

PER7-06

The Diadem of Kir-Russ

Part One

**A One-Round Dungeons and Dragons[®] Living Greyhawk[™]
Perrenland Regional Adventure**

Version 2.1

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From the Isle of Cli a mission sets out to discover the ancient weapon that can defeat the evil plaguing Perrenland for far too long. But with only a thousand year old instrument and a prophesy to go on, will this expectation prove to be true? Part one of a three-round Perrenland Regional adventure for APLs 2-14

Resources for this adventure [and the authors of those works] include Monster Manual III [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F. M. Kestrel, Rich Redman, Mathew Sernett, Chris Thomasson, P. Nathan Toomey], PER15-01 What Lies Beneath [Andrew Cowan, Adam Cowan, Richard Smart, Stephen Daniels, Martin Low], PER6-03 The Fate of the Lina Gersiten [James Dempsey], PER6-07 The Schwartzstadt Heresy Part 1 [Patrick Williamson], PER7-03 Discord's Harmony [Andrew Cowan], PER7-05 The Jasmine index [Patrick Williamson], Stormwrack [Richard Baker, Joseph D. Carriker, Jr., Jemmifer Clarke Wilkes]

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PLAYERS READ NO FURTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 and 1/6	0	0	0	1
	1/3 and 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
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the

Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

It all began in 594 CY, when the new Voormann, Orgus Bildgear, vowed to break the non-aggression pact with the Empire of Iuz and join the fight against evil. Now, this epic struggle is reaching its finale.

The Voorman's challenge to the Old One was soon matched with the simultaneous invasion of the armies of Iuz from the East, and from his daughter, Iggwilv, from within the heart of Perrenland. Moreover, the explosion of Mt Hellspaar augured in the magical winter of Hell's Gloom brought three years of war, death and famine that have nearly destroyed Perrenland. Combined, they nearly destroyed the country, at first, but little victories by bands of brave adventurers soon transformed into a great victory in the East and then at Riberlund in Nederboden, with the help of Oomkar Hus the chief servant of Nerull in the Quaglands. For a fleeting moment it looked as if the country had prevailed.

Yet one foe at least remained. Drelnza. Iggwilv's daughter, and sister of Iuz. Despite her army being small, Drelnza maintained a hold on significant parts of Nederboden. From this strategic position she began to reap the benefits the effects of the prolonged famine were having on the population. As families, and then villages, began to starve, old rivalries between sept and clans remerged and hatchets: rivalries thought buried since the time of Perren's unity were, now, uncovered. Perrenland strength, and its internal unity, became undermined. Nothing hurt this concept of unity more than a schism within the Old Kerk, which was manufactured by Drelnza.

From a humble and low key event in the town of Schwartzstadt, soon emerged a story that another evil hidden shrine existed within the Old Kerk and that Oomkar Hus was poised take power in the Quaglands through the Old Kerk. Circulated by Drelnza's quasit agents, and then by the folk themselves driven half made by her magical

diseases and the famine and the Schwartzestadt Heresy was born.

Here the Old Kerk did much of the work for her, and Drelnza could never have imagined that her ploy would gain such purchase. Soon, the Old Kerk was beginning to divide against itself and the folk, who for so long had been bound by common religious tradition, were presented with a choice. Most chose to remain within the tradition but others became heretics, and believed the worst of the stories.

Luckily for all, there remained some cool heads. Bertgris Udden and Karla Hussen the HetRechters (judges) of the land have remained determined and steadfast to the law and refused to exile the heretics as instructed. Bertgris Udden in particular feels in his heart that this is all a horrible manipulation of the situation by Drelnza and thus luz. He has commissioned adventurers to determine the truth of these matters. In particular he has caused the revelation of an ancient and secret group who have hidden the true identity of the hidden shrine, the Jasmine Index.

From this, a small but important group of stakeholders now know that the hidden shrine is that of the goddess of beauty and love: Myrhiss – long forgotten (and indeed suppressed) in the Quaglands. Furthermore, they know that the hidden shrine should be that if Kyuss, servitor power to Nerull, but that a great Lie has been manufactured and maintained for two ages of the world. This deception is so effective that Oomkar Hus and indeed the few followers of Kyuss left in the Quagland believe that what is actually the hidden shrine of Myrhiss is the hidden shrine of Kyuss. If Oomkar were to find out the pact that bind him to not grow the power of Nerull in the Quaglands would be broken. The only way this situation can be preserved and the great lie maintained is if the threat of Drelnza and her faction the Cult of the Fiend are removed from play.

As fate would have it, a weapon long prophesied may be close to discovery. The intelligent weapon, Boonbane, already a potent weapon, is but “one item of a set”. For its true power can only be used if its wielder has the Diadem of KirRuss upon their head. To this end, it has been revealed by the recently recovered Cli Lyre that the Diadem can be found on a mysterious island located in the centre of Lake Quag. When combined, these two items have the power to destroy the bloodline of Igg-Vuurz. Thus, luz, Iggwilv and Drelnza are all in fear of this event and seek to prevent it.

With the unity of Perrenland at break point, the Voormann critically ill, and civil war breaking out, the Cult of the Fiend is poised for victory. luz has begun to reinforce his sister's cause with more demons so that she can secure the Diadem and remove this threat to his person.

Enter the last hope of the nation: the expedition to recover the Diadem of Kir Russ!

ADVENTURE SUMMARY

Introduction

The adventure begins with the PC's journeying to the Isle of Cli, either by magic or mundane means.

PCs that use magic means arrive before their ship is ready for the journey and get a chance to learn some rumors before they set sail, where Hanne Weisspeer is entrusted to their care. PCs that arrive by ship do not arrive until just before encounter 1.

Encounter 1

As the PCs reach the docks a group of heretics try to stop the journey from taking place. During the confusion, the Cult of the Fiend make another attempt to capture Hanne and the lyre.

Encounter 2

As the ship sets sail, several minor incidents occur onboard ship. Another heretic is responsible but takes his actions too far, accidentally killing a crewman in the process. Calling out to an angel the creature appears, and heretic PCs may have to explain themselves.

Encounter 3

The ship's crew learns the true destination of the ship's journey – to enter a storm that no other ship has ever returned from. The PCs will need to speak up to prevent a mutiny.

Encounter 4

The ship encounters the full brunt of the storm, with the PCs lending a hand to deal with the dangers faced. During the storm, an elemental guardian attacks, attempting to finish them off.

Encounter 5

Beyond the storm a giant maelstrom draws the ship in, and only the greatest of sailors or mighty magic gives it a chance of escaping its grasp.

Encounter 6

As the ship sinks the PCs are rescued by a group of nixies, their leader offers to guide the PCs to the lost island and to look after the surviving ships crew.

Encounter 7 (optional)

This encounter only occurs if the ship escapes the maelstrom. The nixies visit the PCs and warn them about the ghost ships that patrol the island's

waters, and offer to show them a safer way below the water's depths.

Encounter 8

The nixie guide leads them through a frozen ship graveyard, where the remains of the ships that have succumbed to the maelstrom now lie. The undead guardians of the island guard this area too, but forewarned the PCs stand a chance of defeating some of them whilst avoiding the rest.

Encounter 9

The PCs finally reach the isle, and find a teleportation circle that will allow them to return to Cli if they want, and return back to the island when they are ready to continue the mission.

Conclusion

The beginning of the journey is over, but the remaining parts of the journey lay shrouded in mystery.

PREPARATION FOR PLAY

The Diadem of Kir-Russ Part 1 is the first part of the three part finale to the 'Nation Mocked' series.

It is recommended you have played PER 6-07 'The Schwartzstadt Heresy', PER 7-03 'Discords Harmony' and PER 7-05 'The Jasmine Index' before playing this adventure.

You should determine before play if any of the PCs speak Flan or Ur-Flan, possess Boonbane, have the Mark of HUS, are Fully Trusted by Hanne, declared themselves a Heretic to the angel Meneliant and have become a Keeper of the Great Lie.

- PCs who speak Flan or Ur-Flan can understand the Cli Lyre and Boonbane when they speak.
- Boonbane is a unique magic item from PER 5-02 (*Hell's Gloom*). Only one PC can possess Boonbane at a table: if more than one PC has Boonbane, they must choose who has Boonbane for this adventure. Strongly encourage the players to have only one PC with Boonbane at the table, as Boonbane changes significantly in this adventure series – but only for the PC who has Boonbane at the table. If no PC has Boonbane, Hanne Weisspeer has Boonbane.
- PCs who have declared themselves a heretic to Meneliant (PER 7-03 *Discords Harmony*) and are a Keeper of the Great Lie (PER 7-05 *The Jasmine Index*) face a choice to tell the angel the truth about the hidden shrine or keep it a secret from him (**Encounter 2**).
- PCs who have the Mark of HUS from PER 6-04 (*Death's Fury*) or PER 7-03 (*Discord's*

Harmony) are recognised as an ally by the defenders of the necropolis and not attacked directly unless they attack first (**Encounter 8**).

- Hanne's attitude to PCs who have the Fully Trusted by Hanne benefit from PER 7-05 (*The Jasmine Index*) is one step better than usual (for example, *friendly* instead of *indifferent*).

Throughout this adventure, the PCs are accompanied by Hanne Weisspeer, her daughter Karennie, the Cli Lyre, and Boonbane. All four are important to the plot of this adventure: however, please do what can to ensure that the NPCs aren't the central figures in this adventure. They're present to give the PCs advice and assistance, not to tell the PCs what to do and when.

When running the combats, note that the ELs for all combats assume Hanne is actively helping the PCs with (at a minimum) her bardic music, and by providing healing where necessary (-1 EL adjustment). Please note that Hanne is an active participant in the initiative order and that Hanne but not Karennie can die if the PCs are lax in their protection of her. Both are critical to the remaining parts of the finale (The Diadem of Kir-Russ part 2 and Part 3), but that the enemies of Perrenland want Hanne dead but Karennie alive. Thus in some encounters Hanne is the target of direct attack, although area effect attacks will not be targeted on her for fear of harming Karennie.

This adventure is part one of a three part finale to the second major regional plot arc, *A Nation Mocked*. When running this adventure, keep in mind that it's a finale: this should feel like a big event to the PCs, and build up to what will be major turning-point in what's happening to Perrenland (in part 3).

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

INTRODUCTION

Give the players **Player Handout 1**. If the players are relatively new to the Perrenland plotline, then give them plenty of time to read this, as well as ask any questions about "The Story So Far ..."

This adventure begins with the PCs separated or in small groups when they each receive a *Sending* cast by Bertgris Udden, HetRecher of Perrenland. Modify the read aloud text below for PCs living off the land.

It is a cold night spent at another once fine establishment of Perrenland, where another argument threatens to incite trouble among the

crowded interior. But it seems the crowd is finally tired of the fighting. They all seem burnt out and somewhat numb to the greater troubles affecting Perrenland at this time, resigned to a fate that seems dark and ominous this year.

It is with these somber thoughts pressing at your mind that a voice pierces through with a call to arms:

For PCs who know Bertgris Udden (from any previous A Nation Mocked adventures), read the following:

“It is time. The Lyre has called for you. Come to Cli quickly, we must depart. Lina Gersiten, north dock. Come prepared.”

For PCs who have not met Bertgris, read the following instead:

“This is Bertgris Udden, HetRechter of Perrenland. You are summoned with haste to Cli for an important mission. Lina Gersiten, north dock. Come prepared.”

- PCs may make a DC 10 Knowledge Local (luz Border States) check to recognize the voice of Bertgris Udden, and know of the importance of his position. Alternatively, any PC familiar with Bertgris from previous ‘A Nation Mocked’ adventures recognizes his voice immediately.
- A DC 10 Knowledge Local (luz Border States) or Knowledge Core check reveals the quickest way to reach the isle of Cli is magical means, via a *teleport* spell cast by the PCs themselves, the Wayfarers guild (anywhere on the Flaness) or the Den Zauber Wizard guild (within Perrenland only).
- Alternatively any members of the Old Kerk can receive a casting of *Transport via Plants* from any Old Kerk church (or grove) with an appropriate level NPC to reach Cli for themselves and any other PCs with them at this time.
- The cost of any NPC spell casting is the spell level x caster level x 10gp – PCs can use any relevant favours to receive a free casting instead. DMs discretion as to which favours apply – powerful families and organizations could provide the funds for magical transportation, or even undertake to transport the PCs themselves.

- The PCs can also travel to Cli by ship (which costs only 5gp apiece), but locating a ship and the travel itself will take several days. Those PCs that choose to travel by ship arrive at the docks during encounter 1 and do not get a chance to gather information on the isle itself – skip the rest of the introduction for these PCs.
- If the PCs look to travel to Cli by ship they will meet up with any other PCs traveling by the same means (only one ship is headed for Cli this week, a merchant vessel).
- A similar meeting occurs if more than one PC decides to use the Wayfarers guild (or another organization) to reach Cli more quickly.

What If The PCs Travel Magically To Cli?

Any PCs traveling magically (ie. *immediately*) to Cli (using *teleport*, or *fly*) arrive to find the Lina Gersiten is not quite ready for departure and Hanne Weisspeer is with Bertgris Udden, in the middle of preparations of their own. The PCs are given quarters at the bardic college while they wait for Hanne and any other PCs yet to arrive. They do not get to see Hanne or Bertgris at this time, but they can however explore the isle briefly (possibly visiting the withered oak – see below) and finalize any purchases, as well as learn some of the following tidbits of information (via Gather Information checks):

DC 5 – an attack on the Lina Gersiten occurred a few days ago – a group of young college students attempted to disable the vessel. The ship is currently being repaired for mostly superficial damage.

DC 10 – There has been sightings of a deformed angel on the isle of Cli – witnesses have been forced to swear allegiance to either the traditionalist or heresy movements to the creature, but have been able to keep this knowledge to themselves and the angel only.

DC 12 – There have been unsubstantiated rumors of demonic activity on the isle as well – several suspicious deaths have the investigating authorities stretched to their limits.

DC 15 – There rumors of a ship preparing to brave the centre of Lake Quag – this is a place of mystery from which no ships have returned for many centuries.

DC 20 – The Voormann, Orgus Bildgear is still on Cli. Rumor is that his health has worsened, and he is barely strong enough to get out of bed. The clerics have been unable to do anything about

his illness, and can only help make him comfortable.

DC 30 – Rumors exist of a mission being prepared to discover a weapon to fight the Cult of the Fiend and possibly restore the health of the Voormann.

If the PCs arrive early, they may also have the opportunity to visit **The Withered Oak** ...

The Withered Oak

One of the sites on Cli the PCs can visit prior to the ship leaving is the Withered Oak. This oak is reported to give one who is prepared to plant a kiss upon it a blessing or a curse, no one can determine who is going to get what.

Any player who decides to kiss the oak must roll a d20 to determine what effect occurs to them. A person can only ever be affected once. Any PCs that have previously kissed the withered oak (PER7-05 The Jasmine Index) do not receive another blessing or curse. All effects last for the next three adventures played (including this one).

- 1: You have lost the ability to speak one of your languages
- 2: You have gained the ability to speak a non restricted language
- 3: Your skin color has changed to a somber shade of green (+5 to hide in woodlands)
- 4: You have gained a natural armor bonus of +2
- 5: You have become highly conductive, electrical damage is always maximized against you
- 6: When struck by electricity you take only ½ damage.
- 7: You are aging twice as fast as normal.
- 8: You are aging half as fast as normal.
- 9: You have lost your sense of smell.
- 10: You have gained the scent ability to a range of 10ft.
- 11: You loose a number of XP, enough take you to the exact amount needed to still be your current level.
- 12: You have gained a number of XP, enough to take you to one XP less than you need to level.
- 13: You have a racial aversion towards Halflings, you can't stand them.
- 14: You are overly attracted to Halflings, in fact they are the most attractive race to you.
- 15: You find it hard to focus, it takes you 12 hours to regain spells rather than 8.
- 16: You regain your spell after only 4 hours of uninterrupted rest.
- 17: Each of your saving throws is reduced by 1.
- 18: Each of your saving throws is increased by 1.
- 19: Critical threats delivered against you gain a +4 bonus to convert.

20: Critical threats delivered against you gain a +4 penalty to convert.

DEPARTURE FOR CLI

After a day (or three if some PCs traveled to Cli by non-magical means) on the isle the PCs finally receive word that the ship is ready for departure, and they should gather their belongings and head for the college entrance.

They are greeted on the college steps by Bertris Udden, HetRechter of Perrenland and Hetshoolman of Allitur. Bertgris steps forward, smiling as he addresses the PCs.

"My friends, it is good to see you again. Your help and counsel are greatly appreciated. Although I would love to talk with you further, but now I must relinquish my charge into your capable hands and wish you success for your journey ahead."

"One last thing you should know, is that the Voorman's health is waning. Drelnza has poisoned the sacred Lundoak, which connects the Voormann to the well being of Perrenland. It is up to you to find the weapon that can defeat her evil, to save the Voormann and our nation! Good luck, my friends!"

As Bertgris bows to you all and steps back, another figure confidently steps forward. It is a strikingly beautiful woman with a proud, yet somewhat sad bearing that you all recognize as Hanne Weisspeer. Holding her hand is a young girl, her daughter Karennie.

"Welcome again my friends and protectors. I am thankful you have chosen to help once again. I know some of you have questions still unanswered, but they will have to wait until we are underway. We must not tarry any longer – even in a place as serene as Cli the possibility of unfriendly ears is all too real. Take your place at my side, and let us get underway!"

Bertgris steps forward to shake each of your hands and invokes a blessing to Allitur on your behalf as you begin to move away.

If some PCs chose to head to Cli by ship, they are not present to meet Bertgris or Hanne at this time – these PCs join Hanne and any PCs with her at the Lina Gersiten in Encounter 1. Hanne is aware of any PCs yet to arrive (The Cli Lyre told her), and says so if any PCs ask.

Troubleshooting: If none of the PCs chose to travel to Cli by magical means and travel by ship, Bertgris chauffeurs Hanne to the north dock instead. The PCs disembark from their own ship at the north dock, and only have a short journey to

the Lina Gersiten. Modify the greeting text above to reflect this if necessary.

1: TROUBLE AT THE DOCKS

Accompanied by a strong, sea breeze you arrive at the northern docks of the Isle of Cli. Tucked up the coast in an isolated cove the Lina Gersiten sways against its moorings, like a caged animal waiting to be loosed. It is a dark, sleek vessel built for speed alone and should serve you well in the journey ahead.

Only a trickle of cargo remains to be loaded on board, carried by a large crane and cargo net that presently hangs over the ship. You sense the preparations for departure are almost complete, awaiting only your presence.

The PCs are greeted as they walk down to the dock by the Captain and any crew who recognize them from previous adventures involving the Lina Gersiten (especially any PCs that have played PER7-05 The Jasmine Index). The crew quickly lowers the gangplank for the PCs and Hanne to board the ship, but as the PCs begin boarding the following event occurs:

A large detonation accompanied by a tremendous roar rings out from the nearby end of the dock. The roof of one of the warehouses is ablaze, smoke pouring out of its many windows. The yells and screams of those caught inside the warehouse filter quickly to your ears, calling out for help...

The explosion is the result of several hundred crates of alcohol set ablaze by a group of heretics. But this is only a part of their plan – their real goal is to disable the Lina Gersiten and prevent the PC's mission ahead, which they believe is a traditionalist mission destined to condemn all heretics and keep the truth hidden for good.

This idea has been spread through the heresy by a insane, tortured angel Meneliant, who is a servant of Myhriss, the flan goddess of beauty, but has formed his own idea of what is going on.

But to make matters worse, the Cult of the Fiend is also present on Cli, watching Hanne and keeping a tab on the location of the Cli Lyre especially. Being aware of Meneliant they have contrived to convince a number of the heretics on Cli for their immediate safety that the Hanne's mission should be stopped. Their distraction now provides the cult a perfect opportunity for them to attempt to kill Hanne and capture the lyre – or at

the least slow the PCs down in their search for the focus for weapon that can defeat the cult.

APL 2 (EL 3)

Quasit (1): hp 13; see *Monster Manual* p46

Heretics (2): human cleric 1; hp 8 each; see *Appendix 1*

APL 4 (EL 5)

Sea Hag (1): hp 19; see *Monster Manual* p144

Heretics (3): human cleric 1; hp 8 each; see *Appendix 1*

APL 6 (EL 7)

Green Hag (1): hp 49; see *Monster Manual* p143

Sea Hag (1): hp 19; see *Monster Manual* p144

Heretics (3): human cleric 1; hp 8 each; see *Appendix 1*

APL 8 (EL 9)

Annis (1): hp 45; see *Monster Manual* p143

Green Hag (1): hp 49; see *Monster Manual* p143

Sea Hag (1): hp 19; see *Monster Manual* p144

Heretics (3): human cleric 3; hp 19 each; see *Appendix 1*

APL 10 (EL 11)

Annis (1): hp 45; see *Monster Manual* p143

Green Hag (1): hp 49; see *Monster Manual* p143

Sea Hag (1): hp 19; see *Monster Manual* p144

Veiled* Hill Giants (2): hp 102 each; see *Monster Manual* p123

Heretics (3): human cleric 3; hp 19; see *Appendix 1*

APL 12 (EL 13)

Annis (1): hp 45; see *Monster Manual* p143

Green Hag (1): hp 49; see *Monster Manual* p143

Sea Hag (1): hp 19; see *Monster Manual* p144

Veiled* Frost Giants (3): hp 133 each; see *Monster Manual* p122

Heretics (3): cleric 5; hp 31; see *Appendix 1*

APL 14 (EL 15)

Annis (1): hp 45; see *Monster Manual* p143

Green Hag (1): hp 49; see *Monster Manual* p143

Sea Hag (1): hp 19; see *Monster Manual* p144

Veiled* Cloud Giants (3): hp 178 each; see *Monster Manual* p120

Heretics (3): cleric 5; hp 31; see *Appendix 1*

Tactics: This encounter is broken up into four components – the warehouse, the heretics, the hags and the giants (at APL 10 and 12). **DM's Map 1** details the layout of the northern docks, and the locations of each of the groups involved. The DM should be familiar with the tactics of each group, as it is possible that the PCs will move to deal with the warehouse fire at first, and then have to split up to deal with each group as they reveal themselves. Each component, and their tactics, are detailed below.

The Warehouse

The fire has completely engulfed the northern part of the warehouse and flames block the main entrance, preventing those trapped within from escaping and help from the other dock workers from reaching those trapped inside. Inside the warehouse are four dock workers, one of whom has been knocked unconscious by the force of the explosion.

The Heretics

The heretics are not evil, just misguided. They do not attack the PCs – their goal is to distract the PCs by setting the warehouse fire (described above) while they attempt to sabotage the cargo crane, releasing the cargo net suspended above the ship. It is their hope that the falling cargo does enough damage to disable the ship, preventing the PCs mission. The heretics deal with the four man crew operating the crane. It is this action that may draw the attention of the PCs. Any PCs who remain at the ship (guarding Hanne and Karennie) can make a DC 15 Spot check to notice the commotion at the base of the crane. The problem for the heretics is that they don't know how to use the crane controls. After trying to operate the controls for two rounds, they will give up and instead try to cut the ropes holding the cargo net aloft.

Development: If captured, the heretics confess their allegiance, citing the usual heretic dogma about the hidden shrine and the evil of Nerull. If pushed by the PCs, they also mention a visit from a divine messenger: an angel who has been tortured by Nerull's servant. This servant extracted a binding pledge from them to uncover the truth and lies hidden by the Old Kerk. They are convinced that if Hanne and the Cli Lyre leave the island, they will be furthering Nerull's aims and ambitions to take control of the Old Kerk and the Quaglands. The heretics seem rather smug about the fact that they have been given divine assistance and feel they will be forgiven by the

gods for their actions. This belief reduces the concerns they have for their own well-being.

Bertgris Udden takes the heretics into his custody (again), but this time he shows none of the sympathy he has reserved for heretics in the past and plans to use the full extent of the law to punish these heretics.

One other thing of note is the amulet one of the heretic priests wears: it is in fact a *Hag Eye* (see *Monster Manual* p144). The amulet was a gift from his heretic friends in Ulmt, who have been infiltrated by members of the Cult of the Fiend (PER7-03 Discord's Harmony). It is through the *Hag Eye* a covey of hags serving the Cult were aware of the heretics plans at the docks and were in position to take advantage of the chaos. Only a *true seeing* reveals it for what it is – if it is destroyed it damages the green hag if she was successful in infiltrating the crew (this may give her away if the PCs are near).

The Hags (or Quasit for APL 2 only)

In the 5th round following the explosion at the warehouse, the hags (or a quasit at APL 2 only) climb onboard the Lina Gersiten and make an attempt to kill Hanne and capture the Lyre. At APL 2 the quasit uses its alternate form ability to appear as a crew member to get close to Hanne. At APL 4+ the sea hag uses its horrific appearance to neutralize any crew that intervenes, as well as the PCs. At higher APLs the annis and the green hag use their *disguise self* (or *veil* if all 3 hags are present) ability to appear as crew members and will attempt to draw Hanne away from any PCs guarding her. They attempt to bluff the PCs, telling them that they can move Hanne below decks where she will be safe in case of attack. If successful in separating Hanne from the PCs, they then attempt to kill her and steal the Cli Lyre. Hanne will call out for help, altering the PCs to their folly.

Development: At higher APLs, or if obviously overmatched by Hanne's defenders (especially if they fail to split up), the green hag instead tries to infiltrate the crew, disguising herself as one of them. The annis and sea hag are not as sneaky as the green hag, and fight to the death. If any of the hags are captured, they snarl their defiance to the PCs, and comment that the weapon will not fall into the PCs hands. They say nothing else on this matter.

The Giants

At APLs 10 to 14 a group of giants in the service of the hag covey move from another warehouse on Round 3 to disable the Lina Gersiten at the

same time the hags launch their attack, striking the ship directly with their weapons. These giants are under the effects of a *veil* cast by the hag covey and are disguised as dockhands. A DC 20 Spot check notices the dockhands attacking the ship itself – exceeding this check by 5 notices that their blows are dealing more damage than they should to the ship (a clue as to their real appearance). A *true seeing* blows their cover if a PC made a DC10 spot check to notice them.

Treasure: All APLs: Loot 150gp; Coin 50gp; Magic 0gp.

Aftermath

It is possible that the PCs may not be entirely successful in preventing damage to the Lina Gersiten, especially from the giants at high APLs. Refer to Appendix 3 for details on the Lina Gersiten – including statistics for hp and hardness of each section (AC 3, 80hp, Hardness 5). If the heretics are successful in releasing the cargo net, this completely damages the rigging section.

In the aftermath of the events at the docks, if the ship is damaged it takes several more days to repair before the ship is ready to sail (one extra day for each section damaged). Hanne is not pleased, but resigned that the PCs did the best they could to stop the damage. The PCs can assist with the repairs if they like – spells such as *make whole*, *fabricate* and the various *repair damage* spells help speed up the repairs considerably.

Development: One other option the PCs can explore is to use a ship owned by one of the PCs. They are welcome to do this (if the owner agrees), and Hanne is pleased that the PC in question would risk their own ship for this endeavour. If the PCs take this path, captain Tillman from the Lina Gersiten takes the PC who owns the ship aside. He will warn them about the dangers of the area of the lake they are headed for – Kraken and violent storms from which no ship with the exception of the Lina Gersiten has ever returned. Tillman also suggests that they keep this a secret from their crew and the other PCs until out on the lake – if the crew finds out about their proposed destination, they will almost certainly abandon the ship, leaving the PC captain without a crew.

If the PCs elect to use one of their own ships, replace any future references in this adventure to the Lina Gersiten with the name of the PCs ship.

Once the ship gets underway, continue with **Encounter 2**.

Troubleshooting: If Hanne is killed at this point then she is raised by Bertgris, and if the Lyre was captured it is recovered by Bertgris. The PCs lose any fully trusted status they had with her. She is also not as helpful as she should be, being more withdrawn and not using her morale lifting abilities or magic to assist in combats.

2: HERETIC SPY

Once the Lina Gersiten is underway, the Captain leads the PCs below decks, to the quarters they have set aside for Hanne Weisspeer, her daughter Karennie and her maid (location 4 on map). As the PCs enter the room, Hanne smiles and welcomes them warmly, except if she was killed or the Lyre captured in which case she will be more formal.

“It is good to be finally underway. As you no doubt already know, there are forces that would see us fail in the endeavour ahead of us. Please, take a set and make yourself comfortable, as I have much to tell you, things you must know if we are to be successful.”

Hanne will pause for the PCs to settle and refresh themselves before continuing. The PCs are free to interject with relevant questions during their conversation (see below).

Development: During the conversation with Hanne, any PC at the doorway can with a DC 25 spot check notice one of the crewmen repairing a net nearby, just within earshot. A DC 20 Sense Motive check reveals the crewman is straining to hear the PCs conversation with Hanne, without being too obvious about it. He will tug his forelock and move away if he is noticed. If questioned he will simply prove to be an over curious sailor.

The Conversation

“Let me start by explaining what this mission is all about. Are you all familiar with the Prophecy of Jor-Russ?”

Give Players Handout #2 to the party. This has Hanne's and Bertgris' interpretation of the meaning of each line of the Prophecy upon it.

“It is the diadem we seek to uncover. It is the means to find the weapon that can defeat the Cult of the Fiend. Many centuries in the past, Igg-Vuurz, the mother of Igg-Wilv, was struggling to defeat the last of the Nergrafs (High Lord of Nerull), the Lich creature you know as Oomkar Hus. To do this she captured

Oomkar's brother, Bragnor Hus, the general of his undead armies and bound his soul, via a corruption of the Kondkaynen ritual, into a potent weapon. Other properties she also bound into the item and linked its activation of it true power to a second item, the Diadem of Kir-Russ which she wore on her own brow.

Igg-Vuurz's new weapon had the power to destroy Oomkar Hus forever, without having to retrieve his periapt from around the neck of Nerull, where it was kept safe and had allowed him to reform after each defeat.

Here, however, Iggwilv made a fatal error: for she herself was a blood relation of Oomkar Hus. Thus it was that the prophesy of Jor-Russ was learned and, although the weapon could indeed slay Oomkar Hus, it could also destroy the bloodline of Igg-Vuurz. In a rage, she cursed the weapon, as it was both a Boon and a Bane to her cause, and hid it deep within her fortress of Tsojcanth.

In the recent expeditions to oust her daughter and grand daughter from Tsojcanth the weapon known as "Boonbane" was recovered. This weapon can slay Oomkar Hus, Iggwilv, Drelnza and luz with but a single blow – if it is used in conjunction with the Diadem of Kir Russ. They all fear it greatly and they know we have it [either Hanne or a PC should have Boonbane]. They also know that we have one of the original Cli Lyres, and that this one has a map linked to the prophecy upon it. What they know we don't have is the Diadem of Kir Russ, and we know that they don't have it. This is now what we all seek, but we have a head start as I know where it is now!"

Pulling out a map of Perrenland she unrolls it out upon the chart table and stabs her finger dramatically into the blank centre of the lake. "It is here, in the one place no one has returned from in centuries except the ghosts of the Lina Gersiten, it is here that we now go. Any questions?"

PC Questions

How do you know that your interpretation of the prophecy is correct?

"I don't, but from what we have learned, gleaned and researched it is the most plausible."

What is in the centre of the Lake?

"No one knows for sure, something that consumes ships and crews whom venture to far into the area. Huge seas and sea monsters have been reported but never confirmed. The

Lyre has however shown us that there is an island at the centre of the lake and that upon this island is some sort of temple."

Can the crew be trusted to get us to this location?
"Hopefully, but keep your ears and eyes peeled, our enemies know full well our heading."

DMs Note: You will need to answer other questions as you can.

THE SPY

During the first couple of days onboard the ship, the PCs can get to know the captain and crew, and if they have any aptitude for sailing they are invited to work on the ship as well. It is during the first couple of days of travel that a few mishaps occur, minor at first but soon becoming troublesome for the mission ahead.

Most of these troubles are the result of Vannak Vestmeer, a young idealist caught up with the Heretic movement within the Old Kerk and the current medical officer onboard the Lina Gersiten. An idealist at heart, Vannak has been secretly attending heretic meetings when in port to hear them preach their views. He was easily swayed (along with many other young Juistmenn) by the conspiracy theories prevalent to the heresy's line of reasoning, and has taken up their cause willingly.

After learning that this ship would be used for a new mission for the Old Kerk, Vannak has decided it is his duty as a heretic to do what he can to stop the ship from reaching its goal. His attempts are focused around swaying the crew rather than directly dealing with the PCs – the mishaps he creates are meant to look unfortunate, and possibly a result of anger from the gods of the Old Kerk about this journey, and the lack of their support. Vannak will foster these thoughts amongst the other crew, allowing them to fester anger and worry about the PCs and the mission.

Vannak Vestmeer: male human cleric 2 / rogue 1 (Sense Motive +5).

DM's Note: Vannak has in his possession a Hag Eye (see *Monster Manual* p144) – allowing a covey of Hags to watch his every move. It is also possible that the green hag from encounter 1 is still alive and in disguise – if so she will assist Vannak in his attempts at sabotage, but will not reveal herself to Vannak.

At first, Vannak will try to slow down the ship and its crew in a subtle manner, but becomes

more desperate as the journey continues. His last attempt to stop the mission has catastrophic results, resulting in the death of another crewman – he is overcome with guilt and will confess his affiliation with the heretics and his responsibility for the accidents.

Below are some examples of the incidents created by Vannak (the DM is free to include ideas of his own as well). The PCs are unaware to these problems at first, unless they are an active part of the crew (or they own the ship – the captain is told everything).

- Several swarms of rats, *summoned* by Vannak on day 1 have eaten and fouled much of the ship's food stores. The rats are killed by the crew, but not before the damage is done – everyone will have to be on short rations unless the PCs have magical means to feed the entire crew.
- Several sections of the rigging are tampered with by Vannak (using his disable device skills), but due to the diligence of the crew these problems are picked up in the first couple of days of travel.
- A couple of crewmen are injured (not seriously) by carelessly placed ropes and items thanks to Vannak using his craft (trap-making) ability.

Development: The final mishap occurs on the third night of travel, in the early hours of the morning. So far Vannak's machinations have been discreet and don't directly lead to him, but his luck finally ends. In the process of damaging the stored sails (cabin 12), another crew member enters the sail room, catching Vannak in the act. Confronted by the crewman, Vannak tries to escape and a struggle ensues – and the crewman is accidentally killed by Vannak's dagger.

Any PCs on watch can make a DC 20 Listen check – those that succeed hear the sounds of the scuffle echoing from the sail room below decks. If the PCs fail to hear the sounds of the scuffle, one of the crewmen does hear it, and gets the PCs to check it out.

When they arrive at the sail room they find Vannak weeping uncontrollably over the corpse of the crewman, the bloodied dagger still in his hand. He is clearly filled with remorse, and looks up at the PCs with tear-filled eyes.

"May Zodal forgive me for what I have done. I have dared interfere, and to my despair I have taken it too far. Now an innocent man lies dead at my own hand and my shame is

plain for all to see. I do not warrant mercy....protectors, pronounce your sentence upon me."

Vannak will confess his involvement in the small acts of sabotage he has undertaken onboard the ship since leaving Cli. He will tell the PCs that he never intended to kill anyone – he just wanted the ship to turn around and force the mission to be abandoned, a mission which is obviously a traditionalist stunt to gain more power. He will claim he has a divine mandate to stop this mission – if pressed he will mention being visited by a servant of good, an angel that has felt the full effects of the evil that exists in the Old Kerk. PCs that have played PER7-03 Discord's Harmony may recognize the angel in question as Meneliant, a tortured Solar Assimon they have encountered before.

Eventually the captain is roused from his sleep and arrives on the scene. He is clearly displeased at the events of the night, and with a steely resolve he orders that Vannak be brought above deck for the pronouncing of his sentence. Unless a PC Rechter is onboard, the captain is both judge and jury, which according to maritime law is Koppris of 1000gp or removal of his person from the ship (i.e. walking the plank).

But Vannak is overcome with remorse, and will attempt to take his own life instead as payment for his dark deed. A DC 20 Sense Motive check sees the desperation in his eyes just before he attempts to throw himself on the sharp prongs of the nearby anchor.

Development: If the PCs stop him from this action, he will call out to Meneliant in frustration. If the PCs do not stop his attempt at suicide, he will call out to Meneliant with his dying breath. Either call draws the angel's attention, who teleports in to investigate.

THE ANGEL'S ARRIVAL

Suddenly a huge figure appears in the air above the heretic, an angelic, tortured form of beauty and sorrow. Ignoring you at first, the disfigured angel looks at Vannak, with sympathy plainly evident on its face. The angel then bends down, lifting Vannak up in its huge arms, cradling him against its chest like a mother carrying a child. Then the creature turns, to face you all.

"This person is a troubled soul and has asked for my protection. I have granted his request."

The angel then turns away, holding Vannak in a protective embrace, leaving you to your thoughts.

The angel is Meneliant, a Solar Assimon and a deeply troubled and insane servant of Myhriss, goddess of beauty. PCs that have played PER15-01 *What Lies Beneath* recognise Meneliant as the angel who was freed from imprisonment from the necropolis of Jor-Russ during that interactive. A DC 25 Knowledge (the Planes) check identifies him as a Solar Assimon, the most powerful of angels and the direct servants of good deities.

Meneliant is a tortured soul, and has suffered over a thousand years of imprisonment at the hands of Nerull's servants. It has taken a toll on his mind and body (as seen in PER7-03), but with Vannak in his arms he looks gentle and calm instead.

Development: If any PC at the table has the AR entry from PER7-03 declaring themselves as a Heretic, Meneliant remembers their face and turns back to address them.

The angel turns as if to leave, when it suddenly turns back to face some of you. It stands silently, but within the mind of some of you his words echo in your thoughts....

To Heretic PCs only:

"I know you don't I? Yes, I remember you my heretic brother (or sister). Why do I find you here, on this traditionalist ship? Ah...I see. You are clever to infiltrate this mission so far."

"Please tell me...what truths have you discovered since we last met?"

Meneliant is pleased about this development, and is eager to hear any PC heretic's thoughts about the secrets of the Old Kerk, namely anything they have learnt about the hidden shrine or the real reason for this mission.

Any Keepers of the Great Lie (from PER7-05 *The Jasmine Index*) may find it difficult to answer this question truthfully to Meneliant, given they may have changed their minds somewhat on the heresy issue, based on the information they learnt in that adventure.

If any PC tells him the truth of the great lie, he will remain silent, but his shock at their announcement is evident on his face.

If all heretic PCs withhold the secret from him, he will bade them to continue investigating this matter.

In either case, once the PCs have answered he teleports away, taking Vannak with him.

Please email the Perrenland Triad if any PCs tell the angel the truth about the Great Lie at perrenland-triad@rpga-apac.com.

3: MUTINY'S CALL

So far the journey has gone mostly to plan, despite the groups working against you thus far. You have made quick time across the water of Lake Quag over the past few days, with almost perfect weather blessing the journey so far.

It is in the early hours of dawn when sense a change in the motion of the ship indicating a heavier swell. Within moments Hanne steps out of her quarters, looking at you all with an expression of worry mixed with curiosity clearly evident on her face. Putting on her heavy cloak Hanne moves towards the stairs, waiting for you to lead the way above deck.

The first thing you notice when you get above deck is the dark heavy storm clouds on the horizon straight ahead. In fact that seems to be what everyone else onboard is worried about as well, as the majority of the crew has gathered to gaze at the dark sky. An almost angry and fearful murmur begins to rumble through the assembled crew.

At the tiller, the captain is engaged in a headed conversation with the bosun and first mate. Both are pointing at the storm and shaking their heads repeatedly, echoing the sentiments of the rest of the crew it seems. Even though the captain is obviously feeling the brunt of their anger and fear he straightens when he notices you all, but the worried look on his face is plain to see.

Until this stage of the journey, the crew has been kept ignorant of the ship's true destination. The part of Lake Quag the ship is headed for is a notorious 'black spot', usually avoided by all sensible sailors. The distant storm clouds serve as an obvious warning of the danger of those waters, and in the past several ships have braved the storm to explore the waters beyond. But no ship has ever returned, and the crew knows this fact.

Whilst the crew are all experienced sailors (the reason they were chosen for this mission), they are not foolhardy and are greatly concerned about the storm. Already they are thinking about mutiny, desertion and the like – it will take a rousing speech to convince the crew they can survive the storm.

To make matters worse, the heretic that was onboard (Vannak Vestmeer) has convinced some of the crew of the futility of this mission, and they are already disposed towards mutiny and will voice their concerns loudly.

As the PCs arrive at the tiller, the ship captain turns to address the crew:

“My crew.....my friends, I am sorry that I have had to keep the truth from you, but it was essential that our mission remain secret and our true destination hidden. As you probably know, our journey takes us beyond that storm ahead, and it is a destination we must reach if our friends are to succeed in their mission (he gestures to the PCs and Hanne as he says this). What say you?”

Troubleshooting: If the PCs are using their own ship, the PC owner will have to explain to the crew the reason for keeping this information secret from them and face the crew's wrath themselves.

The ship's crew are not happy at all and loudly voice their opinions to this fact. Many quote maritime laws and traditions that the captain of a vessel cannot force the crew to endanger themselves by entering troubled waters, and that by not disclosing the ships true destination the captain has broken the sacred bond between captain and crew. They will also mention the mishaps that have plagued the journey so far as divine messages that this mission is doomed.

Unless the PCs intervene and can sway the crew to complete the mission they will refuse to go any further. The crew's attitude is currently *unfriendly* and will need to be changed to *helpful* before they are willing to risk themselves by entering the storm (DC 40 – see PHB p72). The PCs can use Diplomacy, Intimidate or Bluff checks to achieve this result, or can use magical means of coercion if they possess them (Though note that a failed Intimidate check will shift the crew's attitude to hostile). The following modifiers apply to the check:

- +2 modifier for PCs who have played PER 7-05 The Jasmine Index and successfully fought off the demonic attack – it shows their prowess in the face of danger
- +2 modifier if any PC involved themselves in the running of the ship – it shows they are a kindred sailor.
- +2 modifier also applies for PCs that have treated the crew respectfully or as equals so far during the journey

- +2 modifier for each successful assist by other PCs – each PC must present a new argument in favour of braving the storm – mentioning their own prowess or magical ability is acceptable
- +2 modifier for an obvious display of magic (spells, items, abilities etc.) that could help the ship survive the storm.
- Hanne is reluctant to involve herself in this matter, but will speak up if the PCs ask, talking about patriotism and her own sacrifices so far – granting an assist.(+2 modifier)
- Any Perrenland favours that grant bonuses to charisma-based skill checks apply
- If it is a PC owned ship the owner can add his leadership modifier to any ranks in one of the above skills to use instead of the skill modifier itself.
- A Skamteguler (Shame Crier) has an easier time changing the crew's attitude – they gain a +10 bonus to this check as they insult and berate the crew, focussing on their cowardice in the face of danger.
- +2 modifier for any PC members of the Old Kerk – if the gods are with them on this mission, they may actually survive.
- The captain's speech also provides an assist to the check (+2 modifier)
- +2 If the PCs exposed the heretic (Vannek) onboard to the crew, as the real reason for the mishaps in Encounter 2.

Development: If the PCs are successful in changing the crew's attitude to *helpful* they will reluctantly stand down and brave the journey into the storm. If the PCs are unsuccessful, the crew will refuse to go any further, and the PCs will have to proceed into the storm by longboat or crew the ship themselves (this will incur penalties when fighting the maelstrom in encounter 5).

If the crew's attitude is changed to friendly they will assist the PCs to prepare the longboats or the ship and will offer them advice and stores, but will not venture into the storm themselves. If this occurs, modify the text in future encounters to account for this development where necessary.

No maps of the longboats have been provided – if needed draw a small boat that is 5ft x 15ft – there are four longboats on board, so the PCs can use a combination of longboats if they wish.

4: ELEMENTAL STORM

As the ship enters the dark storm clouds, the very air around the ship starts to crackle with energy. Your hair begins to stand on its end and your skin begins to tingle from the ambient charge in the air around you, and the roar of the wind and thunder is almost deafening.

The storm itself is natural, except that its origin is from a portal to the Elemental Plane of Air that has been placed over the region to ward and hide the island necropolis. Powerful and ancient magic anchors the storm to this location, and has done so for a thousand years.

Whilst in the storm, the ship suffers the effects of a thunderstorm as per DMG p94, blowing into the rear and starboard (right) side of the ship. Wind speeds are severe (30 – 50mph – use wind effects DMG p95 for penalties to ranged attacks and effects on movement) and visibility is cut by three quarters. Once every minute lightning lashes out from the storm, striking a single metallic object for 1d10 eight sided dice damage. This is mostly confined to the metallic fittings onboard the ship, but may also affect any metallic clad PCs (DM's discretion – PCs that take measures to protect or shelter themselves should avoid the lightning).

During the initial period when the ship enters the storm, the PCs and crew have to deal with the effects the storm is having on the ship itself. The DM is encouraged to keep this section dramatic, as the storm causes several incidents over the next few hours for the PCs to counter (whilst the crew is kept busy with other problems). Some examples include:

- One of the wrapped sails begins to unfurl as it catches the wind – the PCs will need to pull down the sail (DC 20 Strength check) and tie it down (DC 15 Rope Use check), or cut the sail away before it takes the mast with it.
- Any mounts or draft animals below decks (including animal companions) are spooked by the storm and rage out of control – a Handle Animal check DC 20 is needed to quiet the animals down.
- Several items onboard the deck are picked up by the storm and batter the PCs position – a reflex save DC 15 avoids 1d6 points of damage to anyone caught out in the storm.
- The ship springs a leak in the hold during the storm, forcing the PCs to bail out water before it sinks and repair the damage dealt with a DC 10 craft check.

- A crewman of the ship falls overboard and is in need of rescue – the PCs will need to work together to save him in the trying conditions.
- The DM is also free to use any ideas of his own to spice up this encounter.

A half an hour after the ship first enters the storm the PCs are attacked by a storm elemental (four of them at APL 14). The elementals are linked to the protective magic that guards the island necropolis, and ruthlessly attack all that enter these waters.

APL 2 (EL 4*)

Storm Elemental, medium (1): hp 26; see Appendix 1.

APL 4 (EL 6*)

Storm Elemental, large (1): hp 68; see Appendix 1.

APL 6 (EL 8*)

Storm Elemental, huge (1): hp 168; see Appendix 1.

APL 8 (EL 10*)

Storm Elemental, Greater (1): hp 220; see Appendix 1.

APL 10 (EL 12*)

Storm Elemental, Elder (1): hp 252; see Appendix 1.

APL 12 (EL 14*)

Storm Elemental, Elder (2): hp 252 each; see Appendix 1.

APL 14 (EL 16*)

Storm Elemental, Elder (4): hp 252 each; see Appendix 1.

* The EL of this encounter would normally be increased by one due to the effects of the thunderstorm. The storm elementals are well camouflaged in this environment and gain concealment once 20ft away from the ship, as well as a +4 bonus to hide checks. However this adjustment has been mitigated by the help offered by Hanne Weisspeer (reducing the EL by 1).

Tactics: The storm elemental(s) attack any PCs or NPCs (like Hanne) that they can make out above deck. It is highly likely that not all PCs will be above deck at this time. The creature(s) will begin each round by doing its *shock* as a Free Action, then follow this up with Slam attacks. The elemental wants to harm as many people as it

can, at once, so it will never concentrate all of its attacks on one single target (unless that is all who is available). It will even direct its *shock* at a different target if it can. Also, it wants to destroy the PCs as fast as it can, so it never stops to use its healing ability. It will *not* use its Thunder And Lightning (Su) ability unless it looks like it is going to be destroyed (ie. Has less than 50hp remaining). Even then, use of this ability is at the DM's option, as it is a wicked attack and has the ability to utterly destroy PCs (or TPK parties) if used injudiciously.

Finally, if the elemental inflicts death upon at least half the party, it will laugh hideously at those who remain and gesture towards the approaching maelstrom. Then it will leave the PCs to their fate.

Treasure: All APLs: Loot 0gp; Coin 0gp; Magic 0gp

Troubleshooting: If any PCs die in this encounter, then their bodies will be taken to the underwater Nixie City (in Encounter 6). There, they have *resurrection* cast upon them (free of charge) by the Nixie High Priests. They can rest up, then continue on to the Graveyard whenever they feel healthy enough to continue.

Once the elemental(s) is defeated, the ship endures another hour of the storm before encountering the maelstrom – move to **Encounter 5**.

5: THE MAELSTROM

After several hours of fighting the storm the winds finally die down and sunlight breaks through the canopy of dark clouds. But just when you think the ship has endured the worst of the storm, something even more terrible is visible ahead – the swirling waters of a massive maelstrom, hundreds of feet in size. The strong currents surrounding the whirlpool begin to tug at the ship, steadily drawing you towards its dangerous centre.

A mile or so beyond the maelstrom you can just make out an island shrouded in fog – your destination. But it may as well be hundreds of miles away, given the ferocious whirlpool blocking any travel towards it.

The Lina Gersiten is caught in the outlying currents of a Greater Maelstrom (with a vortex 240ft in diameter). See **Appendix 3 and 4** to help run this encounter – it includes statistics for the Lina Gersiten, its captain and crew as well as rules for the effects of the maelstrom. **DM's Map 2** is a

grid of the maelstrom to help with tracking of the ship's position within the maelstrom and its feeder currents. Any PCs with ranks in Profession (sailor) can assist the captain on any checks to break free of the maelstrom – as can the first mate and bosun if present (add +2 for each assist as normal). If a PC is more proficient than the captain, he will willingly relinquish control to a better sailor.

The maelstrom is another of the powerful defenses guarding the necropolis isle, and has been the ultimate reason for the failure of those ships journeying this far into the storm from returning. Below the maelstrom on the lake's bottom are the wrecks of all the ships that have attempted this passage over the years and the Lina Gersiten could join them unless the PCs can stop it happening (which is unlikely, given the strength of the maelstrom).

Immediately the ship begins to travel towards the maelstrom, drawn by the strong feeder currents surrounding it. The ship starts 500 feet from the edge of the maelstrom, caught in *dangerous* currents (see appendix 3) and each round the ship is drawn 40-60ft (d3+3 x 10ft) closer to the maelstrom. The wind speed at the centre of the storm is only light (x1 wind modifier), so the ship can only move at a maximum speed of 30ft each round (plus the effects of the current dragging on the vessel). When the ship is within 200ft of the maelstrom's edge the strength of the current increases to *irresistible*; drawing the ship 70-90ft (d3+6 x 10ft) per round towards the maelstrom thereafter.

Once the ship is inside the maelstrom the ship is considered *trapped*. The ship is moved 30ft clockwise around the rim of the maelstrom and drawn 30ft towards its centre each round (the radius of the maelstrom is 120ft). A DC 40 Profession [Sailor] check (based on the maelstrom's size – see Appendix 3) allows the ship to escape being *trapped* by the maelstrom. If the ship escapes the maelstrom, the feeder currents may drag it back in to the maelstrom in subsequent rounds (depending on the ship's speed).

Once the ship reaches the centre of the maelstrom it begins to sink into the maw and is considered *battered*. This takes one round during which the vessel takes 10d6 damage (every section suffers this damage, as well as any crew and PCs caught above deck), and creatures get no action in this round. On the following round the ship is *ejected* at the bottom of the maelstrom, 200ft from the lake's bottom. The ship will then continue to sink to the bottom of the lake.

Without additional wind generated magically by the PCs or some other means of moving the ship or increasing its speed, it is inevitable that the ship will get drawn into the maelstrom. With magical assistance, the PCs (and captain) only have two real options at this stage. They can attempt to break free from the currents away from the maelstrom, and then use other means to reach the island (by traveling underwater or by air). Hanne will not want to abandon the ship to its fate alone, and will refuse other modes of travel until the ship (and crew) is out of danger. The other option is to attempt to survive the maelstrom long enough to be drawn around its circumference to the side closest to the island, and then to attempt to break free.

Troubleshooting: There is a variety of spells that may be able to help the ship escape the maelstrom. There are too many to list here, so it is up to the DM to adjudicate the effectiveness of these spells. Appendix 3 has the speed modifiers for wind strength – for *Gust of Wind*, *Control Weather* and similar spells use the spell's description to gauge the comparative strength of the wind generated. Note that the maelstrom itself is too powerful (both in force and arcane strength) to be negated by such spells – any attempts to do so fail.

Development: When the ship is drawn into the maelstrom's centre, the captain orders any PCs above decks to take cover below deck. If they refuse he reminds them of their real charge (to protect Hanne and Karennie) and orders them below decks once again for their own safety.

If the ship is sunk by the maelstrom, continue with **Encounter 6 – Help from the Deep**. If the PCs somehow negotiate the maelstrom successfully, go to **Encounter 7 – Occupied Waters**.

6: HELP FROM THE DEEP

As the Lina Gersiten sinks, the PCs are most likely below deck with Hanne and Karennie. Their rooms begin to fill with water, but the air bubble within the room gives the PCs a couple of minutes to prepare themselves, gather their gear and rescue any animals, or to sweat before the air is tainted and the pockets of air inside the ship completely disappear.

As the ships timbers creak and the sound of rushing water fills their ears, some unexpected help arrives on the scene.

As you plan your next move, you hear a tap coming from the room's porthole. A very short

elf with green skin and silver eyes has its face against the glass, peering inside. Noticing you, it motions to others of its kind who you can see in the water around the ship, waving them in his direction. As you watch you notice some of the other creatures helping some of the ships crew – these crew members have a strange bubble-like mask covering their faces, which seems to enable them to breathe.

Within moments there is a tap on the door to your room, where another of the creatures pokes its head above the water to speak with you.

“I am Hon'nor, a Swabbonwalder (meaning Wanderers of the Sea of Weeds) or nixie in your dry land tongue. We are here to help. If you can't breathe water, put one of these on.”

The creature hands you each a strange looking mask, which is slimy to the touch.

“You place the top over your eyes and the bottom over your nose. Now speak the word ‘Swabbonwalder’ and you will be able to breathe water for 12 hours. This can be done twice a day.”

The mask takes up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* for 12 hours up to twice a day and *endure elements* once a day. The effect can be shared with familiars and animal companions that stay close (within 5ft). Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion).

Hon'nor: male nixie paladin 3; hp 21.

Nixies (12): male sprite; hp 3 each; see Monster Manual p235.

Once you have the mask on, the nixie motions for you to follow him as he swims through the ship's interior, leading you outside.

In the waters around the ship you can see the other crew members wearing similar masks, among them the ship's captain. There are about a dozen nixies mounted on strange looking animals (sea lions) and perhaps half of the crew in total being helped by them.

The nixies lead the crew members and the PCs (with Hanne and Karennie) away from the ship along the lake's bottom. Once clear of the ship, Hon'nor turns to talk to you.

“What brings you air breathers out this far? You should not have come. You have made the waters angry, like those who have tried before

you in the past. I know something of you surface dwellers, and I would have thought the storm would scare you away. Yet you continued in, and have paid the price. May I ask why?"

Hon'nor is the leader of this nixie patrol, a paladin of Beory. The patrol's job is to guard the waters surrounding the hidden isle and tend to the old seed groves that surround it, as the nixies have done for a thousand years. It has been some years since Hon'nor has spoken with any surface dwellers, and his curiosity has gotten the better of him at this time. But apart from his curiosity, the other reason he asks the question above is to determine if he will have to fight the PCs. If they treat him with respect and answer his questions truthfully, he is convinced they are not an enemy.

The PCs will no doubt have questions of their own – some sample questions and answers are listed below. If the PCs have other questions not listed here, answer them as Hon'nor would know – he is not aware of much else about the lands above the lake, but is keen to learn more about the PCs themselves.

Who are the Swabbonwalders?

"This is the translation of our name in your Stamtaal language. We are a race of fey, normally reclusive and normally hidden. We are guardians that assist the Quagaloogal in maintaining the Old Seed areas that lie beneath the lake's waters. You are nearby one such area now."

Are you by any chance related to Aronor? (the nixie met by the PCs in PER6-03 The Fate of the Lina Gersiten)

"Why yes....he is my brother. You are friends of his yes? A pity he is not here to greet you."

Did you recognize the Lina Gersiten? It was the ship encased in ice that Aronor came to talk to us about (PER6-03 The Fate of the Lina Gersiten).

"I am sorry I do not know the difference between your vessels. They all look the same to me. There are many ships encased in ice around the island – the graveyard of frozen ships is what we call it."

You mentioned others have come to these parts before us?

"That is true. It has been some years since the last group arrived, but their fate was the same as yours. The water grew angry at their

presence and sunk their ship. We determined their hearts were good, so we helped them as we are helping you."

What has become of the survivors?

"Because they could not breathe water like our kind, they could not remain underwater for ever. So we did as we have done for all we have rescued over the years – we took them to the island."

An island you say...that is where we are headed.

"I knew that already. But you don't look like you are searching for riches like those before you. I sense a purpose behind your journey."

Can you take us to this island?

"It is possible, but the way is dangerous. The path lies through the frozen graveyard, near where your ship lies now. There are more sunken ships like it the closer to the island, trapped by walls of ice. But the other guardians have recently awoken and will not let us pass – they have even attacked our patrols when we venture too close."

What other guardians?

"It is the dead I speak of. They are evil and ruthless, and like us they are charged with guarding these waters. But usually they are not a problem, as they do not swim fast enough to catch us. But something has organized them, and I fear any attempt to travel through the graveyard will draw their attention. If you value your lives, you should not go that way and instead turn around. Let me take you to my people – they can lead you back to your homeland."

We must reach the island – the fate of everything depends upon it.

"I will help you if you must. But I can take only a small group – if we are careful we may elude the dead patrols and get through before they notice us. The rest of your group will have to go to Lensa, city of my people. They will see you safely to your homeland from there."

Why can't we resurface and head there above water?

"No, no...it is even more dangerous that way. The spirits of the dead roam the waters around the island. You would never escape their ghostly ships. At least traveling through the frozen graveyard you have a chance."

Can you take us to your city first so we can rest?

"Our city is two sleeps from here, quite a distance of you to travel twice, especially if your mission is as important as you say it is. My patrol has a camp not far from here, but it is not suited for your kind as there are no air pockets for you to breathe. If you must rest, your best bet may be one of the frozen ships – I have heard stories that some have air trapped within them. But I am afraid I cannot confirm these stories, they are merely rumors I have heard."

When the PCs are ready to continue, Hon'nor will tell his patrol to lead the crew members to the safety of Lensa, while he accompanies the PCs as their guide through the frozen ship graveyard. Skip ahead to Encounter 8.

7: OCCUPIED WATERS

This encounter is an optional encounter only for PCs that successfully negotiate the maelstrom. If the ship succumbed to the force of the maelstrom, skip this encounter and move on to Encounter 8.

With the dangers of the maelstrom behind you, the waters ahead seem calm and serene in comparison. Now that you are past the storm you can better make out the island that has remained hidden for so long.

The island ahead is a barren and desolate lump of heaped, black boulders and jagged ridges. Cyclopean stone structures, all of natural origin, jut sharply upwards from the foreshore, hiding any look at what lies beyond their boundary.

As the PCs (and crew) gaze at the island before them, a small nixie surfaces at the rear of the ship and calls out to draw the PC's attention:

Without any warning a high pitched piping voice speaks out from behind the ship.

"What brings you air breathers out this far? You should not have come."

A very short elf with green skin and silver eyes is visible in the water, eyeing you all with large bulbous eyes. Several other figures are barely visible below the water, perhaps a dozen in total.

"You have made the waters angry, like those who have tried before you in the past, yet you have survived. You must be powerful to have made it this far, but there is an even

greater danger to come. You must abandon your ship and come with me now into the depths if you want to survive."

Hon'nor: male nixie paladin 3; hp 21.

Nixies (12): male sprite; hp 3 each; see Monster Manual p235.

The PCs will no doubt have questions for the nixie. He is agitated as he talks to the PCs, and keeps looking past the PCs checking the horizon for something.

Who are you?

"I am Hon'nor, a Swabbonwalder (meaning Wanderers of the Sea of Weeds) or nixie in your dry land tongue. We are here to help. You must follow me now, for to stay here any longer will draw you to their attention.

What do you mean about danger?

"The spirits of the dead roam these waters – a fleet of ghostly ships that serve as the final guardians of the hidden isle. The dead also lurk on the lake bottom below, but at least against them we stand a chance, for I know a safe way through their domain. Against the ghosts there is no hope."

How can we trust you?

"We are a race of fey, normally reclusive and normally hidden. We are guardians that assist the Quagaloogal in maintaining the Old Seed areas that lie beneath the lake's waters. You are nearby one such area now. But also I sense a purpose in your journey here, and detect in you no malice."

We don't have any spells that allow us to breathe water.

"If you can't breathe water, put one of these on. We have enough for all of you, including your crew."

The creature hands you each a strange looking mask, which is slimy to the touch.

"You place the top over your eyes and the bottom over your nose. Now speak the word 'Swabbonwalder' and you will be able to breathe water for 12 hours. This can be done twice a day."

Troubleshooting If the PCs are reluctant to take Hon'nor's advice, he becomes more agitated and upset, and will tell them they have no time to argue. It after several minutes of pleading with the PCs to accompany him that then the PCs begin to

notice several strange ships appear on the horizon, ships that are almost transparent to the naked eye.

Hon'nor will speak up once more.

"We must go now! They are almost here. To stay is to die!"

If the PCs still refuse his help, they will have to face hundreds of ghosts onboard the ships headed for their location. Note the ship's crew (and captain) have no such hesitation and jump into the water, where several nixies begin fitting them with Swabbonwalder masks.

No statistics are provided for these ghosts – the DM should use the sample ghost fighter found in the Monster Manual (p117). No experience is awarded for any ghosts defeated, as they could have avoided them. The idea is to scare the PCs – endless waves of ghosts should persuade them to accept Hon'nor's suggestion and help – if not then more ghost ships arrive on the scene – essentially in an endless wave of ghosts.

If the PCs and the crew agree to accompany him he is greatly relieved. Once they are below the surface continue below:

Once you have the mask on, the nixie motions for you to follow him as he swims downward, headed for the lake's bottom.

In the waters around the ship you can see the other crew members wearing similar masks, among them the ship's captain. There are about a dozen nixies mounted on strange looking animals (sea lions) and the ship's crew being helped by them.

The nixies lead the crew members and the PCs (with Hanne and Karennie) away from the ship along the lake's bottom. Once clear of the ship, Hon'nor turns to talk to you.

"What brings you air breathers out this far? You should not have come. You have made the waters angry, like those who have tried before you in the past. I know something of you surface dwellers, and I would have thought the storm would scare you away. Yet you continued in, and have paid the price. May I ask why?"

Hon'nor is the leader of this nixie patrol, a paladin of Beory. The patrol's job is to guard the waters surrounding the hidden isle and tend to the old seed groves that surround it, as the nixies have done for a thousand years. It has been some

years since Hon'nor has spoken with any surface dwellers, and his curiosity has gotten the better of him at this time. But apart from his curiosity, the other reason he asks the question above is to determine if he will have to fight the PCs. If they treat him with respect and answer his questions truthfully, he is convinced they are not an enemy.

The PCs will no doubt have more questions of their own – some sample questions and answers are listed below. If the PCs have other questions not listed here, answer them as Hon'nor would know – he is not aware of much else about the lands above the lake, but is keen to learn more about the PCs themselves.

Who are the Swabbonwalders?

"This is the translation of our name in your Stamtaal language. We are a race of fey, normally reclusive and normally hidden. We are guardians that assist the Quagaloogal in maintaining the Old Seed areas that lie beneath the lake's waters. You are nearby one such area now."

Are you by any chance related to Aronor? (the nixie met by the PCs in PER6-03 The Fate of the Lina Gersiten)

"Why yes....he is my brother. You are friends of his yes? A pity he is not here to greet you."

Did you recognize the Lina Gersiten? It was the ship encased in ice that Aronor came to talk to us about (PER6-03 The Fate of the Lina Gersiten).

"I am sorry I do not know the difference between your vessels. They all look the same to me. There are many ships encased in ice around the island – the graveyard of frozen ships we call it."

You mentioned others have come to these parts before us?

"That is true. It has been some years since the last group arrived, but their fate was the same as yours. The water grew angry at their presence and sunk their ship. We determined their hearts were good, so we helped them as we are helping you."

What has become of the survivors?

"Because they could not breathe water like our kind, they could not remain underwater for ever. So we did as we have done for all we have rescued over the years – we took them to the island."

An island you say...that is where we are headed.

"I knew that already. But you don't look like you are searching for riches like those before you. I sense a purpose behind your journey."

Can you take us to this island?

"It is possible, but the way is dangerous. The path lies through the frozen graveyard, near where your ship lies now. There are more sunken ships like it the closer to the island, trapped by walls of ice. But the other guardians have recently awoken and will not let us pass – they have even attacked our patrols when we venture too close."

What other guardians?

"It is the dead I speak of. They are evil and ruthless, and like us they are charged with guarding these waters. But usually they are not a problem, as they do not swim fast enough to catch us. But something has organized them, and I fear any attempt to travel through the graveyard will draw their attention. If you value your lives, you should not go that way and instead turn around. Let me take you to my people – they can lead you back to your homeland."

We must reach the island – the fate of everything depends upon it.

"I will help you if you must. But I can take only a small group – if we are careful we may elude the dead patrols and get through before they notice us. The rest of your group will have to go to Lensa, city of my people. They will see you safely to your homeland from there."

Why can't we resurface and head there above water?

"No, no...it is even more dangerous that way. The spirits of the dead roam the waters around the island. You would never escape their ghostly ships. At least traveling through the frozen graveyard you have a chance."

Can you take us to your city first so we can rest?

"Our city is two sleeps from here, quite a distance of you to travel twice, especially if your mission is as important as you say it is. My patrol has a camp not far from here, but it is not suited for your kind as there are no air pockets for you to breathe. If you must rest, your best bet may be one of the frozen ships – I have heard stories that some have air trapped within them. But I am afraid I cannot confirm

these stories, they are merely rumors I have heard."

When the PCs are ready to continue, Hon'nor will tell his patrol to lead the crew members to the safety of Lensa, while he accompanies the PCs as their guide through the frozen ship graveyard. Continue to Encounter 8.

8: GRAVEYARD OF FROZEN SHIPS

After almost an hour of traveling along the lake floor, Hon'nor stops, motioning for all to do so as well.

"Do you feel the water cooling as we get closer? The frozen graveyard is not far ahead. That reminds me...wait here for a while, while I go get something that will help us."

With that Hon'nor leaves, swiftly swimming away into the dark waters to the right of your current position.

The PCs are left to their own devices for a half-hour, and may begin to wonder what has happened to their guide after several minutes have past without his return.

Troubleshooting: If they decide to continue on with out him, after they have traveled several hundred feet they begin to feel the chill of the cold water around them, and begin to take non-lethal damage from the cold (1d6 points of damage every minute).

Half an hour later Hon'nor returns to the PC's position, dragging the corpse of a giant seal behind him. He then cuts into the seal's side, drawing out a handful of blubber, and begins applying the oily substance to his skin.

"This will help protect you from the cold. You will need its protection to venture further."

The blubber grants a +4 bonus to Fortitude saves against the cold waters of the graveyard. The PCs must make a DC 15 Fortitude save every 10 minutes they are within the graveyard area – failure means they suffer 1d6 points of non-lethal damage. For each subsequent check the DC is increased by 1.

Of course PCs with access to magical protection (such as *endure elements* or *resist energy*) can use that instead – they receive a resigned look from Hon'nor, who slaps himself on the head for not thinking about that earlier.

Once everyone is protected from the cold, continue with the following:

It is only a few minutes later that you glimpse your first look at the ship graveyard Hon'nor has talked about.

Looming in your vision ahead is a large ship, much larger than the Lina Gersiten, partially frozen inside a solid block of ice. Beyond the first ship you can make out several other ships similarly trapped within walls of ice. All around the area ahead the lake's bottom is covered in a sheet of ice that stretches as far as you can see.

Hon'nor speaks to you once again.

"There are many ships found here, all trapped so some degree within the ice. I do not know why this happens to them – there must be a rift to some colder place somewhere in this area. I do know that the water gets colder at the graveyard's centre, then warms once again when past."

As they get closer to the ship the PCs notice a jagged opening at the ship's bow, allowing them to explore inside the half-frozen ship before them.

If they venture inside the ship they see that the interior of the ship is intact, though it is completely filled with water (meaning the PCs cannot rest within). It does not take them long to explore the parts of the ship that are not encased in ice – in one of the cabins, one that appears to be for someone with rank the PCs find a locked chest, carved with elaborate designs and glyphs.

A DC 20 Knowledge [History] check reveals the period the chest dates back to – it is over 150 years old, and bears the faded symbols of the Shrine Alliance. The chest is locked by a simple lock, but it is not trapped.

Treasure

APL 2: Loot 0gp; Coin 200gp; Magic 271gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp)

APL 4: Loot 0gp; Coin 200gp; Magic 604gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp), Ring of Counterspells (333gp)

APL 6: Loot 0gp; Coin 200gp; Magic 905gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp), Ring of Counterspells (333gp), Metamagic Rod of Silent, lesser (250gp), Scroll of Freedom of Movement (58gp), Dispelling Cord (83gp)

APL 8: Loot 0gp; Coin 200gp; Magic 1346gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp), Ring of Counterspells (333gp), Metamagic Rod of Silent,

lesser (250gp), Scroll of Freedom of Movement (58gp), Dispelling Cord (83gp), Helm of Comprehend Languages and Read Magic (433gp), Incense of Meditation (408gp)

APL 10: Loot 0gp; Coin 200gp; Magic 3454gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp), Ring of Counterspells (333gp), Metamagic Rod of Silent, lesser (250gp), Scroll of Freedom of Movement (58gp), Dispelling Cord (83gp), Helm of Comprehend Languages and Read Magic (433gp), Incense of Meditation (408gp), Angelhelm (833gp), Pearl of the Sirines (1275gp)

APL 12 & 14: Loot 0gp; Coin 200gp; Magic 4276gp; Cloak of Elemental Protection (83gp), Healing Belt (63gp), Inquisitor Bracers (125gp), Ring of Counterspells (333gp), Metamagic Rod of Silent, lesser (250gp), Scroll of Freedom of Movement (58gp), Dispelling Cord (83gp), Helm of Comprehend Languages and Read Magic (433gp), Incense of Meditation (408gp), Angelhelm (833gp), Pearl of the Sirines (1275gp), Ankh of Ascension (750gp), Plate Armor of the Deep (2054gp)

Once the PCs have finished exploring the ship, Hon'nor will speak to them once again.

"I will say one last thing before we go any further – from here on we must be careful. The dead do not sleep, and will be lurking amongst these ruined ships waiting to pounce upon us. Stay on your guard at all times and if you have protective magic then use it. Our passage through the graveyard should take no longer than another hour, if we are undiscovered. If the dead do find us, deal with them quickly and with out flashy spells if possible. There are many more than we can fight down here – let us avoid drawing all of their attention and move swiftly through this place."

Allow the PCs to make their preparations – when they are ready continue below.

Hon'nor takes the lead, his face filled with purpose as you move off. The small, yet proud nixie leads you deep into the frozen shipyards, his eyes alert for any danger.

As the PCs venture further into the ship graveyard, they begin to pass several ships of varying size, completely frozen in huge blocks of ice. The PCs also come across an area of broken ice, where a ship may have once lain frozen before breaking away. This was the previous site of the Lina

Gersiten before it was found inside an iceberg in PER6-03 The Fate of the Lina Gersiten.

After another half-hour of travel, as they reach the centre of the graveyard the undead haunting the ship ruins launch their attack.

DM's Note: To run this encounter the DM should refer to the rules on underwater combat in the DMG (p92). The EL of this encounter is not adjusted to account for this, as the warning given by Hon'nor and the help of Hanne Weisspeer offsets any adjustment. At APL 2 Hon'nor has a +1 longsword that he will lend to the strongest fighter PC to deal with the shadow.

These undead guardians will not initially attack any PC bearing the **HUS** rune, though they will retaliate to attacks from a rune bearer.

DMs should also note that the zombies listed below are all aquatic variants – possessing a swim speed equal to their base land speed.

APL 2 (EL 5)

Troglodyte Zombie (4): hp 29 each; see *Monster Manual* p267.

Shadow (1): hp 19 each; see *Monster Manual* p221

APL 4 (EL 7)

Bugbear Zombie (4): hp 42 each; see *Monster Manual* p267.

Shadow (2): hp 19 each; see *Monster Manual* p221

APL 6 (EL 9)

Ogre Zombie (6): hp 55 each; see *Monster Manual* p267.

Shadow (3): hp 19 each; see *Monster Manual* p221

APL 8 (EL 11)

Minotaur Zombie (6): hp 81 each; see *Monster Manual* p266.

Greater Shadow (1): hp 58; see *Monster Manual* p221

Spectre (1): hp 45; see *Monster Manual* p258

APL 10 (EL 13)

Gray Render Zombie (6): hp 133 each; see *Monster Manual* p267.

Greater Shadow (2): hp 58 each; see *Monster Manual* p221

Spectre (2): hp 45 each; see *Monster Manual* p232

APL 12 (EL 15)

Gray Render Zombie (6): hp 133 each; see *Monster Manual* p267.

Greater Shadow (2): hp 58 each; see *Monster Manual* p221

Spectre (2): hp 45 each; see *Monster Manual* p232

Mummy Lord (1): hp 97; see *Monster Manual* p190

APL 14 (EL 17)

Gray Render Zombie (6): hp 133 each; see *Monster Manual* p267.

Greater Shadow (2): hp 58 each; see *Monster Manual* p221

Spectre (2): hp 45 each; see *Monster Manual* p232

Mummy Lord (1): hp 97; see *Monster Manual* p190

Ice Devil (2): hp 147; see *Monster Manual* p56

Tactics: The undead creatures wait to ambush the PCs as they pass one of the frozen wrecks, attacking with the element of surprise. A DC 20 Spot check notices movement just before they strike – successful PCs get to act in the surprise round. The shadows will wait for the zombies to engage the party before attacking, darting in to drain PCs fighting with the mindless creatures.

At APL 8+ the spectre(s) will focus its attacks on any arcane spell casters initially and will avoid fighter and cleric PCs.

At APL 12 a mummy lord will lead the attack, bolstering the undead prior to sending them into the fray, backing them up with his offensive and inflict spells.

At APL 14 a pair of ice devils accompanies the mummy lord. Once the PCs have engaged the undead the two devils will *teleport* in behind the PCs, cutting off any retreat.

During the fight Hon'nor will try to use his lay on hands ability and a wand of cure light wounds to keep the PCs from dying. He is not the best of combatants himself, so will mostly leave the real fighting to the PCs. No statistics for Hon'nor are provided, but if the DM feels it is necessary, Hon'nor is prepared to sacrifice himself to save others.

Treasure

APL 4-10: Loot 50gp; Coin 0gp; Magic 0gp;

APL 12 & 14: Loot 50gp; Coin 0gp; Magic 2187gp; +2 *Half-plate armor* (729gp), *cloak of resistance +2* (333gp), *ring of minor fire resistance* (1000gp), *brooch of shielding* (125gp).

Development: Once the undead are defeated, Hon'nor urges the PCs to pick up the pace and

move quickly from the battle scene. The DM should keep the PCs nervous for a while more, hinting that further attacks may occur, but the PCs make the rest of the journey across the graveyard without incident.

9: GATEWAY TO THE ISLE

Beyond the frozen graveyard the lake bottom sharply rises, signifying a landmass ahead that must be the island you have been looking for. After another couple of minutes you reach a point where the lake bottom becomes barren and rocky, until it stretches up before you as a jagged, underwater cliff face.

Hon'nor speaks up at this time.

"I must leave you here my friends. The island you seek is before you now and you no longer need me as a guide, for I know little about the island itself. Follow the cliff face up to the surface, and may the gods be with you for the rest of your journey."

With a solemn bow, Hon'nor departs.

The PCs only have to swim upwards or climb the cliff face to reach their destination. As they move upward, they can see the cliff face

Once they have surfaced and moved onto dry land, continue below.

The island on which you find yourselves is a barren and desolate lump of heaped, black boulders and jagged ridges. Cyclopean stone structures, all of natural origin, jut sharply upwards from the foreshore. To the naked touch, each boulder delivers a frozen bite which tears the flesh as it breaks free from its grasp. In the air, there is the slight hint of sulphur; and your lips taste the tang of bitter ash – still blowing in the breeze. If there was ever fire here, it has long since died – though its ferocity has ensured the spirit of such a cataclysm still haunts this desperate place. Finally, a chill wind blows against your backs – as if pressing you forward ... into the jaws of death.

Searching your immediate surroundings there is one thing that stands out against the bleak cliff face – a circle of eight standing stones, each bearing faded Ur-Flan runes. In between the runes the stone floor has a pale hue, starkly in contrast to the dark stones and sand that covers the rest of the waterfront.

The standing stones surround an ancient Ur-Flan teleportation circle, forgotten for over a thousand

years. A DC 24 Knowledge (Arcana) check identifies the circle is still active; alternatively the Ur-Flan runes written on the standing stones describe its purpose, and how to activate the circle (Boonbane's wielder can read these runes if no one else can).

This teleportation circle will allow players to return to Cli. It will also allow players to change PCs if they wish or allow players that do not play this adventure participate in The Diadem of Kir-Russ parts 2 and 3.

CONCLUSION

The first part of your journey is over, yet you understand it is only the beginning of the mission that has brought you here. You have braved the dangers that shroud the lost isle, and passed by guardians natural and unnatural to make it this far. But more mystery lies ahead, and only the gods may know where the next part of your journey will lead.

For the moment you take stock of things done thus far – the road ahead begins another day....

End Of Part 1

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.

1: Trouble at the Docks

Stop the heretic sabotage and defeat the Cult of the Fiend's minions:

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

4: Elemental Storm

Defeat the storm elementals:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

4: Graveyard of Frozen Ships

Defeat the undead guardians:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 12	510 XP

Story Award

Preventing injury to Hanne and Karennie:

All APLs	30 XP
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Preventing a mutiny onboard the ship:

All APLs	30 XP
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Discretionary roleplaying award

APL 2	30 XP
APL 4	75 XP
APL 6	120 XP
APL 8	165 XP
APL 10	210 XP
APL 12	255 XP
APL 14	300 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 10	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not

carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Trouble at the Docks

All APLs: Loot 150gp; Coin 50gp; Magic 0gp

8: Graveyard of Frozen Ships

APL 2: Loot 0gp; Coin 200gp; Magic 271gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp)

APL 4: Loot 50gp; Coin 200gp; Magic 604gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp), *Ring of Counterspells* (333gp)

APL 6: Loot 50gp; Coin 200gp; Magic 905gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp), *Ring of Counterspells* (333gp), *Metamagic Rod of Silent, lesser* (250gp), *Scroll of Freedom of Movement* (58gp), *Dispelling Cord* (83gp)

APL 8: Loot 50gp; Coin 200gp; Magic 1346gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp), *Ring of Counterspells* (333gp), *Metamagic Rod of Silent, lesser* (250gp), *Scroll of Freedom of Movement*

(58gp), *Dispelling Cord* (83gp), *Helm of Comprehend Languages and Read Magic* (433gp), *Incense of Meditation* (408gp)

APL 10: Loot 50gp; Coin 200gp; Magic 3454gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp), *Ring of Counterspells* (333gp), *Metamagic Rod of Silent, lesser* (250gp), *Scroll of Freedom of Movement* (58gp), *Dispelling Cord* (83gp), *Helm of Comprehend Languages and Read Magic* (433gp), *Incense of Meditation* (408gp), *Angelhelm* (833gp), *Pearl of the Sirines* (1275gp)

APL 12 & 14: Loot 50gp; Coin 200gp; Magic 6366gp; *Cloak of Elemental Protection* (83gp), *Healing Belt* (63gp), *Inquisitor Bracers* (125gp), *Ring of Counterspells* (333gp), *Metamagic Rod of Silent, lesser* (250gp), *Scroll of Freedom of Movement* (58gp), *Dispelling Cord* (83gp), *Helm of Comprehend Languages and Read Magic* (433gp), *Incense of Meditation* (408gp), *Angelhelm* (833gp), *Pearl of the Sirines* (1275gp), *Ankh of Ascension* (750gp), *Plate Armor of the Deep* (2054gp), +2 *Half-plate armor* (729gp), *cloak of resistance +2* (333gp), *ring of minor fire resistance* (1000gp), *brooch of shielding* (125gp).

Total Possible Treasure

APL 2: Loot 200gp; Coin 250gp; Magic 271gp; Total 721gp.

APL 4: Loot 200gp; Coin 250gp; Magic 604gp; Total 1054gp.

APL 6: Loot 200gp; Coin 250gp; Magic 905gp; Total 1355gp

APL 8: Loot 200gp; Coin 250gp; Magic 1346gp; Total 1796gp

APL 10: Loot 200gp; Coin 250gp; Magic 3454gp; Total 3904gp

APL 12 & 14: Loot 200gp; Coin 250gp; Magic 6366gp; Total 6816gp

ADVENTURE RECORD ITEMS

Friendship of the Swabbonwalders: You have befriended the nixies that dwell beneath the waters of Lake Quag. You gain a +2 circumstance bonus to Charisma-based checks with non-evil fey creatures and any members of the Old Kerk. You also gain regional access to the Mask of the Swabbonwalders (see below).

Mask of the Swabbonwalders: This mask fits over the eyes and nose, taking up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* up to twice a day and

endure elements once a day. The effect can be shared with familiars and animal companions that stay close. Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion). Weak transformation and abjuration, CL 6th; Craft Wondrous Item, *water breathing*, *endure elements*; Price 13320gp

Gratitude of the Voormann: For undertaking a mission of great importance and danger you are rewarded for your bravery and selflessness. Although this mission must remain a secret for the moment, your devotion to the nation of Perrenland has been noted. You may use this favour upon completion of PER7-08 The Diadem of Kir-Russ Part 3 to gain access to the nation's magical stores. In game terms you gain access to purchase any one non-restricted item from the DMG up to a value of 25,000gp.

Item

Chosen: _____

A Captain's Sacrifice: Your willingness to risk your own ship for this mission has not gone unnoticed. The Voormann has commissioned a new vessel to be built (at no cost to you) to replace your lost ship upon completion of PER7-08 The Diadem of Kir-Russ Part 3 – a vessel that is one size category larger than your previous ship.

New Ship Type: _____

Braving the Storm: Through your encounter with the great maelstrom, one of the most powerful forces of nature on Oerth you have gained a glimpse of your own mortality. One time in the future you may use this insight to gain a +10 bonus to any one saving throw that would result in your death. You may use this favour retroactively, upon learning the consequences of a failed saving throw.

Wizened Oak Effect: [_____]
This effect lasts for the next 3 ARs.

ITEM ACCESS

APL 2:

- *Cloak of Elemental Protection* (Adventure; MIC)
- *Healing Belt* (Adventure; MIC)
- *Inquisitor Bracers* (Adventure; MIC)

APL 4 (APL 2 plus):

- *Ring of Counterspells* (Adventure; DMG)

APL 6 (APL 2 – 4 plus):

- Metamagic Rod of Silent, Lesser (Adventure; DMG)
- Dispelling Cord (Adventure; MIC)

APL 8 (APL 2 – 6 plus):

- Helm of Comprehend Languages and Read Magic (Adventure; DMG)
- Incense of Meditation (Adventure; DMG)

APL 10 (APL 2 – 8 plus):

- Angelhelm (Adventure; MIC)
- Pearl of the Sirines (Adventure; DMG)

APL 12 & 14 (APL 2 – 10 plus):

- Ankh of Ascension (Adventure; MIC)
- Plate Armor of the Deep (Adventure; DMG)
- Ring of Minor Fire Resistance (Adventure; DMG)
- Brooch of Shielding (Adventure; DMG)

APPENDIX 1: ALL APLS

INTRODUCTION

HANNE WEISSPEER

CR 12

Female human (flan) bard 10/rogue 2

N Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +2

Languages Common, Dwarven, Elven, Flan, Gnome, Ur-Flan

AC 18, touch 15, flat-footed 15
(+2 Dex, +3 armor, +3 deflection)

hp 74 (12 HD)

Resist evasion

Fort +7, **Ref** +14, **Will** +11

Speed 30 ft. (6 squares)

Melee +2 rapier +11/+6 (1d6+1/18-20) or

Melee boonbane +7/+2 (1d8-4/19-20) or

Melee masterwork dagger +10/+5 (1d4/19-20) or

Ranged +1 composite shortbow +10/+5 (1d6/x3) or

Ranged masterwork dagger +10 (1d4/19-20)

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

Base Atk +7; **Gp** +6

Atk Options Combat Expertise, +1d6 sneak attack

Special Actions Bardic music 10/day (countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness), trapfinding

Combat Gear *potion of cure moderate wounds, oil of bless weapon*

Bard Spells Known (CL 10th):

4th (1/day)—*dimension door, dominate person* (DC 20)

3rd (3/day)—*charm monster* (DC 19), *glibness, haste, see invisibility* †

2nd (4/day)—*detect thoughts* (DC 17), *invisibility, silence, suggestion* (DC 18)

1st (5/day)—*charm person* (DC 17), *cure light wounds, hypnotism* (DC 17), *ventriloquism* (DC 16)

0 (3/day)—*dancing lights, detect magic, flare* (DC 15), *ghost sound* (DC 15), *light, prestidigitation*

† Already cast

Abilities Str 8, Dex 15, Con 14, Int 16, Wis 10, Cha 20

SQ Bardic knowledge +18, Bard of the Voice, may possess *Boonbane*

Feats Alertness, Combat Expertise, Iron Will, Spell Focus (Enchantment), Weapon Finesse

Skills Bluff +20, +24 with Perrenders, Decipher Script +15, Diplomacy +26, +30 with Perrenders, Gather Information +17, +21 with Perrenders, Heal +4, Hide +2, Intimidate +7, +11 with Perrenders, Knowledge (history) +20, Knowledge (local – luz's Border States) +20, Knowledge (nobility and royalty) +15, Listen +2, Move Silently +2, Perform (sing) +20, Sense Motive +15, Speak Language (Dwarven, Elven, Gnome), Spellcraft +8, +10 to decipher spells on scrolls, Spot +2, Use Magic Device +20, +22 with scrolls

Possessions combat gear plus +2 rapier, masterwork dagger, +1 composite shortbow, 20 arrows, +2 amulet of health, +2 cloak of charisma,

+2 headband of intellect, +2 gloves of dexterity, +2 vest of resistance, +3 bracers of armour, +3 ring of protection, handy haversack, *potion of cure light wounds* (2), *potion of cure moderate wounds* (2), *potion of lesser restoration* (2), spell component pouch, the Cli Lyre

Bard of the Voice (Ex) Hanne is a member of the Voice of the Old Kerk. As such, she wears a blue cloak trimmed with purple, can demand the right to the first and last statement in an argument, and has the power to censure any Perrender. In addition, she receives a +3 circumstance bonus to Bardic Knowledge checks, a +4 circumstance bonus to Heal, Knowledge (history), Knowledge (local – luz's Border States), Knowledge (religion) and Spellcraft skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks with Perrenders.

May possess *Boonbane* If no PC owns *Boonbane*, Hanne owns *Boonbane*.

Physical Description: Hanne Weisspeer is a slender and pretty young woman in her mid twenties. She has steady gray eyes, and ties her straight dark brown hair back in a loose ponytail. Her mouth is often quirked in a slight smile, as if she views the world with a cynical air.

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 1

LN Medium humanoid (human)

Init - 1; **Senses** Listen +2, Spot +2

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armour, +1 shield)

hp 8 (1 HD)

Fort +4, **Ref** -1, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk bastard sword +2 (d10+1)

Ranged -

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

Base Atk +0; **Grp** +1

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges),
scroll of CLW x 2, *scroll of bless*

Cleric Spells Prepared (CL 1st):

1st—*command* (DC13), *entropic shield*, *sanctuary*^D

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

~~Already cast~~

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 15, Cha 10

SQ Good domain

Feats Combat Casting, Scribe Scroll

Skills Concentration +10, Diplomacy +1, Heal +5, Knowledge (Religion) +2, Sense Motive +5

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, MEDIUM

CR 4

N Medium Elemental (Air, Extraplanar)

Init +5; **Senses** darkvision 60 ft; Listen +5, Spot +6

Languages Common, Auran

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 26 (4 HD);

Fort +3, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares), fly 60 ft. (perfect)

Melee slam +5 (1d6+2 plus 1d6 electricity)

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

Base Atk +3; **Grp** +5

Special Actions shock, thunder and lightning

Abilities Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Improved Initiative

Skills Listen +5, Spot +6

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would Otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 1

LN Medium humanoid (human)

Init - 1; **Senses** Listen +2, Spot +2

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armour, +1 shield)

hp 8 (1 HD)

Fort +4, **Ref** -1, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk bastard sword +2 (d10+1)

Ranged -

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

Base Atk +0; **Grp** +1

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges),
scroll of CLW x 2, *scroll of bless*

Cleric Spells Prepared (CL 1st):

1st—*command* (DC13), *entropic shield*, *sanctuary*^D

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

~~Already cast~~

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 15, Cha 10

SQ Good domain

Feats Combat Casting, Scribe Scroll

Skills Concentration +10, Diplomacy +1, Heal +5, Knowledge (Religion) +2, Sense Motive +5

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, LARGE

CR 6

N Large Elemental (Air, Extraplanar)

Init +4; **Senses** darkvision 60 ft; Listen +7, Spot +8

Languages Common, Auran

AC 16, touch 9, flat-footed 16

(-1 size, +7 natural)

hp 68 (8 HD); DR 5/-

Fort +6, **Ref** +6, **Will** +2

Speed 40 ft. (8 squares), fly 80 ft. (perfect)

Melee slam +11 (1d8+6 plus 1d8 electricity) or 2
slams +11/+11 (1d8+6 plus 1d8 electricity)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +16

Special Actions shock, thunder and lightning

Abilities Str 22, Dex 11, Con 18, Int 6, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Improved Initiative

Skills Listen +7, Spot +8

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 1

LN Medium humanoid (human)

Init - 1; **Senses** Listen +2, Spot +2

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armour, +1 shield)

hp 8 (1 HD)

Fort +4, **Ref** -1, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk bastard sword +2 (d10+1)

Ranged -

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

Base Atk +0; **Grp** +1

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges),
scroll of CLW x 2, *scroll of bless*

Cleric Spells Prepared (CL 1st):

1st—*command* (DC13), *entropic shield*, *sanctuary*^D

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

~~Already cast~~

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 15, Cha 10

SQ Good domain

Feats Combat Casting, Scribe Scroll

Skills Concentration +10, Diplomacy +1, Heal +5, Knowledge (Religion) +2, Sense Motive +5

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, HUGE

CR 8

N Huge Elemental (Air, Extraplanar)

Init +3; **Senses** darkvision 60 ft; Listen +11, Spot +12

Languages Common, Auran

AC 17, touch 7, flat-footed 17

(-2 size, -1 Dex, +10 natural)

hp 168 (16 HD); DR 5/-

Fort +11, **Ref** +11, **Will** +5

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee slam +20 (2d6+10 plus 2d6 electricity) or 2 slams +20/+20 (2d6+10 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +30

Attack Options Power Attack, Cleave

Special Actions shock, thunder and lightning

Abilities Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack

Skills Listen +11, Spot +12

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals Take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would Otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 3

LN Medium humanoid (human)

Init - 1; **Senses** Listen +5, Spot +5

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armour, +1 shield)

hp 19 (3 HD)

Fort +5, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk bastard sword +4 (d10+1)

Ranged -

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

Base Atk +2; **Grp** +3

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges),
scroll of CLW x 2, *scroll of bless*,

Cleric Spells Prepared (CL 3rd):

2nd—*enthrall*, *sound burst*

1st—*command* (DC13), *entropic shield*, *sanctuary*^D

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

~~Already cast~~

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 15, Cha 10

SQ Good domain

Feats Alertness, Combat Casting, Scribe Scroll

Skills Concentration +12, Diplomacy +2, Heal +6, Knowledge (Religion) +2, Listen +5, Sense Motive +5, Spot +5

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, GREATER

CR 10

N Huge Elemental (Air, Extraplanar)

Init +4; **Senses** darkvision 60 ft; Listen +14, Spot +14

Languages Common, Auran

AC 22, touch 8, flat-footed 22

(-2 size, +14 natural)

hp 220 (21 HD); DR 10/-

Fort +13, **Ref** +14, **Will** +7

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee slam +24 (3d6+11 plus 2d6 electricity) or 2
slams +24/+24 (3d6+11 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Base Atk +15; **Grp** +34

Attack Options Power Attack, Cleave, Great Cleave

Special Actions shock, thunder and lightning

Abilities Str 32, Dex 11, Con 22, Int 8, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +14, Spot +14

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals Take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would Otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 3

LN Medium humanoid (human)

Init - 1; **Senses** Listen +5, Spot +5

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armor, +1 shield)

hp 19 (3 HD)

Fort +5, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk bastard sword +4 (d10+1)

Ranged -

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

Base Atk +2; **Grp** +3

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges), *scroll of CLW x 2*, *scroll of bless*,

Cleric Spells Prepared (CL 3rd):

2nd—*enthrall*, *sound burst*

1st—*command* (DC13), *entropic shield*, *sanctuary*^D

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

Already cast

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 15, Cha 10

SQ Good domain

Feats Alertness, Combat Casting, Scribe Scroll

Skills Concentration +12, Diplomacy +2, Heal +6, Knowledge (Religion) +2, Listen +5, Sense Motive +5, Spot +5

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, ELDER

CR 12

N Huge Elemental (Air, Extraplanar)

Init +5; **Senses** darkvision 60 ft; Listen +29, Spot +29

Languages Common, Auran

AC 24, touch 9, flat-footed 23

(-2 size, +1 Dex, +15 natural)

hp 252 (24 HD); DR 10/-

Fort +14, **Ref** +17, **Will** +8

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee slam +27 (3d6+11/19-20 plus 2d6 electricity) or 2 slams +27/+27 (3d6+11/19-20 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Base Atk +18; **Grp** +37

Attack Options Power Attack, Cleave, Great Cleave

Special Actions Shock, thunder and lightning

Abilities Str 32, Dex 13, Con 22, Int 10, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +29, Spot +29

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals Take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would Otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

1: TROUBLE AT THE DOCKS

OLD KERK HERETIC

CR 2

Male Human (Flan) cleric 5

LN Medium humanoid (human)

Init - 1; **Senses** Listen +6, Spot +6

Languages Common, Celestial

AC 14, touch 9, flat-footed 14

(-1 Dex, +4 armor, +1 shield)

hp 33 (5 HD)

Fort +6, **Ref** +0, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk bastard sword +5 (d10+1)

Ranged -

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

Base Atk +3; **Grp** +4

Special Actions Turn undead

Combat Gear *scroll of calm emotions* (50 charges), *scroll of CLW x 2*, *scroll of bless*, *scroll of prayer*

Cleric Spells Prepared (CL 3rd):

3rd—*Dispel magic*, *Blindness/Deafness* (DC16)

2nd—*enthrall* (DC15), *sound burst* (DC15)

1st—*Cause fear* (DC14), *command* (DC13), *entropic shield*, *sanctuary*

0—*detect magic*, *guidance*, *light*, *resistance*

D: Domain spell. Deity: Mayaheine. Domains: Good, Protection

Already cast

Abilities Str 12, Dex 8, Con 14, Int 13, Wis 16, Cha 10

SQ Good domain

Feats Alertness, Combat Casting, Scribe Scroll

Skills Concentration +14, Diplomacy +4, Heal +6, Knowledge (Religion) +2, Listen +6, Sense Motive +5, Spot +6

Possessions combat gear plus holy symbol of Mayaheine, masterwork bastard sword, masterwork chain shirt, masterwork buckler, backpack, quill, parchment and ink.

4: ELEMENTAL STORM

STORM ELEMENTAL, ELDER

CR 12

N Huge Elemental (Air, Extraplanar)

Init +5; **Senses** darkvision 60 ft; Listen +29, Spot +29

Languages Common, Auran

AC 24, touch 9, flat-footed 23

(-2 size, +1 Dex, +15 natural)

hp 252 (24 HD); **DR** 10/-

Fort +14, **Ref** +17, **Will** +8

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee slam +27 (3d6+11/19-20 plus 2d6 electricity) or 2 slams +27/+27 (3d6+11/19-20 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Base Atk +18; **Grp** +37

Attack Options Power Attack, Cleave, Great Cleave

Special Actions Shock, thunder and lightning

Abilities Str 32, Dex 13, Con 22, Int 10, Wis 11, Cha 11

SQ Air mastery, electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +29, Spot +29

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Electrical and Sonic Healing (Ex): Storm elementals Take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would Otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	49 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see table) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Mask of the Swabbonwalders: This mask fits over the eyes and nose, taking up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* up to twice a day and *endure elements* once a day. The effect can be shared with familiars and animal companions that stay close. Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion). Weak transformation and abjuration, CL 6th; Craft Wondrous Item, *water breathing*, *endure elements*; Price 13320gp

APPENDIX 3: THE LINA GERSITEN

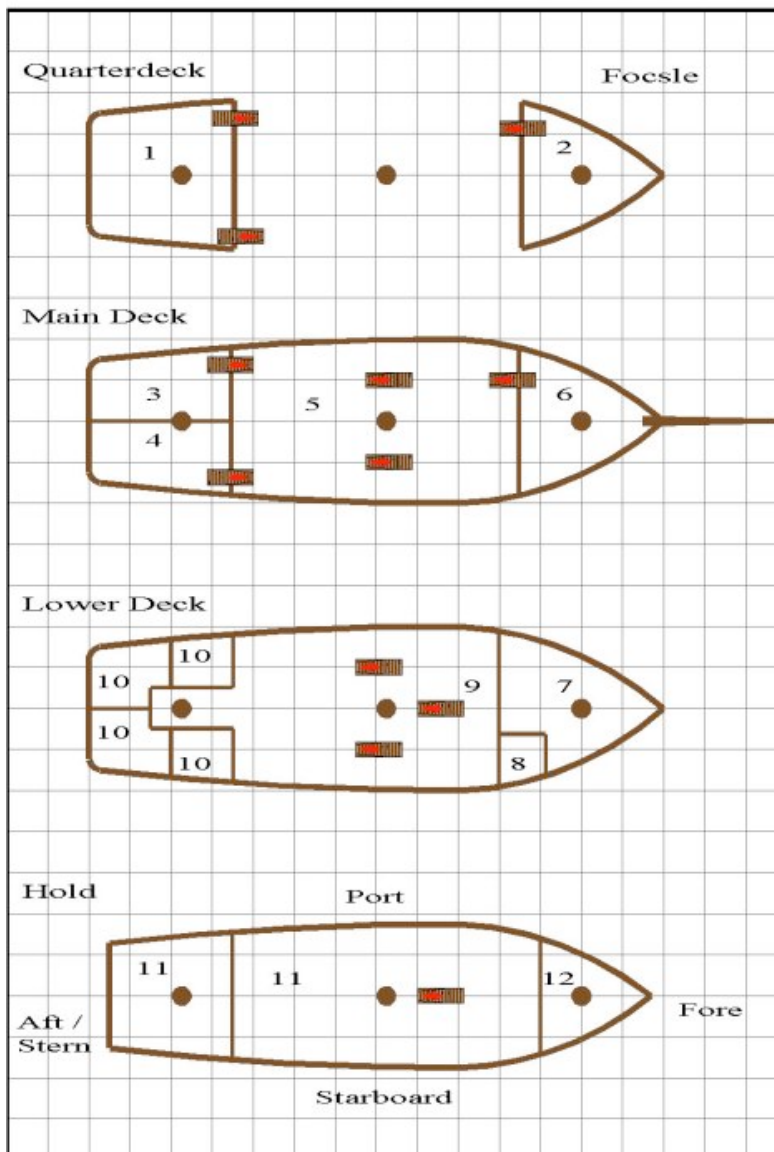
The Lina Gersiten is a caravel, a sailing ship built mainly for speed. A caravel is a seaworthy, nimble ship that can handle long ocean crossings. It has a small forecastle and sterncastle, and three masts. A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame. It is a relatively advanced design and not every seafaring people have the skills and knowledge to build one.

The ships compliment is the Captain Tilmann, the First mate Prost, Bosun Carroll and twenty one other crew, they are divided into three eight hour watches to cover the twenty four hour day. They each do two watches and each watch is changed with the ringing of the ships bell.

Captain Tilmann: male human expert 10; hp 41; Bluff +5, Diplomacy +5, Knowledge (Geography) +8, Profession (Sailor) +14, Rope Use +12.

Other Crewmen/women (21): mixed male and female human expert 5; hp 18 (average); Profession [Sailor] +8, Rope Use +9

The Lina Gersiten



The Lina Gersiten (Caravel):

Colossal vehicle; Seaworthiness +4; Ship-handling +2; Speed wind modifier x 30 ft. (average); Overall AC -3; 1 full sections 24 (sink 6 sections); Section hp 80 (hardness 5), Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind x 15 ft. if 60 tons or more); Cost 10,000 gp.

Map Legend

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

1 sq = 5ft

Map by James Dempsey

APPENDIX 4: THE MAELSTROM

STORMWRACK (P13)

Naturally occurring whirlpools are dangerous enough, but some whirlpools are supernatural maelstroms – places where portals to the elemental plane of water, divine manifestations of sea deities' power, or ancient curses have created monstrously powerful vortexes in the water.

Maelstroms come in one of four sizes: minor (10 to 40 feet in diameter), major (41 to 120 feet in diameter), greater (121 to 500 feet in diameter), and immense (501 feet to 2,000 feet in diameter). Maelstroms usually have a depth equal to their diameter.

Maelstroms are surrounded by strong feeder currents that can snare swimmers or boats far from the vortex itself, carrying them within the vortex's grasp.

Maelstrom Size	Current Strength by Distance		
	Strong	Dangerous	Irresistible
Minor	100 ft.	50 ft.	20 ft.
Major	500 ft.	250 ft.	100 ft.
Greater	1,000 ft.	500 ft.	200 ft.
Immense	1 mile	1/2 mile	1,000 ft.

Once a swimmer or ship is sucked into the maelstrom by the currents sweeping toward it (or simply has the misfortune of falling into the vortex directly), the target endures three distinct phases of danger: trapped, battered, and ejected. Minor maelstroms can only trap and batter objects or creatures of Huge size or smaller; major maelstroms can trap and batter objects or creatures of Gargantuan size and greater or immense maelstroms can trap and batter creatures or objects of any size.

Maelstrom Size	Object Size	Time Trapped	Escape DC	Battered Damage
Minor	Huge	1d4 rounds	25	3d6
Major	Gargantuan	1d8 rounds	30	6d6
Greater	Colossal	2d6 rounds	40	10d6
Immense	Colossal	2d8 rounds	50	20d6

Trapped: The creature or vessel is trapped in the whirlpool, slowly being drawn down. Escaping from the trap region requires a successful Swim or Profession (sailor) check against the maelstrom's DC, based on its size. This moves the creature to a square adjacent to the maelstrom (the current doesn't sweep him or her back in immediately but can do so in subsequent rounds). Failing that, the creature or ship is unable to move of its own accord, and revolves helplessly in the whirlpool. At the end of a trapped character's turn, move him or her 30 feet clockwise around the rim of the whirlpool.

Battered: At the end of trapped time, the creature or vessel sinks into the maw of the maelstrom. This takes 1 round, during which the creature or object takes the indicated damage. For ships or vehicles, every section is damaged. Creatures can take no actions in this round.

Ejected: On the next round, the maelstrom ejects the creature or vessel at its bottom. The creature or vessel is now at the bottom depth of the maelstrom. If the maelstrom has a particular exit – for example, a hole in the bottom of a lake, or a portal to the Elemental Plane of Water—the creature or vessel passes through. Otherwise it comes to rest on the bottom or is adrift in the water a short distance from the bottom of the maelstrom's funnel (1d4x10, 20, 50, or 200 feet, depending on the maelstrom's size). A maelstrom without an exit simply generates currents flowing away from it on the bottom with the same strength as currents flow toward it near the surface. Buoyant creatures or objects return to the surface, but there's no reason they couldn't be caught in the maelstrom's grip again.

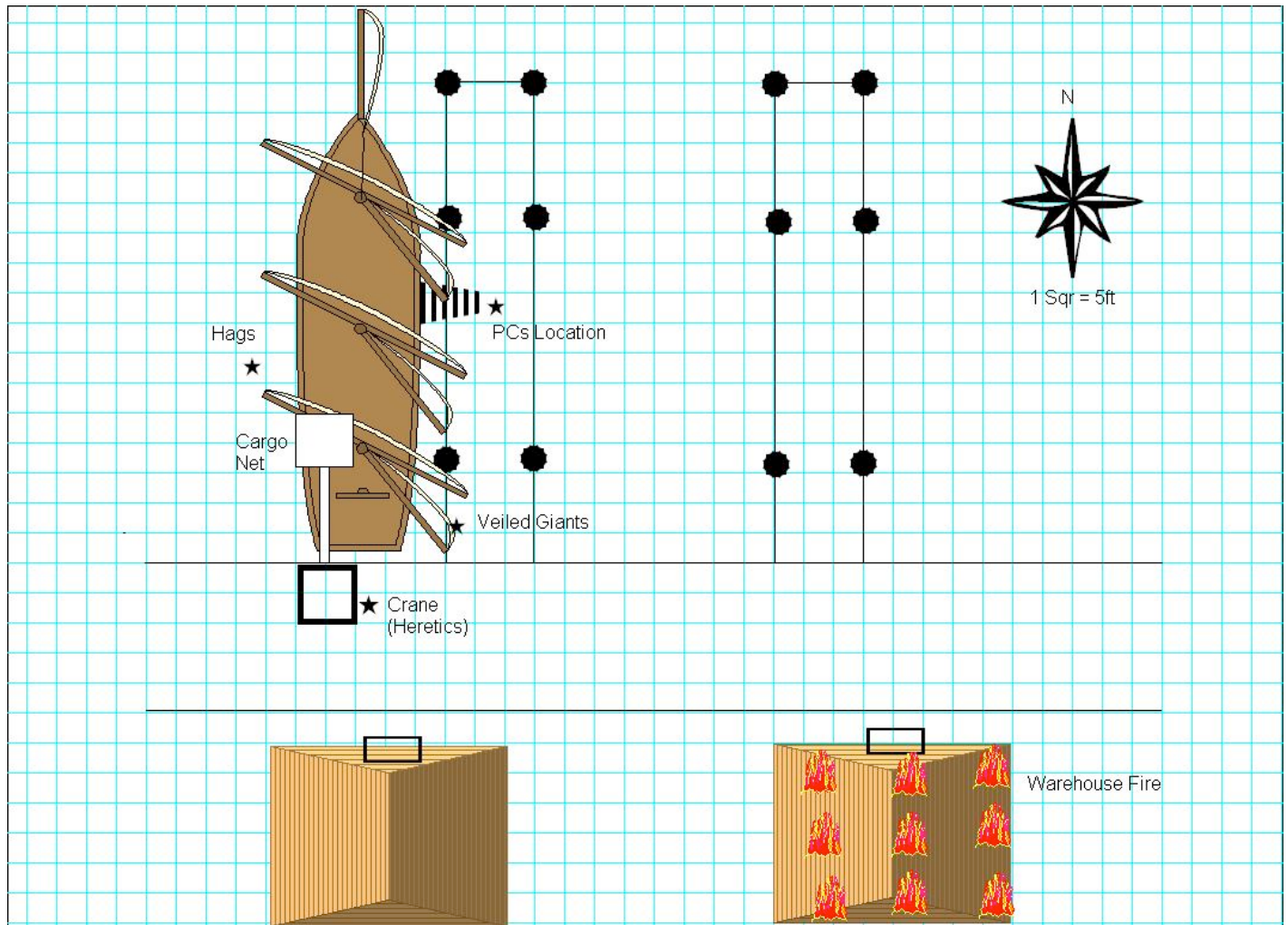
Wind Strength

Strength	Sailing Speed
None	–
Light	x1
Moderate	x2
Strong	x3
Severe (heavy)	x3 ¹
Windstorm (gale)	x3 ²
Hurricane / Dire gale	Driven – 2 x wind speed mph (in ft)

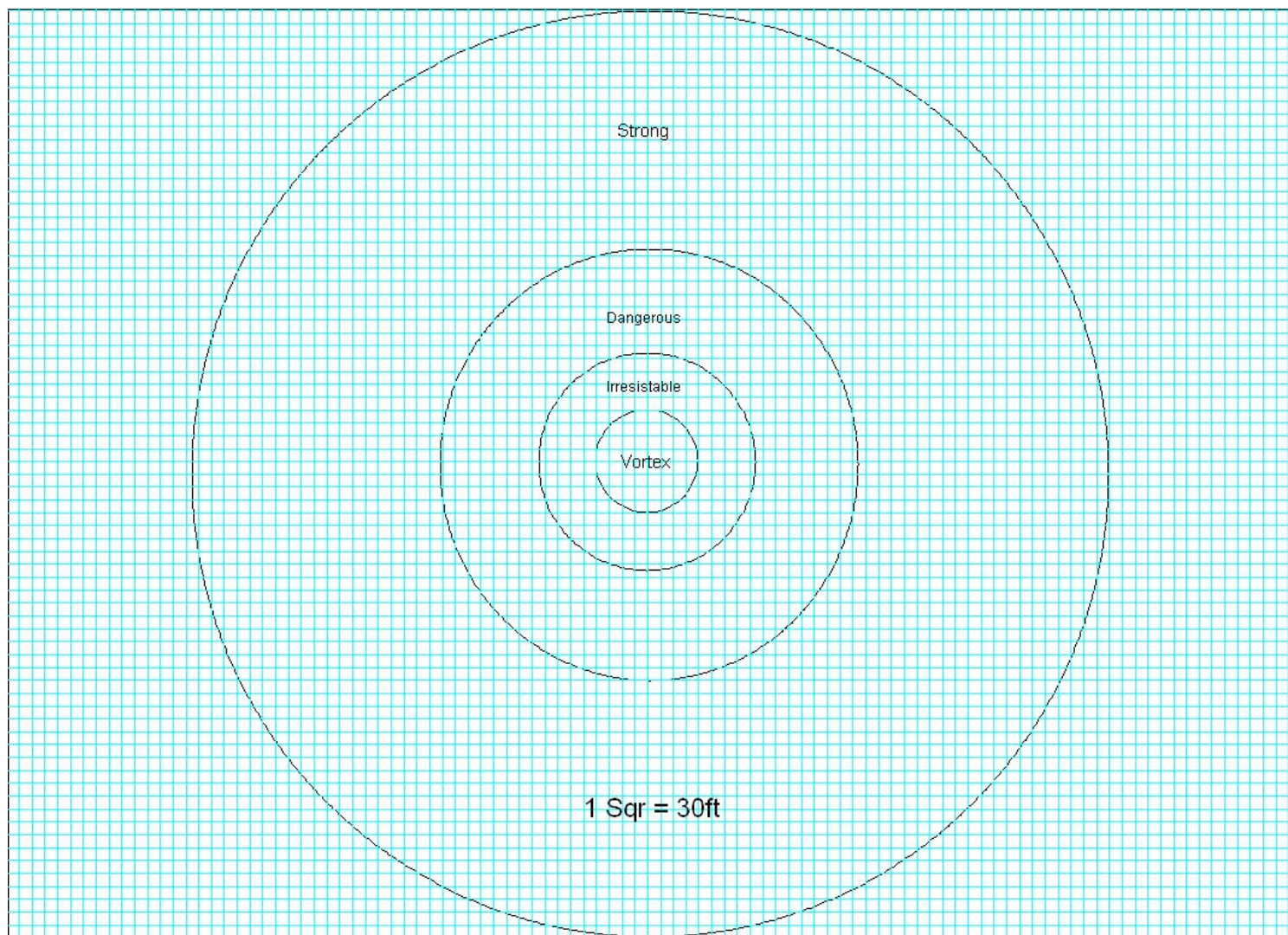
1 – Requires DC20 Profession (sailor) check to sail or row; otherwise driven.

2 – Requires DC30 Profession (sailor) check to sail or row; otherwise driven.

DM MAP 1: THE NORTH DOCKS



DM MAP 2: THE MAELSTROM



PLAYERS' HANDOUT 1 – BACKGROUND TO THE ADVENTURE

It all began in 594 CY, when the new Voormann, Orgus Bildgear, vowed to break the non-aggression pact with the Empire of luz and join the fight against evil. Now, this epic struggle is reaching its finale.

The Voorman's challenge to the Old One was soon matched with the simultaneous invasion of the armies of luz from the East, and from his daughter, Iggwilv, from within the heart of Perrenland. Moreover, the explosion of Mt Hellspaar augured in the magical winter of Hell's Gloom brought three years of war, death and famine that have nearly destroyed Perrenland. Combined, they nearly destroyed the country, at first, but little victories by bands of brave adventurers soon transformed into a great victory in the East and then at Riberlund in Nederboden, with the help of Oomkar Hus the chief servant of Nerull in the Quaglands. For a fleeting moment it looked as if the country had prevailed.

Yet one foe at least remained. Drelnza. Iggwilv's daughter, and sister of luz. Despite her army being small, Drelnza maintained a hold on significant parts of Nederboden. From this strategic position she began to reap the benefits the effects of the prolonged famine were having on the population. As families, and then villages, began to starve, old rivalries between sept and clans remerged and hatchets: rivalries thought buried since the time of Perren's unity were, now, uncovered. Perrenland strength, and its internal unity, became undermined. Nothing hurt this concept of unity more than a schism within the Old Kerk, which was manufactured by Drelnza.

From a humble and low key event in the town of Schwartzestadt, soon emerged a story that another evil hidden shrine existed within the Old Kerk and that Oomkar Hus was poised take power in the Quaglands through the Old Kerk. Circulated by Drelnza's quasit agents, and then by the folk themselves driven half made by her magical diseases and the famine and the Schwartzestadt Heresy was born.

Here the Old Kerk did much of the work for her, and Drelnza could never have imagined that her ploy would gain such purchase. Soon, the Old Kerk was beginning to divide against itself and the folk, who for so long had been bound by common religious tradition, were presented with a choice. Most chose to remain within the tradition but others became heretics, and believed the worst of the stories.

Luckily for all, there remained some cool heads. Bertgris Udden and Karla Hussen the HetRechters (judges) of the land have remained determined and steadfast to the law and refused to exile the heretics as instructed. Bertgris Udden in particular feels in his heart that this is all a horrible manipulation of the situation by Drelnza and thus luz. He has commissioned adventurers to determine the truth of these matters. In particular he has caused the revelation of an ancient and secret group who have hidden the true identity of the hidden shrine, the Jasmine Index.

From this, a small but important group of stakeholders now know that the hidden shrine is that of the goddess of beauty and love: Myrhiss – long forgotten (and indeed suppressed) in the Quaglands. Furthermore, they know that the hidden shrine should be that if Kyuss, servitor power to Nerull, but that a great Lie has been manufactured and maintained for two ages of the world. This deception is so effective that Oomkar Hus and indeed the few followers of Kyuss left in the Quagland believe that what is actually the hidden shrine of Myrhiss is the hidden shrine of Kyuss. If Oomkar were to find out the pact that bind him to not grow the power of Nerull in the Quaglands would be broken. The only way this situation can be preserved and the great lie maintained is if the threat of Drelnza and her faction the Cult of the Fiend are removed from play.

As fate would have it, a weapon long prophesied may be close to discovery. The intelligent weapon, Boonbane, already a potent weapon, is but "one item of a set". For its true power can only be used if its wielder has the Diadem of KirRuss upon their head. To this end, it has been revealed by the recently recovered Cli Lyre that the Diadem can be found on a mysterious island located in the centre of Lake Quag. When combined, these two items have the power to destroy the bloodline of Igg-Vuurz. Thus, luz, Iggwilv and Drelnza are all in fear of this event and seek to prevent it.

With the unity of Perrenland at break point, the Voormann critically ill, and civil war breaking out, the Cult of the Fiend is poised for victory. luz has begun to reinforce his sister's cause with more demons so that she can secure the Diadem and remove this threat to his person.

Enter the last hope of the nation: the expedition to recover the Diadem of Kir Russ!

PLAYERS' HANDOUT 2 – PROPHECY OF JOR-RUSS

From Neijmargens womb, a fiery birth, a weapon of the future (Hanne: Surely this is Boonbane, Neijmargen is a volcanic pit (A Pit too Far))

Into it bound, against his will, the air touched soul of Bragnor Hus. (Hanne: Bragnor = Oomkar Hus, Kondkaynen ritual)

A boon and a bane it proved to be and the mistress hid it deep. (Hanne: Mistress = Igg-Vuurz, hid the weapon in Tsjocanth)

For one purpose was it made to slay the last Ner-Graf. (Bertgris: The last Ner-Graf is Oomkar Hus, the last of the Lords of Nerull in the Quaglands)

Yet best intention went astray when the mistress foresaw a daughter's death. (Bertgris: She must have learned the prophecy in conjunction with the one that foresaw the birth of a god if her blood was mingled with the blood of the abyss).

Find the crown of the foolish king, the diadem of the consort. (Hanne: This must have been the crown I saw on my fathers head when he was captured by "her" back in time (A Dark Gods Laughter)).

A dark god's laughter will bring it back from the place that it was hid. (Hanne: I am confused, as we didn't bring back anything when we returned (A Dark Gods Laughter))

Bearer of blade and crown will then unleash the power kept within. (Hanne: Seems straight forward to me)

A kingdom both old and new rests bound within its fate. (Bertgris: Perhaps this means the Quaglands and the new nation of Perrenland, or perhaps it means Perrenland and some state yet to be?)

Yet the ruler to be will be the ruler that was but not the ruler to come. (Bertgris: This is not something that makes sense, perhaps the translation was incorrect?)

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

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

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

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

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

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

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

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

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