

PER4-09

# One Jên Too Many

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure

Version 1.0

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Once every four years, Krestible plays host to Das Grünfest ("The Green Festival"). Along with the usual performers, a popular new bard from Schwartzenbruin has been booked. But, evil forces are at work to prevent his performance. On the other hand, perhaps the screaming fans have their own performance in mind? Fame, glory and superstardom await those with the will and luck to succeed on the stage of life and you are bodyguards to a star. A Perrenland regional adventure for APLs 2-8.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 being 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 grey 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. Those PCs with the Mounted Combat feat do not include their first ridden mount (as though it were an animal

	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

companion). 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.

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 1<sup>st</sup>-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 1<sup>st</sup>-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 move-equivalent action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

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

## Adventure Background

For nearly a decade, Jên Mârison (pronounced “Yarn”) has been one of the leading bards of The Voice in Perrenland. Recently, however, a subtle war of skill has erupted between himself and a newcomer since last year, Jên Farmhand.

Jên Farmhand had his first big performance four years ago at Das Grünfest (at the same concert as Mârison), and now wants to be “the voice” of Perrenland.

Jên Farmhand misuses his position as an entertainer to improperly influence impressionable young women. As a natural consequence of this, he has angered a number of parents, and they should be out for his blood. But he has used his influence and Bardic abilities to avoid taking responsibility for any of this. The problem is, to many of the young lasses, one Jên sounds much like another, and Jên Mârison is about to be in the wrong place at the wrong time.

Jên Farmhand has also been a little too clever for his own good. He has taken to lampooning the gods – especially those of the Old Kerk. As a result of this, divine healing at any level greater than *cure light wounds* does not work on him. He has an illness that causes him to become fatigued very easily. While a *heal* spell would solve the problem, it's not going to happen due to his indiscretions. As a result, Jên Farmhand depends on alchemical means to get him through his performances without passing out. In effect, he purchases a mundane, alchemical version of a *potion of bear's endurance*.

As the adventure begins, the PCs are escorting a doppelganger that looks like Jên Mârison to Das Grünfest for this year's concert. The real Mârison has gone to visit his sick mother in Exag and won't be appearing in this scenario. Neither the PCs nor the Mârison doppelganger know anything about Farmhand's behaviour and they are all in for a surprise. It could well be a double surprise for the PCs as they are almost certainly not aware of the doppelganger.

For several reasons, Jên Farmhand has also sent a doppelganger in his place. He will stay at the Hüssen clan huis in Krestible until it is time for him to perform. This is a lucky choice on his part, as his doppelganger is going to be a casualty of the events.

## Adventure Summary

This adventure begins with the PCs acting as bodyguards to Jên Mârison, a well-known bard of Perrenland. They need to get Jên from Schwartzenbruin to Krestible.

Along the way several things will, or might, happen.

In **Encounter 1**, the PCs stop at the village of Skillet for a night's rest. They may choose to participate in the

local sport (drinking) and may even be able to break the record. Note: this may be skipped if there is a time limit.

In **Encounter 2**, the party meets a band of voracious beetles and it's a case of kill or be eaten.

In **Encounter 3**, the party arrives in Krestible and notes the huge crowd around the festival site - mainly young groupies. There is a picket line against the concert by angry parents, mostly mothers. It seems not ALL of Perrenland loves Jên. But, it's more complicated than that.

**Encounters 4 and 5** are opportunities for characterisation and skill checks to get some background information about what's going on. Encounter 4 is where the PCs find their accommodation for the night at The Silver Saddle Inn. Encounter 5 is an opportunity for them to talk to the locals and snoop around – Jên Farmhand and Jên Mârison are both in town and there is bad blood between them.

**Encounter 6** is the chance for the PCs to show their skill as negotiators as they convince a group of merchants to move their tents so that the concert can go ahead. They also get to meet Daisy, an NPC antagonist.

**Encounter 7** is a hint that all is not right, as heavies from The Mockingbirds try to “lean” on the PCs and Mârison to not perform. Mârison is having none of it and the PCs need to earn their keep.

**Encounter 8** is where the PCs find a dead Daisy, and the mystery deepens.

In **Encounter 9**, Jên Farmhand has sent an anonymous gift of a Girdle of Masculinity/Femininity to Jên Mârison with some dust to affect his performance. Depending on how the PCs react to this, it could apparently be the end of a brilliant career.

**Encounter 10** presents the PCs with a tough challenge. They may end up fighting a clone of one of themselves. There are a lot of empty potion vials in the room.

The PCs hopefully go to Jên Farmhand's room to interrogate him about the mysterious death of his manager, Daisy – and/or about his “gift” to Mârison. When they get in, they find a body face down on the bed surrounded by empty potion bottles.

Whoever attempts to closely examine the body finds themselves duplicated by a Mirror of Opposition and combat ensues. The mirror has already activated three times; once with Daisy, once with Jên Farmhand's doppelganger, and once with the housekeeping maid who ran shrieking from the room, pursued by her clone; this leaves one charge remaining for today.

You should get the basic stats and spell lists from each PC *at the start of the game*, in preparation for running this encounter. The best idea is to have all the players fill out initiative cards with the information you

may need on them. Don't tell them why you're asking for extra details than any other game.

**Encounter 11** is a short encounter where the PCs may investigate the unidentified potions and follow up the order from P. Feizer.

**Encounter 12** is the concert ... or is it? Whether or not Jên Mârison makes it to the performance is resolved here, as is what happens if Mârison doesn't make it.

In the **Conclusion**, the PCs get to ponder what to do with the information they have gathered on Mârison and Farmhand.

## Preparation For Play

You should get the basic stats and spell lists from each PC *at the start of the game*, in preparation for running Encounter 10. The best idea is to have all the players fill out initiative cards with the information you may need on them. Don't tell them why you're asking for extra details than any other game.

### Important DM's Note

At some stage, the PCs may decide to cast some form of divination magic. Unfortunately, there is a magical effect targeting all such spells within the borders of Perrenland. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

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

*Divination*: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

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

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

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

*Commune*: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

*Scrying and scrying, greater*: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka.

Instead of seeing what they thought they would see they instead see the following.

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

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

**APL 2**: *Summon monster II* (fiendish monstrous spider, medium).

**APL 4**: *Summon monster IV* (Howler).

**APL 6**: *Summon monster VI* (fiendish monstrous spider, huge).

**APL 8**: *Summon monster VII* (fiendish girallon).

**APL 10**: *Summon monster VIII* (vrock)

**APL 12**: *Summon monster IX* (hezrou)

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

*Contact other plane*: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

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

## Introduction

*It is late autumn, and harvest has just begun. You are in Schwartzenbruin and have been invited to a meeting with Jên Mârison, a bard of the Voice. Such folk don't often mix with adventurers, so it should be interesting to see what this is all about. You don't have long to wait as the star of stage and camp greets you*

*"Hello. I am Jên Mârison, bard of The Voice. I need to get to Krestible for Das Grünfest and my regular crew have all been taken ill. I need some folk with a bit of trail savvy, lest we meet any wandering monsters. I also need some people who can help with the wagon and setting up and pulling down the equipment for my concert. Does this sound like you? I can't pay you much – but I can cover your day-to-day expenses and if we DO meet any bad guys, whatever they have on them is yours. Deal?"*

The PCs either take the job, or the scenario is over. And yes, Jên is offering to pay their lifestyle costs, so this scenario has free STANDARD lifestyle. Anything more still needs to be paid for.

## All APLs

☞ **Jên Mârison's Doppelganger:** hp 31; see *Appendix One*.

The PCs can see through the disguise with a DC 33 Spot Check (Mârison co-operated with the disguise), or a *true seeing* spell.

Killing Jên will be counterproductive, as it will be a very short adventure. Jên himself is off entertaining an elderly lady friend (actually his mother, she's sick at the moment). If caught out, the doppelganger will be very embarrassed and explain:

*"Even a star needs a break every now and then. I do what I do, as it gives me purpose. Would you rather I was busy working for your enemies as a spy, instead? Even my kind need to make a living."*

*"If we could continue with this charade, the fans in Krestible won't know the difference. If anything, I'm still better at singing than that hack Farmhand."*

If he's attacked, Jên will fight defensively to protect himself, all the while calling on the PCs to stop. He won't attack back unless it becomes obvious the PCs won't back down, and even then the doppelganger will go for flight rather than fight.

**Development:** If the doppelganger (whose name is Jên – information he will share if anyone thinks to ask) is indeed discovered, and the PCs are willing to listen, he will explain to them about the "feud" between Jên Mârison and Jên Farmhand. It's more of a professional rivalry – Mârison is the established bard, and Farmhand is the up and comer, the pretender to the throne if you will. Mârison has no real animosity towards Farmhand, but isn't above a dirty trick or two to discredit his rival. As far as the doppelganger is aware, Farmhand is also in the dirty tricks game, but nothing more sinister than that.

## Encounter One Skilleted Again!

**DMs Note:** The village of Skillet can be skipped if you have a time limit.

*The autumn day is bright and sunny as you set out from Schwartzbruin; but the weather soon turns inclement and a light drizzle sets in. The day passes miserably and you are relieved to find the warm comfort of Helga Prith's Boarding House and "The Longtables" tavern in the village of Skillet. Skillet is famous for "skilleted", a particularly potent brew which has been the centrepiece in many a drinking competition over the years.*

👑 **Skillet** (small village); LN; Pop. 487 (Rosrijder 51, Hüssen 259, Weisspeer 31, other races/clans 146), 1000 gp limit.

If the players ask, the following things are happening/available:

- ☞ They are able to purchase a barrel of Skilleted to take with them. It costs 5 kleinmarks (sp) per gallon (or 30 marks per 60 gallon barrel). Every gallon drunk requires a DC13 Fort save (increased by +2 for each gallon previously drunk) or suffer 1d4 temporary Dex damage and 1d4 temporary Wis damage. The current record stands at 6 jugs (9 gallons) at "The Longtables" tavern (proprietor: Dom Perinong, (Human Flan Hüssen Com3)). At the Spotted Dog – Skillet's other tavern – the record is 8 jugs, jointly held by Bucktoof Fawkbump and Willem Roslerar.
- ☞ Bartrand Pimm (Oeridian Rosrijder Rog1/Exp4), steward of Ritter Ust VanDerberg's manor (from PER1-02 Chasing the Ox) is now drinking at "The Longtables" and has a distinct yellow hue to his skin. A Heal check (DC 10) shows him to be suffering from acute alcohol poisoning and liver failure and he will be dead within the year. To heal him would require a *regenerate* or *heal* spell due the advanced state of his condition.
- ☞ The stallion "Might Empower" has been producing exceptional offspring; the Hüssen entry in next year's Krestible Cup should be an excellent contender. (Note: PCs may wish to gamble on the cup in a future scenario but there is no in-game benefit in this scenario from this information)
- ☞ Lavinia Swerin (matriarch of the local Rosrijder sept) is now bedridden and her family has finally fragmented with her sons and cousins selling their land to the wealthier Hüssen clansmen of the town and moving to Krestible.
- ☞ Holy Sister Jana Roodhand of the Kerk (Oeridian Vossier Clr7) is rumoured to have been involved the political upheaval last year in the Kershane Pass. She apparently disgraced herself and has returned to tending the spiritual needs of Skillet. She has ONE Restoration spell and TWO Lesser Restoration spells

available for purchase (in case the PCs are disabled from the above activities) at standard prices.

## Encounter Two

### Call The Exterminators!

Read the following to the players when they are ready to move on:

*After an evening's fun and games you depart for Krestible late the next morning, possibly feeling the effects of a good night had by all. The sun is bright, and the Feronwold warm and inviting.*

Give the PCs Spot checks at this point determine the encounter distance:

Spot DC	Encounter Distance
6	60 feet
16	120 feet
26	240 feet

*Of to the right of the trail, you see several six-foot antlers poking through the barley crop. An area devoid of vegetation can be glimpsed behind the antlers, as a black carapace munches its way towards the road...and you! Jên looks worried.*

*"They are giant beetles! These creatures will destroy the local economy if they aren't stopped! Do you think we can spare a few minutes to convince them to go elsewhere?"*

#### APL 2 (EL 4)

🐞 **Giant Bombardier Beetle (2):** hp 16; 14. See *Monster Manual* page 284. Treat as two Juvenile Giant Stag Beetles for the PCs.

#### APL 4 (EL 6)

🐞 **Giant Bombardier Beetle (4):** hp 16; 14, 14, 13 see *Monster Manual* page 284. (Treat as 4 juvenile Giant Stag Beetles for the PCs).

#### APL 6 (EL 8)

🐞 **Giant Stag Beetle (4):** hp 52, 48, 45, 42; see *Monster Manual* page 285.

#### APL 8 (EL 10)

🐞 **Giant Stag Beetles (7):** hp 58, 55, 52, 50, 48, 45, 42; see *Monster Manual* page 285.

**Terrain:** Off the 15 foot wide highway is considered difficult terrain due to the 4-foot high grasses and grains, except for the eaten area to the rear of the vermin. The grasses also provide 20% concealment against missile fire (acting as an *Entropic Shield*, Player's Handbook, p.227).

**Tactics:** Being non-intelligent, the stag beetles will see the PCs as a threat and immediately charge. They will attack mounts in preference to PCs and will attack a PC who has hurt them over one who has not, if there is a choice to be made. Jên will only participate to save himself. The PCs are there to keep *him* safe, not the other way around. Also, he has limited Bardic abilities (though he can sing quite well), and anything he does might give away the secret.

**Loot:** After the combat, a DC10 Spot check shows a half eaten satchel lying in the ditch with several vials poking through.

All APLs –loot (0 gp), coin-(0 gp), *potion of cure moderate wounds* [x4]-(25 gp).

## Encounter Three

### An Angry Crowd

*The evening light of Den Báken (The Beacon) of Krestible is a welcome sight after the last four days travel from Schwartzbruin (a ten day journey for bullock wagons).*

*Passing down the Rosban (Horse Road), you become aware of the noise of a crowd near the Auszug barracks. Turning a corner, you can see the Heftlingweid (Halfling Meadow).*

*A large crowd, made up mostly of middle-aged women, hold placards and chant slogans like "Jên has no Morris On!", "Lock up Jên!" and "Don't trust Jên with your daughters!". In the background, several workers are busy assembling a large stage as well as several festival tents.*

*Luckily, the crowd hasn't spotted Jên yet, thus keeping your options open ...*

The doppelganger Jên (travelling with the PCs) does not know what the protest is about. If the PCs go up and ask what the protest is about (*without* Jen in attendance), then the protesters (all women) will begin by saying the following:

*"Jên Marison seduces our daughters with his music, and steals away men's wives! He is a blight upon the morality of Perrenland!"*

*One woman holds up a baby of about three months of age and yells: "Look at poor little Jênni! My daughter went to Jen Farmhand's last concert in*

*Nederboden, then she pined away to nothin' after giving birth to his illegitimate child! He won't even acknowledge it as his own!"*

The PCs will now probably figure that the women are protesting against *two* different Bardic performers – *both* called Jen! The PCs can make some Diplomacy or Gather Information checks to get more details from the women:

DC	Information
10	Jên Farmhand performed at a concert last year with his song "Maisie the Tavern Lady". He was an instant hit with the girls.
15	Jên Mârison still managed to retain his following last year, in spite of the competition.
20	Jên [ <i>last name is NOT specified</i> ] has reportedly broken a number of young ladies hearts over the years, but has never accepted responsibility for his actions.
25	Jên [ <i>last name is NOT specified</i> ] isn't above using his talent and abilities to get what he wants. He also uses those abilities to avoid taking responsibility for any consequences of his actions.
30	Jên Mârison isn't the bad guy here. It's Jên Farmhand who causes problems. Thing is, most of the young lasses can't tell which bard they fell for.

If the protesters are allowed to see Jên's doppelganger (no precautions taken at all), they will assault him and attempt to tar and feather him before running him out of town. It is possible for the PCs to calm the crowd. This will require a DC 20 Diplomacy check and a promise to stop any future performances. Potentially, magic or Bardic music could be used, but there are 20+ targets to affect.

### All APLs (EL 0)

♣ **Human Com1** (20): hp 3; AC 10, unarmed.

**Tactics:** If the crowd sees Jen's doppelganger, they will mob around and attempt to trip, grapple and pin Mârison (with a +0 bonus to all checks) so he can be run out of town.

**Development:** Should PCs look like using lethal force (drawing weapons, preparing spells) the players should be reminded that it is illegal to use such overwhelming force on common folk (Int check DC 5). Otherwise, have one of the crowd yell out: "You can't use/do that – the Auszug'll 'ave you!"

PCs using deadly force against the crowd will be guilty of assault and arrested at the first opportunity (1d4 minutes later) and their adventure ends here. Any actions they take are clearly visible from the barrack walls. If they successfully resist arrest, the PCs will be declared outlaws and will forever now pay 2 Time Units to play regional adventures with these characters. This should be noted in the Play Notes section of the current AR.

### All APLs (EL 10)

♣ **Auszug Patrol (8)**: hp 36 each; see *Appendix One*.

Those arrested will be jailed for 4 Time Units and must pay a Kopprijs of 150 marks per commoner assaulted with deadly force and 500 marks per commoner killed (if they fought the patrol, add 390 marks per Auszug assaulted and 1,300 marks per Auszug killed). If they are unable (or unwilling) to pay the Kopprijs, they will be exiled and outlawed (see above).

## Encounter Four The Silver Saddle

*With the angry mob avoided, you hear the first bell that denotes the Steilport (Steep Gate) is to be closed for the evening. Although they are rarely closed for real, the gate fee (1 cp) doubles after the second bell for the hours of night.*

*Hurrying up the Den Steil you pay your one-pfennig toll, receive a temporary pass for the equipment you're carrying, and then enter the city of Krestible itself.*

The gate guards do explain that without a pass, anyone within the city walls caught wearing medium or heavy armour or carrying more than a single melee weapon (other than daggers or tools) will be arrested and fined. The fine is 100 marks per offence (cumulate each separate occasion they are caught).

*Rooms have been arranged at Das Zilverzál (The Silver Saddle) on Gastenstrat (Street of Guests), and a good night's sleep is well deserved.*

*Before you can go much further, a plaintive cry is heard from the shadows of the gate. "Please, noble one. Can you spare 3 kleinmarks (sp) for a poor starving girl? Surely your generous heart does not wish me to starve?"*

♣ **Hetta Weisspeer**: Female OFb Rog1; LN; hp 7.



This is a 14-year-old waif called “Hetta”. She has deliberately dressed in poorer clothes (Disguise +5). Her speech uses flowery phrases, such as “noble and kind”, “brave sir”, etc. She officially has three siblings and a sick mother (although the family background changes depending on how much she can wheedle out of rich folk) and lives on Grijsteeg (H7, building 88). This is right next to Den Rotgat (building 83), which the PCs may have encountered, in PER3-02 Wild Goose Chase.

If the PCs give Hetta some silver, she will show willingness to run errands and messages around Krestible on their behalf for 1 kleinmark per message. If they give her gold, she will look on them as saints and follow them to the inn and around town, unless told to leave.

Do not overuse her; she is background, not plot.

**DMs Note:** The Silver Saddle Inn is building 506 on Gastenstrat, and is run by Henk Weisspeer.

If PCs ask Hetta the way to Zilverzál (The Silver Saddle Inn), she replies:

*“Oh, yes good sirs! I know the way! Follow me to the finest inn on Gastenstrat.”*

*She leads you south along the Wandlopen (Wall Walk) and then turns left onto Gastenstrat. In this early evening, there are several guesthouses and eateries plying their trades. The inn itself is a fine three-storey building with stables and a well-stocked kitchen.*

If they don't think to ask Hetta, they can eventually find the inn on their own. Either way (Hetta or not) read or paraphrase the following:

*After cleaning up and having a good meal, Jên calls you together for a quick meeting. “Tomorrow I need you to check that the crowd has dispersed, and to ensure that the road crew have set up the stage properly. There may be further disruptions and the next few days will be busy.”*

*Jên goes to walk away, but then turns back to you all. “Um ... You should probably try to find out what Jên Farmhand is up to as well. I'll leave that in your capable hands, shall I?”*

*And with that, he bids you goodnight and retires.*

## Encounter Five Children of the Night

If the PCs decide to head out after dark and investigate what's happening around town (or get background on the Jêns), there are many small pieces that can be put

together. Not all of them good, not all of them true. Many folk, especially the teenage girls, have trouble picking one Jên from the other. This section is optional.

If the PCs wait until the next day, you'll need to adjust all references to “day after tomorrow” to “tomorrow”, and the City Hall will be open.

***Heading out into the night, there are many taverns and entertainments to be had in this part of Krestible.***

Please use Appendix 2: “City of Krestible” for players wanting to wander around the city and investigate.

Each site visited, other than the Hall, will take 1d4+1 hours and allows a separate Gather Information check. Visiting the City Hall takes 30 minutes.

### City Hall (G3: Building 392)

Does not open until the following morning.

DC	Information
10	There are legitimate permits for the performances tomorrow.
15	Both Mârison and Farmhand have permits.
20	If the Jêns keeps pulling such large crowds to the festival, several councillors have proposed renaming the festival to “JênCon”.

### Den Rotgat (G8: Building 83)

DC	Information
5	That Mârison fellow don't hold with Farmhand, and that's fer sure.
10	Hoity-toity folks like them bards don't never come down here. But if you'd like to entertain us, you can have free drinks tonight.
15	There's bad blood between Mârison and Farmhand on account of they both like to play the field and they've been treading on each other's turf
20	Folks been sayin' some graf or somesuch is comin' to the concert day after tomorrow. Can't say as anyone knows who though
25	Don't know about them entertainer types, but there's a bunch of merchants fixing to set up shop on the plains tonight

### Weisspeer Plein (G3 – Weisspeer Plaza)

DC	Information
10	Some Hüssen bigwig is supposedly coming to the concert day after tomorrow. Can't think why, though.
15	That new bard, Jên Farmhand, he's a Hüssen! I don't trust Hüssens!

- 20 The Hüssen bigwig is none other than the Pfalzgraf herself – Karla Hüssen!
- 25 Jên Mârison doesn't care for Farmhand at all. That makes Mârison a good man in my book!

#### Zward Plein (E3 – Sword Plaza)

DC	Information
10	It's rough for the local youth when the bards are in town. All the locals swoon over people they don't even know.
15	Jên Mârison was a little too friendly with my sister at last year's festival. He hasn't acknowledged his actions though.
20	I don't know much about namby-pamby entertainers. Maybe you should try Den Rotgat!
25	Jên Farmhand was seen around Hüssen territory today. Maybe you should go ask there!

#### Hüssen Plein (F4 – Hüssen Plaza)

DC	Information
10	What are you riff raff doing here? Git! Before you get done in ... like that Jên Lennon fella a few years back! [ <i>He got a crossbow bolt in the chest at close range.</i> ]
15	There's been a lot more folk than usual coming and going in Hüssen territory these past couple of days ...
20	Jên Farmhand went to the Hüssen clan house earlier today and he hasn't come out!
25	It's been whispered that Karla Hüssen herself is coming to the concert at Das Grünfest on the day after tomorrow!
30	Karla is coming to Das Grünfest to sort out the issues between Jên Farmhand and Jên Mârison!

#### Den Groen (G4 – The Green & Kerk temple: Building 296)

DC	Information
10	The Kerk [ <i>the church</i> ] has no tenets about young men sowing their wild oats, but it seems these bards might <i>not</i> be using their natural charms ... in all cases ...
15	The druids are concerned about how much damage all those stamping feet are going to do to the grass of the parkland when the bards start to sing and the crowd dances along!
20	The two Jêns don't like each other at all, and it's more than professional rivalry. Their rivalry extends to the green fields of Perrenland's youth.
25	There's some talk of a magic potion that boosts a

DC	Information
	person's stamina, so they can do longer performances than normal. Maybe that's how these bards can play so much. For so long, to so many people!
30	Jên Farmhand appears to tire easily during each of his performances. Strangely, magical healing doesn't seem to work on him, so he takes some kind of new potion to avoid passing out on stage!

#### Zangerlaan (E7: Building 114)

DC	Information
10	Das Grünfest is our best time of all! We pick up a lot of new material, as well as new students, as a result
15	Jên Mârison and Jên Farmhand have an intense dislike of each other. Even though Mârison is a Weisspeer (or at least his mother was), and Farmhand is a Hussen, that does not explain the animosity between them. It's all about who's the "best bard in Perrenland" – a title both covet.
20	Mârison always stays at The Silver Saddle, and Farmhand usually stays at The Break Of Dawn (building 502). However, folks are saying that he's chosen to lodge at the Hussen Clan Huis this time ...he's been seen going in there ...
25	The Young Talent School used to be the place to train, but it has fallen into disrepute since Farmhand worked there.

Dawn is around 8am at this time of year, and the PCs likely will have started investigations at about 9pm the night before. Anyone working through the night will suffer the effects of fatigue unless they rest for at least 8 hours, have a *Ring of Sustenance*, or have some other means to not need rest. This is the most likely course of events, and the DM should adjust any penalties according to what the PCs actually did. A *lesser restoration* or similar spell will remove the effects of fatigue.

## Encounter Six Das Grünfest

*The next day dawns brightly, and after a hearty breakfast (as a halfling guest tucks into "second breakfast"), Jên comes down as well.*

*"I'm going to stay in today and practice for tomorrow's performance. If you could please check the venue and make sure everything is going according to plan, it would be appreciated."*

If the PCs show any reluctance to leave him alone:

*"I assure you, I'm perfectly safe from angry crowds here. Henk Weisspeer is a reliable host and doesn't brook any nonsense in his establishment."*

If this doesn't work, let them leave a bodyguard – that PC won't have a lot to do today.

*Heading back out of Steilport, an amazing sight greets your eyes. Overnight, a veritable city of tents and other temporary structures filled the plain from Heflingweid to the stockyards of Hondlaan!*

*Normally, this would be pleasant news; however they appear to have set up right in the middle of the field where the concert was planned! How are you going to get these gypsies to move?*

What the PCs *should* do here is negotiate. The traders can be persuaded to move closer together, leaving room for the concert, but it will take some work. Buying goods from the various vendors will make the negotiating easier (+1 modifier for every vendor where a small purchase is made, +3 if the purchase was of a major item), and good role-playing can give a modifier of +1 to +4 to the skill check. Eventually, a DC 20 Diplomacy check will be required to get the vendors to squash up enough that the concert can proceed.

If the PCs succeed at their task, give them a DC 10 Spot check to notice a human female watching them closely. This is Daisy, Jên Farmhand's manager and confidante. She will give the PCs an expressionless look and say:

*"So, perhaps we underestimated you. Not to worry, at least you've saved me some hard earned marks in getting this sorted."*

If the PCs fail to get the vendors to move, a human woman will approach the vendors and make an attempt at this herself. She is Daisy, Jên Farmhand's manager and confidante. She will succeed where the PCs have failed, and will then turn to them with a smirk

*"Seems Mârison is on the way out, if you're the best help he could find!"*

**DM's Note:** A Knowledge (local) DC 15, Bardic Knowledge DC 10, or a Perform check DC 15, will reveal that this person is Daisy, and that she is Jen Farmhand's personal concert manager. She will not introduce herself, but will not deny who she is if asked. If anyone asks "who are you" or similar, she will respond with answers like:

*"You should know who your competition is, you shouldn't need to ask."*

If any PC asks where she and Farmhand are staying, it requires a Gather Information check (DC 15), or a Diplomacy check (DC 15) for her to reply:

*"I'm staying at the Break Of Dawn tavern. Farmhand is lodging over at the Hussen Clan Huis."*

After a brief conversation, Daisy will excuse herself and move off. If anyone follows her, she goes to the Hüssen clan house and is admitted. She does not come out again today.

Stalls of note that have been setup around the grounds include:

- **Halflings from the International Cuckoo Clock Makers Guild.** These halflings manufacture marvellous clocks of almost arcane properties (treat as a Water Clock, but only weighs 10 lb). Being enterprising types, they are dressed in business suits and the halflings also have little mechanical snowstorm souvenirs for sale at 1 mark each. They have a plaque inside that reads "Das Grünfest". They also have "Das Grünfest" spoons for 5 kleinmarks each.
- **Lederhosen Lyre Dancers:** Performers of traditional folk dances. They carry large white hankies, multicoloured cloaks and wear cotton thigh stockings. They have lederhosen for sale (at 1 mark each). If purchased, the PCs are also offered first chance at the purchase of: *Harp of Charming*, and *Cape of the Mountebank*. Any members of the Voice of the Kerk will be aware they often have some Bardic items for sale without first purchasing lederhosen.
- **Seed Market:** From here, farmers can purchase new seed varieties and see samples of grown plants. These range from wheat and barley, to poppies and hemp. Anything that is a food crop, medicine crop or clothing crop is available for bulk purchase by the farmers. The farmers have the following items for sale – pouch of green tobacco, 1 mark; pouch of premium green tobacco, 5 marks; Ulaa fly traps in small terracotta pots, 2 marks; pot plants, 10 marks. They also have available a *Wand of Charm Animals*, which is extremely useful for those obstinate work animals.
- **Mysterious Monk's Magical Market:** There is a thick pink haze rising from the tent due to the incense that Mysterious Monk continuously burns.

Several rare items of interest to druids may be available for purchase. These items include: *Druid's Vestments* and *Staff of Swarming Insects*. Mysterious Monk travels around various fairs and carnivals in Perrenland, so he may turn up again. Anyone spending more than a few minutes in the tent must make a Fort Save (DC 10) or take 1 point of temporary Dexterity damage from the overpowering effects of the incense. Mysterious Monk seems to be immune to the worst effects of this (probably because he is a 12<sup>th</sup> level monk!). Monk also has all the Tools and Skill Kits and Clothing from Table 7-8 in the Player's Handbook.

- **Lady Lascivious' Love Philtres:** This fly-by-night sorceress reads palms, tells fortunes and sells several elixirs to her wealthier clientele. She has available an *Elixir of Love* and an *Elixir of Truth*. She will read fortunes for 1 Kleinmark per person, and can also cast *identify* if asked (for 50 gps).
- You can make up other vendors if you wish, but none of them has anything of importance to sell. Visiting stalls and buying items found in Table 7-8 of the Player's Handbook can assist in any PC Diplomacy check.

## Encounter Seven To Kill a Mockingbird

*As you make your way back towards The Silver Saddle, some leather clad women who look like they are spoiling for a fight step into your path.*

*"Da boss says you need to get out of town. Mårison's not playing this town no more. You beat it, or we beat you!"*

The PC's should be able to figure (INT check, DC 5) that Mårison is not interested in leaving without first performing, so a fight is the most likely outcome here. The terrain is congested (with many 20'x20' tents varying between 10 and 20 feet apart) and both sides face off at 15 feet apart.

### APL 2 (EL 3)

☛ **Mockingbird Thugs (3):** hp 14 each; see *Appendix One*.

### APL 4 (EL 5)

☛ **Mockingbird Thugs (3):** hp 22 each; see *Appendix One*.

### APL 6 (EL 7)

☛ **Mockingbird Thugs (4):** hp 38, 31, 28, 26; see *Appendix One*.

☛ **Eagle Companions (4):** hp 5 each; see *Appendix One*.

### APL 8 (EL 9)

☛ **Mockingbird Thugs (4):** hp 51, 46, 42, 38; see *Appendix One*.

☛ **Eagle Companions (4):** hp 15 each; see *Appendix One*.

**Tactics:** At APLs 2 and 4, the thugs just go full out to smash PC skulls – no finesse at all. At APL 6 & 8 the Mockingbird thugs will pre-cast *Shillelagh* before accosting the PCs; at APL 8 they will cast *bull's strength* in the first round of combat before raging. Below APL 8, raging happens when the thug drops below 50% hit points.

#### Loot:

APL 2–loot (115 gp), coin-(6 gp).

APL 4–loot (115 gp), coin-(6 gp), *hand of the mage* [x3]-(75 gp each).

APL 6–loot (100 gp), coin-(8 gp), *hand of the mage* [x4]-(75 gp each), +1 *leather armour* [x4]-(96 gp each).

APL 8–loot (100 gp), coin-(8 gp), *hand of the mage* [x4]-(75 gp each), +1 *leather armour* [x4]-(96 gp each), *amulet of natural armour* +1 [x4]-(166 gp each).

**Development:** What if the PCs capture one or more thugs?

The thugs received their orders via one of the street kid messengers. They were told to run Mårison and his crew out of town. They don't know anything else. If they want to track the messengers down, then a DC 20 Gather Information check reveals that: "a man in a black cloak from far away" gave them a Kleinmark to deliver the message.

Note that killing a prisoner is an evil act, and looting the armour from a living person is theft. Confiscating their weapons and cash is probably OK. Warn the players before they do it, but if the PCs do commit such acts, note it on their AR and send a message to the triad via [triad@rpga-apac.com](mailto:triad@rpga-apac.com)

## Encounter Eight Poor Dead Daisy

After the combat, get the PCs to make a DC 5 Spot check to notice this:

*You spot a slender foot poking out from an alley along Kreunenlaan. It has a high heeled shoe on it!*

Assuming they investigate:

*"It's the woman from the markets, Daisy [if they got that much information]. She has a pair of lederhosen around her neck.*

A DC 15 Heal check, will reveal that she was strangled.

The DM should proceed – deleting any information that the PCs have not discovered:

*This entertainment business is weird. How did you let yourself get talked into this job? At least this body isn't your problem – you can pass it on to the town gardt. But, who would want to murder a simple concert manager? There must be more going on than is readily apparent to a casual observer. Perhaps your current employer is in danger. Perhaps he is the perpetrator. You'd best hope not – his silver tongue would no doubt convince the Rechter (judge) that one of you did it as a crazed fan and that HE had nothing to do with it.*

**Development:** Should the PCs return to see Jen Mârison, go to **Encounter Nine**. Should the PCs wish to interview Jen Farmhand, or investigate his lodgings (at the Hussen Clan House), go to **Encounter Ten**. If PCs still haven't found out where Farmhand is staying, then they can pay a street urchin one gold piece to go find that information.

## Encounter Nine

### The Girdle In The Box

*Returning to the Zilverzál after a difficult day, you are noticed by Henk, the owner. He says: "Hey there! A messenger just delivered this from Schwartzbruin." He holds out a hatbox-sized parcel. "It's addressed to Jên, if you could take it up to him, I'd appreciate it!"*

Discretion dictates that the PCs will probably look inside the box and check out the contents. Let the players think of this! Don't suggest it! When a PC looks inside the box, read:

*Inside the box you find a beautifully bejewelled belt, engraved with horns and lyres! There is no note, but a single blood red rose glistens in the bottom of the box ...*

The inside of the box has been dusted with poison; opening the box carelessly (i.e. without a Search check or Disable Device check) triggers the trap!

### All APLs (EL 3)

➤ **Box of Inhaled Poison:** CR 3; mechanical; inhaled trigger (dust); manual reset; poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha + 1 permanent Cha); Search DC 20; Disable Device DC 20.

### All APLs

☛ **Cursed Item:** *Girdle of Masculinity/Femininity*; CR 6; *baleful polymorph* permanently changes the gender of the first person to put it on and fails the save to the opposite gender before losing all magical properties. A Fortitude save negates (DC 17). It can only be reversed by use of a *limited wish*, *wish*, *miracle*, or another *Girdle of Masculinity/Femininity*.

Moderate transmutation; CL 10<sup>th</sup>; Create Wondrous Item, *baleful polymorph*, *bestow curse*, *limited wish*; price 4,000 gp; weight 1 lb.

If the PCs simply take it up Marison without checking, then Jên will read the note and immediately try on the belt.

*Jên accepts the box and opens it. Inside is a bejewelled belt engraved with horns and lyres. Lifting the belt out, a single blood red rose falls from the box to the floor.*

*"Ah, it must be from one of my lady friends from last time. Perhaps I shall meet her later?"*

*Holding the belt up to the light, he waves to the flower.*

*"Be a doll and pop that in some water would you?"*

The first PC to stoop down to the flower will trigger the trap. Jên didn't trigger the trap as he was holding his breath in anticipation.

After the trap triggers, there will probably be more tests on the belt. Either way, if they let him, Jên will try on the belt. If no move is made to intercept him (note that he can be stopped at any time until he gets it around his waist):

*Jên moves to try on the belt. At first, it appears too small, but subtly stretches to fit around his waist. The morphing effect seems subtle but appears to continue until the beautiful belt is around the waist of... a female version of Jên! The suave baritone voice is now a surprised soprano voice! "What has happened to me? I can't go before my public like this!"*

*Farmhand must have sent the belt! I want him stopped. Please, go and get him and find out how to put me back like I was!"*

Unless the PCs have some way to reverse this effect, they'll have to come up with a reason why Jên can't perform (Sore throat is the obvious fallback if they can't think of a better idea), or perhaps take his place on the stage. It's not as bad as it might have been. The doppelganger can simply revert to type any time it wants, but it can't take Jên Mârison's form again until it sees him next. So, to break the curse would mean revealing its true nature!

**Development:** Should the PCs wish to interview Farmhand, or investigate his lodgings at the Hussen Clan House, go to **Encounter Ten**. Otherwise, if they wait for the concert: Go to **Encounter Twelve**.

## Encounter Ten The Twelfth Vial

**Important DMs Note:** This encounter involves a Mirror Of Opposition. The encounter must be run with the clone of the affected PC (created by the mirror) seeking its original in combat to the exclusion of all other PCs. This means the clone will pass up the chance to actively attack a nearby PC in order to attack their original. Unclooned PCs will likely get attacks of opportunity every round, and if they work out what's going on they can form a living barrier between the clone and the original, gaining attacks of opportunity every round unless the clone makes a very high Tumble check (how high is variable, depending on how the PCs line up). For clones that gain spellcasting, they will use targeted spells first, choosing their original as the target. Area effect spells are a last resort and, hopefully, the combat won't go long enough for them to be used by the clone.

### At The Hussen Clan House

The PCs will eventually go to Jên Farmhand's room at the Hussen Clan House to interrogate him about the mysterious death of his manager, Daisy – and/or about his "gift" to Mârison. With Daisy gone, even a simple ruse will get the PCs entry to the Hussen clan house, and then directed to Farmhand's room.

*Eventually, you arrive in front of the door to Jên Farmhand's bedroom. However, just as you get there, a terrible scream comes from inside the room!*

Ask the PCs what they do. The door is locked.

🗡 **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20.

Once the PCs have affected entry into the room, read the following (but note which PC was first through the door!):

*The scene before you is one of grim devastation! This sumptuous 15 ft by 20 ft bedchamber is covered in mirrors – three on each wall, and each with its own curtain. There is even an 8 ft circular mirror directly above the 4-poster bed! A broken lamp on the floor causes you to notice a gaudily clothed figure lying face down on the bed, its head covered in a drape, and surrounded by empty potion bottles!*

*A spreading red stain in the middle of its back, obvious against a puffy, white silk shirt, hints at what has happened in here. But you approached via the hallway ... and the window is still closed and intact ...*

The "important mirror" in this room is the one directly in front of the bed. This is a *Mirror of Opposition* – with one charge left in it!

Anyone seeing his or her reflection in this mirror is immediately *cloned*. The clone attacks to destroy its duplicate. Because of the many mirrors in this room, the first PCs to actually enter the room will be affected (unless the PCs somehow shatter all the mirrors before entering).

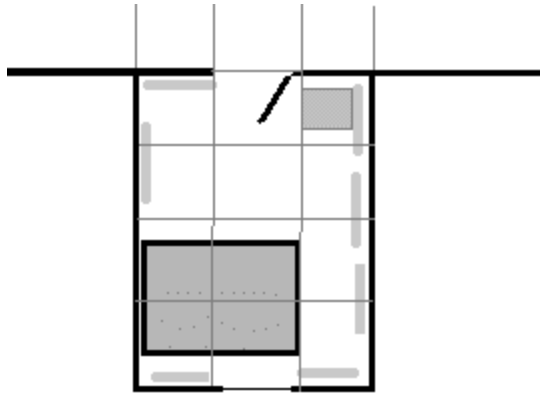
If possible, it is best to have full Initiative Cards completed by your players at the start of the scenario, otherwise ask to see their character sheets and make some quick notes (hp, AC, primary attacks, combat related feats, most powerful spells etc) and try to out-combat them. The player probably knows their character better than you, so do what you can.

Have the first (and only the first) PC to enter the room make a Spot check (DC 20). If they succeed, they spot something odd about the mirror directly in front of the bed, and they have the opportunity to do something about it. If that "something" involves looking directly at the mirror, then the effect goes off. If PCs can come up with a way to drape a blanket (or similar) over the mirror without triggering it, then they still get full xp for this encounter. Even doing this, leaves a 50% chance of taking a "peek" and setting it off.

The mirror is considered to be a trap with an EL equal to the APL of the table, since that's what will most likely be created if it gets triggered. Note that any plan to circumvent the mirror should be played out like a fight with a medusa, basilisk, bodak, or other such opponent. There is a 50% chance each round that they will

inadvertently look where they should not, and trigger the device!

It should take two or three rounds to cover the mirror – one to find a blanket, one to move over the bed to the mirror and one to drape the blanket. Again, if a party has a better idea that will work faster, reward them rather than trying to punish them. Remember, all the mirrors have curtains in front of them that can simply be drawn closed.



#### If The First PC To Enter Does So Without A Search For Traps:

Read the following to that PC:

*Stepping into the room, you see your reflection in all the mirrors around the room. Then you see one mirror, in particular the one in front of the bed, step to mirror you! And then you see your reflection step into the room itself! It appears that your own reflection now seems bent on destroying you!*

**Trap:** *Mirror of Opposition*; visual trigger; automatic reset (1 charge left); *clone* first person to see themselves; Search (DC 33); Disable Device (DC 33); hardness 1; hp 5; AC 5.

**Development:** The alignment of the mirror-clone is the exact opposite of the PCs alignment. If they have any alignment based abilities or items, the effects are reversed (eg: Holy enchantments become Unholy, ability to Turn/Cure becomes the ability to Rebuke/Inflict etc)

**Tactics:** See the DMs note at the start of the encounter.

The bed is considered difficult terrain (as it's unstable, and there's a body on it) and the silk drapes provide concealment (20% miss chance) until torn down or burnt (an attack action). Most PCs first reaction will be to destroy the mirror. When either the clone or the PC is defeated/killed, the clone vanishes with all its equipment immediately.

Remember that the clone will single-mindedly go after their original, and ignore all other PCs, other than to take any presented attacks of opportunity. This cannot be over-emphasised as to do otherwise will very possibly result in the total slaughter of the PCs. We want to scare them, not slaughter them.

**Treasure:** Without the command word, the mirror is a very dangerous item and thus will be worth very little to the PCs. If it survives combat, the Auszug will cover it up and nail it into a crate for "safekeeping" at a secure locale.

All APLs—loot (0 gp), coin (0 gp).

#### All APLs

☛ **Opposition Clone:** hp variable; see PC character sheets.

**Development:** After defeating the clone, the PCs will have time for more investigation.

*Turning the body over, you immediately recognize that it isn't Jên Farmhand. This creature has a grey, bulbous head, and large octopoid eyes. It appears to have a look of surprise on its face. This is odd for a totally expressionless face. But if this is a doppelganger, then where is the real Jên Farmhand?*

Further searching reveals the following details:

1. The doppelganger has been stabbed in the back. A Heal check (DC 15) pinpoints this as the cause of death. However, a DC 20 Heal check reveals that the wound matches the dagger at its belt, but there is no blood on the dagger.
2. There are eleven empty potion bottles scattered on the bed and bedside table. What they contained is unknown, but a Craft (alchemy) check (DC 15) identifies it as an alchemical variant on *bear's endurance*.
3. Inside the bedside drawers (Search DC 15) is an order for twelve potions from "P. Feizer, Alchemist To The Stars!".

## Encounter Eleven

The PCs don't know where P. Feizer's shop is, and they don't even know if it's in Krestible. They need to ask around, and doing so gives them the following information:

Gather Info DC	Information
5	Feizer? Sounds like a gnome to me!



- 10 There's an alchemist downtown that claims to be able to cure any ill.
- 15 P. Feizer? Look for the shop with the sign of a blue circle out the front!
- 20 Jên needs medical help for a "medical condition" that the clerics can't help with. Apparently, he's lampooned so many gods that none of them will allow any kind of major healing to work on him.
- 25 Feizer? He's been trying out some new potions that boost stamina. All the bards in the Flanaess are after some, it will mean they can perform longer and won't need as many support acts.

Should anyone wish to go to Feizer's shop, it is locked, boarded up, and there is a sign outside saying "Closed until Spring". There's nothing to be found here – Feizer has gone to the lowlands for winter.

## Encounter Twelve Time To Perform

If Jên Marison is still a male, and alive, read the following to the PCs once they have come to a dead end in their investigations. Paraphrase this if the PCs already *know* that Jen Marison is a doppelganger.

*And so the time has come for Jên Mârison to give his performance! After all that has gone on this last day, it's amazing he can perform at all, let alone do so in the professional manner you're being presented with.*

*Just as he is about to go on stage, in the privacy of his tent, Jen Marison reveals himself to also be a doppelganger! It seems that the original Jan Marison had to visit his sick mother and didn't want to disappoint his fans! The doppelganger thanks you all for protecting him, and gives you all free tickets to see the show.*

If Jên is either dead, or is a female, read the following:

*And so the time has come for Jên Mârison to give his performance. Jen (now a woman), takes you all aside and reveals the following: he/she is also a doppelganger! It seems that the original Jan Marison had to visit his sick mother and didn't want to disappoint his fans! The doppelganger thanks you all for protecting him/her ... but can't go on stage because of the effects of the girdle!*

*It is with some trepidation that those of you chosen for the task make your way onto the stage to*

*announce that Jên is "indisposed". The Master of Ceremonies has suggested that perhaps one of you might like to perform instead ...*

**DM's Note:** If any PC has the Perform skill, or is willing to make an untrained check, they may do so. It's not required, but perhaps the next Jên Farmhand or Jên Mârison is right there with you now. Adjust the next bit according to whether, and how well, the PCs substituted for Jên.

Perform DC	Result
Less than 5	Rotten fruit thrown at the performer(s). Gain much notoriety. This should be recorded in the Play Notes section of the PC's AR.
6-10	Boos and catcalls get the performer off stage quickly. Gain minor notoriety. This should be recorded in the Play Notes section of the PC's AR.
11-15	Polite applause. Right, who's next?
16-20	Applause and cheering. Gain minor recognition. This should be recorded in the Play Notes section of the PC's AR.
21+	Wild crowd scenes. Performer(s) win the bard competition. Gain major recognition. This should be recorded in the Play Notes section of the PC's AR.

## Conclusion

Read or paraphrase this finale once all performances are over.

*Having discovered that Jên Farmhand has medical problems, that both Jêns are not above taking advantage of their fame, and that both performers have been replaced by doppelgangers at Das Grünfest this year, it's up to you how you handle the information.*

*The real Jên Mârison has offers you some magical boots to keep your information about him a secret. A note from someone claiming to be the real Jên Farmhand offers you some magical boots to tell all you know about Mârison and destroy his reputation.*

*Neither performer mentions Farmhand's "affliction" or why it can't be cured by the clerics. Nor have you been able to find out why Daisy was murdered, or why The Mockingbirds attacked you in the marketplace.*



*Perhaps all will become clearer in the days, or weeks, to come ...*

All APLs—loot (0 gp), coin (0 gp), *boots of levitation* (625 gp).

## 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 role-playing) to each character.

### Encounter Two

Defeating the beetles:

APL2 120 xp; APL4 180 xp; APL6 240 xp;  
APL8 300 xp.

### Encounter Seven

Defeating the Mockingbird thugs:

APL2 90 xp; APL4 150 xp; APL6 210 xp;  
APL8 270 xp.

### Encounter Nine

Disabling the trap on the box:

All APLs 90 xp.

### Encounter Ten

If the Mirror clones, use the level of the PC cloned by the *Mirror of Opposition* and refer to the chart below:

Level	XP	Level	XP
1	30	6	180
2	60	7	210
3	90	8	240
4	120	9	270
5	150	10	300

OR

Disabling the mirror **before** any clones appear:

APL2 60 xp; APL4 120 xp; APL6 180 xp;  
APL8 240 xp.

Note: The xp for this encounter can vary depending on the level of the PC who gets cloned. It is possible; if the cloned PC is “playing down” that a group could earn more xp for this scenario than is allowed. Under **NO** circumstance can a PC be awarded more xp than the maximum allowed for the APL they are playing. It is also possible the encounter will earn less xp than listed. In

this case, the PCs faced a weaker opponent and they don’t get the maximum xp for the scenario.

### Story Award

Objective(s) met:

Getting Jên Mârison to the performance in Encounter 12, OR coming up with a plausible excuse why he won’t be there OR gaining the recognition of the crowd:

APL2 90 xp; APL4 135 xp; APL6 180 xp;  
APL8 225 xp.

### Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;  
APL8 1125 xp.

## Treasure Summary

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

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

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

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

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

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter Two:

All APLs L: 0 gp; C: 0 gp; M: 100 gp

#### Encounter Seven:

APL 2: L: 115 gp; C: 6 gp; M: 0 gp

APL 4: L: 115 gp; C: 6 gp; M: 225 gp

APL 6: L: 100 gp; C: 8 gp; M: 684 gp

APL 8: L: 100 gp; C: 8 gp; M: 1348 gp

#### Conclusion:

All APLs: L: 0 gp; C: 0 gp; M: 625 gp

#### Total Possible Treasure

APL 2: L: 115 gp; C: 6 gp; M: 725 gp - Total: 450 gp

APL 4: L: 115 gp; C: 6 gp; M: 950 gp - Total: 650 gp

APL 6: L: 100 gp; C: 8 gp; M: 1409 gp - Total: 900 gp

APL 8: L: 100 gp; C: 8 gp; M: 2073 gp - Total: 1300 gp

#### Special

##### Barrel of Skillet Ale

Skillet Ale is an extremely potent brew that costs 5 kleins (sp) per jug (or gallon). Every gallon drunk requires a DC13 Fortitude save (increase the save DC by +2 for each gallon previously drunk per day) or suffer 1d4 temporary Dex damage and 1d4 temporary Wis damage. Other than in the taverns of Skillet, it can only be purchased in 60 gallon barrels for 30 marks (gp).

##### Cuckoo Clock

You may purchase a mechanical cuckoo clock from the International Cuckoo Clock Makers Guild. Treat this as a Water Clock, but it only weighs 10 lb.

##### Outlawed From Perrenland

For the assault and murder of innocent people, and resisting arrest, you have been outlawed from Perrenland. All regional adventures will now cost you 2 Time Units to play (with the PC named on this AR).

##### Curse of Masculinity/Femininity

You have been cursed and are now a (male or female). This can only be reversed by use of a *limited wish*, *wish* or *miracle*.

#### Notoriety/Recognition

Your performance at the bard's performance has been noted – for better or for worse. You get the following penalty/bonus on all Charisma based checks involving Perrenland citizens for the next calendar year. Notoriety (-2), minor notoriety (-1), minor recognition (+1), major recognition (+4). Expiry date: \_\_\_\_\_

## Items for the Adventure Record

#### Item Access

APL 2:

Barrel of Skillet Ale (Regional, 30 gp, see above)

Cuckoo Clock (Adventure, 1000 gp, see above)

*Boots of Levitation* (Adventure, DMG)

*Elixir of Love* (Adventure, DMG)

*Elixir of Truth* (Adventure, DMG)

*Wand of Charm Animal* (Adventure, DMG)

APL 4: (All of APL 2 plus the following)

*Hand of the Mage* (Adventure, DMG)

*Pipes of Sounding* (Adventure, DMG)

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

*Harp of Charming* (Adventure, DMG)

*Druid's Vestments* (Regional, DMG)

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

*Cape of the Mountebank* (Adventure, DMG)

*Staff of Swarming Insects* (Regional, DMG)

## Appendix One

### Encounter One:

**Jên Mârison's Doppelganger:** Male Doppelganger Brd2; CR 5; Medium Monstrous Humanoid (Shapechanger); HD 4d8+2d6+6; hp 31; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BA/G +5/+7; Atk +7 melee (1d4+2 [19-20/x2], dagger) or +8 ranged (1d4+2 [19-20/x2], dagger); Full Atk +7 melee (1d4+2 [19-20/x2], dagger); Face/Reach 5 ft./5 ft.; SA Detect thoughts (Su); SQ Change shape (Su), immunity to *sleep* and charm effects, bardic music 2/day, bardic knowledge +4, countersong, *fascinate*, inspire courage +1, Immune to *detect thoughts*, *discern lies* and any attempt to magically discern his alignment; AL N; SV Fort +6, Ref +10, Will +8; Str 15, Dex 16, Con 12, Int 14, Wis 12, Cha 17.

**Skills and Feats:** Bluff +14\*, Diplomacy +9, Disguise +13\* (+15 acting), Intimidate +7, Listen +5, Perform: Singing +15, Sense Motive +8, Spot +5; Dodge, Great Fortitude, Skill Focus (Perform: Singing).

\* A doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

**Detect Thoughts (Su):** A doppelganger can continuously use *detect thoughts* as the spell (caster level 18<sup>th</sup>; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

**Change Shape (Su):** A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or spell-like ability reveals its natural form.

**Possessions:** dagger, *ring of mind shielding*, spell component pouch.

**Physical Description:** An almost exact duplicate of Jên Mârison (Disguise check of 35 due to Jên's co-operation).

**Spells Known** (3/1; base DC = 13 + spell level): 0—*dancing lights*, *know direction*, *lullaby*, *prestidigitation*; 1st—*cure light wounds*, *undetectable alignment*.

### Encounter Three: An Unwelcome Child

**Auszug Patrol (8):** Male Flan (Hüssen) Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 18 (+1 dex, +5 armor, +2 shield), touch 11, flat-footed 17; BA/G +4/+7; Atk +9 melee (1d10+5 [19-20/x2], mw bastard sword) or +6 ranged (1d6 [20/x3], mw shortbow); Full Atk +9 melee (1d10+5 [19-20/x2], mw bastard sword); Face/Reach 5 ft./5 ft.; AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Skills and Feats:** Handle Animal +2, Intimidate +6, Listen +5, Sense Motive +3, Spot +5; Alertness, Die Hard, Endurance, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword),

**Possessions:** mw bastard sword, mw chainmail, mw heavy steel shield, mw shortbow, 20 arrows, mw dagger.

### Encounter Seven: To Kill a Mockingbird

#### APL2 (3)

**Mockingbird Thug:** Female Oeridian Brb1; CR 1; Medium Humanoid (Human); HD 1d12+2; hp 14; Init +1; Spd 40 ft; AC 13 (+1 dex, +2 armor), touch 11, flat-footed 12; BA/G +1/+3; Atk +5 melee (1d6+3, mw quarterstaff) or +2 ranged (1d4+2, sling); Full Atk +5 melee (1d6+3, mw quarterstaff) or +2 ranged (1d4+2, sling); SQ Fast Movement, Illiteracy, Rage 1/day (7 rounds), Uncanny Dodge; Face/Reach 5 ft./5 ft.; AL CN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Handle Animal +1, Intimidate +3, Jump +8, Listen +5, Survival +5, Swim +6; Power Attack, Weapon Focus (Quarterstaff).

**Possessions:** mw quarterstaff, mw leather armor, sling, 10 bullets, 12 marks.

#### APL4 (3)

**Mockingbird Thug:** Female Oeridian Brb2; CR 2; Medium Humanoid (Human); HD 2d12+4; hp 22; Init +1; Spd 40 ft; AC 13 (+1 dex, +2 armor), touch 11, flat-footed 12; BA/G +2/+4; Atk +6 melee (1d6+3, mw quarterstaff) or +3 ranged (1d4+2, sling); Full Atk +6 melee (1d6+3, mw quarterstaff) or +3 ranged (1d4+2, sling); SQ Fast Movement, Illiteracy, Rage 1/day (7 rounds), Uncanny Dodge; Face/Reach 5 ft./5 ft.; AL CN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Handle Animal +4, Intimidate +4, Jump +8, Listen +5, Survival +6, Swim +6; Power Attack, Weapon Focus (Quarterstaff).

*Possessions:* mw quarterstaff, mw leather armor, *hand of the mage*, sling, 10 bullets, 12 marks.

#### APL6

**Mockingbird Thug (4):** Female Oeridian Brb2/Drd1; CR 3; Medium Humanoid (Human); HD 2d12+1d8+6; hp 28; Init +1; Spd 40 ft; AC 14 (+1 dex, +3 armor), touch 11, flat-footed 13; BA/G +2/+4; Atk +6 melee (1d6+3, mw quarterstaff) or +3 ranged (1d4+2, sling); Full Atk +6 melee (1d6+3, mw quarterstaff) or +3 ranged (1d4+2, sling); SQ Animal Companion, Fast Movement, Illiteracy, Nature Sense, Rage 1/day (7 rounds), Uncanny Dodge, Wild Empathy +2; Face/Reach 5 ft./5 ft.; AL CN; SV Fort +7, Ref +1, Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Concentration +6, Handle Animal +4, Intimidate +4, Jump +8, Listen +5, Spellcraft +1, Survival +8, Swim +6; Eschew Materials, Power Attack, Weapon Focus (Quarterstaff).

*Druid Spells Prepared* (3/2; save DC 11 + spell level): 0—*cure minor wounds*, *detect magic*, *Light*, 1—*cure light wounds*, *shillelagh*.

*Possessions:* mw quarterstaff, +1 leather armor, *hand of the mage*, sling, 10 bullets, 12 marks.

**Eagle Animal Companions (4):** CR n/a; Small Animal (Augmented Animal); HD 1d8+1; hp 5; Init +2; Spd 10 ft, Fly 80 ft (average); AC 14 (+1 size, +2 dex, +1 natural), touch 13, flat-footed 12; BA/G +0/-4; Atk +3 melee (1d4, talons); Full Atk +3/+3 melee (1d4, 2 talons) and -2 melee (1d4, bite); SQ Link, low-light vision, share spells; Face/Reach 5 ft./5 ft.; AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

*Skills and Feats:* Listen +2, Spot +14; Weapon Finesse.

*Tricks:* Attack x2, defend, down, guard, perform, seek.

#### APL8

**Mockingbird Thug (4):** Female Oeridian Brb2/Drd3; CR 5; Medium Humanoid (Human); HD 2d12+3d8+10; hp 41; Init +1; Spd 40 ft; AC 15 (+1 dex, +3 armor, +1 natural), touch 11, flat-footed 14; BA/G +4/+7; Atk +9 melee (1d6+4, mw quarterstaff) or +5 ranged (1d4+3, sling); Full Atk +9 melee (1d6+4, mw quarterstaff) or +5 ranged (1d4+3, sling); SQ Animal Companion, Fast Movement, Illiteracy, Nature Sense, Rage 1/day (7 rounds), Uncanny Dodge, Wild Empathy +4, Woodland Stride, Trackless Step; Face/Reach 5 ft./5 ft.; AL CN; SV Fort +8, Ref +2, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Concentration +9, Handle Animal +5, Intimidate +4, Jump +9, Listen +5, Spellcraft +6, Survival +9, Swim +7; Eschew Materials, Power Attack, Weapon Focus (Quarterstaff).

*Druid Spells Prepared* (4/3/1; save DC 11 + spell level): 0—*cure minor wounds*, *detect magic*, *light*, *mending*, 1—*cure light wounds*, *faerie fire*, *shillelagh*, 2—*bull's strength*.

*Possessions:* mw quarterstaff, +1 leather armor, *amulet of natural armor* +1, *hand of the mage*, sling, 10 bullets, 12 marks.

**Eagle Companions (4):** CR n/a; Small Animal (Augmented Animal); HD 3d8+3; hp 16; Init +2; Spd 10 ft, Fly 80 ft (average); AC 17 (+1 size, +3 dex, +2 natural), touch 14, flat-footed 14; BA/G +2/-2; Atk +6 melee (1d4, talons); Full Atk +6/+6 melee (1d4, 2 talons) and +1 melee (1d4, bite); SQ Evasion, link, low-light vision, share spells; Face/Reach 5 ft./5 ft.; AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6.

*Skills and Feats:* Listen +4, Spot +14; Hover, Weapon Finesse.

*Tricks:* Attack x2, defend, down, guard, perform x2, seek.

## Appendix Two

### The City of Krestible

*Full details of the peoples and places in Krestible can be downloaded from the Perrenland website.*

The city of Krestible was once a gathering place for local tribes to meet, coming to trade and deal upon a small plateau lying at the base of a line of craggy cliffs. Eventually a prominent clan leader came to make the place the home of his people and the area was named Krej's Table after him. In time the name evolved into Krestible, where a small town sprang up. Eventually the town became a city, and strong walls were put up to protect the residents. Then the population outgrew the walls and further expansion was made onto the lowlands below the plateau.

The city lies in three levels – the lowlands, the plateau and the Craggs. The upper city, built upon the plateau, is of predominantly quarried stone and slate construction and houses the older and richer citizens. The lower city, on the other hand, is mostly of baked brick construction. The lower city tends to be more boisterous and lively than the upper, though the folk upstairs know how to make a bit of noise when they want.

The typical Krestible house is a large building of two or more storeys, housing on average fifteen or so people. Often a single extended family lives in a residence, though some may house two unrelated groups on different levels. Residences almost always have a shop-front attached, as families tend to stick with their inherited trades.

The city's water comes from a number of subterranean springs, the biggest of which is Beory's Well. A number of well shafts have been dug down into these springs, and the city is yet to experience a shortage of water.

**Aldboomgroen (Old Tree Green) [G7]:** A single ancient tree, said to be planted centuries beforehand by a displaced elven emigré, stands proudly in this grassy square.

**Bakenstrat (Baker Street) [G3]:** Looking down this street from the square, a person may find an impressive view of the watchtower on the Craggs above.

**Beory's Well [H3; 386]:** A deep wide spring, said to be a gift of the goddess, lies in a depression at the base of the Craggs. A source of cold clear water, the well is known to be at least a hundred feet deep, though nobody has yet dared to plumb its depths. It would be considered an insult to Beory to do so.

**Bokban (Goat Road) [H6]:** The north-eastern end of town is where goatherds may find yards to hold their flocks before taking them to sale in the markets. Many pens lie along this road, which soon loops to the south-east and heads into the nearby hills.

**Den Báken (The Beacon) [J2]:** The city beacon, used as both a city monument and a navigation point. Its light can be seen for miles, even from the distant heights of the Yatils to the west.

**Den Groen (The Green) [G5]:** Lying behind the stately Old Kerk building is the city green, an open garden popular with mothers with young children, as well as residents seeking a relatively peaceful open space within the city walls.

**Den Kopenlophen (The Walk of Heads) [F4]:** The wide parade that leads from the gate to the main square is flanked by posts that display the heads of executed criminals and the like.

**Den Ras (The Race) [E3]:** This wide flat road is so named because of the popular foot race that occurs here at the start of summer, when sprinters compete for a sizeable purse in a quick dash from the wall to Den Rosplein.

**Den Rosplein (Horse Plaza) [F4]:** The great city square, home to public gatherings and the site of civic addresses and executions is a popular spot to meet or just watch the day go by. In the centre of Den Rosplein is a grand statue of the supposed founder and namesake of the city, Krej. There are four other prominent monuments in each corner of the square – none of which have been detailed. (I'm leaving that honour on a first in first served basis – one each, don't be greedy!)

**Den Rotgat (The Rotgut) [G8; Building 83]:** The Rotgut Tavern – a location from PER3-02 Wild Goose Chase.

**Den Steil (The Steep) [D5]:** The main path to the city gates slopes sharply upwards to the top of Krej's Table. Such is the incline that two large winches, each with a heavy rope, lie at the top of Den Steil to aid the hauling of particularly heavy wagons or carts. On rainy days the walk up Den Steil can be quite an arduous and risky task.

**Dodhelling (Slope of the Dead) [J6]:** Lying north of the city walls, this eastern slope of Krej's Table houses the subterranean burial tunnels where the city's dead are interred.

**Dwerghelling (Dwarf Slope) [I6]:** To the west of the Dodhelling, in the middle of the northern slope, is where a community of dwarfs have carved out an underground settlement – at once part of the city yet somehow also removed from it.

**Eistrat (Egg Street) [G2]:** At the start of each spring the clergy of the Old Kerk give the children of

the town brightly painted hard-boiled eggs, which are rolled along this street with great cheer – for one of the eggs is actually made of pure gold. This is a welcome gift to the lucky child and his or her family.

**Fjoersteeg (Fire Alley) [C4]:** This portion of the city was burned to the ground in 523CY and subsequently rebuilt. It was renamed to Fire Alley soon after.

**Fluisterensteeg (Whisper Alley) [H4]:** This part of the city is home to several wealthy and somewhat private families. The street takes its name from the residents' desire for their neighbourhood to remain quiet and as infrequently visited as possible.

**Gastenstrat (Street of Guests) [E4]:** Not far from the Hüssen clan house, this street has a number of lodging houses where visitors to the city can stay in comfort.

**Geelhuis (Yellow House) [B7; building 28]:** A sprawling building of interconnecting chambers housing some well-to-do urbanised halflings.

**Graslaan (Gras Lane) [B4]:** Backed by open fields, this street is often covered by grass when the westerly winds blow. Folk with allergies are advised to be absent during these times.

**Grijsteeg (Grey Alley) [H8]:** The westerly winds have taken the smoke from Roksteeg and blown it into this alley over the years, turning the walls of the houses a grim grey colour. This rough smelly area is the closest Krestible has to a slum quarter, with many poor families crammed into the buildings and suffering from the smoke of Roksteeg.

**Guldensteeg (Golden Alley) [E2]:** Home to some of the wealthiest folk in the city as well as the offices of merchant companies. There is indeed much gold to be found in this alley.

**Harbeg's Plein (Harbeg's Plaza) [I4]:** An impressive stone statue of the famous Weisspeer hero Harbeg is the most notable feature of this plaza of mostly private residences.

**Helftlingweid (Halfling Meadow) [C7]:** Lying north of the Auszug garrison is a meadow where the caravans of travelling folk usually camp when visiting Krestible.

**Hobnitzburg (Halfling Town) [B7]:** A village of more settled halflings who nevertheless enjoy visits from their travelling cousins who camp on the nearby meadow.

**Hondlaan (Dog Lane) [B3]:** This street is so called because cattle dogs are often tethered here – sometimes in large numbers – when not helping their masters manage the herds of cattle kept in the nearby stockyards.

**Hoogban (High Road) [F1-J2]:** This road leads up to the heights of the Crag and provides access to

the watchtower that looks over the city and on to the lowlands. At the end of the road is the ever-lit great beacon that can be seen for miles.

**Houtsteeg (Wood Alley) [C3]:** This alley is home to families who have for many generations made their living from wood crafts – carpenters, coopers, carvers and the like. In the middle of the alley stands a popular local tavern, the Hammer and Thumb.

**Hüssen Plein (Hüssen Plaza) [E4]:** This enclosed plaza is where the dignitaries of the Hüssen clan like to go about their dealings and business, as it lies in the shadow of the main city clan house.

**Kaarsteeg (Candle Alley) [E2]:** Running south of Guldensteeg is an alley where many folk of arcane talent have made their homes. The 'candles' that give the alley its name are actually numerous *continual flame* spells that make the alley at night a beautiful sight.

**Kerkstrat (Church Street) [H4]:** This long street that runs by the Old Kerk and Den Groen is home to numerous clergy and the lay folk who attend them.

**Kikkerlaan (Frog Lane) [I7]:** This narrow lane near the goat yards is fringed by grassy ditches that are often filled with water, and are home to many noisy little frogs.

**Koeban (Cow Road) [C3]:** This long stretch of road is part of the Krestingstrek and eventually leads on to Yatilskaad and the mountains.

**Koordsteeg (Rope Alley) [F6]:** Once upon a time a number of rope makers made this area their home. Now they have all left or found alternate trades. Nary a rope is now sold in Rope Alley.

**Koperstrat (Copper Street) [F8]:** Many folk who work in copper goods live and work on this road.

**Kreunenlaan (Lane of Groans) [D6]:** This lane that leads from Staalstrat to Den Steil is so called because of the groans from folk about to make the walk up the steep incline, as well as those from the drunks who stagger from the pair of taverns on the north side of the road.

**Langstrat (Long Street) [D6-H7]:** The main street of lower Krestible is called such because it is, well, long.

**Lederlaan (Leather Lane) [H7]:** This lane is home to a tannery, and thus its name.

**Maan Plein (Moon Plaza) [F5]:** This pretty little plaza off the main square is covered with decorative marble tiles engraved with moon motifs.

**Pelsteeg (Fur Alley) [B3]:** A popular destination with local hunters and trappers, who do good business with the folk of this alley, whose businesses predominantly deal with animal products in one way or another.

**Piepenstrat (Whistle Street) [F2]:** This road has been intermittently popular with streetwalkers who advertise their trade by whistling to gain the attention of prospective clients.

**Roksteeg (Smoke Alley) [F7]:** Much smelting of copper and other ores takes place in this alley, producing rather odorous smoke that is usually blown into neighbouring Grijsteeg.

**Rosban (Horse Road) [C7]:** The northern portion of the Krestingstrek eventually takes a traveller to Schwardzenbruin. Its local name comes from the many horse yards to be found clustered along this road north of the city.

**Sliklaan (Mud Lane) [F7]:** This newer road is not yet properly paved and gets very muddy and churned up when it rains. Local gangs of children love to engage in messy fights here, to the despair of their mothers.

**Smidlaan (Smith Lane) [C5]:** The large foundry on this road gives it its name.

**Staalstrat (Steel Street) [C5]:** The nearby Auszug garrison regularly parades up and down this street. The steel of their weapons is the reason this street is so named.

**Steilport (Steep Gate) [E5; building 267]:** The impressive gate, festooned with pennants and heads (of course) is a formidable barrier against enemy attacks. As there have been few such occurrences since the time of the Witch Queen, the great doors are almost always left open – though they are always guarded.

**Wandlopen (Wall Walk) [G3/G5]:** This looping road follows the inside of the walls and rings the upper city.

**Weisspeer Plein (Weisspeer Plaza) [G3]:** The Weisspeer clan dignitaries tend to keep their business within walls and use their plaza for clan folk to sit and ruminate, or perhaps watch a spot of equine dressage.

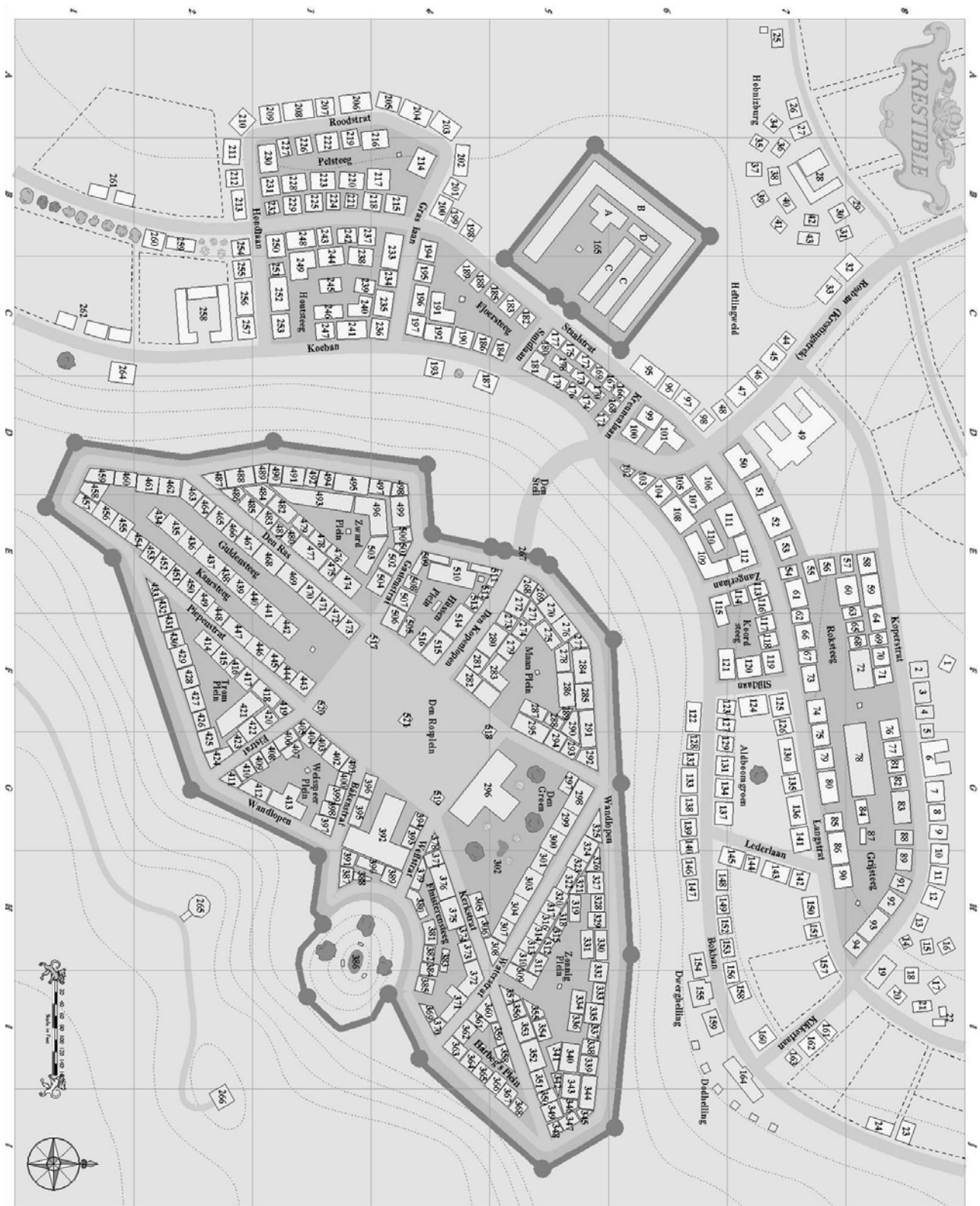
**Wellstrat (Well Street) [H4]:** This street leads to Beory's Well and affords a good vista of the beacon atop the Crag.

**Zangerlaan (Singers Lane) [E7]:** A family of bards have long been resident in this lane and make their living entertaining and teaching the scions of wealthier families how to sing.

**Zilverzál (Silver Saddle) [F4; building 506]:** A well-kept inn run by members of the Weisspeer clan, a location from The Voormann's Daughter.

**Zonnig Plein (Sun Plaza) [I5]:** This plaza is covered in yellow stone tiles that sparkle brilliantly in sunlight, particularly if it has recently rained.

**Zward Plein (Sword Plaza) [E3]:** This enclosed plaza lies outside the walls of a fencing academy of some renown, and is often used by students to practice their art.



Map by Mark Somers