

PER4–05

Regicide

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

Version 1.0

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Whilst in Schwartzenbruin, a letter from an old friend leads lethargic adventurers in search of a legendary item – something that could change the course of events in Perrenland – forever. The next scenario after *Tinderbox*, *Lost Souls*, and *A Dark God's Laughter*. An adventure designed for Average Party Levels 4 to 12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit (+1 to Charisma-based skill checks). Luxury Upkeep costs 100gp per Time Unit (+2 to Charisma-based skill checks).

Adventure Background

Regicide is a continuation of the ongoing story that had its genesis in the finale of the Perrenland election series when, in the scenario *Tinderbox*, Voormann Karenin disappeared. The events carried on into *Lost Souls*, and then to *A Dark God's Laughter*, where the Voormann's soul was saved – at the expense of his life. Thus, before playing this adventure, the players should have played these previous three scenarios, as they form part of an ongoing story arc.

This scenario sees the PCs having recently returned from the Mounds of Dawn, from where they had escorted the recovered body of Karenin to Schwartzenuin. Having been publicly honoured, the former Voormann is taken by his Weisspeer family members to be buried in his ancestral home in Krestible.

Previously, the PCs will have had contact with Hasten Weisspeer, Karenin's younger brother, who is a senior cleric of Allitur, and is now the Pfalzgraf (Leader) of clan Weisspeer. Hasten was killed in an explosion that destroyed much of the Council Chamber during the recent Perrenland elections (see *Tinderbox*), and his soul was stolen for a time, but recovered by brave PCs. What is *not* known is that the short time Hasten's soul was taken was enough for him to be corrupted and subordinated by Iuz. Hasten now serves the Old One!

Hasten's task is to render Schwartzenuin vulnerable to attack, and to achieve this treachery, he is planning to remove from the city a powerful artefact, the Girdle of Dian, so as to lessen the city's defences. With some cunning, Hasten is using his relationship with the PCs to trick them into destroying the Girdle for him! He informs them that the new Voormann, Orgus Bildgear, a man already suspected of dubious motives, is aiming to make a move on the Girdle to weaken the city, with the assistance of a servant of Iuz. Most PCs will have no trouble suspecting Bildgear of this, as he is not very popular with adventurers (though extremely popular with the common folk of Perrenland who elected him).

In the meantime, Orgus Bildgear has indeed made contact with a former minion of Iuz – but one who has suffered the vagaries of an alignment change. Bildgear has learned that Hasten Weisspeer is suspect and may now be working with Iuz. He also learns that Hasten's agents may be working against the interests of the city and the nation. On top of this, both Bildgear and Hasten have also learned that the PCs were responsible for the death of the Voormann, Karenin Weisspeer. If they wished, they could have the PCs charged with the most heinous crime in all the Flanaess: regicide (killing, without mercy, your King or elected ruler).

The scene is set for confusion and trouble...

Adventure Summary

The scenario starts with the PCs resting in Schwartzenuin, having recently seen off the funeral procession of Karenin Weisspeer on its journey to Krestible. Soon after, one of the PCs receives a letter from

a servant of Hasten Weisspeer. The letter details the Pfalzgraf's concern that the new Voormann, Orgus Bildgear, is secretly in cahoots with a minion of Iuz, and plans to steal an artefact called the Girdle of Dian. Hasten asks that the PCs get to the Girdle first and remove it for safe keeping. He points them towards a druid called Jan Apfel as someone who can help them get to the Girdle before Bildgear.

The PCs now have several choices. The simplest is to go to the druid and make straight for the Girdle. Their other option is to investigate matters further. If they do so, they may learn that to remove the Girdle is to leave the city open to danger. They may also discover that Bildgear is in fact the good guy and Hasten the bad. If enough information is gathered it may soon appear that Hasten has asked the PCs to do a bad thing indeed.

It is possible that the PCs may decide not to take the Girdle, or even to warn the authorities. This could get them into deeper water, because Bildgear has learned from his ally that the PCs killed Karenin – but not that it was a mercy killing. Thus they could be arrested for regicide, not a fun prospect. However the authorities have means of getting at the truth and the PCs' innocence will eventually come out.

This leaves the PCs with the task of either stealing the Girdle (if they don't learn of Hasten's duplicity), or protecting it from a second set of thieves sent by yet another minion of Iuz who doesn't trust Hasten's plan to work. If the PCs steal the Girdle this group will have been sent to kill the PCs and take the Girdle from them.

There are several possibilities at the conclusion of this scenario: the PCs may succeed in removing the Girdle and getting clean away with it; or it may be stolen by the other group; or the PCs may defend the Girdle and cut their ties with Hasten altogether.

Introduction

At the start of this scenario, the players should be familiar with what has previously happened. As the prior events have been determined by critical events summaries it may be that canon history differs from that experienced by individual players. In order to ensure the players understand the overriding assumptions of the ongoing plot, provide them with **Player Handout #1** before starting this scenario. After they have read this, read or paraphrase the following:

It is a warm day in Schwartzenuin, yet a chill lingers in your heart; for this morning you bade a final farewell to your former Voormann, Karenin Weisspeer. The fallen leader of the realm has been taken by his family to be buried amongst his ancestors in the clan vaults in Krestible.

Not so long ago, you acted as the Voormann's honour guard, escorting his body from the Mounds of Dawn to Schwartzenuin. You also attended his funeral, a sad affair, but one where the man was suitably honoured.

Now you find yourself back in the capital, Schwartzenbruin, and at a loose end. Adventure, and the pursuit of treasure, seems somehow a little less engaging at a time like this. No doubt your melancholy lethargy will pass, but for now you seem less driven as you usually might be.

You are about to separate and go your own ways when a stocky young woman with short-cropped boyish dark hair approaches your group. She is wearing the insignia of Clan Weisspeer and displays a holy symbol of Allitur around her neck. "Excuse me, honoured folk, but I have a message that cannot wait in its delivery ... it is for one of you ..."

The PCs are preparing to depart from The Lamp, a well-to-do inn and tavern close to the heart of power within Schwartzenbruin City. They have been staying here at the expense of the Weisspeer Clan (or are merely visiting if they have private residences in the city) until that morning, when they bid farewell to the family of Karenin prior to the journey of the former Voormann to his family home.

The woman who approaches the group is Âni Kiefen, a daughter of Clan Weisspeer and a cousin of the ruling family, albeit several times removed. A young (nineteen years old) novice of the Old Kerk, she is a loyal assistant of the clan Pfalzgraf, Hasten Weisspeer, a gentleman who should be well known to the group. Âni has been asked to deliver a letter to one of the PCs. The DM should pick the PC who has had most involvement in the ongoing series and whom Hasten would likely suspect as being one to be loyal and least likely to ask too many questions.

❖ **Âni Kiefen:** Female human Clr1.

Âni has no idea of what the letter contains, only that it should be kept safe and not allowed to be read by anyone other than the chosen PC and his/her associates. She has instructions to destroy the letter if need be to avoid others reading it, and has been made aware that its contents are sensitive and possibly political. Âni is utterly devoted to Hasten and obeys him without hesitation or question. She has been asked to await a yes or no answer from the chosen PC, and that she will do.

Give **Player Handout #2** to the player of the chosen PC.

Should the PCs question Âni, she knows little of use. She is upset at the death of Karenin and is frightened by the possibilities his demise presents. She worries that agents of Iuz may be lurking everywhere, and is dismayed at the thought of impending war. She thinks the new Voormann, Orgus Bildgear, is a dangerous opportunist whose only concern is for his own welfare.

Once the letter has been read, Âni will expect an answer. If it is obvious that no answer is to be given, then she will assume that their reply is negative, and she will depart. Should the PCs decide in some way to hold Âni, attack her, or hassle her in some other way, then the worst she can do is call for help. She can be easily

overcome or coerced into cooperation, because she really is just an ordinary young woman.

If the PCs accept the request, and decide to proceed, then they have a number of choices:

- ❖ They can choose to investigate matters further before proceeding. Go to **Encounter One**.
- ❖ They can approach Jan Apfel at the Vriehart Grove and enlist his aid. Go to **Encounter Two**.

If the PCs do not accept the request, then allow them to go their own ways as they see fit. All is not lost, however, for the PCs can still be brought into the plot in a number of ways:

- ❖ Hasten's other shadowy associates can learn of the approach and decide to terminate the PCs. The assassins from **Encounter Six** will be instructed to try to kill them, as they are a loose end, see the **Alternative Options** section of that encounter. This may drive the PCs back on track.
- ❖ The PCs may well decide to report to Orgus Bildgear or other authorities. Go to **Encounter Three**.
- ❖ The PCs can just do what they will, ignoring the letter and getting on with their lives. Eventually, as detailed below, they will be condemned as Karenin's killers and their arrests ordered. This will result in their incarceration or perhaps drive them back together. See the details in **Encounter Four**.

DM's Note: Time Is Of The Essence!

Events are not just standing still as the PCs go about their business. In time, Orgus Bildgear will learn from his new associate that Karenin was slain by the characters. Whatever others may think of him, he abhors murder and will order the arrest of the PCs.

The DM should choose an appropriate time for this to happen. It is a means to keep the PCs on track and to speed up the time they spend investigating. If it seems they are lingering too much then play the "regicide" card. To be fair, the PCs should be warned, perhaps by having a known associate (an Old Kerk priest or an Auszug member; perhaps a guild thief) spot them and provide a warning. Then, the wanted posters can start appearing, and the hue and cry is out...

If the PCs are proceeding nicely, then this event may never occur, particularly if they go straight to the Voormann with their suspicions.

Encounter One

Gathering Information

Suddenly, the lethargy of the morning has been lifted and replaced with a new sense of purpose! An important task has been assigned to you all, one of some sensitivity it seems. Might it not first be prudent to gather as much information as you can?

There are a number of areas of investigation open to the PCs. The major ones are detailed below, and are dealt with in individual sections. Note that some PCs may meet the criteria listed in the information gathering sections and can provide the bonuses just by their presence. In addition, a player may argue that his/her PC may know this information already. This is a valid point, but Gather Information represents their attention to what they may have seen or heard as time has passed.

The Girdle Of Dian

Few people have ever heard of the Girdle of Dian, fewer know what it is, and fewer still know where it is and what it really does. Thus, the PCs are not going to pick up information off the street or by casually questioning associates. Gather Information skill checks should be made (the PCs can roll individually or work together, using synergy bonuses from assistance) and checked against the information listed below. Alternately Bardic Knowledge or Knowledge (History) rolls may be made without the appropriate modifier noted below for access to the skill. Provide all the information up to the highest DC achieved. The following cumulative modifiers should be applied to the Gather Information or Bardic Knowledge roll, representing the quality of the resources used:

- ☛ Access to a member of the Voice (can be a PC): +5
- ☛ Access to library records: +1 per 10gp spent (max +5)
- ☛ Access to character (PC or NPC) with Knowledge (History): +1 per point of skill over 10 (only applied once for the highest skill even if multiple characters meet requirement)
- ☛ Access to (and trusted by) Kershane elf: +5

The DCs needed to be achieved and the information learned is as follows:

- 4+APL:** Regardless of any girdle, Dian was an elven hero from Kershane.
- 8+APL:** The Girdle of Dian was just that, a girdle, albeit an enchanted one said to provide some form of protection.
- 12+APL:** The Girdle of Dian is said to have been a powerful magical artifact.
- 16+APL:** It is said that a number of eldritch knights voluntarily bound themselves to the Girdle so that they might protect it throughout the ages.
- 20+APL:** The Girdle holds a strong enchantment that even now protects Schwartzenbruin and is vital for the city's defence.

Orgus Bildgear's Activities

The new Voormann may come across as outspoken, but he is a cagey fellow when it comes to his own affairs. Nonetheless, his activities are not entirely secret and the characters might learn a thing by asking around in the right places.

Once again, Gather Information or Bardic Knowledge skill checks need to be made, and information provided up to the highest level achieved. The following cumulative modifiers should be applied to the Gather Information or Bardic Knowledge roll, representing the quality of the resources used:

- ☛ Access to (and trusted by) senior Auszug or Old Kerk (Voice/Grove/Shool) members: +5
- ☛ Access to (and trusted by) Voormannsgardt members: +5
- ☛ Access to (and trusted by) other grafgardt members: +2
- ☛ Association with the Drinkers (from Iuz Meta-region scenarios): +5

The DCs needed to be achieved and the information learned is as follows:

- 4+APL:** It seems that despite achieving a position of such respect and prominence (or perhaps because of it) Orgus Bildgear has been recently seen in the company of an attractive woman – and not his wife.
- 8+APL:** Orgus Bildgear has been asking questions about some item called the Girdle of Dian.
- 12+APL:** Bildgear's new "fancy piece" is said to have once been a trusted assistant of Panshazek, one of Iuz's Greater Boneheart!
- 16+APL:** The woman associating with Bildgear is called Madriga, and she was indeed closely tied to the Boneheart. However, she has abandoned her evil ways and is helping fight against her former master, helping Bildgear by revealing plots she knows of.
- 20+APL:** Madriga was the unwitting victim of enforced alignment change. Rather than try to return to her former ways she has chosen to make amends for the acts she once engaged in. She has dedicated herself to Pelor by becoming a Paladin.

Hasten Weisspeer's Activities

There is enough hinted at in Hasten's letter to indicate that he himself is acting in an uncharacteristic manner. In addition, investigation of other leads may engender suspicion in the PCs as they go. As a Pfalzgraf, his activities can never go entirely unnoticed, so some information may come to light.

Once again, Gather Information or Bardic Knowledge skill checks need to be made, and information provided up to the highest level achieved. The following cumulative modifiers should be applied to the Gather Information or Bardic Knowledge roll, representing the quality of the resources used:

- ☛ Access to (and trusted by) senior Auszug or Old Kerk (Voice/Grove/Shool) members: +5
- ☛ Access to (and trusted by) senior Weisspeer clan members: +5
- ☛ Access to (and trusted by) other pfalzgrafs or senior aristocrats: +2

The DCs needed to be achieved and the information learned is as follows:

4+APL: Hasten has been less outgoing. His close friends and family say in hushed whispers that he has never quite recovered from the trauma of being returned from the dead (ie. The events outlined in *Lost Souls*).

8+APL: It's probably due to his increased duties and the disappearance (and death) of his brother, but Hasten has not been attending to his duties as cleric of Allitur since his return.

12+APL: Hasten has been having meetings with unknown people on occasion. When asked, he has passed this off as "private clan business".

16+APL: It's just a feeling, but people close to him find Hasten to be more aloof and less caring than he once was. No doubt it's due to the stress of (at last) becoming Pfalzgraf of the Weisspeer Clan.

The Druid, Jan Apfel

More than likely most PCs will just go to see Jan Apfel without worrying too much about who he is. There may be those, however, who might decide to pry a little further ...

Once again, Gather Information or Bardic Knowledge skill checks need to be made, and information provided up to the highest level achieved. The following cumulative modifiers should be applied to the Gather Information or Bardic Knowledge roll, representing the quality of the resources used:

- ☛ Access to (and trusted by) member of the Grove: +5
- ☛ Access to (and trusted by) tavern staff (eg. Kârla at Den Toren) or brewers: +5

The DCs needed to be achieved and the information learned is as follows:

4+APL: Jan Apfel is an okay fellow, as long as he isn't drinking – then he's a nasty self-absorbed grump.

8+APL: He once held a position of respect and authority in the Grove but lost it due to his heavy drinking.

12+APL: Actually his heavy drinking came about because of his loss of authority, and wasn't the cause of it.

16+APL: Some sort of divination revealed a flaw in Apfel's character and he was removed from his position, which involved protecting something very secret and very important.

Using Divination Magic

Give the following Yes/No answers to these types of questions.

- ☛ Will removal of the Girdle bring woe to Schwartzenuin? <YES>
- ☛ If we do not act in regards to the Girdle does woe still come to Schwartzenuin? <YES>
- ☛ Can we stop the Girdle being removed? <YES>

- ☛ Is Bildgear evil/allied with Iuz? <NO>
- ☛ Is Bildgear unwittingly working on behalf of evil agents? <NO>
- ☛ Is Hasten Weisspeer evil/allied with Iuz? <YES>
- ☛ Was Karenin allied with Iuz? <NO>
- ☛ Was Karenin unwillingly allied with Iuz? <YES>
- ☛ Is Hasten unwillingly allied with Iuz? <NO>
- ☛ Is Iggwilv actively moving against Perrenland? <YES>
- ☛ Are forces waiting to attack Schwartzenuin upon the Girdles removal? <YES>
- ☛ Would Bildgear give us assistance if we presented evidence to him? <YES>

For questions outside of the scope of these do what you can from the material provided to give a reasonable YES/NO reply.

Where To Next?

It is possible that the characters may gather enough information to lead them to suspect that they are on a faulty mission. Of course, they might also have learned enough to cement in their own minds the concerns displayed in Hasten's letter.

They might decide to seek out the druid Jan Apfel.

Go to **Encounter Two**. Or ...

The PCs may now decide to report to Orgus Bildgear or other authorities.

Go to **Encounter Three**. Or ...

The PCs might decide to cut and run. However, by now Hasten's associates know of their involvement and want to remove a loose end, resulting in a meeting with the assassins.

Go to **Encounter Six**. Or ...

Once again, if they dillydally, they will eventually be condemned as Karenin's killers and their arrests ordered. This will result in their incarceration or perhaps drive them back together.

See the details in **Encounter Three** and **Encounter Four**.

Encounter Two The Bitter Druid

If this is the *first* time the PCs have approached Jan, then read the following. If this is the *second* time the PCs have approached Jan, then go to the section in this encounter labelled **Second Contact**.

The beauty of the day seems rather incongruous, in contrast with the growing sense of foreboding that grips you as the possibilities of what may be afoot become more apparent. The short trip to the Vriehart

Grove has given you ample time to think more on the matter at hand.

The grove itself is nothing to write home about – a small ancient thicket, surrounded by farmland, standing defiant on a low rise. Yet, somehow, it manages to retain an air of mystery - often common to such holy places. Still, as groves go, it really seems rather minor. Whoever tends to it must be either devoted or somewhat disappointed in their low fortunes.

Vriehart Grove is, indeed, an ancient place of druidic worship; but, as groves go, it isn't particularly important. The druids who tend to the place are either junior (taking the easy life), or have fallen from favour. The druid the PCs seek, Jan Apfel, is one of the latter.

Apfel was once a trusted member of the Grove, privy to any number of secrets. In fact, his task was to be one of those who assisted in the defence of the Girdle of Dian, though he himself had limited knowledge of the artefact. However, a series of private matters (of his family and of his heart) saw Apfel becoming increasingly embittered with life and he grew increasingly cynical. His private corruption became such that he was rejected by the guardian, Das Schwarzen Bruin (The Black Bear), and this was taken by others as an ill omen. Apfel's personal sense of rejection was overwhelming, and he "took to the bottle" more so than normal. Once he became an alcoholic his fall was complete, and he was shuffled off to the Vriehart Grove.

♣ **Jan Apfel:** Male half-elf Drd10.

Apfel is one of a handful of druids who make this grove their home and, as such, it is an easy enough matter to find him. The other druids know the value of privacy – but they also know the caustic nature of Apfel's personality – and will avoid the group when they talk with Apfel.

The druid himself is a faded looking half-elf of middle years. His hair is a copper brown and his eyes, though bloodshot, are a pale grey. Apfel's bitterness at life is shown in his eyes quite obviously. Frown lines etch his face. His general appearance is one of cleanliness to an almost fastidious degree, at odds with his alcoholism and apathy about other matters. This is his last piece of defiance and, perhaps, the only thing he has left to be proud of. Jan Apfel is an angry, broken man.

DM's Note: Apfel will not engage in combat, either against the characters or with them. He has no desire to endanger himself and will slip away from any dangerous situation in the most expedient manner possible.

Though he will not wish to discuss it, Apfel has reasons to provide assistance to Hasten Weisspeer – and it involves a woman many years departed. In addition, some instinct lets him know that what the PCs ask of him may prove to be annoying (at the least) for The Grove, and the chance to tweak the nose of those other druids appeals to his black sense of humour. If the PCs do as asked in the letter, mention Hasten's name and that they

seek the Girdle, then it will be enough for Apfel. He will smile wryly and agree to assist them.

In general, Apfel is a pessimist who takes a grim delight in pointing out the worst aspects of a situation. He likes dragging people down to his level of depression. Cheerful optimists, in particular, annoy him and he does what he can to puncture their good mood. He is also an alcoholic who needs to be drunk to function. Otherwise, he is listless and apathetic.

DM's Note: When the PCs first meet Apfel he is mostly sober and in a bleak mood. Unless they give him some drink to 'perk' him up he will be of little use to them.

Whilst in his company, the PCs may endeavour to get information out of Apfel, for he is not entirely ignorant of matters. However, though he may talk a lot when he is drinking he rarely gives too much of importance away.

DM's Note: Jan is bound by a powerful *geas* of silence and cannot divulge any detailed information concerning the Girdle or where it is. He will simply offer to lead the PCs to where they can find it.

Getting Jan drunk

If at any time the PCs decide to offer Jan a drink they have a chance to really loosen his tongue. Jan cannot resist a drink and will if the PCs supply dries up use his own supply. The true nature of his character will come out, although he is still bound by the *geas*.

The PCs can learn the following.

- ♣ That Jan feels he has been hard done by, and blames the Grove for this.
- ♣ That Hasten Weisspeer has always been a good judge of character and picks his people well. He is the only one who really understands what has happened.
- ♣ That by getting the PC near the Girdle he will get some pay back.

Second Contact

If this is the second time the PCs have approached Jan, then he will act naturally suspicious (although he has clearly been drinking). As such, PCs will be able to convince him with simple role-playing techniques or a DC10 diplomacy check to get him to lead them to the girdle.

Jan's Plan

In all situations the PCs will be able to convince Jan to lead them to the place the Girdle is hidden. He will tell the PCs that they have to gain entrance into the castle of Dian. He will insist at all times that he must lead them to the place and get them in (which is true) as he is the only one who can. He will ask the PCs to go back into the city to wait. He will arrive separately and meet them at the Castle of Dian at 2am in the morning when the city is quiet.

Where To Next?

If questioned closely, it is possible that Apfel gives enough away to have the characters suspecting all is not as it seems:

- ☛ If they haven't already done so the PCs may decide to investigate matters further. Go to **Encounter One**.
- ☛ The PCs may now decide to report to Orgus Bildgear or other authorities. Go to **Encounter Three**.
- ☛ The PCs can follow Jan Apfel's plan and head back into the city to wait for the 2am rendezvous. Go to **Encounter Five**.
- ☛ The PCs might decide to cut and run. However, by now, Hasten's associates know of their involvement and want to remove a loose end, resulting in a meeting with the assassins detailed in **Encounter Six**, go the **Alternative Options** section of this encounter.

Encounter Three

Approaching the Authorities

What started as a simple case of official corruption and betrayal has become so much more complicated. Things are not so clear cut as they seem and it appears that your patron is either being misled or is suspect himself. Perhaps it might be best to bring this matter to the attention of the authorities and let others deal with things. Yes, that might be a good idea...

Eventually the PCs may uncover enough information to have them doubting that their assigned task is for the good of the city. They may also start to suspect that their patron, Hasten Weisspeer, may not be the "good guy" in this affair. In short, a smart group might well take themselves to the authorities. If these groups do decide to willingly approach Bildgear then they should have no trouble getting in to see him as he is keen to see them. DO NOT arrest these PCs or lock them up. They arrive free to any meeting, although disarmed.

DM's Note: Any PCs who decide to sneak in to see Bildgear will have the full paranoia of the Voormannsgardt fall upon them. The Voormannsgardt have lost one Voormann and they are not about to lose another. This will not even be a fight the PCs simply end up in the arrest position and lose an additional TU.

How they go about this really depends on whether the hue and cry for their arrest has yet to be raised. Regardless, the characters can't just walk in and demand an audience with the Voormann (Orgus Bildgear), if that is their intent. However, they are not without influence, so the situation is not hopeless.

Listed below are the steps in order for what needs to be done to get their message heard and perhaps move up the chain.

Getting A Foot In The Door

It is actually a simple matter for the PCs to get a member of the city guard (the Bruinsgardt) to pay attention to them – they are wanted for killing Karenin, after all. If the hue and cry has not yet been raised, then assume it has been just before the characters make their approach. If the characters are as yet unaware of their status, a Sense Motive (DC 6+APL) test will reveal that the guards are on edge and apparently ready for trouble.

DM's Note: PCs with the favor of Orgus Bildgear or the favor of the Roodbergs will have no trouble getting in this way. For each favor they have given them a +2 to any diplomacy check. If they get above 25 they avoid Kanner Luetheis altogether and go straight to "Meeting Someone Senior".

Regardless, any guards approached have no desire to start a fight with the PCs – they are adventurers with considerable reputations, after all. However, they will not shy away from a fight if it is started, and they will be quite firm in their insistence that the PCs hand over all weapons and accompany them to the watch house.

Once there, they will initially be held for a time and then brought out to be interviewed individually by the senior Bruinsgardt on duty, Kanner Luetheis.

☛ **Kanner Luetheis:** Male human Ari3/Ftr3.

Luetheis (pronounced Loot-Highs) is an efficient functionary and administrator (ie. a better organiser than a fighter). He is wise enough in the ways of the world to realise that there are many sides to a story, and is at least willing to listen to what the PCs have to say. He will try to pick holes in their stories and will look for inconsistencies in each of the accounts. A successful Diplomacy check will be enough to convert Luetheis from his indifferent attitude to friendly, or even helpful. At the very least he will recognise there may be something to what the PCs are saying. At that stage he will hand things on to the most senior person he has access to, Hogget Rieffe. In the interim the PCs get to spend time in confinement again.

Should none of the PCs succeed in improving Luetheis' attitude towards them, then they will get to spend a bit of time in custody and then further time going through the process of law. Of course, they are innocent, and that will be revealed eventually. However, each PC held must spend an additional 1 TU for the scenario (no upkeep need be paid).

DM's Note: The characters may decide to resist arrest. On the whole, the average watch patrol will be no match for a group of PCs, but the city has plenty of resources. The best the PCs can hope for is to make a quick escape. Any groups who show a desire to duke it out should first be reminded that there are laws prohibiting assault at the very least, and that the laws of Perrenland will be applied to them. Should they still proceed, give them the opportunity to flee as fugitives. At that stage the scenario is likely over for them. If they still keep up the fight then eventually they will be overcome and arrested (since the city could well call on other

adventurers much like them) and the full weight of the law brought to bear.

Details of Perrenland Law may be downloaded from <http://perrenland.lythia.com/law.php>

Meeting Someone Senior

Eventually, it seems someone has decided to listen to your story. Late at night, under close guard by a strictly silent contingent of Bruinsgardt, you are handed over to members of the Voormannsgardt. Eventually you find yourselves in the presence of a solidly built man who seems to be wearing his red and white ceremonial full plate armour as if it were the most comfortable arrangement possible.

<If the PCs were arrested>

He motions for your bonds to be removed,

Continue..

and then he dismisses the Voormannsgardt. Once they have left he moves over to a sideboard and begins pouring a wine in <number of PCs +1> goblets, over his shoulder he says the following:

"I am Hogget Rieffe the new commander of the Voormannsgardt. I know that some of you, at least, were responsible for the death of Karenin, and for that I applaud you."

Most PCs should be rather stunned by this statement, and any reaction in such fashion by them draws a soft smile and a shake of the head from Hogget.

"Do not be surprised. The role of the Voormannsgardt is not to simply protect the Voormann, it is also to protect the folk from the Voormann. Few outside of our order are aware of this. Karenin had been corrupted, and had we known this earlier we would have done the same as you. Tell me, did he go with some grace?"

Hogget is well briefed on the actions and exploits of the PCs and their various services to the nation, including the killing of the Voormann, and their involvement with the Girdle of Dian. He offers the PCs wine and toasts their good and continues health.

Then continue...

"Soon the new Voormann, Orgus Bildgear, will be joining us. He has some interest in what you know. Please remember to address him as "Your Gravity".

DM's Note: Hogget is Neutral Good in alignment, and even though he will raise an eyebrow at any PC who is silly enough to use divination magic to determine as such, he will let it pass. A PC, however, who tries and use other more coercive magic will find the room full of guards in a flash, and *that* PC will be escorted out of the room until the interview is over.

Meeting the Voormann

Orgus Bildgear has some interest in what the PCs have been up to. After all, they were somewhat instrumental in his becoming Voormann. So he has been distantly viewing proceedings with some interest.

Orgus has recently been in negotiation with a woman called Madriga (whom the PCs will not meet in this scenario). She was once a diabolical servant of Panshazek (of Iuz's Greater Bonehart) until she fell victim to a trap and had her alignment changed from Lawful Evil to Lawful Good. Rather than try to restore her wicked ways, she repented of her bad deeds and decided to try and repent. She made a dash for the nearest reasonable place (which happened to be Perrenland) and swore herself to the Shool of the Old Kerk, and the shrine of Pelor. Eventually, her superiors within the shrine contacted Bildgear and offered her services to him as a valuable source of information. Few people know about Madriga, and Bildgear is keeping her presence as secret as possible to ensure her safety, and thus, the flow of information. Madriga has rapidly advanced into Bildgear's inner circle of advisors

Bildgear has learned that Hasten Weisspeer has been "turned" and this makes him suspicious of the PCs. He is, however, willing at this stage to believe that the characters are patsies. Thus, he has decided that he wants to speak with them and he will enter the room – accompanied by several dangerous members of the Voormannsgardt.

When the PCs are ready, have Bildgear enter and read the following:

It is not long before the sumptuous doors of the room open to reveal the newly elected Voormann, Orgus Bildgear. He is a stout, portly man with thinning black hair and a trimmed goatee. His clothes are made of only the finest silks, which comprise of a white jump-suit underneath a decorous bright red vest. As he walks towards you, outstretching a thick, scarred hand which has seen much battle, you notice that he has a severe limp and that his right leg is clearly injured from some past accident. In his left hand he carries an ornate marshal's baton.

"Ho! Brave adventurers! It is good to meet you, let their be no untruths between us."

With that he twists the middle section of the rod.

Get the PCs to make DC 26 willpower saves or fall under the effects of a zone of truth. Bildgear will quite willingly tell the PCs what he has done with a wry smile.

Bildgear initially chats with the PCs and talks about what is going on and such – but this is just an opportunity to size them up. He is egotistical, loud, pompous, and extremely patriotic. But he is not an idiot or a bore. He tries to build up the PC's sense of affront at being misled and used as "puppets". Then he suggests that they might redeem themselves beyond any doubt, if they are interested ...

If they *are* interested, the Voormann explains the following:

- Hasten's soul has been possessed by the will of Iuz.
- Bildgear cannot move openly against Hasten as that is exactly what Hasten and his master would want: further discord in the nation of Perrenland.
- Their enemy is canny and no doubt had other plans afoot. Even if stopped now, there is no doubt that they will turn the situation to their advantage, and the Weisspeer clan will probably splinter.
- These concerns aside, Bildgear has decided to work with "the now" and worry about "the then" later. In short, he believes that the Girdle is still at risk, and wants the PCs to help draw out his enemies and protect the Girdle by continuing to follow Hasten's plan. He does not know where the Girdle, he needs the PCs to find it and protect it. Are they willing to do so?

If the PCs refuse to help, then Bildgear will, with a show of disappointment, insist that they be held further until their innocence can be assured. This will result in that additional 1 TU being spent for the scenario; albeit in comfort (no upkeep need be paid).

If the PCs agree, then they will be released and have all their possessions returned to them.

Read the following

Bildgear is obviously pleased, and you suspect quite relieved. With a smile he claps his hands. Quite quickly the door opens admitting a tall slender woman. Bildgear introduces her as Madriga a trusted aide. She gives you all a short nod and hands Bildgear a haversack. Quickly she bows once and leaves.

At this stage Bildgear outlines his plan.

Bildgear's Plan

- The PCs will be directed to make contact (or remake contact) with the druid Jan Apfel (**Encounter 2**) just outside the city at the Vriehart Grove.
- If the PCs have been arrested then he will arrange for their escape. So that they can approach Jan or make the rendezvous with him at the castle of Dian if they have already met with Jan. This will make it appear to any watchers that the PCs are still following Hasten's requests.
- Jan is known to be working for Hasten and the PCs are to go along with him (as if they are still patsies) so that they can flush out the plotters.
- The PCs are to go through the motions of stealing the Girdle.
- In reality, they are to find its location, report on the level of its defense, protect it if necessary, and leave it where it is!
- They are then to take a *fake* copy of the Girdle (which they will be given) to Hasten's rendezvous and offer it to their contact.

- The fake Girdle has been enchanted by a heightened *Nystul's Magic Aura* and a cleverly worked *screen* spell. This will, hopefully, fool Hasten (or his agents) for sometime, as little information exists about the powers of the Girdle other than it being difficult to identify by magic.
- The Girdle (which is inside the haversack Madriga delivered) is to be kept in the haversack, although the PCs are free to view it now. The haversack is magical and will protect the Girdle from scrying etc. Once the PCs find the real Girdle they are to make sure that the replica matches it and if not report back to Bildgear so that alterations can be made.
- The PCs may keep the haversack once they have completed their mission. It is a *Heward's Handy Haversack*.

Where To Next?

The characters' choices are getting limited at this stage, as events close in on them. Either:

- The PCs may agree to help and try to defend the Girdle and reveal the plotters. Go to **Encounter Five**.
- The PCs might decide to cut and run, seeming to accept Bildgear's request for assistance but running away instead. If this happens then proceed to the **Alternative Options** section of **Encounter 6**. However, they will also receive the effects detailed on the AR as *Traitorous Reputation*.

Encounter Four Accused

Heading back into the city to wait has had an unexpected twist develop. You first became aware that you were being followed when you entered the gates of the city. Now that suspicion is beyond doubt as around twenty of the city's Bruinsgardt have you quite neatly surrounded. One of them steps up and says the following.

"By order of the Voormann Orgus Bildgear you have been requested to come with us to answer questions regarding your involvement in the death of the Voormann Karenin Weisspeer. Given your standing and the high regard you have with certain nobles of the realm the Voormann has assigned us to be your honour guard. Please follow us."

If the PCs find themselves at this point of the scenario, then things have not gone as well as they could have. The Gardt will remain stony faced and will say little else, but they know that the PCs may be accused of the crimes of Regicide and treason. Both of those crimes carries the death penalty, something not often inflicted in Perrenland. As such the request they give to the PCs to follow is not a request at all.

The looks they get from the guards show a combination of confusion, pity and suspicion – the sort of looks reserved for those who were respected but have perhaps betrayed trust. The guards have firm orders not to engage in chitchat with the characters. Eventually, after perhaps an hour or so the characters find themselves deep inside the palace complex of the Voormann in the presence of a person with some rank. This person is Ubergrosse Hilte Vossier, one of the senior army administrators in Schwartzenuin and an aide to Bildgear. By chance she is also a close cousin of Gréta Vossier-Weisspeer.

Resisting the Escort

Make it fairly clear to PCs who decide to resist the request of the Voormann that this is not an option. If the PCs decide to continue resist to the point that they try and escape etc then they are overwhelmed by a more than capable Bruinsgardt detachment reinforced by several hidden members of Den Zaubergild. They spend 1 additional TU in prison before meeting Hilte Vossier below.

Meeting Hilte Vossier

❖ **Hilte Vossier:** Female human Ari3/Pal6.

Hilte has been in contact with her cousin and has been made aware of the circumstances surrounding the death of Karenin – as witnessed by Hännè Weisspeer. As such she believes the PCs to be innocent of regicide. As to the matter of treason, she is not so sure. Because of this information, Hilte has lobbied for the characters to be given another chance.

Hilte will question them more closely on the nature of the task given them by Hasten. She will ask questions in such a way as to cast doubt on Hasten's reliability – noting how he hasn't seemed himself recently. Rather than come out and say it herself, though, Hilte's conversation should lead the PCs to that realisation themselves. PCs succeeding in a Sense Motive (DC 14) will get Hilte's drift soon enough.

What Hilte doesn't know is how involved the PCs are with things and whether they are dupes or accomplices. The PCs need to make a Diplomacy check to move her attitude from friendly to helpful to convince her that they've been had. Modify as appropriate based on the characterisation of the discussion, reward good role-playing.

If the characters succeed with this further piece of diplomacy then Hilte will tell them that she believes their declarations of innocence. Others, however, will remain dubious – so are the PCs willing to attempt to redeem themselves?

If they are, then Hilte tells them that the Girdle is still believed to be at risk. Will the PCs help defend it? If so then she will take them to the "Meeting Someone Important" part of **Encounter 3**. If not she releases the PCs, proceed to the "Alternative Options" section of **Encounter 6**.

Encounter Five

Das BruinsVeld

So in the deepest hours of the night, you make your way to the gates of the Castle Of Dian. The castle has stood within the city of Schwartzenuin from the earliest days. Although made of stone, its outer walls and roof look as if the complex is a dense construction of vines and creepers - even the roof. Around this large oval structure is a raised stone platform upon which rest many large dolmen stones, forming a stone circle. Although, in no way a fortification, the structure can be entered only via a single pair of thick stone doors, and only then after the visitor passes through the stone circle. The Castle Of Dian was not always this structure's name, and it is common knowledge that it was actually called "DasBruinsVeld" (trans: the Field of the Bear). The structure belongs to The Grove, and few outside of this organisation have ever entered the structure, as it is well known that it is "Old Seed" and taboo without strict permission of a member of The Seed. The only time non-grove members are invited to enter this structure is during the investment of a new Voormann and, even then, this is a limited entourage.

Should there be any members of the Grove of the Old Kerk present, take them aside and give them the following information. Play it as something they have known since initiation, but have not been able to talk about due to the geas.

"It has been some time since your investiture in The Grove. This was the last time you entered this place, and you still have fond memories of reciting your vows at the base of the LundOak. You are, however, bound by a powerful oath and geas that prevents you from revealing the nature of the place outside of the place itself. Inside, you know you will be able to converse normally. You know that the LundOak is tied to the Perrenese nation, its health reflecting the health and unity of Perrenland."

DM's Note: The Grove has, for many centuries, maintained a shroud of secrecy surrounding DasBruinsVeld. Even those members who are allowed to enter the place are seldom given the information that the Girdle Of Dian is hidden somewhere within; and even fewer know exactly where. This is helped by the nature of the place itself. Anyone entering this complex must make a Will save DC 30 to avoid being bound by a geas of silence; being unable to speak about the nature of the place or what they have seen once they step back outside. If any PCs make this save they must immediately make the save again every round until they fail. They cannot leave the area until they do fail.

On an historical note (Knowledge History, Local or Religion DC 15), during the investment of a new

Voormann, each of the three halls of the Old Kerk are visited where separate, yet linked, rituals are preformed. At the Grand Temple Of The Shool, the Voormann is bound to the *gods*; and at the College of Cli (in the sacred hall of the Voice) the Voormann is bound to the *folk*. In DasBruinsVeld, the Grove binds the Voormann to the *land*. Tradition dictates that many of the key figures of Perrenland are permitted to witness this ceremony. Amongst these, are the Pfalzgrafs of each clan. What occurs in each ritual is never spoken of again.

Then continue...

Jan stops first at the stone to the left of the entrance, holds his hand to it and mutters some words in a soothing tone. Then he crosses to the stone on the right of the entrance, and performs the same ritual. Following this, he steps up to the door, lays both hands on the door and speaks again; this time apparently casting a spell. The doors swing slowly inwards, and he beckons you to follow as he steps into the place.

Once all the PCs have entered Jan says one of the following scripts.

Any PC who enters within DasBruinsVeld must make a DC 30 Will save to avoid the effects of the *geas* of silence.

If No PC Belongs To The Grove:

Jan speaks: "What you seek is through the gate on the other side of the bowl. The girdle is in the cave beyond, along with a bear – be careful of it, as it is a powerful spirit creature and will consume any who approach the girdle." Then, with perhaps the closest he has come to a smile, he turns to leave.

If Any PC Does Belong To The Grove:

Jan speaks: "What you seek is through the gate on the other side of the bowl. It is in a cave, which I have never been inside."

DM's Note: The language Jan uses whilst opening the door is Druidic. He is saying something like: "Be still, ancient one! Your services are not needed this day." The spell he casts is *stoneshape*. Hearing the words requires a DC 12 Listen check. A Sense Motive check DC 20 will reveal that Jan has some kind of history with this place which he has not revealed. He will, however, short of magical coercion say nothing further and will try to leave.

PCs who arrive here without Jan

Should the PCs arrive on their own, they will find it impossible to open the door. It appears to have no mechanism, and is protected from *knock* and similar magics. Neither does it respond to force less than a battering ram. Assume that within a couple of minutes a party of guards will happen past, seeing the PCs if they linger.

Inside The Castle Of Dian

Looking in, you see the upper half of a sad and sprawling tree. Its outer branches are bare, with pale drooping leaves only starting a couple of feet back from the edges of the branches. Looking down into the grass-covered bowl, you see steep rough-cut steps leading down to the base of tree, some 50 feet below. Above, there appears to be no roof, and it is like daylight (even if it is dark outside). On the far side, you see a double gate which appears to lead to some kind of misty nothingness beyond ...

DM's Note (See Appendix 2):

Once inside the double set of stone doors, they magically close shut behind the PCs. The spectators are confronted with a large natural amphitheatre (or bowl) covered in grass. The lighting is like daylight and there appears to be no roof either. Das LundOak is the large sprawling oak down at the bottom of the bowl. It is said that the health of this tree is a reflection of the health and unity of the nation. At the moment, the tree is quite *unhealthy* looking.

The ritual of tying the new Voormann to the land involves oaths and magical rituals at the base of the tree followed by a ritualistic journey across a small stream up a path to the BruinsGate. Here, a smaller selected group accompanies the new Voormann into the actual BruinsVeld. The smaller gates open at a touch.

If No PC Belongs To The Grove:

Should there be not be any members of the Grove of the Old Kerk present, allow the PCs a Knowledge (Local, Religion or Nature) check DC 12. Bonuses to Old Kerk knowledge apply. Upon success, they recall a legend associated with the Grove of a tree whose health supposedly is tied to that of Perrenland, perhaps this is it?

A Creature Is Summoned!

Once inside the complex (and Jan has fled), an intruder *alarm* (silent) will summon a creature which will materialise near the PCs and attack them once they reach the area near the big tree. Give the creature the benefit of a surprise round if PCs are not being overtly cautious. The conjured creature will remain until it is destroyed.

APL 4 (EL6)

➤ **Displacer Beast (1):** hp 51; see *Monster Manual* page 66.

APL 6 (EL6)

➤ **Annis (1):** hp 45; see *Monster Manual* page 143.

APL8 (EL8)

➤ **Behir (1):** hp 94; see *Monster Manual* page 25.

APL10 (EL10)

➤ **Formian Myrmarch (1):** hp 102; see *Monster Manual* page 110. Note the Formian will not use it's *Dictim* ability.

APLI2 (ELI2)

➤ **Abyssal Greater Basilisk (1):** hp 189; see *Monster Manual* page 24.

Once the creature has been defeated, continue:

Das Bruins Veld

Give to players the Map in **Player's Handout #3**.

Once they have gone through Der BruinsGate, read:

A brisk wind picks up as you step through the gate. It is obvious that you have travelled farther than your single step would normally. You are standing by a stream that runs from a waterfall in the South along the edge of a beautiful wood, and off to the Northeast along the base of a small hill. Looking up the hill you see many-coloured birds flittering between the trees that surround what looks to be a body of water. A faint trail appears to lead away from the gate in both directions, to the North turning to head up the hill and to the South-East towards the mountain-side.

If the party step through the gate one by one, they will each disappear from the bowl, and appear in BruinsVeld.

DM's Note: The BruinsVeld is a small partitioned off section of the plane of Arboria and is thus closely linked to both the Flan nature deities and the Seldarine of the elven pantheon. It was to here that Dian and his followers where hidden by the Grove following his escape with the Girdle of Dian (which is actually called the Kersharim) during the battle to save Kershane. The effects of the Kersharim still flow into the prime material plane of Oerth through the permanent planar gate that exists within DasBruinsVeld, but its actual location cannot be scryed. Currently the Kersharims active power prevents any form of extra-dimensional travel within a five-mile radius of the Castle of Dian. It does not affect a permanent gate, but will prevent the creation of a gate. The Grove and Dian agreed that he and his followers would remain to protect the Kersharim as its powers where far beyond what they ever suspected. Thus a secret enclosure was created within the Bruins Den as it was felt that this was the best way to ensure that the Kersharim remained hidden.

Locations :

See DM Map Of Das Bruin's Veld in Appendix III:

1. Entry point: A small wooden gate, the twin of the one back in the Castle. Should anyone step through it they will be transported back to the Castle of Dian.

2. Evergold: A permanent manifestation of the divine lake Evergold. Anyone who baths in this lake will gain a +4 sacred bonus to his or her Charisma for this adventure and the next three adventures they play.

3. Henge of the Hierophant: The place where Perrenland's secret Hierophant of the Old Way and head of the Grove hangs out. If PCs go to this place they have to following encounter.

As you approach this large Henge a small gnome like creature dressed in overalls steps from the earth and stands in your path hands on hips. In common it says the following:

"He's not here, so bugger off"

This is a test, the gnome is of course referring to himself not being here when in fact he is.

ALL APLs

☛ **Garran Vossler, Heirophant of the Grove:** Male human (Flan) Druid 17/Hierophant 2.

Garran Vossler is one of the Heirophants of the Old Way and a senior member of the Grove. He has decided to manifest in this form to see what the PCs are about and perhaps to have some fun as well. If the PCs for any reason become violent or use magic against him, he disappears.

PC Reactions

PCs can react in a number of ways, regardless Garran will not give his name or much information. He will quickly zone into any PC who is a member of the Grove and berate them for bringing outsiders into this place. He will provide the following information to the following questions with a very grumpy attitude.

Where is the Girdle of Dian?

"Well if you don't know don't seems it is up to me to tell ya. Damn fool of a question."

Where is the cave, do you know of any caves?

"Seems to me that a cave would be in a hill or mountain. As their ain't any of them here maybe you should bugger off."

Any other question other than these two (or their approximations) receive the following reply

"What's it worth for me to tell ya?"

PCs who offer anything at all will find the item gone at which point the gnome (Garran) disappears but a small arrow made of pebbles is left behind on the ground and it is pointing towards location 5 on the DM's map.

4. Fey Barrow:

Suddenly a large clearing some 200ft across appears in front of you. Dominating this is a low mound. Covering this mound are many strange baskets of various lengths from 1 ft. to 6 ft. all hung from tall poles. A few of these baskets are so weathered that they have broken open. You can clearly see on the ground and within the baskets the skulls and bones of some form of humanoid. Carved into a large stone set in your way is the sigil of an open hand, palm towards you.

PCs who spend time investigating the stone using appropriate magic etc will find out it is magical. A Spellcraft check DC20 or a *read magic* spell will learn that this Sigil is an elven symbol that means sacred place do not enter. PCs who do enter find lots of elven remains and nothing of value but suffer the following curse.

Curse of the Fey

You have intruded into a sacred burial ground of Fey. Ignorance of your actions has not spared you this curse. During the first combat round of any encounter in any scenario there is a 10% chance that you will be affected by a symbol of Fear for 4 rounds (see DMG page 290). It requires a Will save DC 18 to avoid this effect if it is activated. It will require 1TU worth of penance and 2,000gp worth of gifts to a temple of Corellon Larethian to remove this curse.

5. BruinsDen: A small cave mouth in the side of the mountain leads to the BruinsDen, the PCs objective. When PC reach here go to **Encounter 5A**.

Encounter Five A Das Bruins Den

The opening to this cave is fairly mundane, it is obviously going to be dark inside and a musty smell is quite prominent within the cave. The area around the mouth of the cave shows signs of quite a bit of activity.

A PC who makes a Survival check DC 15 will detect the prints of a very large bear. A Survival DC 20 check will reveal four sets of recent foot-prints. Three of these are booted, and one has sandals.

Refer to Appendix 4 at this stage.

Room 1

This irregular-shaped 20ft long by 15ft wide cavern has a ceiling some 12 feet high. Two side passages lead of from the west and southern sides. You immediately notice the face down body of a man in brown-coloured robes which lies just inside the passage that leads to the south. Three well placed arrows make it fairly clear that he has been cut down trying to get away from someone who is very good with a bow ...

This is the body of one of the Bruinskeipers. In fact, it is the body of the man who replaced Jan when he fell from the Bruin's grace. He was killed by another team of four (4) adventurers recruited to steal the Girdle by another servant of Iuz. This has occurred less than half an hour ago (which a successful Heal check DC 15 will quickly reveal). PCs who are clued in will notice if they ask that this individual has no sandals and by the look of his feet has been going bare foot for years.

The arrows are all masterwork (or were) with red fletching. A successful Survival check DC 15 will reveal

that the tracks of three booted individuals left via the southern passage, walking past with body. The fourth did as well, but he passed without trace. A DC 20 check will reveal that one of the booted individuals stopped and turned the body face down. A Search DC 26 will reveal that the body has been trapped. The trap is activated by anyone touching the body :

All APLs (EL1)

↗ **Sound Burst Trap:** CR2: magical device; touch trigger; no reset; spell effect (sound burst, 2nd level cleric, 1d8 sonic + stun, DC14, fortitude save partial); Search DC26; Disable Device DC26.

The trap has been set to warn the intruders if the bear is in this part of the cavern complex. The sound will travel to all parts of the cavern. The objective of the three booted intruders is to draw the bear away from its cavern so that they can get to the secret door that leads to the Girdle of Dian/Kersharim without having to fight the bear.

Rooms 2, 5, 6, 7, 8, 10 and 12

All of these rooms are devoid of any current activity. A Survival check DC 15 will reveal the mixed activity of bear and booted feet.

Rooms 3, 4 or 5

When the PCs enter one of these rooms, the first one out of the three, they again find nothing of note, but as they prepare to leave a blood-curdling scream carries from further in the cavern complex (From Room 13). This is the sound of the Bruin getting the big bite on one of the intruders.

Room 9

This is the Bruins den. It is very musty smelling in here. PCs should be made to feel quite tense in this situation, but the bear is not home.

Room 11

This room contains the body of a man. He is clad in chain armor and half his face has been torn off! Nearby, lies a composite longbow that has been snapped in half. A quiver of masterwork arrows with red fletching hangs at his hip, as does a longsword.

This is the body of one of the intruders that the Bruin has dispatched. The longsword is masterwork as are the ten arrows. Upon the body are also a magical ring and a small stone jar full of ointment. They are a Ring of Protection +2 and Keoghtom's Ointment respectively. See the Treasure section below.

Room 13

DM's Note: This room is the source of the scream.

Surveying this room, you instantly notice several things. The first is the massive perfectly proportioned and groomed black bear sitting looking

up at a bare-footed robed man part way up the far wall of the cavern, just out of reach. The second is the glowing outline of a door in the wall directly below where the man is perched. The third is the rendered upper torso of a man. The lower part of the body is some distance away towards the back of the cavern. He is armored in the breastplate and trappings of one of the Bruinsgardt - complete with ceremonial bear skin cloak. This obviously made little difference in the outcome of his encounter with the Bruin ...

This is the Schwartzen Bruin (the black bear) from which the city gets its name. For thousands of years the descendants of this bear have lived (and been revered) within the BruinsVeld. Now this current manifestation is content in waiting for the expiration of the last intruder's *spider climb* potion. He will not attack the PCs unless they attack him first. He will detect that there is not evil intent surrounding them. PCs who detect good on the Bruin they get an overwhelming aura (good outsider 22HD). Otherwise any PC who makes a sense motive check will (DC10 special case) get a strong feeling that the bear is not going to harm them. Please note that the Bruin is not subject to any animal handling skill and will laugh with good humor if anyone attempts such an action.

This rendered body is yet another dead intruder that the Bruin has dispatched. His longsword is still clasped in his hand. A good foot of it is drenched in blood, so the PCs can work out that he got a hit in before he died. The *sword* and *breastplate* are both *magical +2* items. A Knowledge (local) DC 15 will reveal that his cloak is only worn by those amongst the Bruinsgardt who are trained to handle the Gardt's black bear. He is wearing sandals. This particular gentleman is a traitor to both his order and to Perrenland.

The third intruder the man up the wall is Arnolf Schwensen a neutral evil druid of the Grove. Arnhof has been passing without trace. He has been caught by the Bruin before he could enter the doorway. The fourth intruder has already entered the doorway. Arnolf is a legitimate member of the Grove but is following an agenda that has no support from his peers. Arnolf considers Iuz to be the last true descendant of the Ur-Flannae rulers of the Quaglands (Perrenland!). In this, he is partly correct. These rulers once held true to an oath that gave the land to the Grove in exchange for the Grove's non-interference in the matter of the souls of the Quagland's Flan inhabitants. Arnolf believes that the land will be best protected if Iuz is Voormann. Obviously, he is more than just partly deranged. Arnhof is here to steal the Girdle of Dian for his master so that the city of Schwartzenbruin can be invaded.

As the PCs enter he will scream out:

"Please, kind strangers save me from this creature! It means to eat me!"

DM's Note: If any PC moves to attack the bear, it will defend itself - but only using subdual damage. If the PCs

kill the bear it will explode in a brilliant white light. Everyone within a 30ft radius must make a DC 30 fortitude save to avoid losing a permanent level. This level cannot be restored with the use of a restoration spell. Arnhof will die in this event. See also the "Curse of Das Bruin" below.

Arnhof will say whatever he can to encourage the PCs to attack the bear. The fact that the bear sits there following the exchange, moving his head to watch each speaker in turn, should make it fairly clear that the bear is anything but a mindless creature. Arnhof will answer questions truthfully if he can, but he is beginning to sweat. His *spider climb* potion still has quite a while to go, but it will run out eventually. If the PCs ask him why he is here, he will tell them that he is here to protect the Girdle, at which point the bear will raise its paw to its jaw, shake its head, and say say to Arnhof:

"Mmmm ... that is interesting I thought that was my job ..."

At this point, PCs can question the bear if they have not thought to do so already. The Bear will share the following information given correct prompting:

- ☛ These intruders are all evil and bent achieving some evil goal surrounding the girdle.
- ☛ It will freely reveal anything about its nature (ie. that it is celestial).
- ☛ That this door leads to the place the Girdle has been hidden.
- ☛ That there were 4 intruders. But it has killed two of them already. Another, Arnhof, it is about to kill - but a fourth managed to step through the glowing door before he could be stopped.
- ☛ He is here to protect the door, not the girdle. Given the circumstance, he will allow the PCs to enter without interference so long as they drag Arnhof off the wall for him.
- ☛ The Girdle protects the city of Schwartzenbruin from invasion.
- ☛ That he will prevent anyone from removing the Girdle from its location.

At all times, in any conversation the PCs have with the Bruin, Arnhof will attempt to interject and dispute the Bruin's claims. Eventually, if the PCs don't drag Arnhof off the wall, his *spider climb* will end. He will leap to the ground and attempt to escape via the exit. At all times he will fight hard to escape, especially if the PCs are trying to get him off the wall. The Bruin will wade into any fight and attempt to kill him as well.

All APLs (EL1)

☛ **Das Schwartzen Bruin**, male legendary Awakened celestial bear (1): hp 290, see Appendix 1.

☛ **Arnolf Schwensen**: male human (flan), Dru 4: hp 21, see Appendix 1.

DM's Note: It should not be impossible to save Arnolf Schwensen from Das Schwarzenbruin, a diplomacy DC20 will suffice. Keeping him alive from the assassins in encounter 6 will be more difficult as they will target him for a quick death. If saved by the PCs he will confess to being in league with Hasten to steal the Girdle for their master Iuz. The PCs can also learn his motivations (see above). Bildgear will be very pleased to have Arnolf in his custody and the PCs will receive his special thanks (see below).

Of course most parties are simply going to pull Arnolf off the wall and let the bear eat him. Natural justice is after all well and truly due for this fellow. The death of Arnolf will be achieved very efficiently by the bear.

DM's Note: The PCs should if they question the bear and find out about the importance of the Girdle, have second thoughts. If they decide to go to go to either Bildgear or Hasten at this stage play it out so that Hasten is not locatable and they get arrested. This gives them an opportunity to meet Bildgear. Arrange for Bildgear to get them back into the Castle of Dian and start them back at this point with the fake girdle.

DM's note: If the PCs at any time present Das Schwarzenbruin with the fake or real girdle its attitude will change to hostile and it will order them to replace it immediately or suffer the consequences. PCs who fail to comply will be attacked. The Bear is attuned to the Girdle but cannot sense the fake one inside the haversack.

In order to find out if the Girdle is safe etc the PCs will have to proceed to **encounter 5B**.

If the PCs decide to cut and run go to **Encounter 6**.

Curse of Das Bruin

PCs who kill Das Schwarzenbruin lose all influence and favours they ever had from a Perrenland regional adventure. Furthermore they are exiled from their clan if they belonged to one, and are considered to be Ootkast. Their membership to such meta-orgs as the Auszug, Old Kerk or Pax Mecuri is also revoked. They must pay 1 additional TU to play regional Perrenland adventures. There is no atonement for this evil act.

Treasure

All APLs: loot=7gp, magic= ring of protection +2 (666gp), Keoghtom's Ointment (333gp), longsword +2 (692gp), breastplate +2 (362gp).

Bildgear's Special Thanks: For delivering Arnolf alive to Bildgear you have received his special thanks.

Resting within Das Bruins Den

PCs are free to rest within Das Bruins Den if they wish. Doing so they will find that they heal 1 hit point per hour naturally in this place.

Encounter Five B The Eldritch Knight

Read this when the PCs say they are stepping through the door guarded by the Schwartz Bruin:

As you enter this door the first thing you see is that you are within a plain, 60ft by 60ft room with a 20ft ceiling. Around the walls, two on this side and three on each of the other walls, evenly spaced, are tall stone sarcophagi. In the middle of this room lies the body of yet another man; a pool of blood lies under his still form. As you watch, from the stone of one of the sarcophagi on the far wall, steps a tall slender Gray Elf dressed very fine clothing, a mithril chain shirt, and wielding a longspear.

PCs from the Principality of Kershane will instantly recognise this individual as one of the Eldritch Knights who disappeared with the Girdle of Dian nearly four hundred and fifty years ago. His name is I'nanor Efalgrion (pron: eye-nan-or ef-alg-rion), although he no longer recalls that detail about himself.

PCs who make a sense motive check DC20 will see that this individual has madness clearly reflected in him eyes and expressions.

DM's Note: This is the last of the eleven Knights who disappeared with the Kersharim (Girdle of Dian) from the battle of Kershane (147 CY). He secreted the girdle here, and swore on the Kersharim to protect it until their kin came. All the others have long ago either been killed by those trying to take the Kersharim or killed themselves rather than face the fate they found themselves bound to. Each has lived for many hundreds of years (447 to be exact) in a state of semi-wakefulness. Ageing has not affected them physically, but time has damaged them mentally. Their existence in this state (waking fully for only a few brief moments every century) has driven sanity out of their existence.

Some of the Knights (to the amazement of the infrequent intruders) committed suicide rather than drive off the intruders, throwing themselves onto their weapons in self-inflicted coup de grace. Some of the others, including this remaining knight, were so bound to their duty to protect the Kersharim that this became their singular obsession. The last of them had just finished killing the last of the four intruders, and had only spent a few minutes within his resting place before the PCs arrive. As such, the spells he had activated are still running and he is primed to go!

DM: *If one or more of the PCs are Gray Elven and from Kershane, read:*

The elf looks at you and screams the following in Gray-Elven: "Watch out my brother/sister! We must protect the Kersharim from these intruders!"

DM: *If one or more of the PCs are identifiably from the Roodberg Clan he screams at that/those PCs in common as well:*

"Betrayers! Interlopers! Oath breakers! I will be your death!"

At this stage everyone should roll initiative.

If by some chance all the PCs who enter are Gray Elves from Kershane (an astute party may only send in a Kershane Gray Elven representative) he will fly into a rage after the initial welcome, shouting the following at them:

"Why have you been so long, I have waited, and waited, and waited, and waited, AND WAITED for you to come! Now I am the last, and I curse you all!"

He will then begin to cry, fall to his knees, and eventually roll onto his side and go into a foetal position and enter a deep psychological cocoon. Only a miracle or wish spell will release him from this. He will not rouse even if others enter after he has reached this point. If he is removed from the room time will suddenly catch up with him and he will crumble to dust as will all his non-magical equipment.

Tactics: The Eldritch Knight will target any non-Kershane Gray Elves with spells, and use his *spear of dancing* to make attacks whilst he manoeuvres to best effect. He will pick out Roodbergs for initial treatment until either he (or they) are dead. He will open combat with the casting of a *sonic ball*, and will use his offensive spells as much as possible. If any PCs are Gray Elves of Kershane he will try to keep them from harm, however he will cast spells regardless if this is not possible. He will not attack Gray Elves of Kershane even if they attack him, but will make the following puzzled comments if they do:

"Careful brother/sister you may harm me!"

APL 4

☛ **Eldritch Knight:** hp 24; see Appendix One.

APL 6

☛ **Eldritch Knight:** hp 28; see Appendix One.

APL 8

☛ **Eldritch Knight:** hp 36; see Appendix One.

APL 10

☛ **Eldritch Knight:** hp 44; see Appendix One.

APL 12

☛ **Eldritch Knight:** hp 52; see Appendix One.

Treasure

APL 4: loot—ogp, magic— ring of protection +1 (166gp), longspear +2 (4152gp), mithril chainshirt +2 (425gp).

APL 6: loot—ogp, magic— ring of protection +1 (166gp), longspear +2 (4152gp), mithril chainshirt +2 (425gp), Mantle of Faith (Corellon Larethian) (6333gp).

APL 8: loot—ogp, magic— ring of protection +3 (1500gp), longspear +2 (4152gp), mithril chainshirt +2 (425gp), Mantle of Faith (Corellon Larethian) (6333gp), wand of *magic missiles* 3d4+3, 8 charges (50gp).

APL 10 and 12: loot—ogp, magic— ring of protection +3 (1500gp), longspear +2 (4152gp), mithril chainshirt +2 (425gp), Mantle of Faith (Corellon Larethian) (6333gp), wand of *magic missiles* 4d4+4, 8 charges (70gp).

DM's note: The dead body on the ground was a captive druid of The Grove that the intruders found in Room 13. This captive druid was shoved through the door to see what happened and was subsequently killed by the Eldritch Knight. He has no possessions.

Where is the Girdle of Dian/Kersharim?

PCs can search for the Girdle, and it will be found in one of the empty sarcophagi. Read the following description when they find it:

The Girdle is a broad leather belt worked with silver thread. A large central disk holds a fist-sized star-shaped stone of a metallic hue.

A *detect magic* or *analyse dweomer* spell will radiate overwhelming magical levels, but will not in any way discern the actual nature of the magic. Anyone who wears the Girdle and casts a spell will find that all their spells are cast as if 1d4 levels higher. There is a 10% chance that any spell cast whilst wearing the Girdle will have its effect magnified hundreds of times and this effect will remain active within the Kersharim. Currently (and since just after the battle of Kershane 447 years ago) the current effect is a *dimensional anchor* spell. This effect has been magnified to affect an area of a of 5 mile. Ironically, anyone wearing the Girdle is unaffected by any spell effect that does fall within the 10% chance, as do any who are touching the person wearing the Girdle.

If any PCs begin experimenting with the Girdle or cast spells whilst wearing it then they may fall victim to the 10% chance. To keep this within gaming reason, if they do roll the 10% chance, apply the following rule:

*** The spell's effect becomes heightened (9th level) and widened (double the area of effect).

I.e. a 6th level fireball spell that is made subject to the Girdle's power will explode with a 40ft radius for 9d6 points of damage. Note the save DC is also increased by +6

Please report if this happens to the Perrenland triad by email at triad@rpga-apac.com.

Once the PCs decide to leave either with or without the Girdle proceed to **Encounter 6**.

Encounter Six

The Clean-up Team

This encounter's primary description presumes that the characters succeed in their task and are either taking the *real or fake Girdle of Dian* away from Schwartzbruin to the meeting place mentioned in Hasten's letter. If this is not the case then check the alternate options section for how the PCs may encounter the attackers detailed.

Three skilled specialists have been sent to follow the PCs with the dual purpose of stealing the Girdle and killing the characters (in that order of importance). They are aware of what the PCs' task is, and have been keeping an eye on them carefully from a distance and have decided to ambush them as they come out of DasBruinsVeld. The trio have been partners for some time, and they are as close to friends as evil folk can be. Each knows that the others would sell them out if the situation warranted, but there is enough trust and respect to keep them together as a working group.

The attack will take place as soon as the first PC steps back through the doorway leading from DasBruinsDen back into the amphitheatre of the LundOak. PCs on the other side can see and hear nothing of this until they to step through the doorway. Let them roll initiative as well once the first PC has come through.

Hengest is the closest at 15ft from the doorway and will charge this first PC, hopefully catching him/her flat footed. The assassins are outnumbered, so their plan is to use stealth and mobility to inflict maximum casualties. If need be, they will run to spread out the PCs and then concentrate on the PC who is the least supported.

The Attackers

Hengest is a bland sort of fellow, the kind who, as a child, kept to himself and pulled the wings off insects as a form of entertainment. Upon growing up his victims grew with him. Now he hurts and kills people for a living. He is of average height and appearance, with thinning blonde hair and a lifeless stare. He has powerful shoulders and thick strong wrists, a sign of his considerable strength.

Jeltrim is the joker of the group, as much as any of them is capable of humour. Not overly sadistic, he is not particularly burdened with compassion or empathy either. He is more interested in the purity of his art, archery, and in doing his duties well. Jeltrim is a tall lean man with thick curly hair and a heavy moustache.

Bergan is by far the most personable of the group – unfortunately his personality is rather abrasive. He is scathing, rude and cruel, and likes to put people down. He also fancies himself something of a ladies man. Bergan is a short trim hardy man who dresses well. His fair hair is always neatly groomed and tied in a neat tail.

APL 4

- **Hengest Harisen:** hp 34; see Appendix One.
- **Jeltrim Ors:** hp 34; see Appendix One.
- **Bergan Hoss:** hp 15; see Appendix One.

APL 6

- **Hengest Harisen:** hp 36; see Appendix One.
- **Jeltrim Ors:** hp 36; see Appendix One.
- **Bergan Hoss:** hp 21; see Appendix One.

APL 8

- **Hengest Harisen:** hp 50; see Appendix One.
- **Jeltrim Ors:** hp 50; see Appendix One.
- **Bergan Hoss:** hp 29; see Appendix One.

APL 10

- **Hengest Harisen:** hp 64; see Appendix One.
- **Jeltrim Ors:** hp 64; see Appendix One.
- **Bergan Hoss:** hp 41; see Appendix One.

APL 12

- **Hengest Harisen:** hp 89; see Appendix One.
- **Jeltrim Ors:** hp 76; see Appendix One.
- **Bergan Hoss:** hp 49; see Appendix One.

Tactics: They will use their skills and mobility to good effect.

Hengest will use his spring attack to try and break up the party as it emerges one by one back through the door. At APLs 8-12 Bergen has pre-cast a *keen edge* on Hengest's sword further doubling the threat range. This has not been factored into his stat block.

Bergen will use his spells or wand to hit spellcasters first from range. Bergen has positioned himself 15ft from the LundOak itself. PCs who damage the LundOak will damage Perrenland in some subtle way please note such action on the critical events summary. He is 100ft from the doorway. At all APLs other than APL 4 he begins the encounter invisible.

Jeltrim will use his shot on the run to stay mobile once any PCs close with him. This will allow him to keep plying arrows into any slow moving PCs, especially ones that have been isolated. He will target the mounts of any PCs as a high priority as the last thing he wants is to be chased down by a rider on a horse. He will also target any PC that has the Girdle visibly in their possession. He starts up the left hand slope from a hidden position overlooking the doorway out of Das BruinsVeld (Spot DC 22) to see him. He is 110 feet from the doorway on the opposite slope to the Lund-Oak. At APLs 8-12 Bergen has pre-cast a *keen edge* on Jeltrim's arrows further doubling the threat range. This has not been factored into his stat block.

In all cases the group will attempt to take the Girdle as their highest priority and an PC who openly reveal the girdle will find all 3 concentrating their attacks on that PC.

Treasure

APL 4: loot=2gp, magic= 3 x ring of protection +1 (498gp), longsword +2 (692gp), 3 x brooch of shielding

(375gp), +2 mighty magical long composite bow (716gp), wand of *magic missiles* 3d4+3, 8 charges (50gp), 20x+2 arrows (278gp).

APL 6: loot-2gp, magic- 3 x ring of protection +1 (498gp), longsword +2 (692gp), 3 x brooch of shielding (375gp), +2 mighty magical long composite bow (716gp), wand of *magic missiles* 3d4+3, 8 charges (50gp), 20x+2 arrows (278gp).

APL 8: loot-2gp, magic- 3 x ring of protection +1 (498gp), longsword +2 (692gp), 3 x brooch of shielding (375gp), +2 mighty magical long composite bow (716gp), wand of *magic missiles* 3d4+3, 8 charges (50gp), 20x+2 arrows (278gp), 2x chainshirt +2 (708gp).

APL 10: loot-2gp, magic- 3 x ring of protection +1 (498gp), longsword +2 (692gp), 3 x brooch of shielding (375gp), +2 mighty magical long composite bow (716gp), wand of *magic missiles* 4d4+4, 8 charges (70gp), 20x+2 arrows (278gp), 2x chainshirt +2 (708gp), 2x Rings of Evasion (4166gp).

APL 12: loot-2gp, magic- 2 x ring of protection +1 (322gp), longsword +3 (1526gp), 3 x brooch of shielding (375gp), +3 mighty magical long composite bow (1558gp), wand of *magic missiles* 5d4+5, 8 charges (90gp), 20x+3 arrows (611gp), 2x chainshirt +2 (708gp), 2x Rings of Evasion (4166gp), ring of protection +3 (1500gp).

Gratitude of the Grove/Voormansgardt

Members of the Grove of the Old Kerk and the Voormansgardt meta-organizations may receive the gratitude of their meta-org in recognition of careful and respectful work within the Castle of Dian. For this, they are granted the privilege of bathing in the divine lake Evergold once per game year at the time of their choosing.

To earn this, the following criteria must be met:

- ☛ The PCs must have entered Das Bruins Veld,
- ☛ Das Schwarzen Bruin must not have been harmed by any PC,
- ☛ The Girdle of Dian must have been left in place, and
- ☛ The LundOak must not have been harmed by any PC.

Alternate Options

As stated earlier, the presumption is that the PCs will find the Girdle and do what they do. However, it is understood that there are other possible paths by which the PCs can meet and face the assassins. The other ways in which the characters may face the assassins are:

- ☛ The PCs may, in the early stages of the scenario, decide to cut their losses and run. In this case the assassins have been sent by their employer to silence the characters and ensure they cannot speak to anyone about the attempt on the Girdle.
- ☛ It is always possible that a particularly astute (or paranoid) bunch might expect an ambush and plan accordingly, perhaps laying bait and setting a trap of their own. This is more than acceptable.

Questioning the attackers

Assuming the characters defeat their opponents they may well manage to capture one or more of them alive. In that case the PCs may well have some questions to ask of their captives. This will require Intimidation checks (or some cunning use of magic). The information that is known to the trio, and the DC's required to get it, are as follows:

14+APL: They were sent to get the Girdle by their patron.

16+APL: They refer to their patron as a great lord.

18+APL: Their great lord is working with Hasten Weisspeer, but worries about Hasten's reliability.

The PCs will also have to decide what to do with their captives, since killing them out of hand would be an evil act, no matter how bad the captives are. Finding a way to take them to the authorities if they're hiding the moving of the Girdle might be difficult too.

Conclusion

Once the attackers have been defeated and the Girdle has been moved or defended then there is no further threat to the PCs. The DM should make note to fill in the critical events summary.

If the characters protect either the real or the fake Girdle from the attackers they have two options they can either take it to the prescribed meeting point in the Clatsburgs, or they can report to Bildgear. If they go to another authority like the Old Kerk etc they will still end up giving their report to Bildgear.

Reporting to Bildgear

Because the PCs are bound by the *geas of silence* surrounding the Castle of Dian they are going to have to be clever how they report what went on. Bildgear will receive them and will not get frustrated if they have difficulty telling him. Role-play this out as you see fit, depending on how much time you have. Clever PCs may insist on Bildgear coming to the Castle Of Dian with them, and he will do so, but in secret. The main information he needs to know is that the Girdle is safe but no longer protected very well. He will arrange for it to be guarded and will insist the PCs take the fake Girdle to the rendezvous (see below).

If the PCs present him with the real Girdle he will berate them for their foolishness and arrange for its return to a safer place. He will insist they take the fake girdle to the rendezvous. If the PC for some reason decide to fool Bildgear and take the real Girdle to the rendezvous see the alternative conclusion below. It should be made clear that the PCs must go the rendezvous at this stage. Refusal is not really an option (see **Encounter 4** for ideas if they do insist on refusal).

Rendezvous

If the characters defended the Girdle and they take the fake girdle to the rendezvous.

How close you came to disaster. To think that you were nearly responsible for endangering

Schwartzenbruin, however unwittingly. Thankfully that did not occur and you can rest easily knowing that at least in one way the city remains safe. Hopefully in future you will remember to take nothing at face value. To be betrayed by one so trusted leaves a sick feeling in the stomach. It is also a frightening thought, for if someone so loyal and staunch a patriot as Hasten Weisspeer can be turned by the forces of evil then what hope do lesser folk have. These are dark times indeed and who knows what bearing this ill news will have upon the nation. For the leader of such a powerful clan to be corrupted bodes badly indeed...

If the PCs take the real Girdle to the rendezvous:

After several days of nervous travel you make your way safely to the Three Pikes Inn in Clatsburg. There you make contact with the innkeeper's wife, a sensible looking woman who exudes an air of competence. She asks few questions beyond what is necessary and promises that what you bring will be well looked after. As you depart Clatsburg, your task completed, you cannot help but wonder if everything is as it should be. You cannot throw off the feeling that many eyes have been watching what has occurred in this chapter of your adventures.

Regardless of what happens the following event occurs :

The next day you hear that in a ritual in the Grand Temple of the Old Kerk in Schwartzenbruin the Voormann Orgis Bildgear, before the assembled Pfalzgrafs and Grafs of Perrenland has torn up the non-aggression pact with Iuz. Moreover he has taken the shreds and burned them in the holy fires of retribution in the shrine of Vathris declaring a war of Null Kopkris "no mercy". Bildgear's words were:

"A Voormann dead, a nation deceived, regicide will be avenged and Perrenland will make a stand against evil and tyranny. We can stand idle no more as the world falls around us. Perrenders I declare a state of war, and I call the Pax to comply with its ancient oath."

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 Five A

Defeating the Conjuraton trap.

APL4 120xp; APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp.

Defeating the *Sonic Blast* trap

APL4 30xp; APL6 30xp; APL8 30xp; APL10 30xp; APL12 30xp.

Not attacking the Bruin

APL4 30xp; APL6 30xp; APL8 30xp; APL10 30xp; APL12 30xp.

Encounter Five B

Defeating or otherwise bypassing the Eldritch Knight.

APL4 180xp; APL6 240xp; APL8 300xp; APL10 360xp; APL12 420xp.

Encounter Six

APL4 120xp; APL6 240xp; APL8 300xp; APL10 360xp; APL12 420xp.

Story Award

PCs work out on their own that Hasten is suspect:

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

The Girdle remains in place:

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

Discretionary roleplaying award

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

Total possible experience:

APL4 660xp APL6 900xp; APL8 1,125xp; APL10 1,350xp; APL12 1,575xp.

(note that PCs could earn more than these values, but cannot be rewarded more than these values)

Treasure Summary

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

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

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

coin total is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 5:

All APLs: L: 7 gp; C: 0 gp; M: 2053 gp

Encounter 5A:

APL 4: L: 0 gp; C: 0 gp; M: 4743 gp

APL 6: L: 0 gp; C: 0 gp; M: 11076 gp

APL 8: L: 0 gp; C: 0 gp; M: 12460 gp

APL 10: L: 0 gp; C: 0 gp; M: 12480 gp

APL 12: L: 0 gp; C: 0 gp; M: 12480 gp

Encounter 6:

APL 4: L: 2 gp; C: 0 gp; M: 2609 gp

APL 6: L: 2 gp; C: 0 gp; M: 2609 gp

APL 8: L: 2 gp; C: 0 gp; M: 3317 gp

APL 10: L: 2 gp; C: 0 gp; M: 7503 gp

APL 12: L: 2 gp; C: 0 gp; M: 10424 gp

Total Possible Treasure

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

(these are maximum the maximum values that can be rewarded)

Special

☛ **Traitorous Reputation:** The character has been deemed guilty in the court of public opinion of some unforgivable offence. The character loses all ranks or positions of authority held in regional organisations

where respect of the law is necessary. In addition the character suffers a -4 penalty to all Charisma-based skill checks when dealing with law-abiding citizens of Perrenland.

☛ **Bathed in Evergold:** You have bathed in the divine lake Evergold gaining a +4 sacred bonus to Charisma for the next 3 scenarios this PC plays.

☛ **Curse of the Fey:** You have intruded into a sacred burial ground of Fey. Ignorance of your actions has not spared you this curse. During the first combat round of any encounter in any scenario there is a 10% chance that you will be affected by a symbol of Fear for 4 rounds (see DMG page 290). It requires a willpower save DC18 to avoid this effect if it is activated. It will require 1TU worth of penance and 2000gp worth of gifts to a temple of Corellon Larethian to remove this curse.

☛ **Curse of Das Bruin:** The Grove, Voice and Shool have found out you have killed Das Schwartzbruin. For this worst of crimes you have lost all influence and favors you have gained from any Perrenland regional adventure. Furthermore you are exiled from you clan if you belonged to one, and are considered to be Ootkast. Your membership to such meta-orgs as the Auszug, Old Kerk or Pax Mecuri is also revoked. You must pay 1 additional TUs to play regional Perrenland adventures with this PC from now on.

☛ **Bildgear's Special Thanks:** For delivering Arnhof alive to Bildgear you have received his special thanks.

☛ **Gratitude of the Grove/Voormansgardt:** Your organisation has recognised your careful work within the Castle of Dian. For this, you have been granted the privilege of bathing in the divine lake Evergold (see above) once next game year at the time of your choosing.

Items for the Adventure Record

Item Access

APL 4:

Heward's Handy Haversack (adventure, DMG)

Ring of protection +2 (adventure, DMG)

longsword +2 (adventure, DMG)

brooch of shielding (adventure, DMG)

+2 long composite bow (+2 Str) (adventure, DMG)

wand of magic missiles (adventure, 5th level caster, DMG)

+2 arrows (adventure, DMG)

Keoghtom's Ointment (adventure, DMG)

breastplate +2 (adventure, DMG)

longspear +2 (adventure, DMG)

mithril chainshirt +2 (adventure, DMG)

APL 6:

Mantle of Faith. (adventure, DMG)

APL 8:

chainshirt +2 (adventure, DMG)

ring of protection +3. (adventure, DMG)

APL 10:

Wand of magic missiles (adventure, 7th level caster, DMG)

Ring of Evasion. (adventure, DMG)

APL 12:

longsword +3 (adventure, DMG)

+3 long composite bow (+2 Str) (adventure, DMG)

wand of magic missiles (adventure, 9th level caster, DMG)

+3 arrows. (adventure, DMG)

Appendix One

Encounter Five

All APLs

☛ **Das Swartzen Bruin:** Male Legendary Awakened Celestial Bear; CR 13; Large Magical Beast (Augmented Animal, Extraplanar) HD 22d8+198, hp 290; Init +1; Spd 50 ft; AC 21 (touch 8, flat-footed 16), (-1 size, +2 Dex, +10 natural); BA/G +27/+29, Atk +27 melee (4d6+13, bite) or +27 melee (2d6+13, 2 claws), Full Atk +27/+27 melee (2d6+13, 2 claws) and +22 melee (4d6+6, bite); SA Improved Grab, Smite Evil; SQ Damage reduction 10/magic, darkvision 60ft, resistance to acid 10, cold 10, electricity 10, scent, spell resistance 25, AL Neutral Good, SV Fort +22, Ref +15, Will +10; Str 36, Dex 14, Con 28, Int 12, Wis 16, Cha 14.

Skills and Feats: Diplomacy +8, Hide +4, Knowledge (nature) +6, Listen +10, Spot +14, Swim +14; Improved Grab.

Improved Grab (Ex): To use this ability, Das Swartzen Bruin must hit with a claw attack.

Smite Evil (Su): Once per day Das Swartzen Bruin can make a normal melee attack to deal an extra 20 points of damage against an evil foe.

☛ **Arnolf Schwensen:** Male human (Flan), Dru4; Medium human; HD 4d8+4, hp 21; Init +2; Spd 30 ft; AC 14 (touch 12, flatfooted 12), (+2 Dex, +2 Barkskin); BA/G +3/+4, Atk +5 melee (1d6+2 x2 club +1), Full Atk +5 melee (1d6+2 x2 club +1); AL NE, SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +4, Diplomacy +5, Handle Animal +5, Heal +5, Knowledge (nature) +5, Listen +5, Ride+5, Spellcraft +3, Spot +5, Survival +7, Swim+2, Alertness, Combat Casting, Track.

Possessions: +1 club, circlet of Blasting (minor), robe and boots.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Cure Minor Wounds, Detect Magic, Know Direction, Light, Read Magic*, 1st—~~Charm Animal, Cure Light Wounds, Detect Animals and Plants, Hide from Animals~~; 2nd—~~Barkskin, Heat Metal, Spider Climb~~.

Spells with strikethrough have been cast already. Note that Arnhof has already used is circlet of blasting using it 1/day allowance.

APL4 (EL 6)

☛ **Eldritch Knight:** Male Gray Elf Rng1/Evo5; CR 6; Medium elf (gray) HD 1d8+1 (ranger) + 5d4+5 (evoker), hp 24; Init +7; Spd 30 ft; AC 22 (touch 16, flat-footed 18), (+3 Dex, +6 mithril chain shirt +2, +1 ring of protection); BA/G +3/+4, Atk +6 melee (1d8+4, 19-20x2, +2 longspear), Full Atk +6 melee (1d8+4, 19-20x2, +2 longspear), SA favored enemy (goblinoids), SQ wild empathy, summon familiar; AL CG, SV Fort +4, Ref +6, Will +9; Str 12, Dex 16, Con 12, Int 20, Wis 12, Cha 14.

Skills and Feats: Climb+3, Concentration +11, Craft (weaponsmith)+3, Decipher Script +12, Diplomacy +5, Handle Animal +4, Heal +5, Hide +7, Jump +3,

Knowledge (arcana) +15, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +7, Listen +1, Move Silently +7, Ride+5, Search +7, Sense Motive +8, Spellcraft +12, Spot +3, Survival +3, Swim+3, Use Rope +5, Dodge, Energy Substitution, Improved Initiative, Mobility, Scribe Scroll, Track.

Possessions: +1 Ring of Protection, longspear +2, +2 mithril chain shirt, *Spells Prepared* (4/6/4/3; base DC = 15 + spell level): 0—*Daze, Detect Magic, Light, Read Magic*, 1st—*Charm Person, Burning Hands, Magic Missile* x2, ~~Protection from Evil~~; 2nd—~~Bear's Endurance, Resist Energy (fire), See Invisibility, Scorching Ray~~; 3rd—~~Blink, Sonic Ball~~x2.

***Insanity:** The Eldritch Knight has simply gone quite mad. The hundred of years in semi-statis only popping out now and again has crippled his sense of reality. He is thus immunity to *confusion* and *insanity* effects. His sanity can only be restored by a *miracle* or *wish* spell.

Note: Spell effects highest to lowest currently active and their impact on the Eldritch Knight.

Blink: 50% miss chance, 20% spell miss chance (own spells), 50% spell failure (against the Knight).

Bear's Endurance: (Con to 16), +14 hit points, +2 to Concentration checks.

See Invisibility: See invisible creatures or objects within range of vision.

Protection from Evil: +2 deflection bonus to AC, +2 saves, Vs evil.

APL6 (EL 8)

☛ **Eldritch Knight:** Male Gray Elf Rng1/Evo5/Eld1; CR 7; Medium elf (gray) HD 1d8+1 (ranger) + 5d4+5 (evoker) + 1d6+1 (eldritch knight), hp 28; Init +7; Spd 30 ft; AC 22 (touch 16, flat-footed 18), (+3 Dex, +6 mithril chain shirt +2, +1 ring of protection); BA/G +4/+5, Atk +7 melee (1d8+4, 19-20x2, +2 longspear), Full Atk +7 melee (1d8+4, 19-20x2, +2 longspear), SA favored enemy (goblinoids), SQ wild empathy, summon familiar; AL CG, SV Fort +6, Ref +6, Will +9; Str 12, Dex 16, Con 12, Int 20, Wis 12, Cha 14.

Skills and Feats: Climb+3, Concentration +11, Craft (weaponsmith)+7, Decipher Script +12, Diplomacy +5, Handle Animal +5, Heal +3, Hide +7, Jump +3, Knowledge (arcana) +15, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +7, Listen +3, Move Silently +7, Ride+5, Search +7, Sense Motive +3, Spellcraft +15, Spot +3, Survival +3, Swim+3, Use Rope +5, Dodge, Energy Substitution, Improved Initiative, Mobility, Scribe Scroll, Spring Attack, Track.

Possessions: +1 Ring of Protection, longspear +2 of dancing, +2 mithril chain shirt, mantle of faith (Corellon Larethian), scroll of *Protection from Energy* (Sonic) x4.

Spells Prepared (4/6/4/3; base DC = 15 + spell level): 0—*Daze, Detect Magic, Light, Read Magic*, 1st—*Charm Person, Burning Hands, Magic Missile* x2, ~~Protection from Evil~~; 2nd—~~Bear's Endurance, Resist Energy (fire), See Invisibility, Scorching Ray~~; 3rd—~~Blink, Sonic Ball~~x2.

***Insanity:** The Eldritch Knight has simply gone quite mad. The hundred of years in semi-statis only popping out now and again has crippled his sense of reality. Thus he is also immunity to *confusion* and *insanity* effects. His sanity can only be restored by a *miracle* or *wish* spell.

Note: Spell effects highest to lowest currently active and their impact on the Eldritch Knight.

Blink: 50% miss chance, 20% spell miss chance (own spells), 50% spell failure (against the Knight).

Resist Energy (Fire): Damage Reduction 10 vs Fire.

Bear's Endurance: (Con to 16), +14 hit points, +2 to Concentration checks.

See Invisibility: See invisible creatures or objects within range of vision.

Protection from Evil: +2 deflection bonus to AC, +2 saves, Vs evil.

APL8 (EL 10)

➤ **Eldritch Knight:** Male Gray Elf Rng1/Evo5/Eld3; CR 9; Medium elf (gray) HD 1d8+1 (ranger) + 5d4+5 (evoker) + 3d6+3 (eldritch knight), hp 36; Init +7; Spd 30 ft; AC 24 (touch 18, flat-footed 20), (+3 Dex, +6 mithril chain shirt +2, +3 ring of protection); BA/G +6/+7, Atk +9 melee (1d8+4, 19-20x2, +2 longspear), Full Atk +9/+3 melee (1d8+4, 19-20x2, +2 longspear), SA favored enemy (goblinoids), SQ wild empathy, summon familiar; AL CG, SV Fort +7, Ref +7, Will +10; Str 12, Dex 16, Con 12, Int 21, Wis 12, Cha 14.

Skills and Feats: Climb+3, Concentration +18, Craft (weaponsmith)+7, Decipher Script +14, Diplomacy +5, Handle Animal +5, Heal +3, Hide +7, Jump +3, Knowledge (arcana)+15, Knowledge (dungeoneering)+7, Knowledge (geography)+7, Knowledge (nature)+7, Listen +3, Move Silently +7, Ride+5, Search +7, Sense Motive +20, Spellcraft +15, Spot +3, Survival +3, Swim+3, Use Rope +5, Dodge, Energy Substitution, Improved Initiative, Mobility, Scribe Scroll, Spell Focus Evocation, Spring Attack, Track.

Possessions: +3 Ring of Protection, longspear +2 of dancing, +2 mithril chain shirt, mantle of faith (Corellon Larethian), Scroll of *Protection from Energy (Sonic)* x4, wand of *magic missiles (3d4+3)* 8 charges.

Spells Prepared (4/7/5/4/3; base DC = 15 + spell level, +1 for evocation spells): 0—*Daze, Detect Magic, Light, Read Magic*, 1st—*Charm Person, Burning Hands,Enlarge Person, Magic Missile* x2, ~~*Protection from Evil*~~; 2nd— ~~*Bear's Endurance, Resist Energy (fire), See Invisibility, Scorching Ray*~~, 3rd— *Blink, Sonic Ballx3*; 4th— ~~*Fire Shield (cold), Lesser Globe of Invulnerability, Stoneskin*~~.

***Insanity:** The Eldritch Knight has simply gone quite mad. The hundred of years in semi-statis only popping out now and again has crippled his sense of reality. Thus he is also immunity to *confusion* and *insanity* effects. His sanity can only be restored by a *miracle* or *wish* spell.

Note: Spell effects highest to lowest currently active and their impact on the Eldritch Knight.

Stoneskin: DR10/adamantine.

Lesser Globe of Invulnerability: Excludes the effect of 3rd level or lower spells.

Fire Shield (cold): Attacker takes fire damage 1d6+7, knight takes only half or no damage form cold based attacks.

Blink: 50% miss chance, 20% spell miss chance (own spells), 50% spell failure (against the Knight).

Resist Energy (Fire): Damage Reduction 10 vs Fire.

Bear's Endurance: (Con to 16), +18 hit points, +2 to Concentration checks.

See Invisibility: See invisible creatures or objects within range of vision.

Protection from Evil: +2 deflection bonus to AC, +2 saves, Vs evil.

Enlarge Person: Knights AC drops by two, -1 on attack rolls, +1 on damage rolls and the base damage of the longspear increases to 2d6 with a reach of 15ft, the knights own reach increases to 10ft.

APL10 (EL 12)

➤ **Eldritch Knight:** Male Gray Elf Rng1/Evo5/Eld5; CR 11; Medium elf (gray) HD 1d8+1 (ranger) + 5d4+5 (evoker) + 5d6+5 (eldritch knight), hp 44; Init +7; Spd 30 ft; AC 24 (touch 18, flat-footed 20), (+3 Dex, +6 mithril chain shirt +2, +3 ring of protection); BA/G +8/+8, Atk +11 melee (1d8+4, 19-20x2, +2 longspear), Full Atk +11/+6 melee (1d8+4, 19-20x2, +2 longspear), SA favored enemy (goblinoids), SQ wild empathy, summon familiar; AL CG, SV Fort +8, Ref +7, Will +10; Str 12, Dex 16, Con 12, Int 22, Wis 12, Cha 14.

Skills and Feats: Climb+3, Concentration +18, Craft (weaponsmith)+8, Decipher Script +15, Diplomacy +8, Handle Animal +5, Heal +3, Hide +8, Jump +3, Knowledge (arcana)+18, Knowledge (dungeoneering)+8, Knowledge (geography)+10, Knowledge (nature)+8, Listen +3, Move Silently +8, Ride+5, Search +7, Sense Motive +25, Spellcraft +18, Spot +3, Survival +3, Swim+3, Use Rope +5, Dodge, Energy Substitution, Improved Initiative, Mobility, Scribe Scroll, Spell Focus Evocation, Spring Attack, Track.

Possessions: +3 Ring of Protection, longspear +2, +2 mithril chain shirt, mantle of faith (Corellon Larethian), Scroll of *Protection from Energy (Sonic)* x4, wand of *magic missiles (4d4+4)* 8 charges.

Spells Prepared (4/7/7/4/4/3; base DC = 16 + spell level, +1 for evocation spells): 0—*Daze, Detect Magic, Light, Read Magic*, 1st—*Charm Person, Burning Hands,Enlarge Person, Magic Missile* x2, ~~*Protection from Evil*~~; 2nd— ~~*Bear's Endurance, Bulls Strength, Fox's Cunning, Resist Energy (fire), See Invisibility, Scorching Ray, Web*~~, 3rd— ~~*Blink, Sonic Ballx3*~~; 4th— ~~*Fire Shield (cold), Ice Storm, Lesser Globe of Invulnerability, Stoneskin*~~; 5th— ~~*Bigby's Interposing hand, Cone of Cold, Dominate Person*~~.

***Insanity:** The Eldritch Knight has simply gone quite mad. The hundred of years in semi-statis only popping out now and again has crippled his sense of reality. Thus he is also immunity to *confusion* and

insanity effects. His sanity can only be restored by a *miracle* or *wish* spell.

Note: Spell effects highest to lowest currently active and their impact on the Eldritch Knight.

Stoneskin: DR10/adamantine.

Lesser Globe of Invulnerability: Excludes the effect of 3rd level or lower spells.

Fire Shield (cold): Attacker takes fire damage 1d6+7, knight takes only half or no damage from cold based attacks.

Blink: 50% miss chance, 20% spell miss chance (own spells), 50% spell failure (against the Knight).

Resist Energy (Fire): Damage Reduction 10 vs Fire.

Bear's Endurance: (Con to 16), +22 hit points, +2 to Concentration checks.

Bull's Strength: +2 to attacks and damage.

Fox's Cunning: +2 to the spells save DC of all the knights spells.

See Invisibility: See invisible creatures or objects within range of vision.

Protection from Evil: +2 deflection bonus to AC, +2 saves, Vs evil.

Enlarge Person: Knights AC drops by two, -1 on attack rolls, +1 on damage rolls and the base damage of the longspear increases to 2d6 with a reach of 15ft, the knights own reach increases to 10ft.

APL12 (EL 14)

➤ **Eldritch Knight:** Male Gray Elf Rng1/Evo5/Eld7; CR 13; Medium elf (gray) HD 1d8+1 (ranger) + 5d4+5 (evoker) + 7d6+7 (eldritch knight), hp 52; Init +7; Spd 30 ft; AC 24 (touch 18, flat-footed 20), (+3 Dex, +6 mithril chain shirt +2, +3 ring of protection); BA/G +10/+11, Atk +13 melee (1d8+4, 19-20x2, +2 longspear), Full Atk +13/+8 melee (1d8+4, 19-20x2, +2 longspear), SA favored enemy (goblinoids), SQ wild empathy, summon familiar; AL CG, SV Fort +9, Ref +8, Will +11; Str 12, Dex 16, Con 12, Int 22, Wis 12, Cha 14.

Skills and Feats: Climb+3, Concentration +20, Craft (weaponsmith)+8, Decipher Script +20, Diplomacy +5, Handle Animal +5, Heal +3, Hide +8, Jump +3, Knowledge (arcana) +20, Knowledge (dungeoneering) +8, Knowledge (geography) +10, Knowledge (nature) +8, Listen +3, Move Silently +10, Ride+5, Search +7, Sense Motive +25, Spellcraft +20, Spot +3, Survival +3, Swim+3, Use Rope +5, Dodge, Energy Substitution, Greater Spell Focus (Evocation), Improved Initiative, Mobility, Scribe Scroll, Spell Focus Evocation, Spring Attack, Track.

Possessions: +3 Ring of Protection, longspear +2 of dancing, +2 mithril chain shirt, mantle of faith (Corellon Larethian), Scroll of *Protection from Energy (Sonic)* x4, wand of *magic missiles (4d4+4)* 8 charges.

Spells Prepared (4/7/7/5/4/4/3; base DC = 16 + spell level, +1 for evocation spells): 0—*Daze*, *Detect Magic*, *Light*, *Read Magic*, 1st—*Charm Person*, *Burning Hands*, *Enlarge Person*, *Magic Missile* x2, *Protection from Evil*; 2nd—*Bear's Endurance*, *Bull's Strength*, *Fox's Cunning*, *Resist Energy (fire)*, *See Invisibility*, *Scorching Ray*, *Web*; 3rd—*Blink*, *Sonic Ballx4*; 4th—*Fire Shield (cold)*, *Ice Storm*, *Lesser Globe of Invulnerability*, *Stoneskin*;

5th—*Bigby's Interposing hand*, *Cone of Cold*, *Dominate Person* x2; 6th—*Chain Lightning*, *Herosim (Greater)*, *Repulsion (10ft)*.

***Insanity:** The Eldritch Knight has simply gone quite mad. The hundred of years in semi-stasis only popping out now and again has crippled his sense of reality. Thus he is also immunity to *confusion* and *insanity* effects. His sanity can only be restored by a *miracle* or *wish* spell.

Note: Spell effects highest to lowest currently active and their impact on the Eldritch Knight.

Repulsion: Set at 10ft, it requires a Willpower save DC 24 to approach within 10ft of the Knight.

Heroism (Greater): +4 morale to attack, saves and skill checks, 11 temporary hit-points.

Stoneskin: DR10/adamantine.

Lesser Globe of Invulnerability: Excludes the effect of 3rd level or lower spells.

Fire Shield (cold): Attacker takes fire damage 1d6+7, knight takes only half or no damage from cold based attacks.

Blink: 50% miss chance, 20% spell miss chance (own spells), 50% spell failure (against the Knight).

Resist Energy (Fire): Damage Reduction 10 vs Fire.

Bear's Endurance: (Con to 16), +22 hit points, +2 to Concentration checks.

Bull's Strength: +2 to attacks and damage.

Fox's Cunning: +2 to the spells save DC of all the knights spells.

See Invisibility: See invisible creatures or objects within range of vision.

Protection from Evil: +2 deflection bonus to AC, +2 saves, Vs evil.

Enlarge Person: Knights AC drops by two, -1 on attack rolls, +1 on damage rolls and the base damage of the longspear increases to 2d6 with a reach of 15ft, the knights own reach increases to 10ft.

Encounter Six

APL4 (EL 6)

➤ **Hengest Harisen:** Male Human Fgt3; CR 3; Medium human (Aerdi) HD 3d10+6, hp 24; Init +6; Spd 30 ft; AC 18 (touch 13, flat-footed 16), (+2 Dex, +4 chain shirt, +1 ring of protection); BA/G +3/+7, Atk +10 melee (1d8+6, 19-20x2, +2 longsword), Full Atk +10 melee (1d8+6, 19-20x2, +2 longsword); AL LE, SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb+6, Craft (weaponsmith)+4, Jump +8, Intimidate +4, Ride+4, Swim+6, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword).

Possessions: +1 Ring of Protection, small dagger, longsword +2, *Brooch of Shielding* (101 points), chain shirt.

➤ **Jeltrim Ors:** Male Human Fgt3; CR 3; Medium human (Aerdi) HD 3d10+6, hp 24; Init +8; Spd 30 ft; AC 18 (touch 14, flat-footed 14), (+4 Dex, +4 chain shirt); BA/G +3/+5, Atk +5 melee (1d8+2, 19-20x2, longsword), +14 ranged (1d8+4, +2 composite longbow (+2 Str)), Full

Atk +7 melee (1d8+2, 19-20x2, longsword), +14 ranged (1d8+4, +2 composite longbow (+2 Str)); AL LE, SV Fort +5, Ref +5, Will +2; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb+6, Craft (bow making)+4, Jump +7, Ride+5, Spot +3, Swim+4, Dodge, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (composite longbow).

Possessions: +2 composite longbow, 20 arrows, 20 +2 arrows, small dagger, longsword, *Brooch of Shielding* (101 points), chain shirt.

🐉 **Bergan Hoss:** Male Human Sor3; CR 3; Medium human (Aerdi); Medium humanoid HD 3d4+6, hp 15; Init +6; Spd 30 ft; AC17 (touch 17, flat-footed 15), (+2 Dex, +4 mage armor, +1 ring of protection); BA/G +1/+1, Atk +1 melee (1d4, 19-20x2, small dagger), Atk +3 ranged (1d8, 19-20x2, light crossbow), Full Atk +1 melee (1d4, 19-20x2, small dagger), Atk +3 ranged (1d8, 19-20x2, light crossbow); LE, SV Fort +3, Ref +3, Will +6; Str 11, Dex 14, Con 14, Int 10, Wis 11, Cha 19.

Skills and Feats: Bluff +8, Concentration +6, Hide +6, Knowledge (arcana) +2, Move Silently +6, Spellcraft +2, Spot +2; Improved Initiative, Combat Casting, Stealthy

Possessions: +1 Ring of Protection, small dagger, light crossbow, crossbow bolts (10), wand of magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points).

Spells Known (6/6 base DC = 12 + spell level): 0—*Acid Splash*, *Detect Magic*, *Light*, *Mage Hand*, *Message*, *Read Magic*, 1st—~~*Mage Armor*~~, *Magic Missile*, *Ray of Enfeeblement*.

Note: Spells marked with a ~~strikethrough~~ have been pre-cast.

APL6 (EL 8)

🐉 **Hengest Harisen:** Male Human Fgt5; CR 5; Medium human (Aerdi) HD 5d10+10, hp 36; Init +6; Spd 30 ft; AC 18 (touch 13, flat-footed 16), (+2 Dex, +4 chain shirt, +1 ring of protection); BA/G +5/+9, Atk +12 melee (1d8+8, 19-20x2, +2 longsword), Full Atk +12 melee (1d8+8, 19-20x2, +2 longsword); AL LE, SV Fort +6, Ref +3, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (weaponsmith)+4, Jump +8, Intimidate +4, Ride+6, Swim+6, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: +1 Ring of Protection, small dagger, longsword +2, *Brooch of Shielding* (101 points), chain shirt.

🐉 **Jeltrim Ors:** Male Human Fgt5; CR 5; Medium human (Aerdi) HD 5d10+10, hp 36; Init +8; Spd 30 ft; AC 18 (touch 14, flat-footed 14), (+4 Dex, +4 chain shirt); BA/G +5/+7, Atk +7 melee (1d8+2, 19-20x2, longsword), +14 ranged (1d8+6, +2 composite longbow (+2 Str)), Full Atk +7 melee (1d8+2, 19-20x2, longsword), +14 ranged (1d8+6, +2 composite longbow (+2 Str)); AL LE, SV Fort

+6, Ref +5, Will +2; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (bow making)+4, Jump +8, Ride+6, Spot +3, Swim+4, Dodge, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow).

Possessions: +2 composite longbow, 20 arrows, 20 +2 arrows, small dagger, longsword, *Brooch of Shielding* (101 points), chain shirt.

🐉 **Bergan Hoss:** Male Human Sor5; CR 5; Medium human (Aerdi); Medium humanoid HD 5d4+10, hp 21; Init +6; Spd 30 ft; AC17 (touch 17, flat-footed 15), (+2 Dex, +4 mage armor, +1 ring of protection); BA/G +2/+2, Atk +2 melee (1d4, 19-20x2, small dagger), Atk +4 ranged (1d8, 19-20x2, light crossbow), Full Atk +2 melee (1d4, 19-20x2, small dagger), Atk +4 ranged (1d8, 19-20x2, light crossbow); LE, SV Fort +3, Ref +3, Will +6; Str 11, Dex 14, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Bluff +8, Concentration +6, Hide +6, Knowledge (arcana) +2, Move Silently +6, Spellcraft +2, Spot +3; Improved Initiative, Combat Casting, Stealthy

Possessions: +1 Ring of Protection, small dagger, light crossbow, crossbow bolts (10), wand of magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points).

Spells Known (6/7/5; base DC = 14 + spell level): 0—*Acid Splash*, *Detect Magic*, *Light*, *Mage Hand*, *Message*, *Read Magic*, 1st—*Charm Person*, ~~*Mage Armor*~~, *Magic Missile*, *Ray of Enfeeblement* 2nd—*Scorching Ray*, ~~*Invisibility*~~.

Note: Spells marked with a ~~strikethrough~~ have been pre-cast.

APL8 (EL 10)

🐉 **Hengest Harisen:** Male Human Fgt7; CR 7; Medium human (Aerdi) HD 7d10+14, hp 50; Init +6; Spd 30 ft; AC 20 (touch 15, flat-footed 18), (+2 Dex, +6 chain shirt, +1 ring of protection); BA/G +7/+11, Atk +14 melee (1d8+8, 19-20x2, +2 longsword), Full Atk +14/+9 melee (1d8+8, 19-20x2, +2 longsword); AL LE, SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (weaponsmith)+4, Jump +8, Intimidate +10, Ride+6, Swim+6, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chainshirt +2, +1 Ring of Protection, small dagger, longsword +2, *Brooch of Shielding* (101 points), +2 chain shirt.

🐉 **Jeltrim Ors:** Male Human Fgt7; CR 7; Medium human (Aerdi) HD 7d10+10, hp 50; Init +8; Spd 30 ft; AC 20 (touch 16, flat-footed 16), (+4 Dex, +6 chain shirt); BA/G +7/+9, Atk +9 melee (1d8+2, 19-20x2, longsword), +16 ranged (1d8+6, +2 composite longbow (+2 Str)), Full Atk +9/+2 melee (1d8+2, 19-20x2, longsword), +16/+11 ranged (1d8+6, +2 composite longbow (+2 Str)); AL LE,

SV Fort +7, Ref +6, Will +3; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (bow making)+6, Jump +8, Ride+6, Spot +7, Swim+4, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow).

Possessions: +2 composite longbow, 20 arrows, 20 +2 arrows, small dagger, longsword, *Brooch of Shielding* (101 points), +2 chainshirt.

🔥 **Bergan Hoss:** Male Human Sor7; CR 7; Medium human (Aerdi); Medium humanoid HD 7d4+14, hp 29; Init +6; Spd 30 ft; AC17 (touch 17, flat-footed 15), (+2 Dex, +4 mage armor, +1 ring of protection); BA/G +3/+3, Atk +3 melee (1d4, 19-20x2, small dagger), Atk +5 ranged (1d8, 19-20x2, light crossbow), Full Atk +3 melee (1d4, 19-20x2, small dagger), Atk +5 ranged (1d8, 19-20x2, light crossbow); LE, SV Fort +4, Ref +4, Will +7; Str 11, Dex 14, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Bluff +8, Concentration +6, Hide +8, Knowledge (arcana) +2, Move Silently +6, Spellcraft +2, Spot +3; Improved Initiative, Combat Casting, Stealthy, Spell Focus (Evocation)

Possessions: +1 Ring of Protection, small dagger, light crossbow, crossbow bolts (10), wand of magic missiles 3d4+3 (8 charges), *Brooch of Shielding* (101 points).

Spells Known (6/7/7/5); base DC = 14 + spell level, +1 for Evocation spells): 0—*Acid Splash*, *Daze*, *Detect Magic*, *Light*, *Mage Hand*, *Message*, *Read Magic*; 1st—*Charm Person*, *Color Spray*, ~~*Mage Armor*~~, *Magic Missile*, *Ray of Enfeeblement* 2nd—*Ghoul Touch*, *Scorching Ray*, *Invisibility*, 3rd—~~*Displacement*~~, *Lightning Bolt*.

Note: Spells marked with a strikethrough have been pre-cast.

APL10 (EL 12)

🔥 **Hengest Harisen:** Male Human Fgt9; CR 9; Medium human (Aerdi) HD 9d10+18, hp 64; Init +6; Spd 30 ft; AC 22 (touch 13, flat-footed 20), (+2 Dex, +6 chain shirt, +3 ring of protection); BA/G +9/+13, Atk +16 melee (1d8+8, 17-20x2, +2 longsword), Full Atk +16/+11 melee (1d8+8, 17-20x2, +2 longsword); AL LE, SV Fort +8, Ref +5, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (weaponsmith)+4, Jump +8, Intimidate +13, Ride+9, Swim+6, Cleave, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chainshirt +2, +1 Ring of Protection, small dagger, longsword +2, *Brooch of Shielding* (101 points), +2 chain shirt, Ring of Evasion.

🔥 **Jeltrim Ors:** Male Human Fgt9; CR 9; Medium human (Aerdi) HD 9d10+18, hp 64; Init +8; Spd 30 ft; AC 20 (touch 14, flat-footed 16), (+4 Dex, +6 chain shirt); BA/G +9/11, Atk +11 melee (1d8+2, 19-20x2, longsword),

+18 ranged (1d8+6, +2 composite longbow (+2 Str), 19-20x3), Full Atk +11/+6 melee (1d8+2, 19-20x2, longsword), +18/+13 ranged (1d8+6, +2 composite longbow (+2 Str), 19-20x3); AL LE, SV Fort +8, Ref +7, Will +4; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (bow making)+10, Jump +8, Ride+6, Spot +7, Swim+4, Dodge, Improved Critical (composite longbow), Mobility, Point Blank Shot, Power Critical (composite longbow), Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow).

Possessions: Mighty +2 magical composite longbow, 20 arrows, 20 +2 arrows, small dagger, longsword, *Brooch of Shielding* (101 points), +2 chainshirt, ring of evasion.

Power Critical: page 103 *Complete Warrior*; this feat grants a +4 bonus to confirm a critical with one weapon.

🔥 **Bergan Hoss:** Male Human Sor9; CR 9; Medium human (Aerdi); Medium humanoid HD 9d4+16, hp 36; Init +6; Spd 30 ft; AC17 (touch 17, flat-footed 15), (+2 Dex, +4 mage armor, +1 ring of protection); BA/G +4/+4, Atk +4 melee (1d4, 19-20x2, small dagger), Atk +6 ranged (1d8, 19-20x2, light crossbow), Full Atk +4 melee (1d4, 19-20x2, small dagger), Atk +6 ranged (1d8, 19-20x2, light crossbow); LE, SV Fort +5, Ref +5, Will +8; Str 11, Dex 14, Con 14, Int 10, Wis 12, Cha 20.

Skills and Feats: Bluff +7, Concentration +6, Hide +9, Knowledge (arcana) +4, Move Silently +7, Spellcraft +2, Spot +3; Improved Initiative, Combat Casting, Stealthy, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Possessions: +1 Ring of Protection, small dagger, light crossbow, crossbow bolts (10), wand of magic missiles 4d4+4 (8 charges), *Brooch of Shielding* (101 points), cloak of charisma +2.

Spells Known (6/7/7/6/4); base DC = 15 + spell level, +2 for Evocation spells): 0—*Acid Splash*, *Daze*, *Detect Magic*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Read Magic*; 1st—*Charm Person*, *Color Spray*, ~~*Mage Armor*~~, *Magic Missile*, *Ray of Enfeeblement*; 2nd—*Ghoul Touch*, *Scorching Ray*, *Touch of Idiocy*, *Invisibility*; 3rd—~~*Dispel Magic*~~, ~~*Displacement*~~, *Lightning Bolt*, 4th—*Enervation*, *Shout*; 5th—*Cone of Cold*.

Note: Spells marked with a strikethrough have been pre-cast.

APL12 (EL 14)

🔥 **Hengest Harisen:** Male Human Fgt11; CR 11; Medium human (Aerdi) HD 11d10+33, hp 89; Init +6; Spd 30 ft; AC 22 (touch 13, flat-footed 20), (+2 Dex, +6 chain shirt, +3 ring of protection); BA/G +11/+15, Atk +19 melee (1d8+9, 17-20x2, +3 longsword), Full Atk +19/+14/+9 melee (1d8+9, 17-20x2, +3 longsword); AL LE, SV Fort +10, Ref +6, Will +5; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+10, Craft (weaponsmith)+6, Jump +8, Intimidate +14, Ride+9, Swim+8, Cleave, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Power

Critical (longsword), Spring Attack, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chainshirt +2, +1 Ring of Protection, small dagger, longsword +3, *Brooch of Shielding* (101 points), +2 chain shirt, Ring of Evasion.

Power Critical: *page 103 Complete Warrior*; this feat grants a +4 bonus to confirm a critical with one weapon.

☛ **Jeltrim Ors:** Male Human Fgt9/TOotBI2; CR 11; Medium human (Aerdi) HD 9d10+18 + 2d8+4, hp 76; Init +8; Spd 30 ft; AC 20 (touch 14, flat-footed 16), (+4 Dex, +6 chain shirt); BA/G +11/13, Atk +13 melee (1d8+2, 19-20x2, longsword), +23 ranged (1d8+7, +3 composite longbow (+2 Str) 19-20x3), Full Atk +13 melee (1d8+2, 19-20x2, longsword), +23/+18/+13 ranged (1d8+7, +3 composite longbow (+2 Str) 19-20x3); AL LE, SV Fort +8, Ref +10, Will +7; Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb+8, Craft (bow making)+10, Jump +8, Knowledge (Religion) +2, Ride+6, Spot +7, Swim+4, Dodge, Improved Critical (composite longbow), Mobility, Point Blank Shot, Power Critical, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow). SA: Ranged Precision, Close Combat Shot.

Possessions: Mighty +3 magical composite longbow, 20 arrows, 20 +2 arrows, small dagger, longsword, *Brooch of Shielding* (101 points), +2 chainshirt, ring of evasion.

Power Critical: *page 103 Complete Warrior*; this feat grants a +4 bonus to confirm a critical with one weapon.

The Order of the Bow Initiate: *pp 68-70 Complete Warrior*

1st level: **Ranged Precision (Ex):** As a standard action, an initiate may make a single attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a range precision attack, an initiate must be with 30 feet of his target. Initiates ranged precision attack only works if the subject is subject to a critical hit, and items that provide any form of protection against critical effect protect against the ranged precision effect. Unlike with a Rogues sneak attack, the initiates target does not need to be flat footed or denied its dexterity bonus.

2nd level: **Close Combat Shot (Ex):** An initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

☛ **Bergan Hoss:** Male Human Sor11; CR 11; Medium human (Aerdi); Medium humanoid HD 11d4+22, hp 44; Init +6; Spd 30 ft; AC19 (touch 19, flat-footed 17), (+2 Dex, +4 mage armor, +3 ring of protection); BA/G +5/+5, Atk +5 melee (1d4, 19-20x2, small dagger), Atk +7 ranged (1d8, 19-20x2, light crossbow), Full Atk +5 melee (1d4, 19-20x2, small dagger), Atk +7 ranged (1d8, 19-20x2, light crossbow); LE, SV Fort +5, Ref +5, Will 9; Str 11, Dex 14, Con 14, Int 10, Wis 12, Cha 21.

Skills and Feats: Bluff +8, Concentration +6, Hide +9, Knowledge (arcana) +4, Move Silently +8, Spellcraft +2, Spot +3; Improved Initiative, Combat Casting, Stealthy, Spell Focus (Evocation), Greater Spell Focus (Evocation).

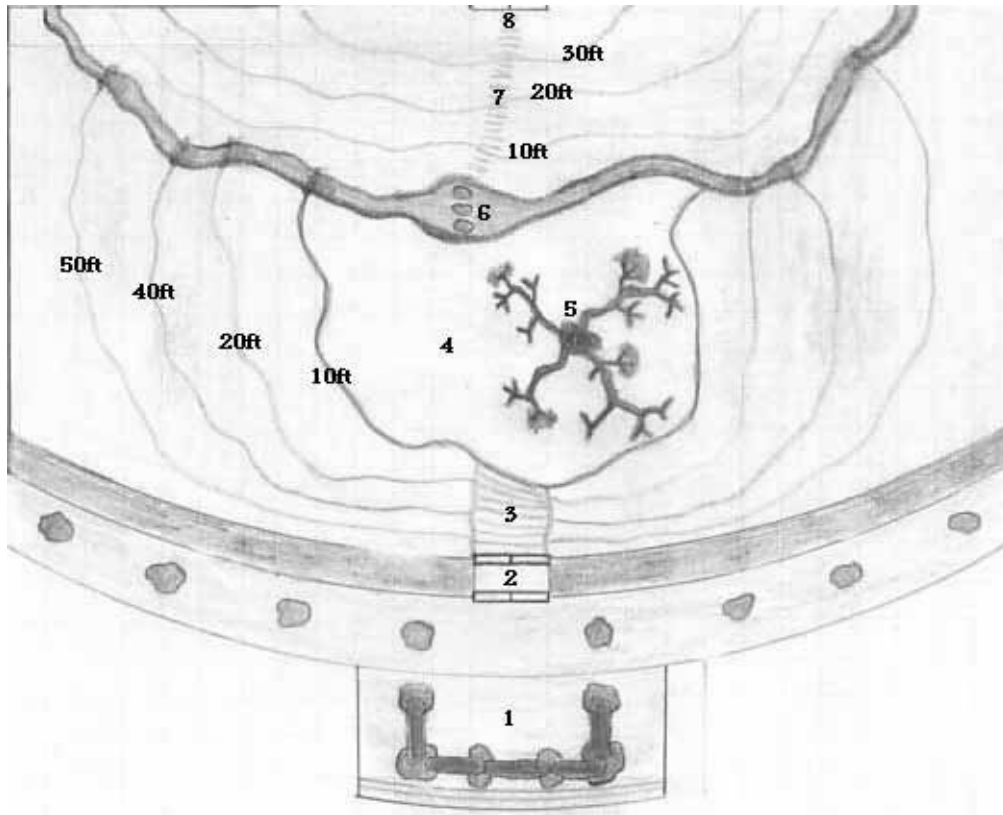
Possessions: +3 Ring of Protection, small dagger, light crossbow, crossbow bolts (10), wand of magic missiles 5d4+5 (8 charges), *Brooch of Shielding* (101 points), cloak of charisma +2.

Spells Known (6/7/7/7/5); base DC = 15 + spell level, +2 for Evocation spells): 0—*Acid Splash*, *Daze*, *Detect Magic*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Read Magic*; 1st—*Charm Person*, *Color Spray*, ~~*Mage Armor*~~, *Magic Missile*, *Ray of Enfeeblement*; 2nd—*Ghoul Touch*, *Scorching Ray*, *Touch of Idiocy*, ~~*Invisibility*~~, *Protection from arrows*; 3rd—*Dispel Magic*, ~~*Displacement*~~, *Keen Edge*, *Lightning Bolt*, 4th—*Enervation*, *Shout*, ~~*Stoneskin*~~; 5th—*Cone of Cold*, *Feeblemind*.

Note: Spells marked with a strikethrough have been pre-cast.

Appendix Two

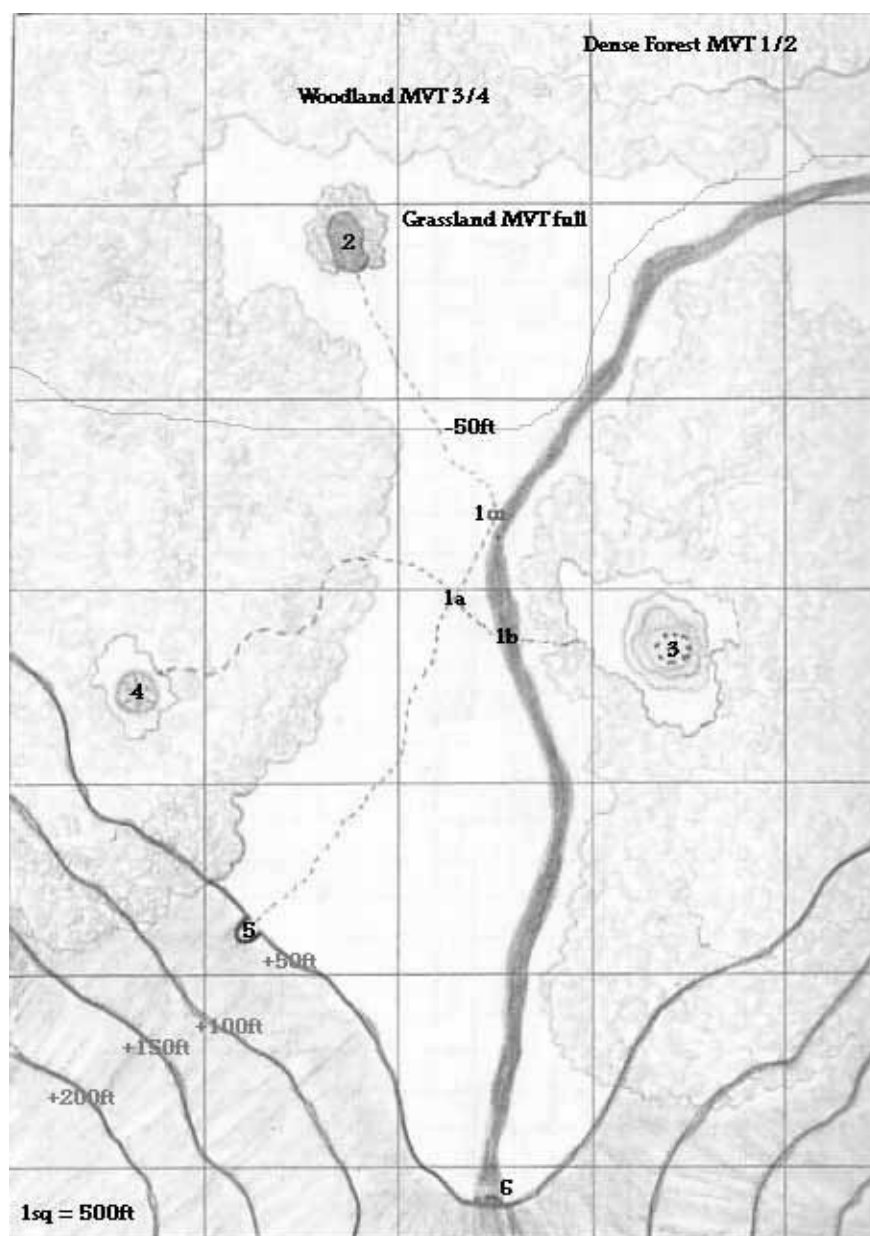
DM's Map of the Castle of Dian



1 sq = 10 ft

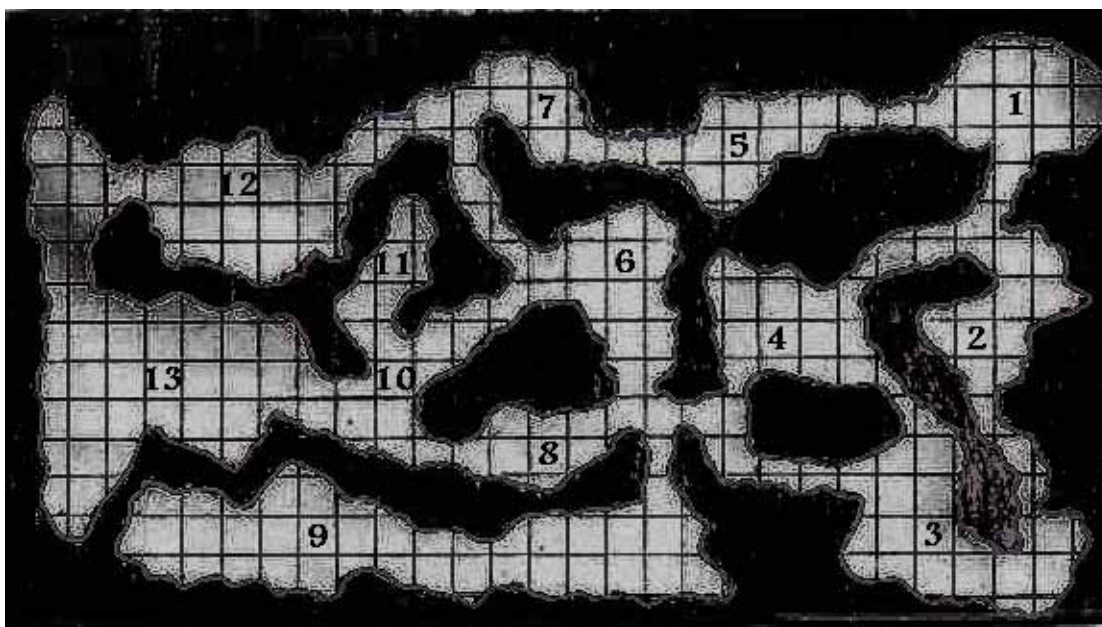
Appendix Three

DM's Map of Das Bruin's Veld



Appendix Four

DM's Map of Das Bruin's Den



Player Handout #1 (Presumes the PC has played “A Dark Gods Laughter”

Karenin Weisspeer is dead. Yes, one of the nation's great fears has been realised. Since his disappearance from the wreckage of the council chambers on Election Day it has been suspected that the Voormann had been slain. There were those who held hopes that this may not be, but such hopes have now been dashed.

Few of Perrenland's citizens know how Karenin died. Fewer still know why. You are amongst those few privy to the truth. You know that the Voormann was kidnapped by agents presumed to be loyal to Iuz in an attempt to turn his mind and ensnare his loyalty. The plan seems to have been to twist the Voormann's mind such that he would secretly become an agent working against the nation's interests. Thankfully, though, other powers appear to have felt opposed to such an insidious plot. Warnings were sent in the form of a shared dream now known as the Dark God's Laughter. Seen at the time as a curse, this disturbing dream was had by many and is still considered an ill omen by the populace. Once again you are amongst the very few to know that the Dark God's Laughter was more likely a blessing, for it gave cryptic clues as to the means to locate Karenin. The Voormann's daughter, Hännè was the only person to have the full dream and it was she that led you on the search for her father, despite being pregnant.

As is so often the case events overtook you. Events of great import in the Yatils needed your attention and there always seemed to be some other thing that needed your immediate attention. Then, not so long ago, word arrived from the Mounds of Dawn that the Keiper wished to meet you urgently. Spurred on by Kárla Hüssen, the stern matriarch of Clan Hüssen, who had become your patroness, you made your way into those dangerous hills again. There the lizardman druid presented you with a dire gift – the body of Voormann Karenin. The Keiper had searched hard for the nation's leader and after some time had discovered the magically preserved body in an unknown corner of the Mounds of Dawn. There could now be no doubt that the Voormann was indeed dead.

So it was that only a few days ago you found yourself part of an impromptu honour guard escorting the Voormann to Schwartzbruin so that he might be properly honoured. Your suspicion, soon to be proven, was that Karenin might not wish to come back from the dead. Indeed, when you presented the Voormann's corpse to the Old Kerk it was pronounced by Reanulf Solcarde, the Hetshoolmann, that Karenin could not be raised from the dead.

Though he was scorned on occasion, the Voormann would have no doubt been gratified by the outpouring of grief and respect that was displayed at the honour service held for him in Schwartzbruin. That done, the body was taken by his family and escorted to his home in Krestible, there to be interred with the remains of his ancestors.

In the meantime the Untervoormann, Orgus Bildgear, was declared as the official successor to Karenin and raised to the status of Voormann by order of the Council in accordance with Perrenese law. So the stewardship of the realm passes from a son of the Weisspeers and a Roodberg steps forward to lead the nation in what increasingly seems a time of growing trouble.

You, however, have other matters to consider. In killing Karenin Weisspeer have you done the country a service and sent his soul to a place of rest, or were you too hasty and merely the perpetrators of the unforgivable crime of regicide?

Player Handout #2

Letter from Hasten Weisspeer

My friend,

I hope this letter finds you in good health and with success in your ventures. You have my gratitude for your assistance to me, my family and my clan. Few things in this world are reliable, though it appears that your steadfast honour and bravery may be counted as such.

Once again, it seems, I must impose upon your good nature and make a request of you, though I am already deeply in your debt. There are few, however, whom I feel I can trust enough or rely on to tend to the task I request you perform. It is a matter of grave importance and urgency, and the welfare of the nation may hinge upon it.

As you know, I concern myself with matters beyond that which concerns Clan Weisspeer, for I am a Perrender and owe loyalty to my nation as well as my family. Because of this I keep a close watch on that which may damage our realm, for to be prepared is vital in the defense of that held important. Sources that I trust have notified me of events that disturb me terribly.

Information has come to hand indicating that the new Voormann, Orgus Bildgear, may be no friend of Perrenland. Indeed, he may be working secretly to bring our proud nation low. It has been discovered that he is engaging in a liaison with a minion of that dread lord, Iuz. This can only be with the intent to cause harm to Perrenland. Further, I have learned that Voormann Bildgear seems to have displayed a disturbing interest in an item of some importance to the city of Schwartzenuin, the Girdle of Dian. It is my belief that Orgus Bildgear, with the aid of his Iuzian acquaintance, intends to steal or destroy the Girdle. The symbolic value of the Girdle of Dian to Schwartzenuin cannot be overstated, and it must be protected if at all possible.

I ask that you recover the Girdle from its hiding place and take it safely from the grasp of Orgus Bildgear. Be wary of the defenses that protect the Girdle and hide it, for they may be formidable. If you bring it, unbeknownst to prying eyes, to the Three Pikes Inn in Clatsburg – the innkeeper's wife is a trusted friend of mine – I will arrange for its safe transportation to the realm of Kershane, from whence it originated and where reliable folk know best how to protect it further.

Seek out a druid by the name of Jan Apfel, who may be found in the Vriehart Grove a few short miles southwest of Schwartzenuin City. With his aid you will be able to avoid many of the obstacles that may block your path to the Girdle. His manner is rough but he is a stout-hearted and loyal fellow, though given to easy talk when drinking. Thus I urge that you tell him only that you seek the Girdle and that it is I who has asked this. That will be enough to secure his assistance.

If you see fit to perform this duty for the nation then you must be wary. If Orgus Bildgear is indeed a traitor of the highest order then there is no telling whom he may have suborned, wittingly or not. Likewise there are virtuous folk whose loyalty outweighs their good sense, and as such might be driven to oppose you through misguided duty to a man rather than an office. I trust you understand my meaning.

To be fair, it may be that the Voormann himself has been misled and his motives decent. This is another reason to keep your actions subtle and speak as little of this as possible. For if Bildgear is innocent of wrong-doing and has been duped then to accuse him without proof would be unjust. Best to be circumspect and avoid such if we can.

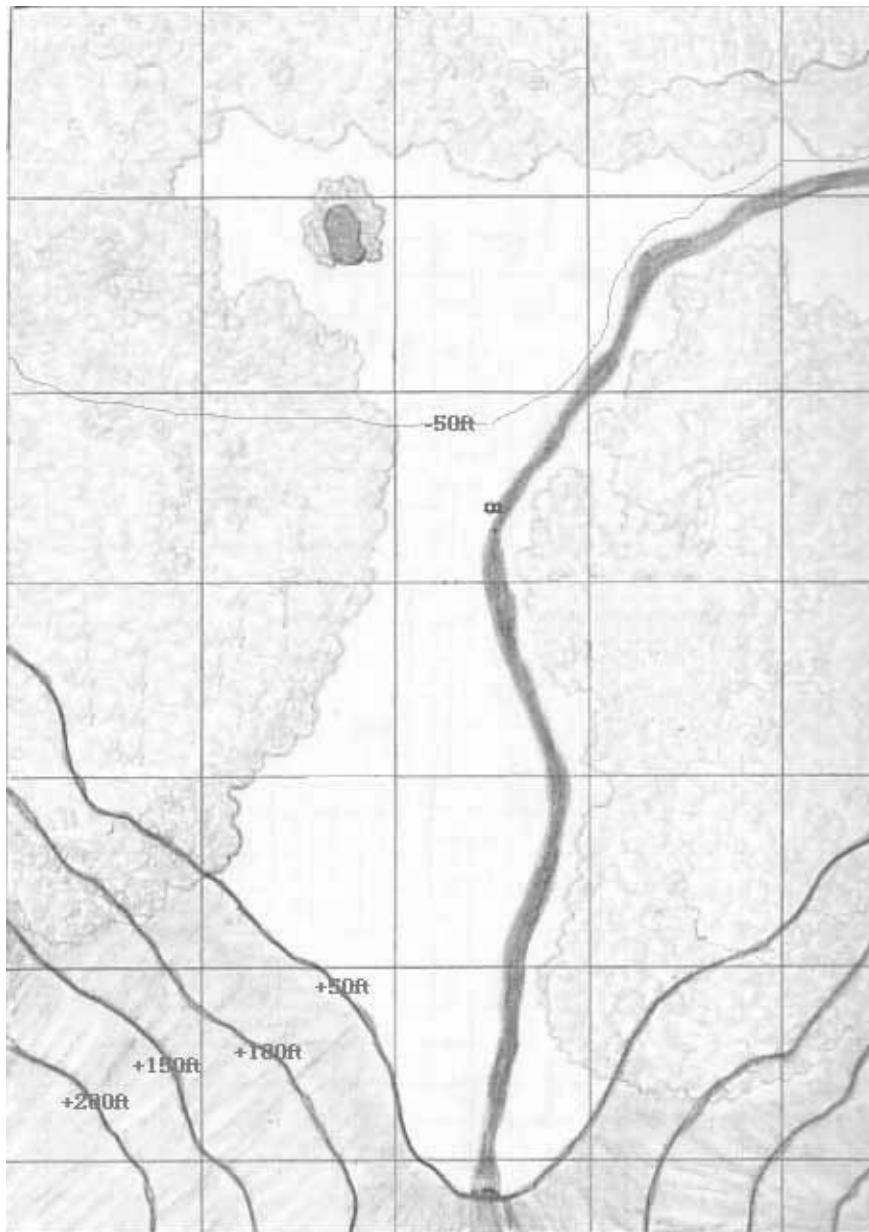
My friend, I beseech you to assist me in this manner, for there are few I can turn to for whom I hold such respect and trust. Though duplicity fills me with distaste, I think it best that you destroy this missive once you have read it and memorized its contents. Were it to fall into the hands of our nation's enemies then we may all be lost. Care is needed.

I pray that my trust in you is not unfounded, and I suspect it is not. If you are willing to undertake this task, tell the bearer of the message simply that the reply is 'yes'. No more need be said.

May Allitur bless you,

Hasten Weisspeer

Player Handout #3
Map of Das Bruin's Veld



Critical Events Summary (Do not read out to players)

Did the PCs take the fake Girdle to the Rendezvous?	Y	N
Did the PCs take the real Girdle to the Rendezvous?	Y	N
Does the Eldritch Knight still guard the Girdle?	Y	N
Did the PCs kill Das Schwartzenbruin?	Y	N
Did the PCs capture any of the Assassins from encounter 6?	Y	N
Were any of the PCs killed within the DasBruinsDen? If so who?	Y	N
Did the PCs save Arnhof and deliver him to Bildgear?	Y	N
Did the PCs now feel that Hasten Weisspeer may be/or is a traitor?	Y	N
Did the PCs damage the LundOak in any way? (If so, please describe)	Y	N

Please feel free to offer any constructive comments or additional details of your experience DMing this scenario.

*Please email these results to patjeni@nor.com.au before December 2004.