploded but the Council was evacuated

In all the chaos several important events occur:

- ☛ Karenin Weisspeer was re-elected Voormann by the Council.
- ☛ Orgus Bildger was nominated as Untervoormann.
- ☛ Karenin Weisspeer has disappeared!
- ☛ Hasten Weisspeer is dead. Worse, somehow his soul has been stolen.
- ☛ Gutherie Roodberg is dead. His soul has also been stolen.

Any PCs killed by the explosion will be hailed as heroes for trying nonetheless and will be raised from the dead for free.

The bomb didn't explode

Regardless of whether the bomb explodes or not, there is going to be chaos and excitement because word will get out – the great gouts of smoke that eventually rise through cracks in the ground will see to that. In the chaos that ensues, the following events occur:

- ☛ Karenin Weisspeer was re-elected Voormann by the Council.
- ☛ Orgus Bildger was nominated as Untervoormann.
- ☛ Karenin Weisspeer has disappeared! Members of the Voormannsgardt assigned to him have been killed.

- ☛ Hasten Weisspeer is dead. Worse, somehow his soul has been stolen. Members of the Weisspeer grafgardt have been slain.
- ☛ Guthrie Roodberg is dead. His soul has also been stolen. Members of the Roodberg grafgardt have been slain.

The words of the Prophetess

To further fuel rumour and speculation, soon after the election results are declared and the climactic events occur, a strange event takes place. The Sepian Prophetess – a visiting gnome dignitary who was present at the election council – makes a visionary statement. This either occurs in the rubble as she is pulled free, or at a public gathering when news of Karenin's disappearance gets out. She chants the following eerie words:

*The Soul of the Judge,
The Soul of the Fist,
The Soul of the Nation,
All snatched by the twisted lover.
Three Souls for the Prince of Laughter,
Three Souls to fuel his greed,
Three Souls to awaken in the darkness the thing that
he most needs;
Only a mother's ill choice now can undo.*

After the dust has settled...

If Kârl was slain

If Kârl Hüssen was slain by the PCs his corpse is recovered and held, waiting to be taken home by his mother. Regardless of Kârl's reputation, his mother Kârla – the Hüssen pfalzgraf – is a respected woman. So the body will be treated with respect. However, soon after things have settled down, Kârl's body is stolen from where it lies and whisked away. How did this happen? Because the thief was the last person anyone would expect to do the deed – Hännè Weisspeer.

If Kârl was captured

Should he have somehow been captured, Kârl will be closely guarded and imprisoned. However, despite the efforts to keep him secure until his trial and expected execution, he is freed and escapes. How could such a thing occur? Because the person who freed him was none other than Hännè Weisspeer, whom nobody suspected of such a deed.

If Kârl was disposed of

It is possible that some PCs may decide that Kârl needs to die and should never come back, and thus go to lengths to make sure this happens. Within reason, allow them, but mention beforehand that even if he is an outlaw his

clan may still be annoyed if his body is treated with disrespect. Should the permanent destruction still go ahead, let the PCs do so, but they will have incurred the ire of the Hüssen clan. Have any PCs involved note the Ire of the Hüssens on the AR is now in play for those characters.

Likewise, some PCs may decide to take Kârl's head as a trophy (which they have a right to do by Perrenland law). Should this be done the Hüssen clan will make polite negotiations to have the head returned. Should these advances be refused then the PC involved will also earn the Ire of the Hüssens.

What about Kârl's equipment?

Kârl's magical weapons and armour are not available to be claimed by the PCs. They are effectively Hüssen property, family heirlooms, 'stolen' by Kârl when he became an outlaw. Anyone keeping those items will be considered to have committed a theft of the highest degree.

By Perrenland law this means that they must return the items or pay a fine equal to each item's full value. There is an additional fine of 25% of value per TU each item is illegally in a character's possession. The maximum additional fine is 100% of full item value. In other words, the values and fines for the various pieces of equipment are:

- ☛ +2 keen longsword (Sturmfjoer) [APL 2 or 4]: Value 18,315gp, additional fine of 4,578gp 7sp 5cp per TU.
- ☛ +3 keen longsword (Sturmfjoer) [APL 6 or 8]: Value 32,315gp, additional fine of 8,078gp 7sp 5cp per TU.
- ☛ +2 chain shirt [All APLs]: Value 4,250gp, additional fine of 1,062gp 5sp per TU.
- ☛ +1 large steel shield [All APLs]: Value 1,170gp, additional fine of 292gp 5sp per TU.

In addition any PCs involved in the theft (do not include those who protest and gain nothing from the items) will receive the Ire of the Hüssens as listed on the AR.

To be fair, let the players know these details quite clearly and give them a chance to think again. There are enough Hüssens in Perrenland that any PC who thinks he or she can steal and sell the items is sadly quite mistaken.

What now?

Orgus Bildger has been declared interim Voormann whilst Karenin is missing and he has, together with the Old Kerk Hetshoolmann, Reanulf Solcarde, declared martial law.

The Voormann is missing. The pfalzgrafs of the Weisspeer and Roodberg clans are dead and their souls

stolen. Hännè Weisspeer has stolen away Kârl Hüssen and it is now rumoured that they were lovers. The future is oh, so uncertain...

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

Defeat Darig and the goons and rescue Hännè:
APL 2 90xp; APL 4 90xp; APL 6 90xp;
APL 8 90xp.

Encounter Four

Defeat the intruders:
APL2 90xp; APL 4 150xp; APL 6 210xp;
APL 8 270xp.

Encounter Five

Defeat Kârl Hüssen:
APL2 120xp; APL 4 180xp; APL 6 240xp;
APL 8 300xp.

Encounter Six

Stopping the bomb:
APL2 60xp; APL 4 120xp; APL 6 180xp;
APL 8 240xp.

or

Evacuating the Council:
APL2 30xp; APL 4 60xp; APL 6 90xp;
APL 8 120xp.

Story Award

Discovering the tunnels:
APL 2 40xp; APL 4 60xp; APL 6 80xp;
APL 8 100xp.

Discretionary roleplaying award

APL 2 50xp; APL 4 75xp; APL 6 100xp;
APL 8 125xp.

Total possible experience:

APL 2 450xp; APL 4 675xp; APL 6 900xp;
APL 8 1,125xp.

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 (sell value)

Encounter One:

All APLs: L: 116gp; C: 0gp; M: 0gp

Encounter Two

All APLs: L: 0gp; C: 150gp; M: 0gp

Encounter Four:

APL 2: L: 107gp; C: ogp; M: 397gp
APL 4: L: 167gp; C: ogp; M: 686gp
APL 6: L: 167gp; C: ogp; M: 1,361gp
APL 8: L: 167gp; C: ogp; M: 1,586gp

Encounter Five:

All APLs: L: ogp; C: ogp; M: 157gp

Total Possible Treasure

APL 2: L: 223gp; C: 150gp; M: 554gp
APL 4: L: 283gp; C: 150gp; M: 843gp
APL 6: L: 283gp; C: 150gp; M: 1,518gp
APL 8: L: 283gp; C: 150gp; M: 1,743gp

Special

Ur-Flannae Divine Blessing: Weapons in the possession of the character are temporarily enchanted with a +1 enhancement bonus. The character's armour items also provide protection from evil. This enchantment lasts for the duration of Tinderbox and the next scenario played following the completion of Tinderbox. This includes magical items. Items so blessed should be marked with an asterisk or initialised by the DM.

Ire of the Hüssens: Through his or her actions the PC has insulted the Hüssens clan of Perrenland. The PC receives a -2 penalty to all Charisma-based skill tests when dealing with Hüssens clan members in social encounters.

Favour of the Council: The PC has rendered good service to the Cantonal Council of Perrenland. The PC receives a +2 circumstance bonus to all Charisma-based skill tests when dealing with Perrenland figures of authority in social encounters. The PC gains once Perrenland regional influence point. Not this point counts as double for the purposes of requirements for the Auszug, Old Kerk, or clan grafgardts.

Items for the Adventure Record

+2 cursed rapier (friendslayer): The first person to pick up this cursed weapon following the death of its previous owner is the unlucky next victim of its curse. Whenever a character misses an attack with the item, he or she must make a successful Reflex (DC 20) save or immediately attack one friend anywhere within the character's reach, provoking an attack of opportunity from the character's original target. After one week in the character's possession, the rapier always forces the owner to employ it when engaged in melee combat, rather than another weapon. The rapier's owner automatically draws and fights with it, even if he or she meant to draw or ready some other weapon. It can only be got rid of by means of

limited wish, wish or miracle (which will render the rapier non-magical, leaving it as a masterwork item) or through death (the curse is broken if the character is raised).

Market price: ogp, *Frequency:* Adventure

Item Access

APL 2:

potion of *neutralise poison* (*Market price:* 750gp, *Frequency:* Regional)

boots of striding and springing (*Market price:* 2,500gp, *Frequency:* Adventure)

APL 4:

APL 2 items.

+1 studded leather armour of shadow (*Market price:* 4,175gp, *Frequency:* Adventure)

Wand of *Magic Missile* (1st-level caster) (*Market price:* 750gp, *Frequency:* Adventure)

APL 6:

APL 2 items.

+1 studded leather armour of shadow (*Market price:* 4,175gp, *Frequency:* Adventure)

Wand of *Magic Missile* (3rd-level caster) (*Market price:* 2,250gp, *Frequency:* Adventure)

APL 8:

APL 2 items.

potion of *blink* (*Market price:* 750gp, *Frequency:* Regional)

+1 studded leather armour of shadow (*Market price:* 4,175gp, *Frequency:* Adventure)

Wand of *Magic Missile* (5th-level caster) (*Market price:* 3,750gp, *Frequency:* Adventure)

Appendix One

Encounter One

All APLs

☛ **Darig Hüssen:** Male human Arit/War2; CR 2; Medium humanoid; HD 1d4+2d8; hp 10; Init +3; Spd 30; AC 17 (touch 13, flat-footed 14) [+3 Dex, +3 Studded Leather, +1 Buckler]; Atk +6 melee (1d6 [crit 18-20/x2], rapier), +6 ranged (1d8 [crit 19-20/x2], light crossbow); AL LE; SV Fort +3, Reflex +3, Will +3; Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 14. Height 5ft 8in.

Skills and Feats: Appraise +7, Bluff +6, Diplomacy +6, Innuendo +5, Intimidate +8, Knowledge (commerce) +5, Knowledge (military) +5, Knowledge (mining) +5, Listen +5, Ride +9, Sense Motive +5, Spot +5; Skill Focus (intimidate), Weapon Finesse (rapier), Weapon Focus (Rapier).

Possessions: rapier, masterwork; dagger, light crossbow (20 bolts), studded leather armour, masterwork; buckler, masterwork.

☛ **Hüssen Goons (3):** Male human War1; CR ½; Medium humanoid (6 ft. tall); HD 1d8+5; hp 10, 9, 8; Init +2; Spd 30; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d8+2 [crit x3], battle axe); +3 melee (1d8 [crit 19-20/x2], light crossbow); AL LE; SV Fort +4, Reflex +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Move Silently +2, Ride +3; Power Attack, Toughness.

Possessions: battle axe, dagger, light crossbow (20 bolts); chain shirt, large wooden shield.

☛ **Guard dogs (3):** Small animal; HD 1d8+1; hp 6, 5, 4; CR 1/3; Init +3; Spd 40; AC 16 (touch 15, flat-footed 12) [Dex +4, Size +1, Natural +1]; Atk +1 melee (1d4, bite); SA Scent; AL N; SV Fort +3, Reflex +6, Will +1; Str 10, Dex 18, Con 12, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +6, Wilderness Lore +1.

Special Abilities: Scent: +8 to Wilderness Lore checks when tracking by scent.

Encounter Four

APL 2

☛ **Hüssen Henchmen (5):** Male Human War2; CR 1; Medium Humanoid; HD 2d8+4; hp 14, 13, 12, 12, 11; Init +1; Spd 30; AC 17 (touch 11, flat-footed 16) [Dex +1, Chain Shirt +4, Shield +2]; Atk +4 base melee, +3 base ranged; +4 (1d8+2 [crit x3], battle axe); AL NE; SV Fort +5, Reflex +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Jump +5, Ride +4; Power Attack, Cleave.

Possessions: battle axe, dagger, chain shirt, large wooden shield.

☛ **Regina Roodhârt:** Female Tiefling Rog2; Medium Outsider; HD 2d6+2; hp 8; Init +7; Spd 30; AC 16 (touch 13, flat-footed 13) [Dex +3, Studded Leather +3]; Atk +3 (1d6+3 [crit 18-20/x2], rapier), +4 (1d4 [crit x2], dart); SA sneak attack +1d6, *darkness* 1/day; AL CE; SV Fort +1, Reflex +6, Will +1; Str 11, Dex 17, Con 12, Int 14, Wis 12, Cha 10. Height 5ft 6in.

Skills and Feats: Balance +6, Bluff +7, Climb +3, Disable Device +5, Disguise +5, Escape Artist +6, Hide +10, Innuendo +2, Jump +2, Listen +3, Move Silently +8, Open Lock +5, Search +4, Spot +3, Tumble +8, Improved Initiative.

Possessions: +2 cursed rapier (friendslayer), boots of striding and springing, potion of *cure light wounds*, potion of *see invisibility*, 12 darts, dagger, studded leather armour.

☛ **Iuzian Infiltrators (5):** Male(3)/Female(2) Human War1; CR ½; Medium Humanoid; HD 1d8+1; hp 6, 6, 5, 5, 4; Init +6; Spd 30; AC 16 (touch 12, flat-footed 14) [Dex +2, Studded Leather +3, Buckler +1]; Atk +2 (1d6+1 [crit 19-20/x2], short sword), +4 (1d8 [crit 19-20/x2], light crossbow); AL CE; SV Fort +3, Reflex +2, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Intimidate +4, Jump +5, Dodge, Improved Initiative.

Possessions: short sword, light crossbow, 10 bolts, dagger, studded leather armour, buckler.

APL 4

☛ **Hüssen Henchmen (5):** Male Human War3; CR 2; Medium Humanoid; HD 3d8+6; hp 20, 19, 18, 18, 17; Init +1; Spd 30; AC 17 (touch 11, flat-footed 16) [Dex +1, Chain Shirt +4, Shield +2]; Atk +5 (1d8+2 [crit x3], battle axe); AL NE; SV Fort +5, Reflex +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Intimidate +5, Jump +5, Ride +5; Power Attack, Cleave, Improved Bull Rush.

Possessions: battle axe, dagger, chain shirt, large wooden shield.

☛ **Einrik Krijgboot:** Male Human Rog6/Ass2; CR 8; Medium humanoid; HD 8d6+8; hp 32; Init +8; Spd 30; AC 18 (touch 14, flat-footed 14) [Dex +4, Studded Leather +3]; Atk +7 melee (1d6+1 [crit 19-20/x2], shortsword), +9 ranged (1d8+poison [crit 19-20/x2], light crossbow); SA sneak attack +4d6; AL NE; SV Fort +3, Reflex +12, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 14. Height 5ft 8in.

Skills and feats: Balance +12, Climb +9, Disable Device +10, Disguise +10, Escape Artist +10, Forgery +4, Gather Information +10, Hide +12, Innuendo +8, Jump +7, Listen +11, Move Silently +12, Open Lock +8, Search +8, Spot +11, Tumble +8; Alertness, Improved Initiative, Point Blank Shot, Precise Shot.

Spells Prepared (3; base DC = 12 + spell level): 1—*change self, obscuring mist, spider climb* (already cast).

Possessions: shortsword, masterwork; light crossbow, masterwork (10 poisoned bolts), 5 daggers, +1 studded leather armour of shadow.

Poison: Giant Wasp poison, 1d6 Dex/1d6 Dex, Fort save (DC 18) resists.

➤ **Regina Roodhârt:** Female Tiefling Rog3/War2; CR 4; Medium Outsider; HD 3d6+2d8+5; hp 22; Init +8; Spd 30; AC 17 (touch 14, flat-footed 13) [Dex +4, Studded Leather +3]; Atk +6 (1d6+3 [crit 18-20/x2], rapier), +8 (1d4 [crit x2], dart); SA sneak attack +2d6, *darkness* 1/day; AL CE; SV Fort +5, Reflex +7, Will +2; Str 11, Dex 18, Con 12, Int 14, Wis 12, Cha 10. Height 5ft 6in.

Skills and feats: Balance +7, Bluff +8, Climb +3, Disable Device +6, Disguise +6, Escape Artist +8, Hide +12, Innuendo +2, Intimidate +4, Jump +2, Listen +3, Move Silently +10, Open Lock +6, Search +4, Speak Language (Abyssal), Spot +3, Tumble +10, Dodge, Improved Initiative.

Possessions: +2 cursed rapier (friendslayer), boots of striding and springing, potion of *cure light wounds*, potion of *see invisibility*, 12 darts, dagger, studded leather armour.

➤ **Iuzian Infiltrators (4):** Male(3)/Female(1) Human War3; CR 2; Medium Humanoid; HD 3d8+3; hp 16, 15, 15, 14; Init +6; Spd 30; AC 16 (touch 12, flat-footed 14) [Dex +2, Studded Leather +3, Buckler +1]; Atk +4 (1d6+1 [crit 19-20/x2], short sword), +5 (1d8 [crit 19-20/x2], light crossbow); AL CE; SV Fort +4, Reflex +3, Will +2; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Climb +5, Intimidate +4, Jump +5, Listen +5, Spot +5, Alertness, Dodge, Improved Initiative.

Possessions: short sword, light crossbow, 10 bolts, dagger, studded leather armour, buckler.

➤ **Margetta:** Female Human Wiz2; CR 2; Medium Humanoid; HD 2d4+5; hp 9; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10) [Dex +2]; Atk +1 melee (1d4 [crit 19-20/x2], dagger), +3 ranged (1d4 [crit x2], dart); SA spells; AL NE; SV Fort +1, Reflex +2, Will +4; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 10. Height 5ft 2in.

Skills and feats: Concentration +6, Hide +5, Knowledge (arcane) +8, Knowledge (religion) +6, Move Silently +4, Speak Elven, Spellcraft +8; Dodge, Toughness.

Spells Prepared (7/5; base DC = 13 + spell level): 0—*daze* x 2, *detect magic* x 2, *ray of frost* x 3; 1st—*burning hands, magic missile* x2, *shield*.

Possessions: 10 darts, dagger, Wand of *Magic Missile* (1st-level caster, 30 charges)

APL 6

➤ **Hüssen Henchmen (5):** Male Human War5; CR 4; Medium Humanoid; HD 5d8+10; hp 32, 31, 30, 30, 29; Init +1; Spd 30; AC 17 (touch 11, flat-footed 16) [Dex +1, Chain Shirt +4, Shield +2]; Atk +7 (1d8+2 [crit x3], battle axe); AL NE; SV Fort +6, Reflex +2, Will +1; Str 14, Dex 12, Con 15, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +6, Handle Animal +4, Intimidate +6, Jump +6, Ride +6, Power Attack, Cleave, Improved Bull Rush.

Possessions: battle axe, dagger, chain shirt, large wooden shield.

➤ **Einrik Krijboot:** Male Human Rog6/Ass2; CR 8; Medium humanoid; HD 8d6+8; hp 32; Init +8; Spd 30; AC 18 (touch 14, flat-footed 13) [Dex +4, Studded Leather +3]; Atk +7 melee (1d6+1 [crit 19-20/x2], shortsword), +9 ranged (1d8+poison [crit 19-20/x2], light crossbow); SA sneak attack +4d6; AL NE; SV Fort +3, Reflex +12, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 14. Height 5ft 8in.

Skills and feats: Balance +12, Climb +9, Disable Device +10, Disguise +10, Escape Artist +10, Forgery +4, Gather Information +10, Hide +12, Innuendo +8, Jump +7, Listen +11, Move Silently +12, Open Lock +8, Search +8, Spot +11, Tumble +8; Alertness, Improved Initiative, Point Blank Shot, Precise Shot.

Spells Prepared (3; base DC = 12 + spell level): 1—*change self, obscuring mist, spider climb* (already cast).

Possessions: shortsword, masterwork; light crossbow, masterwork (10 poisoned bolts), 5 daggers, +1 studded leather armour of shadow.

Poison: Giant Wasp poison, 1d6 Dex/1d6 Dex, Fort save (DC 18) resists.

➤ **Regina Roodhârt:** Female Tiefling Rog5/War2; CR 6; Medium Outsider; HD 5d6+2d8+7; hp 30; Init +8; Spd 30; AC 17 (touch 14, flat-footed 14) [Dex +4, Studded Leather +3]; Atk +7 (1d6+3 [crit 18-20/x2], rapier), +9 (1d4 [crit x2], dart); SA sneak attack +3d6, *darkness* 1/day; AL CE; SV Fort +5, Reflex +8, Will +2; Str 11, Dex 18, Con 12, Int 14, Wis 12, Cha 10. Height 5ft 6in.

Skills and feats: Balance +7, Bluff +10, Climb +3, Disable Device +6, Disguise +6, Escape Artist +10, Hide +14, Innuendo +2, Intimidate +4, Jump +2, Listen +8, Move Silently +12, Open Lock +6, Search +4, Speak

Language (Abyssal), Spot +8, Tumble +12, Alertness, Dodge, Improved Initiative, Dodge.

Possessions: +2 cursed rapier (friendslayer), boots of striding and springing, potion of *cure light wounds*, potion of *see invisibility*, 12 darts, dagger, studded leather armour.

✦ **Iuzian Infiltrators (4):** Male(3)/Female(1) Human War5; CR 4; Medium Humanoid; HD 5d8+5; hp 26, 25, 25, 24; Init +7; Spd 30; AC 16 (touch 12, flat-footed 14) [Dex +2, Studded Leather +3, Buckler +1]; Atk +6 (1d6+1 [crit 19-20/x2], short sword), +7 (1d8 [crit 19-20/x2], light crossbow); AL CE; SV Fort +5, Reflex +3, Will +2; Str 12, Dex 15, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Climb +6, Intimidate +4, Jump +6, Listen +6, Spot +6, Alertness, Dodge, Improved Initiative.

Possessions: short sword, light crossbow, 10 bolts, dagger, studded leather armour, buckler.

✦ **Margetta:** Female Human Wiz4; CR 4; Medium Humanoid; HD 4d4+7; hp 15; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10) [Dex +2]; Atk +2 melee (1d4 [crit 19-20/x2], dagger), +4 ranged (1d4 [crit x2], dart); SA spells; AL NE; SV Fort +2, Reflex +3, Will +7; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 10. Height 5ft 2in.

Skills and feats: Concentration +8, Hide +5, Knowledge (arcane) +10, Knowledge (religion) +8, Move Silently +5, Speak Elven, Speak Infernal, Spellcraft +10; Dodge, Iron Will, Toughness.

Spells Prepared (7/6/5; base DC = 13 + spell level): 0—*daze* x 2, *detect magic* x 2, *ray of frost* x 3; 1st—*burning hands* x2, *magic missile* x2, *shield*; 2nd—*flaming sphere* x2, *invisibility* x2, *web*.

Possessions: 10 darts, dagger, Wand of *Magic Missile* (3rd-level caster, 30 charges)

APL 8

✦ **Hüssen Henchmen (5):** Male Human War7; CR 6; Medium Humanoid; HD 7d8+14; hp 44, 43, 42, 42, 41; Init +1; Spd 30; AC 17 (touch 11, flat-footed 16) [Dex +1, Chain Shirt +4, Shield +2]; Atk +9/+4 (1d8+2 [crit x3], battle axe); AL NE; SV Fort +9, Reflex +3, Will +2; Str 14, Dex 12, Con 15, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +9, Handle Animal +8, Intimidate +9, Jump +9, Ride +9; Power Attack, Cleave, Improved Bull Rush, Great Fortitude.

Possessions: battle axe, dagger, chain shirt, large wooden shield.

✦ **Einrik Krijgboot:** Male Human Rog6/Ass2; CR 8; Medium humanoid; HD 8d6+8; hp 32; Init +8; Spd 30; AC 18 (touch 14, flat-footed 14) [Dex +4, Studded Leather +3]; Atk +7 melee (1d6+1 [crit 19-20/x2], shortsword), +9

ranged (1d8+poison [crit 19-20/x2], light crossbow); SA sneak attack +4d6; AL NE; SV Fort +3, Reflex +12, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 14. Height 5ft 8in.

Skills and feats: Balance +12, Climb +9, Disable Device +10, Disguise +10, Escape Artist +10, Forgery +4, Gather Information +10, Hide +12, Innuendo +8, Jump +7, Listen +11, Move Silently +12, Open Lock +8, Search +8, Spot +11, Tumble +8; Alertness, Improved Initiative, Point Blank Shot, Precise Shot.

Spells Prepared (3; base DC = 12 + spell level): 1—*change self*, *obscuring mist*, *spider climb* (already cast).

Possessions: shortsword, masterwork; light crossbow, masterwork (10 poisoned bolts), 5 daggers, +1 studded leather armour of shadow, potion of *blink*.

Poison: Giant Wasp poison, 1d6 Dex/1d6 Dex, Fort save (DC 18) resists.

✦ **Regina Roodhârt:** Female Tiefling Rog7/War2; CR 8; Medium Outsider; HD 7d6+2d8+9; hp 38; Init +8; Spd 30; AC 17 (touch 14, flat-footed 13) [Dex +4, Studded Leather +3]; Atk +9 (1d6+3 [crit 18-20/x2], rapier), +11 (1d4 [crit x2], dart); SA sneak attack +4d6, *darkness* 1/day; AL CE; SV Fort +6, Reflex +9, Will +3; Str 11, Dex 19, Con 12, Int 14, Wis 12, Cha 10. Height 5ft 6in.

Skills and feats: Balance +7, Bluff +12, Climb +3, Disable Device +6, Disguise +6, Escape Artist +12, Hide +16, Innuendo +2, Intimidate +4, Jump +6, Listen +8, Move Silently +14, Open Lock +6, Search +10, Speak Language (Abyssal), Spot +8, Tumble +18, Alertness, Dodge, Improved Initiative.

Possessions: +2 cursed rapier (friendslayer), boots of striding and springing, potion of *cure light wounds*, potion of *see invisibility*, 12 darts, dagger, studded leather armour.

✦ **Iuzian Infiltrators (4):** Male(3)/Female(1) Human War7; CR 6; Medium Humanoid; HD 7d8+7; hp 36, 35, 35, 34; Init +7; Spd 30; AC 16 (touch 12, flat-footed 14) [Dex +2, Studded Leather +3, Buckler +1]; Atk +8/+3 (1d6+1 [crit 19-20/x2], short sword), +9/+4 (1d8 [crit 19-20/x2], light crossbow); AL CE; SV Fort +6, Reflex +6, Will +3; Str 12, Dex 15, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Climb +7, Intimidate +4, Jump +7, Listen +7, Spot +7, Alertness, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: short sword, light crossbow, 10 bolts, dagger, studded leather armour, buckler.

✦ **Margetta:** Female Human Wiz6; CR 6; Medium Humanoid; HD 6d4+9; hp 21; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10) [Dex +2]; Atk +3 melee (1d4 [crit 19-20/x2], dagger), +5 ranged (1d4 [crit x2], dart); SA

spells; AL NE; SV Fort +3, Reflex +4, Will +8; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 10. Height 5ft 2in.

Skills and feats: Concentration +8, Hide +5, Knowledge (arcane) +10, Knowledge (religion) +8, Move Silently +5, Speak Elven, Speak Infernal, Spellcraft +10; Combat Casting, Dodge, Iron Will, Toughness, Silent Spell.

Spells Prepared (7/6/6/5; base DC = 13 + spell level):
0—*daze* x 3, *detect magic* x 2, *ray of frost* x 3; 1st—*burning hands* x2, *magic missile* x2, *shield*; 2nd—*flaming sphere* x3, *invisibility* x2, *web*; 3rd—*fireball* x2, *haste*, *lightning bolt* x2.

Possessions: 10 darts, dagger, Wand of *Magic Missile* (5th-level caster, 30 charges)

Appendix Two

APL 2 (EL 4)

☛ **Kârl Hüssen:** Male human Ari4/Ftr1; CR 4; Medium humanoid; HD 4d8+1d10+5; hp 26; Init +2; Spd 30; AC 22; Atk +9 melee (1d8+4 [crit 17-20/x2], longsword); AL NE; SV Fort +4, Reflex +3, Will +6; Str 14, Dex 14, Con 12, Int 16, Wis 15, Cha 16. Height 6ft 3in.

Skills and feats: Appraise +4, Bluff +10, Diplomacy +10, Climb +3, Gather Information +8, Innuendo +10, Intimidate +9, Handle Animal +4, Knowledge (history) +8, Knowledge (military) +8, Knowledge (politics) +9, Knowledge (tactics) +9, Read Lips +7, Ride +4, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +3, Wilderness Lore +4; Dodge, Expertise, Mobility, Spring Attack.

Possessions: +2 keen longsword (Sturmfjoer), dagger, +2 chain shirt, +1 large steel shield potion of *darkvision*, potion of *neutralize poison*.

APL 4 (EL 6)

☛ **Kârl Hüssen:** Male human Ari4/Ftr3; CR 6; Medium humanoid; HD 4d8+3d10+7; hp 38; Init +6; Spd 30; AC 22; Atk +10 melee (1d8+4 [crit 17-20/x2], longsword); AL NE; SV Fort +5, Reflex +4, Will +7; Str 14, Dex 14, Con 12, Int 16, Wis 15, Cha 16. Height 6ft 3in.

Skills and feats: Appraise +4, Bluff +10, Diplomacy +10, Climb +4, Gather Information +8, Innuendo +10, Intimidate +9, Handle Animal +4, Knowledge (history) +8, Knowledge (military) +9, Knowledge (politics) +10, Knowledge (tactics) +10, Read Lips +7, Ride +6, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +4, Wilderness Lore +4; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Possessions: +2 keen longsword (Sturmfjoer), dagger, +2 chain shirt, +1 large steel shield. potion of *darkvision*, potion of *neutralize poison*

APL 6 (EL 8)

☛ **Kârl Hüssen:** Male human Ari4/Ftr5; CR 8; Medium humanoid; HD 4d8+5d10+9; hp 50; Init +6; Spd 30; AC 22; Atk +13 melee (1d8+5 [crit 17-20/x2], longsword); AL NE; SV Fort +6, Reflex +4, Will +7; Str 14, Dex 15, Con 12, Int 16, Wis 15, Cha 16. Height 6ft 3in.

Skills and feats: Appraise +4, Bluff +10, Diplomacy +10, Climb +5, Gather Information +8, Innuendo +10, Intimidate +9, Handle Animal +5, Knowledge (history) +8, Knowledge (military) +10, Knowledge (politics) +11, Knowledge (tactics) +11, Read Lips +7, Ride +7, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +5, Wilderness Lore +4; Dodge, Expertise, Improved Initiative, Leadership, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +3 keen longsword (Sturmfjoer), dagger, +2 chain shirt, +1 large steel shield potion of *darkvision*, potion of *neutralize poison*.

APL 8 (EL 10)

☛ **Kârl Hüssen:** Male human Ari4/Ftr7; CR 10; Medium humanoid; HD 4d8+7d10+11; hp 62; Init +6; Spd 30; AC 22; Atk +15/+7 melee (1d8+5 [crit 17-20/x2], longsword); AL NE; SV Fort +7, Reflex +5, Will +8; Str 14, Dex 15, Con 12, Int 16, Wis 15, Cha 16. Height 6ft 3in.

Skills and feats: Appraise +4, Bluff +10, Diplomacy +10, Climb +5, Gather Information +8, Innuendo +10, Intimidate +9, Handle Animal +5, Knowledge (history) +8, Knowledge (military) +10, Knowledge (politics) +11, Knowledge (tactics) +11, Read Lips +7, Ride +7, Sense Motive +9, Speak Language (Elven, Flan, Gnomish, Orcish), Spot +7, Swim +5, Wilderness Lore +4; Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Leadership, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +3 keen longsword (Sturmfjoer), dagger, +2 chain shirt, +1 large steel shield, potion of *darkvision*, potion of *neutralize poison*.

Tall, dark haired and handsome, Kârl Hüssen is intelligent, charming and very talented. Sadly he is also very much aware of this and he is a self-obsessed villain to boot. Though he can make it appear otherwise his only loyalty is to himself. A master tactician, he uses those around him like pawns in his own grand game. His major failing, a common one in villains, is over-confidence, although a tendency towards sadism mars his character as well.

A cunning plotter, he employs a large number of spies, whom he uses to gain information about the activities of his rivals. He is very well informed, particularly about the Weisspeer clan, for whom he has a strong dislike.

Kârl is an athletic fellow in his late twenties. His long dark hair is well kept and he dresses in the latest fashions. He usually has a slight smile on his face, as if the goings-on of the world amuse him.

Appendix Three

☞ **Hánnè Weisspeer:** Female human Ari2/Brd4/Rog2; CR 7; Medium humanoid; HD 8d6+8; hp 32; Init +2; Spd 30; AC 15 (touch 15, flat-footed 13) [Dex +2, Ring +3]; Atk +6 melee (1d4+1 [crit 19-20/x2], dagger); AL N; SV Fort +2, Reflex +9, Will +11; Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 19. Height 5ft 6in.

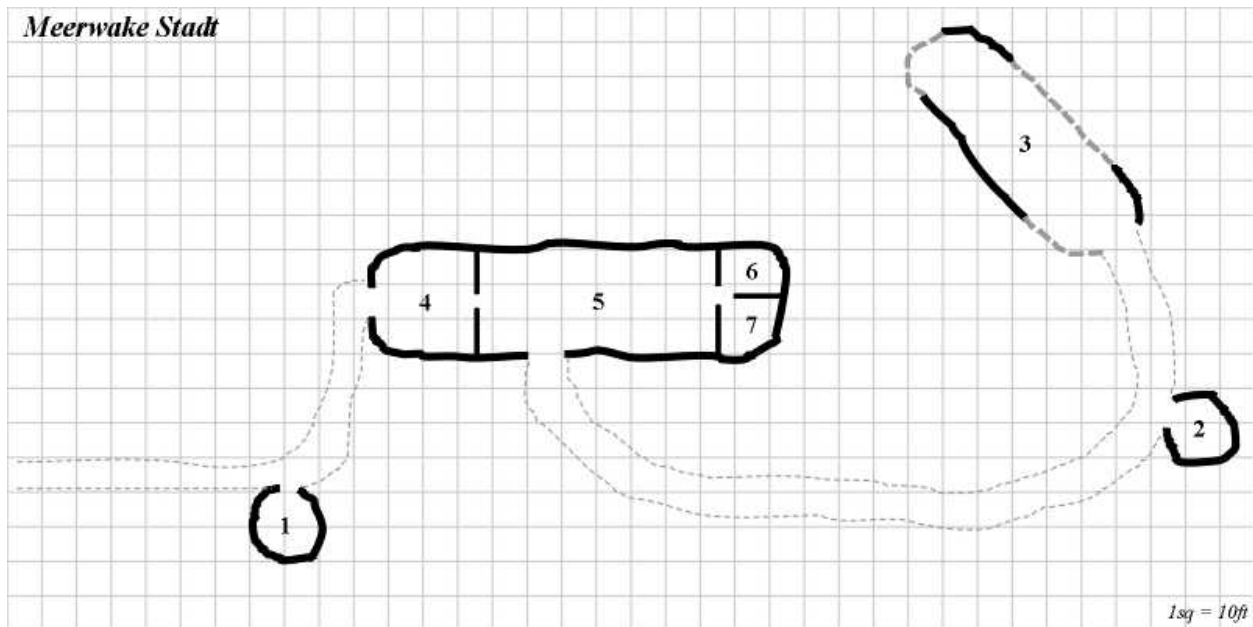
Skills and feats: Bluff +12, Concentration +4, Decipher Script +5, Diplomacy +12, Gather Information +10, Handle Animal +5, Hide +4, Innuendo +8, Knowledge (history) +6, Knowledge (law) +7, Listen +8, Move Silently +5, Perform +6, Ride +5, Sense Motive +10, Speak Dwarven, Speak Elven, Speak Gnomish, Spot +4; Alertness, Iron Will, Leadership, Weapon Finesse (rapier).

Spells Known (10/10/7; base DC = 14 + spell level):
0—*dancing lights, daze, detect magic, ghost sound, light, read magic*; 1st—*charm person, hypnotism, sleep*; 2nd—*detect thoughts*.

Possessions: dagger, +3 ring of protection.

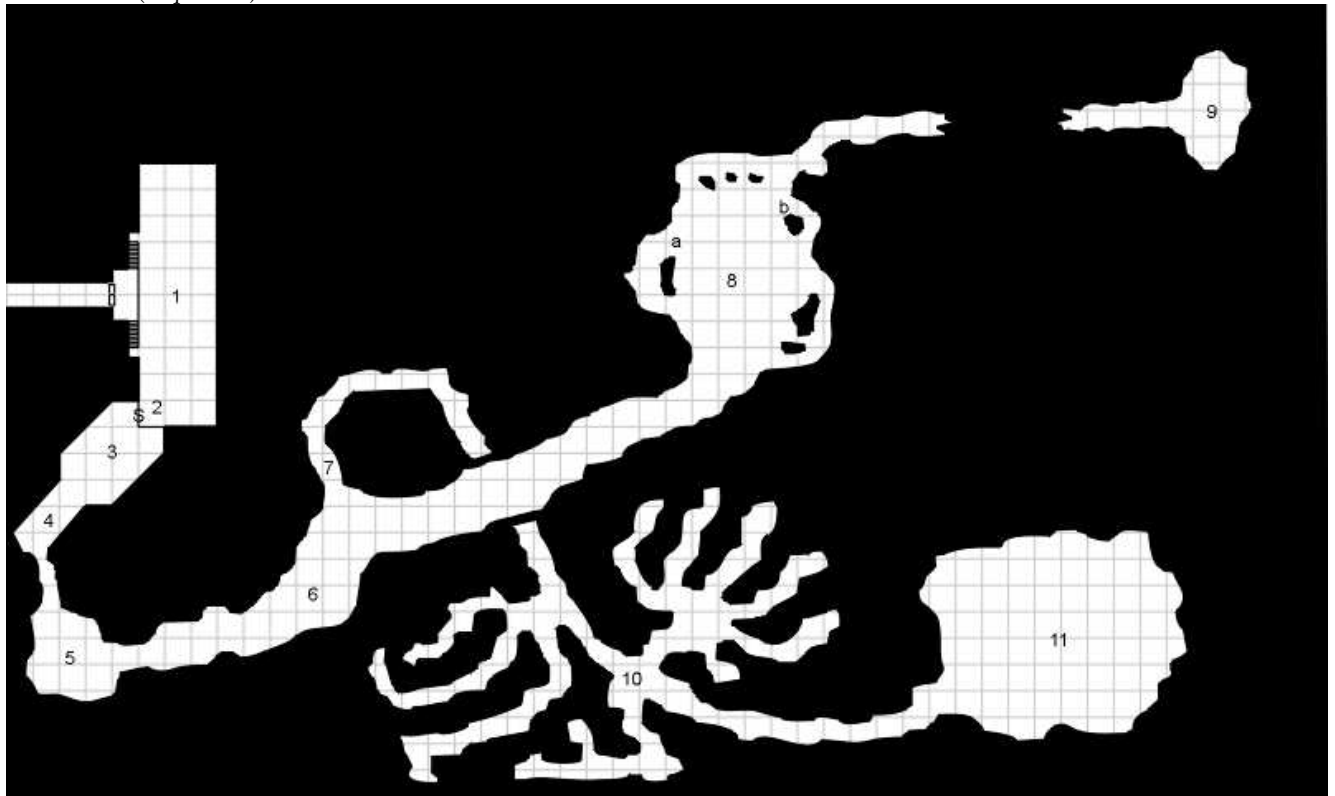
Hánnè Weisspeer is a slender pretty young woman in her early twenties. She has straight dark brown hair that she often ties back in a loose tail, and steady grey eyes. Her mouth is usually quirked in a slight smile, as if she views the world with a cynical air. She is pragmatic and utterly competent, and can be ruthless if the situation warrants. In addition to her position as the daughter of the Voormann, Hánnè is a qualified Rechter (judge).

Appendix Four



Appendix Five

The tunnels (1sq = 10ft.)



Player Handout #1 – Paper Scrap

